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## Campaign Guide

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August 2009

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# Legends of the Shining Jewel™

LEGENDS OF THE SHINING JEWEL is an ongoing living-style city of AMTHYDOR™, a city set in the player-created World of RAIA™. The LSJ Campaign uses the PATHFINDER® RPG game system and is for the mature, serious-minded role-players. Players will create their own Player Characters (PCs) that will advance and grow in LSJ Campaign tournaments. The campaign contains elements of High Fantasy, High Magic, High Intrigue, and High Role-playing. Originally started as a developmental project by the Universe Construction Company (UCC) for TSR, Inc. in 1992, the project has evolved beyond what TSR (or even WIZARDS OF THE COAST) expected, and continues to grow several years later.

## The LSJ Campaign will feature High Fantasy.

Creatures and settings that can only exist in our imagination are frequently encountered. Emphasis is placed on enabling and maintaining a spirit of wonder, surprise, amazement, fear, and glory during game play. Consideration of mundane practicalities and everyday life bookkeeping will exist but will be kept to a minimum. "Anything is possible" in this corner of the multiverse.

## The LSJ Campaign will feature High Magic.

The World of RAIA is full of magic, both known and lost, and can be described as being a High Magic setting. It is important to realize that a High Magic setting does not necessarily mean that there will be magic items around every corner. There will be a logical reason why magic items exist in tournaments, and it will be up to the campaign staff to make sure that the quality and quantity of magic made available in the campaign is up to our exacting standards.

## The LSJ Campaign will feature High Intrigue.

Not everything is black and white in the LSJ Campaign. It is extremely important for players/PCs to determine who is working in their best interests and who is not. There will be many shades of gray in this intrigue-oriented campaign. Players have the ability to "take sides" in differing aspects of society as well as be tempted by darker forces. Any action or choice made by the player characters could have several repercussions, both positive and/or the negative. Not all PC actions lead to happy endings, but not all actions will result in failure either. The actions and choices made by the PCs during various LSJ tournaments will result in a variety of tournament conclusions that can (and will) affect the campaign story lines.

## The LSJ Campaign will feature High Role-playing.

While combat is a tool to supply a dramatic element to the campaign, it won't be the rule, nor will it always be obligatory. It is possible to go through some LSJ Tournaments without encountering combat of any sort. Avoiding combat situations through the use of imagination, ingenuity, and role-playing usually rewards the players rather than penalizes them.

The campaign staff has several goals in mind in order to make the LSJ Campaign a fun, playable environment. One of the reasons for LSJ's previous success was the ability to weave a tapestry of grand-scale storytelling. This is an aspect that is being cultivated and continued. This won't mean that smaller plots will be unavailable. Quite the contrary; anything that is learned/discovered in one tournament could be very important in another.

One goal will be to meet the players' needs for varied goals and desires through the Meta-Game Activity /Organization opportunities. There will be a number of developed meta-organizations available and ready for PCs to join. But these meta-activities aren't the only thing that will be made available for players. Whenever possible, the direction of the campaign will be determined by PC actions that influence tournament outcomes. This is the most important way to ensure that players know that their direct participation or non-participation in an event have an influence on the history and future of LSJ, as if they were playing in a home campaign.

A lot of hard work is being done to make the LSJ Campaign a great place to be. If you have any constructive comments or questions, please feel free to email any of the campaign staff.

Thank you.

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# Character Creation

These guidelines give you the basic information you need to create and play a *LEGENDS OF THE SHINING JEWEL* (LSJ) character. All LSJ characters must comply with the *PATHFINDER RPG CORE RULEBOOK*, official errata and rules clarifications, any allowed supplements (see the OGL Section 15 for list of supplementary materials) and this document. Please be aware that these guidelines, like the LSJ campaign, will change. When options are added for characters, you may add them to your character at the next level advancement. See "Adding New Material" near the end of these guidelines for more information on how new options will be added to the campaign. To create a 1st level character, turn to Chapter 2 of the *Pathfinder RPG* and use the steps outlined in the Character Creation Basics section except where they are modified as outlined below. The hierarchy for which source takes precedence is as follows: *LSJ Campaign Guide*, *LSJ Psionics Primer*, *Pathfinder RPG Core Rulebook*.

## Availability Ratings

Players in the LSJ campaign have many character options in the beginning and as the campaign progresses. Races, Feats, Classes, Prestige Classes, Equipment, and many other options are divided into three categories:

- **Available** – Players may select any of these options without any limitations.
- **Restricted** – Players can access these options only through special play opportunities such as scenario rewards or metagaming, or through specific out-of-game opportunities.
- **Prohibited** - Anything not listed, or listed as prohibited, is not allowed for PC use.

All skills, feats, spells, prestige classes, or other rules that require evil alignments or have the "Evil" descriptor are banned for PC use. PERIOD.

## General Campaign Terms

**Time Units (TUs):** The length of time an activity (scenario, crafting, etc.) takes in the LSJ campaign. On January 1st of each year, a PC receives 365 time units to spend on activities for that year. **Event:** A convention, game day, or other occasion when scenarios or groups of

scenarios are played. **Scenario:** Also popularly known as "modules" or "tournaments", these are the things authors write, GMs run, and players play. **Adventure:** A scenario being played by a player character. So .... to put them all in context: "At the last LSJ event I attended, three scenarios were running. One of the scenarios had a rare magic widget – which meant that in the next adventure those characters who got it played, only one could use it!"

## Step 1: Ability Scores

To put all players on an even footing, the LSJ campaign uses the Nonstandard Point Buy method of ability score generation, found in Chapter 2 of the *Pathfinder RPG Core Rulebook*. The LSJ setting is considered a "Epic Fantasy Campaign," hence, each character uses 25 points distributed among all six statistics.

Ability Score Costs			
Score	Points	Score	Points
7	-4	13	3
8	-2	14	5
9	-1	15	7
10	0	16	10
11	1	17	13
12	2	18	17

Apply racial modifiers to ability points after the base scores are determined. Thus, ability points range from 8-18 for humans, and 6-20 for nonhumans. Ability points gained as your character advances in level do not use this chart; they are full points and may be added as explained in the *Pathfinder RPG Core Rulebook*.

## Step 2: Choose Race and Class

### Races

All players must choose a race for their character. Players may choose from the following races: **Available:** Aasimar, dwarves, elans, elems (air, earth, fire, water), elves (desert, forest, high, sea, sky), gnome, half-elves, half-ogre, half-orc, halflings, human, lupaari, sathoni, tabreen and tiefling. **Restricted:** Elf (dark, gray) until January 1, 2010.

Restricted PC races are not available for play without a valid LSJ certificate signed and sealed by a LSJ Campaign Director.

Certain races before now were only available with a certificate. Players that had previously had certs allowing play in the following races (aasimar, elem, high elf, sky elf, half-ogre, sathoni, or tiefling) please email [lsj-bestiary@theshiningjewel.com](mailto:lsj-bestiary@theshiningjewel.com) for registration. Please send a scan of your certificate to the above address. You have until December 31st, 2009.

### Powerful Races

Some races are simply more powerful than others. To balance this, the more powerful races will advance slower than others based on the following XP Advancement Table (XP Track) below. Each race has a designated XP Track in which they will follow for their experience advancement. The majority of the races will follow the standard Fast XP Track, a handful of races will follow the more slower Medium XP Track, and a couple will follow the Slow XP Track.

XP Advancement Table			
Character Level	Experience Point Tracks		
	Slow	Medium	Fast
1st	0	0	0
2nd	3,000	2,000	1,300
3rd	7,500	5,000	3,300
4th	14,000	9,000	6,000
5th	23,000	15,000	10,000
6th	35,000	23,000	15,000
7th	53,000	35,000	23,000
8th	77,000	51,000	34,000
9th	115,000	75,000	50,000
10th	160,000	105,000	71,000
11th	235,000	155,000	105,000
12th	330,000	220,000	145,000
13th	475,000	315,000	210,000
14th	665,000	445,000	295,000
15th	955,000	635,000	425,000
16th	1,350,000	890,000	600,000
17th	1,900,000	1,300,000	850,000
18th	2,700,000	1,800,000	1,200,000
19th	3,850,000	2,550,000	1,700,000
20th	5,350,000	3,600,000	2,400,000
21st*	7,700,000	5,100,000	3,400,000

\* - Upon gaining 21st level, the PC automatically retires and becomes an NPC.

### Classes

Nearly all class information available in this book as well as the *Pathfinder* RPG core book is available for use in the LSJ Campaign. Please note that a PC may NOT have both a standard class AND its variant as two separate classes. You may take either the standard class or its variant, not both.

**Prohibited:** Wizard specialist variant – Necromancer

**Psionics in LSJ:** Psionics rules are allowed in the LSJ campaign, but in a limited fashion. Only elan PCs may take psionic feats, powers, and character classes, or use psionic items. Elan are a “hidden race” at this time who have not revealed themselves to the other races of Raia, and they are expected to keep that secret when adventuring beyond the home enclave.

**Reminder about Psionic Power Point Spending:** A psionic character is limited in how many power points he can spend on a single manifestation of a power. A psionic PC can spend no more than their manifester level in power points on a single usage of a power. Thus, a 1st-level psion can spend only 1 PP per use of a power, whereas a 3rd-level psion could spend up to 3 PP. This maximum applies also to spending extra power points to increase the effects of powers beyond their normal (minimum) effect. Thus, the 3rd-level psion manifesting a 1st-level power that normally costs 1 PP could spend 2 more PP (3 PP total) on that power to increase the effect or potency, but no more than those 3 points.

#### Aristocrat

The Aristocrat class in this book replaces the NPC class from the *Pathfinder RPG Core Rulebook*.

#### Barbarian

Barbarians may choose the totem barbarian variant if they wish. This replaces the normal barbarian class options. You may not take both for the same PC.

#### Bard

Bards may choose the bardic sage, divine bard, or savage bard variant. This replaces the normal bard class options. You may not take both for the same PC. The divine bard is bound by the armor spellcasting restrictions of the standard bard class, even though the divine bard's spells are divine spells. In addition, the divine bard must meet the alignment requirements of a cleric of his chosen deity. This alignment cannot



be one that is not allowed to the core bard class. These are LSJ campaign-specific rule clarifications.

### **Cleric and Druid**

Clerics may choose the cloistered cleric variant. This replaces the normal cleric class options. You may not take both for the same PC. Druids may choose the druidic avenger variant. This replaces the normal druid class options. You may not take both for the same PC. (Note: Clerics of Dymora can now be taken at this time, but they must have an official LSJ certificate permitting the player to have it. If you wish to play a worshipper of Dymora, send an email to [lsj-temples@theshiningjewel.com](mailto:lsj-temples@theshiningjewel.com) and the Temples Coordinator will get the necessary information from you to make this a reality.) All new Dymoran clerics (single- or multi-classed) begin play at 1st level.

Druids may begin play with an animal companion as noted in the *Pathfinder RPG Core Rulebook*. Druids and rangers may take birds of prey (falcons, hawks and such) as animal companions without legal restriction in the Amthydor Protectorate. However, such animals are treated with great respect and care due to their importance as a symbol of the city of Amthydor, and the companion's PC "owner" must treat them as such. Domestic animals will live in the city with the druid (if she does). Wild animals will not live in the city, or go adventuring in the city with the druid unless they have been trained per the skill. Druids do not need to do training for an animal companion through the Bestiary Metaorganization like other PCs.

### **Fighter**

Fighters may choose the thug variant. This replaces the normal fighter class options. You may not take both for the same PC.

### **Monk**

Monks may be a "generic" monk from the *Pathfinder RPG Core Rulebook* or may choose to belong to any one of the non-evil monastic orders described later in this book. If the monk belongs to such an order, he may choose one of the monk variant: fighting styles based upon his order. This replaces the normal monk class options. You may not take both for the same PC.

### **Noble**

The Noble class is now available for general play, albeit for nobles outside the city of Amthydor (please see the *LSJ World Primer* for different city locations and descriptions).

However, the class still requires a legal certificate for play. If you wish to play a noble, send an email to [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com) and the Nobles Coordinator will get the necessary information from you to make this a reality. (Those that had already been playing a Noble with a certificate should make a scan and send it to the above address by December 31st, 2009. See the section on *LSJ Nobles: Current and Future* for more information.)

### **Paladin**

Both the standard, lawful good paladins (paladins of honor) and the chaotic good paladins of freedom are allowed in the LSJ campaign. Either type of paladin must choose a patron deity that meets the alignment requirements as described in the cleric section later in this book. Paladins in LSJ may join the special paladin orders listed, and may multiclass freely with the specified core class if they meet the feat requirement.

### **Psion**

Only elan may take the psion class. If functions as described in the *LSJ Psionics Primer*.

### **Psychic Warrior**

Only elan may take the psion class. It functions as described in the *LSJ Psionics Primer*.

### **Ranger**

As per the *Pathfinder RPG Core Rulebook*, rangers may gain an animal companion, although they do not begin play with one. Otherwise, the identical rules for animal companions as provided under the druids applies to rangers as well.

### **Rogue**

Rogues may choose the wilderness rogue variant. This replaces the normal rogue class options. You may not take both for the same PC.

### **Sorcerer and Wizard**

Sorcerers and wizards may take birds of prey (hawks and falcons) as familiars without legal restriction in the Amthydor Protectorate. However, such animals are treated with great respect and care due to their importance as a symbol of the city of Amthydor, and the familiar's PC master must treat them as such. Sorcerers and wizards may use the list of familiars in this book without restriction. This supercedes the list in the *Pathfinder RPG Core Rulebook*. The Improved Familiar Feat described in the may be taken but PCs must choose non-evil familiars, and only from the list specified in the feat description. Sorcerers may choose the battle

sorcerer variant. This replaces the normal sorcerer class options. You may not take both for the same PC. Sorcerers may not choose the Draconic or Undead bloodlines without an official LSJ certificate. The Necromancer specialist wizard is currently not allowed for campaign play.

**Soulknife**

Only elan may take the soulknife class. It functions as described in the *LSJ Psionics Primer*.

**Wilder**

Only elan may take the wilder class. It functions as described in the *LSJ Psionics Primer*.

**Prestige Classes**

The following Prestige Classes are currently approved for the campaign: Standard Reference Document: **Available** – Arcane Archer, Arcane Ascendant, Arcane Trickster, Cerebremancer, Divine Ascendant, Duelist, Eldritch Knight, Elocater, Knifemaster, Lancer, Loremaster, Metamind, Mystic Theurge, Night Warden of Meneon, Pharos, Psi Hunter, Psionic Fist, Pyrokineticist, Scion of Hyperion, Shadowdancer, Sniper, Temptress of Dymora, Thaumaturgist, Warmind; **Restricted** – Dragon Disciple, Psion Uncarnate; **Prohibited** – Assassin, Pathfinder Chronicler, Thrallherd.

PCs must qualify for these classes as described in appropriate source book.

**Step 3: Hit Points**

At 1st and 2nd level, assign your character maximum hit points for its class, including any Constitution bonuses. For each additional character level, assign hit points according to the new class by 75% of the maximum value for the class (rounding down), then adding any Constitution bonus. For example, after 2nd level a character adds 4 hit points upon gaining a new level in the Sorcerer class, plus any Constitution bonus, if applicable. A character adding a level of Fighter adds 7 plus Constitution bonus.

Hit Points Gained at 3rd Level and Beyond	
Hit Dice	Hit Points
d12	9
d10	7
d8	6
d6	4

Paladin bonded mounts use 75% of maximum hit points per hit die to calculate hit points. All

other animal companions and beasts use the standard "average hit point" values from the *Pathfinder Bestiary* or other source describing them unless otherwise noted (for certified animals only). You also have the option of using "Kid Gloves" rules for your character at 1st level. This allows you to take your 2nd level hit points at first level. This is not a bonus, but an advance on the hit points you would get later. If you choose a different class at second level, you recalculate your hit points normally. For example: a 1st level sorcerer with a Constitution score of 10 would start play using the Kid Gloves rule with 12 hit points (which is what she would have normally at 2nd level). If she took her second level in sorcerer her hit points would not change. If she took a level of fighter for her second character level, then her hit point total at 2nd level would be 16 (6 + 10). After 2nd level hit points are acquired normally.

**Step 4: Skills**

Skills may be chosen from the *Pathfinder RPG Core Rulebook*, Players should follow the guidelines listed in the *Pathfinder RPG Core Rulebook* with regards to calculating and choosing skills. A few skills need brief additional rulings.

**Craft Skill**

This skill does not allow you to craft items other than the ones that PCs can purchase normally (see Step 5). These skills may either be used once per adventure to either make a item for the PC to keep and use, or rolled for generic income purposes, but not both. (See the later sections on Making Things and Making Money for details.) The following Craft types are allowed: Alchemy, Armorsmithing, Arrow making (Fletchery), Basket weaving, Blacksmithing, Bookbinding, Bowmaking (Bowery), Brass smith, Calligraphy, Carpentry, Cartwrighting, Chandlery (Candlemaking), Cobbling (Shoemaking), Coopering, Coppersmithing, Drawing, Dyemaking, Furniture making, Furriery, Gem cutting, Glassblowing, Goldsmithing, Hatmaking, Hornworking, Jewelling, Leatherworking, Locksmithing, Mapmaking, Masonry, Musical instrument making, Painting, Papermaking, Pewtersmithing, Pottery, Saltmaking, Sculpting, Shipbuilding, Silversmithing, Skinning, Soapmaking, Tailoring, Trapmaking, Weaponsmithing, Weaving, Wheelmaking, Winemaking, Woodworking, Writing.

### Handle Animal Skill

PCs who have ranks in this skill may train animals they own, whether “normal” animals or those acquired through the Bestiary Metaorganization. This must be done either at the table or at the Bestiary booth, with rolls made in front of the GM and all money and time unit costs noted in the character’s adventure journal.

### Knowledge Skill

Knowledge skills cannot be anachronistic. The LSJ Campaign uses the “simple” method of dealing with Knowledge skills, meaning no subdivisions of Knowledge areas. Thus anyone who has Knowledge (Local) can use it anywhere in the world setting. However, natives of a community would gain a +2 bonus to the roll, natives of a region would roll normally, and those who are farther out would have penalties to the roll. Knowledge skill ranks only allow Synergy bonuses to other skill checks at the GM’s discretion.

### Profession Skill

Profession skills are not limited to those listed in the Profession skill description in the *Pathfinder RPG Core Rulebook*. However, Profession skills cannot be anachronistic. PCs may choose professions from the following list: Apothecary, Architect, Baker, Barber, Barrister, Boater, Bookkeeper, Brewer, Bureaucrat, Butcher, Butler, Cleaner (Polisher), Clerk, Constable/Watchman, Cook, Courtesan, Driver, Embalmer, Engineer, Farmer, Farrier, Fisherman, Florist, Gambler, Gardener, Guide, Hairdresser, Herbalist, Herdsman, Innkeeper, Launderer, Lumberjack, Maidservant, Masseuse, Merchant, Midwife, Miller, Miner, Mortician, Navigator, Nursemaid, Physician, Porter, Rancher, Sage, Sailor, Scribe, Server/Waiter, Siege Engineer, Soldier, Stablehand, Steward, Teamster, Trader, Trapper, Undertaker, Warehouse, Woodcutter.

## Step 5: Equipment

A starting character receives the maximum amount of gold pieces for its class. Players may purchase any equipment in the *Pathfinder RPG Core Rulebook* (including masterwork items) with the exception of tanglefoot bags, smoke sticks, and thunderstones. Additionally player characters have a beginning magic item to start their adventuring career (certificate, or cert, provided at the end of this document).

## Step 6: Select Feats

Note: **Leadership:** *Legends of the Shining Jewel* uses a variant form of the Leadership feat rather than the one presented in the *Pathfinder PRG Core Rulebook*. The feat listed in this book supersedes the one listed in the *Pathfinder RPG Core Rulebook*. All certificates and effects that state they grant a bonus to a PC’s Leadership score instead grant a bonus to their effective Charisma score for determining cohort level. Bonuses granted by this and other Leadership feats may add to that effective Charisma score to determine cohort level. No feat except Superior Leadership may be used to reduce the level difference to less than -2 (2 levels less than the PC’s character level).

## Step 7: Describe Your Character

You must choose an alignment from among the following: Lawful Good, Lawful Neutral, Neutral Good, Neutral, or Chaotic Good. Your alignment choice must meet all requirements for your character’s class. Any permanent alignment switch away from the permitted alignments will result in the character being removed from play. **Please Note:** No alignment allowed in the campaign is a free ticket to play an evil PC in any way. Evil characters (as determined by actions) are not permitted in the campaign. Any infraction of this will result in the immediate loss of said character. PERIOD.

A character may begin play at any age from Adulthood to Old Age, as defined in the Age section of Chapter 7: Additional Rules, in the *Pathfinder RPG Core Rulebook*. Age modifiers to ability scores are not used in the LSJ campaign. The appropriate tables in the Core Rulebook describe the acceptable ranges of height and weight for each approved PC race. All nonstandard races use the modifiers for humans unless otherwise specified.

## Step 8: Patron Deity

All characters in the LSJ Campaign must choose a patron deity, as outlined in the Cleric entry of the Class section of this book. Characters may worship a deity of any non-evil alignment. PCs that do not choose a valid patron deity, are not allowed to be brought back from the dead in any fashion. The worship of evil deities is not allowed for player characters without a

certificate from the campaign staff. Only PCs with levels in the Aristocrat or Noble classes may choose Hyperion as their patron deity. Amthydor, the home city of the LSJ Campaign, hosts formal houses of worship for the following deities: Ardra, Ayla, Brianna, Cerion, Cyrene, Destine, Dymora, Elianna, Emerys, Galvandt, Glissande, Hyperion, Kalek, Lucor, Meneon, Peliron, and Sorena.

### Changing Patron Deities

Divine spell-casters (clerics, druids, paladins, rangers of 4th class level or higher, and members of certain prestige classes) suffer serious penalties for changing patron deities. Any of the aforementioned character classes that change patron deities must spend 180 time units (to represent the quest that must be undertaken), and pay the NPC priest who casts the *atonement* spell 500 gp per character level. If an item is used to pay for this cost and the item is worth more, the priest does not give change for the excess value. Please note that the *atonement* can only be cast by the local NPC high priest of the patron deity to which you are changing. Player Characters are not allowed to cast this *atonement* spell for other PCs. Characters without divine spell-casting levels may change patron deities between adventures without penalty, if they so desire. They cannot change deities during adventure play.

## Step 9: Playing your Character

**I Don't Have Time to Create a Character!** If you (or another player) walks up to a LSJ table for the first time and doesn't have time to create a character, you have options. There are several ready-made characters on our official website and the LSJ-Campaign Yahoo! group for this purpose. Anyone who hosts an LSJ event should have copies of these ready-made PCs downloaded and printed out prior to running their event. The player may make changes to the ready-made characters if they wish before starting the game. The 1st level Table Buddies may also be used for this purpose. If a player uses one of these ready-made PCs for quick entry into their first LSJ game, the player may freely change and rebuild that character's statistics at the next convenient opportunity (this includes race, class, ability scores, etc.). The only thing that **must** remain the same is the character name, since the certificates issued at each game will have that PC's name on them

(So, if you are planning to change the human table buddy into a dwarf, make sure you give the PC an appropriate dwarven name at the get-go!). These changes may be made any time before reaching 4th character level, but should be done as quickly as possible.

### Regions and Places of Origin

Details on areas of the world of Raia that will be available for PCs' places of origins will be detailed in an upcoming update. For the moment the only real concern is, are you from Amthydor or from somewhere else? Native Amthydorans (this option must be chosen at character creation or conversion) gain a +2 circumstance bonus to all Charisma-based skill checks when dealing with Amthydorans citizens. For details on non-native PCs becoming naturalized Amthydorans citizens, see the *Appendix II*.

### "Thieves" and "Pirates" in the LSJ Campaign

While it is widely acknowledged that thieves and pirates are popular and exciting figures in fantasy literature and gaming, they do present certain problems in the LSJ campaign. The home city of Amthydor has a regional hatred of both thieves and pirates, and this has an impact on PCs in the campaign. PCs who present themselves as thieves or pirates in their dress, mannerisms, and roleplaying, no matter how endearingly, will be looked upon with great suspicion and disdain by the law-abiding citizens of Amthydor and its protectorates. In game terms, this means that all attempts to use Charisma and Charisma-based skills against Amthydor citizens incur a -5 unnamed penalty. In addition, the PC's Charisma modifier becomes negative for this roll, not positive (PCs who already have a negative Charisma modifier double that modifier as well for such rolls). The campaign staff respects the right of players to portray their characters as they wish. However, in the case of obvious "thief" and "pirate" type characters, even "endearing" ones, there are consequences for that choice. Of course, sailors are commonplace in a port city such as Amthydor, and PCs portrayed as sailors and naval types will incur no such penalties. "Thief" and "Pirate" characters should expect the harshest legal penalties if they are caught breaking the law and found guilty. Losing one's hand is a common punishment for thieves, and execution is the preferred method for dealing with convicted pirates.

# Races of Raia

## General Information

### Favored Class

A character's favored class doesn't count against him or her when determining experience point penalties for multiclassing.

### Race and Languages

All characters know how to speak Common. An aasimar, dwarf, elf, elem, gnome, half-elf, half-ogre, half-orc, halfling, sathoni, or tiefling also speaks a racial language, as appropriate. A character who has an Intelligence bonus at 1<sup>st</sup> level speaks other languages as well, one extra language per point of Intelligence bonus as a starting character.

Literacy: Any character except a barbarian can read and write all the languages he or she speaks.

Class-Related Languages: Clerics, druids, and wizards can choose certain languages as bonus languages even if they're not on the lists found in the race descriptions. These class-related languages are as follows:

**Cleric:** Abyssal, Celestial, Infernal.

**Druid:** Sylvan.

**Wizard:** Draconic.

### Small Characters

A Small character gets a +1 size bonus to Armor Class, 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. A Small character's carrying capacity is three-quarters of that of a Medium character.

A Small character generally moves about two-thirds as fast as a Medium character.

A Small character must use smaller weapons than a Medium character.

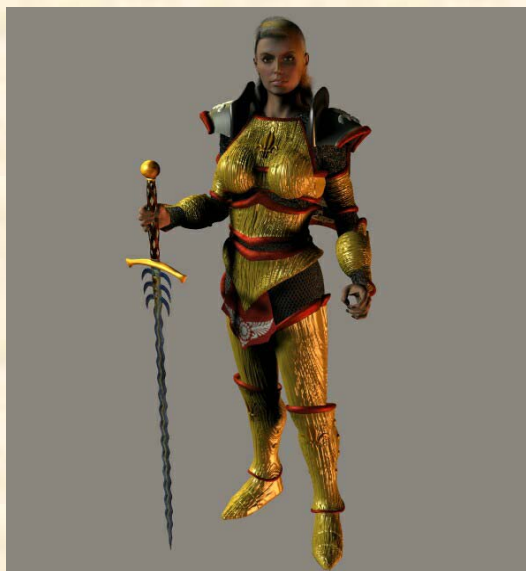
## Humans

Humans are the predominant race on Raia, though this was not always true. While young compared to the longer-lived races, humans have a combination of ambition, ability and dedication that has allowed them to carve their own niche amidst the other races. While their physical features vary by color and shape based on their

home regions, their commonalities distinguish humans far more than their differences.

### Human Racial Traits

- **XP Track:** Fast.



## Aasimar

Aasimar are of mixed celestial and humanoid descent, usually dating back no more than a few generations. Their celestial heritage grants aasimar certain physical traits and powers.

They are usually tall, physically attractive and pleasant. They may display minor physical traits hinting at their heritage, such as silver hair, golden eyes or an intense gaze. Most are good-aligned. Aasimar do not form societies of their own, instead blending into existing humanoid cultures.

### Aasimar Racial Traits

- **+2 Wisdom, +2 Charisma:** Aasimars are insightful, confident, and personable.
- **Medium:** Aasimar are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Aasimar have a base speed of 30 feet.
- **Darkvision:** Aasimar can see in the dark up to 60 feet.
- **Skilled:** Aasimars have a +2 racial bonus on Diplomacy and Perception checks.

- **Spell-like Ability:** Aasimars can use *daylight* once per day as a spell-like ability (caster level equals the aasimar's class level).
- **Celestial Resistance:** Aasimars have acid resistance 5, cold resistance 5, and electricity resistance 5.
- **Languages:** Aasimars begin play speaking Common and Celestial. Aasimars with high Intelligence scores can choose any of the following bonus languages: Draconic, Dwarven, ELven, Gnome, Halfling, and Sylvan.
- **Favored Class:** The favored class of Aasimar is cleric or paladin. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast



## Dwarves

Dwarves are much like the earth and stone they call home: sturdy, solid, and dependable. Though shorter than humans, their squat, broad bodies are easily as massive as any human's. They have a natural talent for stone working, metalworking, and gemcutting.

### Dwarf Racial Traits

- **XP Track:** Fast.

## Elans

Elan are unique in that they are a race that is made, not born. Members of other races occasionally are recruited to join the elan, a secretive race who are beings remade by pure psionic energy. Hidden enclaves of elan carefully select those who will be transformed into others of their race. Those chosen are remade by a psionic process into a new being, one capable of using psionic powers. Their old experience levels, classes, skills and feats are wiped clean, allowing them to literally begin life anew, though they retain their former memories. Elans are generally quiet about their race's special traits. Since they appear much the same as humans (even if they were not human previously), they rarely reveal that they are anything but talented humans.

### Elan Racial Traits

- **+2 Constitution, +2 Intelligence, -2 Charisma:** Elan are hearty and quick-witted, but other races sense their innate 'otherness'.
- **Medium:** Elan are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Movement:** Elan have a base speed of 30 feet.
- **Aberrant Nature:** Elan are Aberrations, and are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.
- **Normal Vision:** Unlike most aberrations, Elan lack darkvision.

- **Naturally Psionic:** Elan gain 2 bonus power points at 1<sup>st</sup> level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **Resistance (Su):** When an elan takes damage, she can spend power points to reduce its severity. As an immediate action, she can reduce the damage she is about to take by 2 hit points for every 1 power point she spends.
- **Repletion:** An elan can sustain her body without need for food or water. If she spends 1 power point, an elan does not need to eat or drink for 24 hours.
- **Languages:** Elan begin play speaking Common and Elan. Elan with high Intelligence scores can choose any of the following: Any (other than secret languages).
- **Favored Class:** The favored class of Elan is psion or psychic warrior. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Medium

**Note:** Psionics rules are allowed in the LSJ campaign, but in a limited fashion. Only elan PCs may take psionic feats, powers or character classes, or use psionic items.

## Ellems

Ellems are of mixed elemental and human descent, usually dating back no more than a few generations. Their elemental heritage grants ellems certain physical traits and powers that are determined by the type of elemental in their ancestry.

### Air Ellems

Air ellems tend to have pale milky skin and flowing white or gray hair. Their cloudy eyes appear to be light blue or gray and reflect no light. They walk with a light, graceful air, and their clothes seem to ripple and move as if from a strong breeze.

### Air Elem Racial Traits

- **+2 Dexterity, +2 Intelligence, -2 Wisdom:** Air ellems are graceful and intelligent, but can be whimsical and prone to flights of fancy.

- **Medium:** Air ellems are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Movement:** Air ellems have a base speed of 30 feet.
- **Feather Fall:** Air ellems act as if affected by a permanent personal *feather fall* spell. This is a supernatural ability.
- **Electricity Resistance:** Air ellems receive Electricity Resistance 2.
- **Spell Casting:** Air ellems receive a +1 bonus to caster level when casting spells with the [Air] descriptor or from the Air domain.
- **Saving Throws:** Air ellems receive a +2 racial bonus to all saves against air spells and effects.
- **Languages:** Air ellems begin play speaking Common and Auran. Air ellems with high Intelligence scores can choose any of the following: Any (except secret languages).
- **Favored Class:** The favored class of air ellems is bard or wizard. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast

## Earth Ellems

Earth ellems have thick, dry skin that is usually gray, brown or deep red in color. Their bodies are broad of build and well-muscled. They tend to have short hair that grows close to the scalp, and their features are angular and sharp.

### Earth Elem Racial Traits

- **+2 Strength, +2 Constitution, -2 Dexterity:** Earth ellems are very sturdy and hard to hurt, but lack any form of grace.
- **Medium:** Earth ellems are Medium creatures, and have no bonuses or penalties due to their size.
- **Slow Movement:** Earth ellems have a base speed of 20 feet, reflecting their stiff and cumbersome physique.
- **Damage Reduction:** Earth ellems have damage reduction 5/-, but only against subdual damage.
- **Acid Resistance:** Earth ellems receive Acid Resistance 2.
- **Spell Casting:** Earth ellems receive a +1 bonus to caster level when casting spells

with the [Earth] descriptor or from the Earth domain.

- **Saving Throws:** Earth elems receive a +2 racial bonus to all saves against earth spells and effects.
- **Languages:** Earth elems begin play speaking Common and Terran. Earth elems with high Intelligence scores can choose any of the following: Any (except secret languages).
- **Favored Class:** The favored class of earth elems is druid or fighter. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast

## Fire Elems

Fire elems tend to be thin-bodied with long tapering fingers, and they always seem to be in motion. Their hair is usually red or yellow, and flows like flames across their head and shoulders. Their skin is usually deep red or deep orange, and feels hot to the touch. Their eyes glow from the elemental fire that is their heritage, making the eyes visible in the dark unless they take precautions to hide them.

### Fire Elem Racial Traits

- **+2 Dexterity, +2 Charisma, -2 Constitution:** Fire elems are highly agile and react quickly, but they flicker and wear out easily when attacked, like a flame in a strong wind.
- **Medium:** Fire elems are Medium creatures, and have no bonuses or penalties due to their size.
- **Fast Movement:** Fire elems have a base speed of 35 feet, due to their slightly less than solid nature.
- **Smoke Immunity:** Fire elems suffer no penalties from smoke. Even the thickest smoke fails to either choke them or obscure their vision. This is an extraordinary ability.
- **Fire Resistance:** Fire elems receive Fire Resistance 2.
- **Spell Casting:** Fire elem receive a +1 bonus to caster level when casting spells with the [Fire] descriptor or from the Fire domain.
- **Saving Throws:** Fire elem receive a +2 racial bonus to all saves against fire spells and effects.

- **Languages:** Fire elems begin play speaking Common and Ignan. Fire elems with high Intelligence scores can choose any of the following: Any (except secret languages).
- **Favored Class:** The favored class of fire elems is rogue or sorcerer. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast

## Water Elems

Water elems often have light green hair and blue-green skin, often scaled, which feels cool and moist to the touch.

### Water Elem Racial Traits

- **+2 Charisma, +2 Intelligence, +2 Wisdom, -2 Strength:** Water elems are contemplative and well-spoken, but not physically powerful. Their eyes are larger than normal and have very large irises. Their hands and feet are often webbed, and their ears tend to lie flush against the skull.
- **Medium:** Water elems are Medium creatures, and have no bonuses or penalties due to their size.
- **Slow Movement:** Water elems have a base speed of 20 feet. In addition, water elems have a swim speed of 20 feet. Water elems can move through the water at the listed speed without making Swim checks. They gain a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. Water elems can always take 10 on a Swim check, even if rushed or threatened. Water elems can use the run action while swimming, provided they swim in a straight line.
- **Water Breathing:** Water elems can breathe water as an extraordinary ability.
- **Cold Resistance:** Water elems receive Cold Resistance 2.
- **Spell Casting:** Water elems receive a +1 bonus to caster level when casting spells with the [Water] descriptor or from the Water domain.
- **Saving Throws:** Water elem receive a +2 racial bonus to all saves against water spells and effects.
- **Languages:** Water elems begin play speaking Common and Aquan. Water



elms with high Intelligence scores can choose any of the following: Any (except secret languages).

- **Favored Class:** The favored class of water elms is cleric or monk. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast

## Elves (General)

Elves are slightly thinner and shorter than humans, with pointed ears and an exotic appearance that is difficult to describe in detail. They are longer-lived than any other humanoid species known on Raia, a trait that gives them a unique long-term perspective in their life's work and their planning.

Elves are one of the oldest humanoid races on Raia. Early in their existence they were mandated (some say by the gods, some say by the very life force of Raia herself) to be the guardians and protectors of nature and the planet. To accomplish this task, they divided themselves into clans who later became the sub-races of the elves. The High Elves were elected the rulers of the elven people, whose task was to make the laws that would govern their people and dictate their policy in accomplishing their divine duties. The other clans were delegated as caretakers for the different habitats of the world of Raia, and in time adapted both physically and magically to better serve that purpose.

The known elven sub-types are: High Elves, Desert Elves, Forest Elves, Sea Elves, Sky Elves, Gray Elves, and Dark Elves. It is possible (and likely) that other elven sub-races exist elsewhere on Raia, but they are so remote that the other races have not yet discovered them.

### Elves, Dark

Dark elves, or Drow, are elves that have completely fallen into disfavor from the gods. Once High elves (and possibly other subraces), they turned on their brethren in an effort to exterminate all of humanity. As a result, they have been cast out from the light and have retreated to caves and tunnels beneath the ground. Whereas humans they hate the most, dark elves hate all life. There can be no "agreements" made between dark elves and any other humanoids as the dark elves will betray the person the first chance they get. Once followers

of Ardra, they now worship Oblivion. There is no mistake on their true motives now.

White is the most common hair color among dark elves, but almost any pale shade is possible. Dark elves tend to be smaller and thinner than other sorts of elves, and their eyes are often a vivid red.



### Dark Elf Racial Traits

- **+2 Dexterity, +2 Charisma, -2 Constitution:** Dark elves are nimble and extremely intelligent. Although they have fallen from grace, they still retain the superior confidence they held in another life, have learned wisdom from their ordeal, but their form remains frail.
- **Medium:** Dark elves are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Dark elves have a base speed of 30 feet.
- **Darkvision 120 feet:** Dark elves can see in the dark up to 120 feet.
- **Keen Senses:** Dark elves receive a +2 bonus on sight- and sound-based Perception checks.
- **Drow immunities:** Dark elves are immune to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- **Spell Resistance:** Dark elves possess Spell Resistance equal to 6 plus their class levels.

- **Spell-like Abilities:** Dark elves can use the following spell-like abilities once per day: *dancing lights*, *darkness*, and *faerie fire*. The caster level is equal to the dark elf's class level. In addition, dark elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.
- **Light Blindness:** Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds the dark elf for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.
- **Weapon Familiarity:** Dark elves are proficient with hand crossbows, rapiers, and shortswords, and treat any weapon with the word "drow" in its name as a martial weapon.
- **Alignment:** Any non-good (although players in the LSJ Campaign must abide by Character Generation Guidelines).
- **Languages:** Dark elves begin play speaking Common, Elven and Undercommon. Dark elves with high Intelligence scores can choose any of the following: Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin.
- **Favored Class:** The favored class of dark elves is rogue and cleric (female) or wizard (male). This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Slow.

## Elves, Desert

In the desert, elves follow nomadic lifestyles. They herd horses, cattle and goats across the sands, sleeping during the day and working or traveling at night. Their wandering takes them many places and puts them in contact with many cultures. As a result, they are welcome everywhere for the news and exotic trade goods they carry.

Desert elves have deep gray skin that has been baked by the desert sun for hundreds of years. Their hair tends towards various shades of gray, and their eyes various shades of brown.

## Desert Elf Racial Traits

- **+2 Dexterity, +2 Intelligence, –2 Strength:** Desert elves are nimble, both in body and mind, but are physically weak.
- **Medium:** Desert elves are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Desert elves have a base speed of 30 feet.
- **Low-Light Vision:** Desert elves can see twice as far as humans in conditions of poor illumination.
- **Keen Senses:** Desert elves receive a +2 bonus on sight- and sound-based Perception checks.
- **Elven Immunities:** Desert elves are immune to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- **Elven Magic:** Desert elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, desert elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.
- **Weapon Familiarity:** Desert elves are proficient with the scimitar, rapier, and shortbow (including composite shortbow), and treat any weapon with the word "elven" in its name as a martial weapon.
- **Heat Endurance:** Desert elves gain a +4 racial bonus on Fortitude saves made to resist the effects of hot weather.
- **Animal Knowledge:** Desert elves receive a +2 racial bonus on Handle Animal, and Ride checks. Desert elves spend most of their lives riding and working with animals.
- **Languages:** Desert elves begin play speaking Common and Elven. Desert elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- **Favored Class:** The favored class of desert elves is barbarian or sorcerer. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast.



## Elves, Forest

Forest elves are the stereotypical woodland elves of myth. They are naturally attuned to the rhythms of their beloved woodland homes and are most comfortable there. Their services as guides and scouts are invaluable.

Forest elves have fair skin that is at most slightly tan. They tend to have brown or blonde hair, and their eyes are often brown or green.

## Forest Elf Racial Traits

- **XP Track:** Fast.

## Elves, Gray

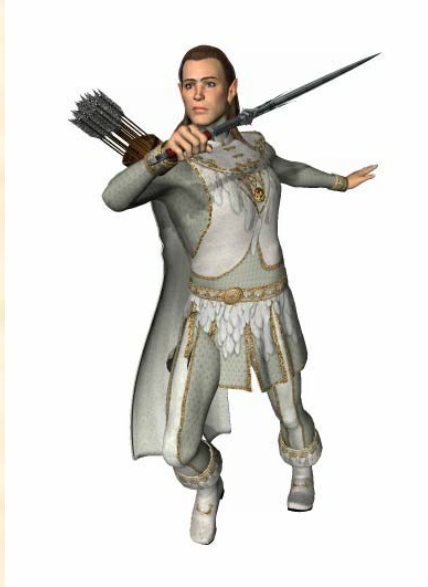
Gray elves are elves whose actions, or lack thereof, have caused them to fall into disfavor with Ardra, but not so much so that they are utterly beyond all hope of redemption. Most gray elves were once high elves, though some originally belonged to other elven subraces. These elves were either indifferent or else fought on the wrong side during the elven conflict with Amthydor, but found the courage to see that such actions violated the most basic tenants of the race's purpose – the protection of life on Raia. Though they saw the error of their ways, it wasn't soon enough to save them from all punishment. Stripped of their previous identity, they became "gray." As a race, there is always a yearning to make amends for the wrongs they committed or supported. Even from birth the gray strive to right

the wrongs of their people. Remorse hangs on all of them like a damp fog.

Gray elves look just like their name. They have gray skin and hair. Their eyes are pale with black pupils. They favor clothing and ornaments in ashen shades and avoid wearing bright colors.

## Gray Elf Racial Traits

- **+2 Dexterity, +2 Wisdom, –2 Constitution:** Gray elves are nimble and have learned wisdom from their ordeal, but still has a gruff outlook on life and don't care who knows it.
- **Medium:** Gray elves are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Gray elves have a base speed of 30 feet.
- **Low-Light Vision:** Gray elves can see three-times as far as a human in conditions of poor illumination. This is due to the change in their eyes.
- **Keen Senses:** Gray elves receive a +2 bonus on sight- and sound-based Perception checks. They can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.
- **Elven immunities:** Gray elves are immune to magic sleep effects and a +2 racial saving throw bonus against enchantment spells or effects.
- **Elven Magic:** Gray elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, gray elves receive a +2 racial bonus on Appraise skill checks made to identify the properties of magic items.
- **Weapon Proficiency:** Gray elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbow (including composite shortbow), and treat any weapon with the word "elven" in its name as a martial weapon..
- **Languages:** Gray elves begin play speaking Common and Elven. Gray elves with high Intelligence scores can choose any of the following: Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.
- **Favored Class:** The favored class of gray elves is cleric or monk. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast.



## Elves, High

High elves are the natural leaders of the elven peoples. They are quite aware of their importance in fulfilling the elves' destiny, and it shows. More so than other elves, they are haughty and proud, and never fail to remind anyone (especially the non-elven peoples) just how important they are. High elves are fair of skin and tend to have black or dark brown hair. Their eyes are either blue or green.

### High Elf Racial Traits

- **+2 Dexterity, +2 Intelligence, +2 Charisma, -2 Constitution:** High elves are graceful, clever and dynamic, but they are somewhat frail.
- **Medium:** High elves are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** High elves have a base speed of 30 feet.
- **Low Light Vision:** High Elves can see twice as far as humans in conditions of poor illumination.
- **Keen Senses:** High elves have a +2 racial bonus on sight- and sound-based Perception checks. A high elf can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.
- **Elven Immunities:** High elves are immune to magical sleep effects and get

a +2 racial saving throw bonus against enchantment spells or effects.

- **Weapon Familiarity:** High elves are proficient with longbows (including composite longbows), longswords, rapiers and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.
- **Rank and Station:** When dealing with elves that are not of high elven blood, high elves gain a +2 bonus on Diplomacy checks. When dealing with other high elves, this bonus (or penalty) is equal to the difference in the high elf's character level. For example, if Sallogen (a 6<sup>th</sup> level high elf) tries using Diplomacy on Lord Delron (a 9<sup>th</sup> level high elf), Sallogen would receive a -3 penalty to his Diplomacy check.
- **Languages:** High elves begin play speaking Common and Elven. High elves with high Intelligence scores can choose any of the following: Any (other than secret languages).
- **Favored Class:** The favored class of high elves is fighter or wizard. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Medium.

## Elves, Sea

Sea elves adapted to their chosen habitat by becoming an aquatic race. While they are capable of spending time out of water, they must regularly return to the sea that is their home (or at least a natural pond in a pinch) to renew and refresh themselves. They patrol the shipping lanes and natural waterways near their homes, always on the watch for polluters and dangerous predators.

Sea elves tend to have light blue scaly skin and large eyes with big irises. Their ears are pointed but tend to have scalloped ridges.

### Sea Elf Racial Traits

- **+2 Dexterity, +2 Wisdom, -2 Intelligence:** Sea elves are graceful, with a keen natural understanding of the world, but they have little interest in seeking knowledge for knowledge sake.
- **Medium:** Sea elves are Medium creatures, and have no bonuses or penalties due to their size.

- **Normal Speed:** Sea elves have a base land speed of 30 feet. Sea elves have a base swim speed of 30 feet. A sea elf can move through water at his base swim speed without having to make Swim checks. He has a +8 racial bonus on any Swim check to perform some action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.
- **Low Light Vision:** Sea elves can see twice as far as humans in conditions of poor illumination.
- **Aquatic:** Sea elves gain the aquatic subtype. They can breathe underwater freely. They can breathe air for 2 hours per point of Constitution, after which they must spend an equal amount of time totally submerged in water. For adventuring purposes, they spend double the normal amount of Time Units on all activities that take place primarily out of water. If they remain out of water beyond their allotted time, sea elves must make a Fortitude save DC 15 every 12 hours or temporarily lose one point each of Strength and Constitution. This loss can be regained by spending a full day submerged in water.
- **Amphibious:** Sea elves can breathe in either air or water. They do not have gills.
- **Keen Senses:** Sea elves have a +2 racial bonus on sight- and sound-based Perception checks. A sea elf can make a Perception check to spot a secret or concealed door if they pass within 10 feet, regardless of whether or not they are actively looking.
- **Elven Immunities:** Sea elves are immune to magical sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.
- **Weapon Familiarity:** Sea elves are proficient with spears, tridents and nets, and treat any weapon with the word "elven" in its name as a martial weapon.
- **Languages:** Sea elves begin play speaking Aquan and Elven. Sea elves with high Intelligence scores can choose any of the following: Any (other than secret languages).

- **Favored Class:** The favored class of sea elves is cleric or paladin. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast.



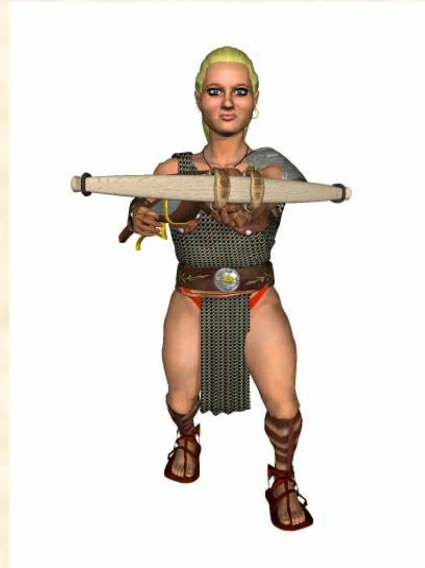
## Elves, Sky

Second perhaps only to the sea elves, the sky elves made the most dramatic alterations to their bodies in order to serve as guardians for the high places, the skies and mountains. They have natural feathered wings growing from their backs that allow them to fly. In place of hair, they bear feathers. Their bodies are naturally adapted to flight, with little body fat and hollow bones. They are grace in motion whether they are flying or earthbound. Sky elves have pale skin and dark hair. Their eyes are usually blue, but on rare occasions one is born with purple eyes. Their feathers run the full range of colors found in birds, but tend to be fairly uniform within each sky elf community.

## Sky Elf Racial Traits

- **+2 Dexterity, +2 Intelligence, +2 Wisdom, -2 Strength:** Sky elves are graceful, clever and wise, but in perfecting flight they have sacrificed physical power.
- **Medium:** Sky elves are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Sky elves have a base speed of 30 feet.

- **Flight.** Sky elves have a natural ability to fly. Fly is a class skill. Sky elves have a fly speed of 60 feet, with average maneuverability (no racial modifier to Fly checks). Sky elves can maintain flight as if walking as long as they do not wear armor heavier than Light. Sky elves can move and fight normally with a light load. With a medium load can take a move action only at half speed while flying. With a heavy load, a sky elf cannot fly at all.
- **Low Light Vision:** Sky Elves can see twice as far as humans in conditions of poor illumination.
- **Elven Immunities:** Sky elves are immune to magical sleep effects and get a +2 racial saving throw bonus against enchantment spells or effects.
- **Weapon Proficiency:** Sky elves are proficient in longsword, rapier and javelin.
- **Cold Endurance:** Sky elves gain a +4 racial bonus on Fortitude saves made to resist the effects of cold weather.
- **Racial Skills:** Sky elves have a +2 racial bonus to sight- and sound- based Perception checks.
- **Languages:** Sky elves begin play speaking Common and Elven. Sky elves with high Intelligence scores can choose any of the following: Any (other than secret languages).
- **Favored Class:** The favored class of sky elves is bard or fighter. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Medium



## Gnomes

One of the shorter humanoid races, gnomes stand between three and four feet tall, weighing in somewhere just over 40 pounds on average. Their skin ranges between tan and deep brown. They tend to have blue eyes and somewhat overlarge noses. Males wear short-trimmed beards. Gnomes can easily live for over 300 years, some as many as 500 years or more.

### Gnome Racial Traits

- **XP Track:** Fast.

## Half-elves

Half-elves are born of human-elf matings, being somewhat shorter and thinner than humans, but taller and broader than elves. Their superficial physical features are a cross between their human and elven parents. They do not manifest any special powers or abilities from being of a particular elven sub-race; rather, they show the secondary physical traits of both parents (see Racial Symmetry, below).

### Half-Elf Racial Traits

- **XP Track:** Fast.

## Half-ogres

Half-ogres, the product of human-ogre mating, are even rarer than half-orcs. They are larger and broader built than humans or half-orcs, and have brutish features that clearly reveal their ogrish heritage. Their skin and hair are often brown, gray, or olive in color.

### Half-Ogre Racial Traits

- **+4 Strength, +2 Constitution, -2 Intelligence, -2 Charisma.** Half-ogres are immensely strong and hardy but somewhat slow-witted and brash.
- **Medium:** As Medium creatures, half-ogres have no special bonuses or penalties due to their size.
- **Normal Speed:** A half-ogre base land speed is 30 feet.
- **Darkvision:** Half-ogres can see in the dark out to 60 feet.
- **Imposing Figure:** Half-ogres are intimidating without trying. They get a +2 racial bonus to *Intimidate* checks.
- **Ogre Blood:** Half-ogres count as both humans and ogres for any effect related to race.
- **Automatic Languages:** Common and Giant. Bonus Languages: Dwarven, Gnoll, Goblin, Ogre, Orc, and Giant.
- **Favored Class:** Barbarian or Fighter.
- **XP Track:** Medium.

## Half-orcs

Perhaps the most commonly encountered half-breed humanoids on Raia, half-orcs find that their racial reputation precedes them. They are taller and broader built than humans, with grayish or greenish skin, a sloping forehead, prominent jaw line, and noticeable tusks in most cases. Their hair is coarse and scraggly, and they often bear scars from previous battles, and the occasional ritual scar.

### Half-Orc Racial Traits

- **XP Track:** Fast.



## Halflings

Halflings usually stand just over 3 feet tall and weigh in at around 30-35 pounds. They tend towards rosy, ruddy complexions and usually have straight black or brown hair, with males often sporting sideburns. They tend to be slight of build and can easily be mistaken for human children at first glance.

### Halfling Racial Traits

- **XP Track:** Fast.

## Lupaari

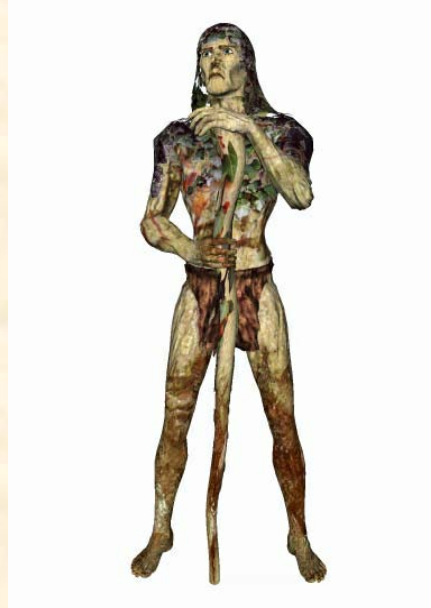
One of the Mageborn races created by Chaldean mages as slaves and soldiers over two thousand years ago, the Lupaari are a race of tall muscular humanoids with the heads and facial features of mastiff-like or jackal-like canines. They are covered in short body fur that varies in color from pale gold to dark brown, red, black or brindle. Male Lupaari average between 5 ½ and 6 ½ feet tall, with females being slightly shorter. While they are seldom seen outside of their native lands, many of those who travel serve as 'bounty hunters', working to bring fugitives to justice. In that capacity they are not concerned with proof of guilt or innocence, but that the subject is brought before the law to be properly judged. The Lupaari make their homes in the deserts of the Cerrid, often trading with the nomadic Bedouin

tribes of the region. They are consummate hunters and relentless trackers.

Lupaari society consists of semi-nomadic clans, each governed by a leader who is both militant and spiritual guide. Lupaari clans keep livestock such as goats and practice farming in lush hidden oasis in the deep desert. While the Lupaari prefer to deal only with others of their own race, the clans conduct limited trade with trusted human desert clans, mostly for weapons and other metal items that they cannot create for themselves. Lupaari cannot interbreed with other humanoid.

### Lupaari Racial Traits

- **+2 Strength, +2 Wisdom, -2 Charisma:** Lupaari are strong, with a natural, instinctive Wisdom, but their animalistic appearance is off-putting to many who encounter them.
- **Medium:** Lupaari are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Lupaari have a base speed of 30 feet.
- **Natural Armor:** Lupaari receive a +1 Natural Armor bonus.
- **Low Light Vision:** Lupaari can see twice as far as humans in conditions of poor illumination.
- **Keen Senses:** Lupaari receive a +2 bonus to scent-, sight- and sound- based Perception checks.
- **Natural Tracker:** Lupaari are born trackers, and receive a +4 bonus to Survival checks made when tracking a creature by scent.
- **Sound Sensitivity:** Lupaari are particularly sensitive to loud sounds, and suffer an increased vulnerability to sonic attacks (+50% damage).
- **Languages:** Lupaari begin play speaking Common and Lupaari. Lupaari with high Intelligence scores can choose any of the following: Any (other than secret languages), but frequently Azher, Cardizian, Elven, Phaerish, Tabreen.
- **Favored Class:** The favored class of lupaari is monk or ranger. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast



### Sathoni

Sathoni are humanoid-shaped plants that are capable of the full range of motion and activities that most humanoids enjoy. They range between 4 and 7 feet in height. Their skin tone varies with the seasons, ranging between pale yellow, lush green, deep red or brown, and back to yellow again. Their hair (actually plant matter that seems like hair, but is much tougher) follows a similar cycle, often falling out entirely during wintertime.

### Sathoni Racial Traits

- **+2 Constitution, +2 Wisdom, +2 Intelligence, -4 Dexterity.** Sathoni are formidable and hearty, but their tough skin reduces their flexibility.
- **Medium:** As Medium creatures, sathoni have no special bonuses or penalties due to their size.
- **Normal Speed:** Sathoni base land speed is 30 feet.
- **Natural Armor:** A sathoni has +2 natural armor. Sathoni skin is extremely durable
- **Limited Regeneration (Ex):** The sathoni's natural healing rate is doubled.
- **Speak With Plants (Sp):** Sathoni can speak with plants once per day as the spell cast by a 5<sup>th</sup> level druid.
- **Nature Affinity:** +4 racial bonus to Knowledge (Nature) checks. Sathoni have an innate affinity for nature's processes.
- **Darkness Sensitivity:** Due to their dependency upon on sunlight, sathoni



suffer a -2 penalty to attack rolls when in complete darkness. This penalty is in addition to any other penalty or miss chance caused by the darkness.

- **Light Dependency:** Sathoni produce their energy through photosynthesis and are dependent upon sunlight, in addition to water and minerals to make their own food. In normal climates, like other Medium-size characters, sathoni characters need at least a gallon of fluids to avoid dangerous thirst. Sathoni characters need to ingest about a pound of soil or a similarly mineral rich substance and receive at least eight hours of sunlight per day to avoid starvation.
- **Nourishment:** A sathoni character can go without soil for 3 days, growing in discomfort. After this time, the character must make a Constitution check each day (DC 10 + 1 for each previous check) or sustain 1d6 points of subdual damage.
- **Lack of Water:** Sathoni characters that have taken subdual damage from lack of water, sufficient light, or soil are fatigued (see Condition Summary in *Pathfinder RPG Core Rulebook*). This subdual damage cannot be recovered until the character receives sufficient minerals, water or light as needed. Neither magical healing that restores hit points (such as *cure light wounds* or the sathoni's regeneration ability heals this damage.
- **Automatic Language:** Common and Sylvan. Bonus Languages: Common, Elven, Gnome, and Terran.
- **Favored Class:** Druid or ranger. Sathoni are a 'natural' for the nature classes.
- **XP Track:** Medium.

## Tabreen

One of the Mageborn races created by Chaldean mages as slaves and soldiers over two thousand years ago, the Tabreen are a race of slender and lithe cat-like humanoids, slightly shorter than the average human (4 ½ - 5 ½ feet tall), with short body fur, feline tails, retractable claws and feline facial features, including ears. The fur color varies by subtype. They make their homes in the rich jungles and verdant hills of central Hur'Resa, isolated from much of the outside world. They are consummate hunters and trackers, and skilled craftsmen.

It is only in the last year that the Tabreen have begun trading openly with other races, allowing limited contact with explorers and traders within their jungle homes and visiting the outside world themselves. In spite of their isolation, the Tabreen are not 'ignorant natives'. They are intelligent and highly perceptive, with a complex and highly developed society. They are exceedingly careful in their dealings with other races, and are difficult to take advantage of. They permit visitors only on limited terms, and do not allow the careless pillaging of their land's resources. They tend to be more receptive to demi-humans than humans, but deal with each culture based upon its own merits.

Within their own communities most Tabreen wear only loincloths (all) and halter tops (females), but those traveling among other races generally prefer to adopt the regional clothing, to better fit in. Often when first traveling among strangers Tabreen will cloak themselves to disguise their unusual features. Thus garbed, they can be difficult to distinguish from other slender humanoids.

Tabreen society consists of matriarchal prides, with all of the prides overseen by a single Leonar Queen. Each pride consists primarily of a single sub-race, though individuals of other sub-races may be found. The sub-races are not capable of inter-breeding, nor can they interbreed with other humanoids.

### Sub-Races:

**Tagari**—Tagari Tabreen have tanned skin, gold eyes, reddish or blonde hair and orange-brown fur with black stripes.

**Jagearu**—Jagearu Tabreen have lightly tanned skin, brown eyes, and tawny fur patterned with black spots

**Leonar**—Leonar Tabreen have lightly tanned skin, amber eyes, and tawny fur. Females have blonde or light brown hair. Males tend to have darker hair, which they wear long.

**Panteran**—Panteran Tabreen are dark skinned, with rich black or very dark brown fur and hair and green eyes.

### Tabreen Racial Traits

- **+2 Dexterity, +2 Intelligence, -2 Strength:** Tabreen are graceful and quick-witted, but physically weak.

- **Medium:** Tabreen are Medium creatures, and have no bonuses or penalties due to their size.
- **Fast Movement:** Tabreen have a base speed of 40 feet when wearing Light or no armor. When wearing Medium or Heavy armor their movement is reduced to 30 feet. Normal penalties for Encumbrance still apply.
- **Natural Armor:** Tabreen receive a +1 Natural Armor bonus.
- **Darkvision 60 feet:** Tabreen can see in the dark up to 60 feet.
- **Keen Senses:** Tabreen receive a +2 bonus to sight-, sound- and touch-based Perception checks.
- **Sound Sensitivity:** Tabreen are particularly sensitive to loud sounds, and suffer an increased vulnerability to sonic attacks (+50% damage).
- **Languages:** Tabreen begin play speaking Common and Tabreen. Tabreen with high Intelligence scores can choose any of the following: Any (other than secret languages), but frequently Auran, Cardizian, Elven, Lupaari, Phaerish, Sylvan.
- **Favored Class:** The favored class of tabreen is druid or ranger. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast.



## Tieflings

Tieflings are of mixed fiendish and human descent, usually dating back no more than a few generations. Their fiendish heritage grants tiefling certain unholy powers and gives them a tendency towards chaotic, lawful, and evil alignments depending on their fiendish ancestry (demons tend towards chaotic, devils tend towards lawful, and both tend towards evil).

Tieflings often have overt fiendish traits, which may include (but are not limited to) any of the following: red scaly skin, horns, fangs, forked tongues, strange eyes, and pointed tails. These minor traits have no in-game benefit (aside from drawing stares from crowds) unless a tiefling takes a special feat to gain one.

### Tiefling Racial Traits

- **+2 Dexterity, +2 Intelligence, -2 Charisma:** Tieflings are quick and sharp-witted, but their unusual appearance and often self-serving nature keeps others at a distance.
- **Medium:** Tiefling are Medium creatures, and have no bonuses or penalties due to their size.
- **Normal Speed:** Tiefling have a base speed of 30 feet.
- **Darkvision:** Tiefling can see in the dark up to 60 feet.
- **Racial Skills:** Tieflings have a +2 racial bonus to Bluff and Stealth checks.
- **Spell-like Ability (Sp):** An Tiefling can use *darkness* once per day as a caster of his class level.
- **Fiendish Resistance:** Tieflings receive Resistance to cold 5, electricity 5 and fire 5.
- **Fiendish Sorcery (Ex):** Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma score as 2 points higher for all sorcerer class abilities.
- **Languages:** Tiefling begin play speaking Common and Infernal. Tiefling with high Intelligence scores can choose any of the following: Any (other than secret languages).
- **Favored Class:** The favored class of tieflings is rogue or sorcerer. This choice must be made at 1<sup>st</sup> level and cannot be changed.
- **XP Track:** Fast.

# Classes and Class Options

Most of the core class as detailed in the *Pathfinder RPG* rulebook remain unchanged within the world of Raia. Any deviation from a core class listed will be detailed in the following text. If a particular class feature, special ability, or other specific option is not called out in this section, then it should be assumed to be unchanged from what is presented in the *Pathfinder RPG* book.

## Aristocrat [Ari]

Unlike nobles, who must be born into their station or be elevated to it by their sovereign, the ranks of the aristocracy are filled with self-made men and women. These influential figures are often lesser members of the gentry, ambassadors, judges, guild masters, ranking church members, learned scholars, senior military officers, wealthy merchants or recipients of royal patronage. Aristocrats may be from any city-state or nation, regardless of its form of government.

**Alignment:** Any  
**Hit Die:** d8

### Class Skills

The aristocrat's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (History) (Int), Knowledge (Local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Swim (Str), Survival (Wis), Use Magic Device (Int)

**Skill Ranks Per Level:** 6 + Int modifier

### Class Features

All of the following are class features of the aristocrat.

**Weapon and Armor Proficiency:** An aristocrat is proficient with all simple and martial weapons, with all armor and with shields (excluding tower shield).

**Standard of Living:** An aristocrat is expected to maintain a certain standard of living, and must support either a High or Elite Lifestyle or else face social (and other) repercussions.

**High Lifestyle (40 gp):** Aristocrats stay at the most expensive hotels in town, eat out at the fanciest restaurants, and buy only the finest clothes and accoutrements. You may enjoy luxuries such as exotic foods, fresh flowers delivered to your home every day, and expensive and lengthy vacations to the countryside. PCs who take this option enjoy a

+1 circumstance bonus to all Charisma-based ability and skill checks.

**Elite Lifestyle (100 gp):** The finest accommodations, elegant clothing, elaborate meals and other luxuries are yours. Only the wealthiest nobles and most elite royalty live in greater comfort. You have access to the highest of social circles, and when you talk, people listen, and they take note of your activities and appearance. PCs who take this option enjoy a +2 circumstance bonus to all Charisma-based ability and skill checks. This lifestyle is available only to Aristocrats and Nobles.

**Slumming:** Aristocrats are expected to maintain a high standard of living, and that costs gold. Aristocrats who take less than High Lifestyle suffer an additional -1 penalty on the listed Charisma-based checks for any lifestyle lower than High that they take. Nobles have it even worse, suffering an additional -2 penalty on the listed checks for the lifestyle chosen. This stacks with the penalty already listed for Low and Medium Lifestyles.

**Income:** In addition to his normal starting funds, the aristocrat receives a regular income (a stipend from a patron, income from a business venture, an allowance from his family, etc) equal to 50 gp + (5 gp x [aristocrat class level + Charisma modifier (if positive)]) (Ex Astrid, a 10<sup>th</sup> level aristocrat with an 18 Charisma, receives 120 gp per scenario). Each scenario, the aristocrat receives another stipend of the same amount.

**Title:** An aristocrat's title is not one of rank, but rather a form of respectful address. While these titles vary depending upon the country or region, the most common form is Saer (masculine) or Seri (feminine).

**Patron:** The aristocrat is favored by a patron, who guides and encourages him in his endeavors. At 2<sup>nd</sup> level the aristocrat chooses the type of patron that he is drawn to, based upon his own beliefs and abilities: **Artistic, Covert, Martial, Mercantile, Political, Religious or Scholarly.** Once chosen, the type of patron may not be

changed. The benefits gained through his patron increase as the aristocrat goes up in levels in the aristocrat class.

At 2<sup>nd</sup> level, the aristocrat gains additional class skills, depending upon his patron.

- **Artistic** – Linguistics (Int), Perform (Cha)
- **Covert** – Disguise (Cha), Stealth (Dex)
- **Martial** – Knowledge (Dungeoneering) (Int), Intimidate (Cha)
- **Mercantile** – Appraise (Int), Sleight of Hand (Dex)
- **Political** – Knowledge (Local) (Int), Sense Motive (Wis)
- **Religious** – Heal (Wis), Knowledge (Religion) (Int)
- **Scholarly** – Knowledge (Arcana) (Int), Spellcraft (Int)

**Bonus Feat:** At 3<sup>rd</sup> level and at every fourth level thereafter (7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup> and 19<sup>th</sup>), the aristocrat gains a bonus feat from the lists available to all patrons or to his chosen patron. The aristocrat must meet any and all prerequisites for the feat selected.

- **All Patrons:** Alertness, Combat Expertise, Defensive Combat Training, Dodge, Exotic Weapon Proficiency
- **Artistic Patron:** Descant, Intercepting Voice, Lingering Melody, Pied Piper, Showstopper
- **Covert Patron:** Alternate Identity, Back-to-Back, Eyes in the Back of Your Head, Urban Survival, Wary
- **Martial Patron:** Armor Specialization, Combat Tutor, Critical Focus, Step Into Harm's Way, Vital Strike
- **Mercantile Patron:** Animal Affinity, Deft Hands, Diligent, Iron Will, Master Craftsman
- **Political Patron:** Deceitful, Negotiator, Political Intrigue, Intimidating Prowess, Persuasive
- **Religious Patron:** Additional Domain, Alertness, Battlefield Triage, Higher Education, Self-Sufficient
- **Scholarly Patron:** Arcane Strike, Bloodburn, Combat Casting, Magical Aptitude, Scholar.

**Right Hand Man:** At 4<sup>th</sup> level the aristocrat retains the services of a trusted companion. An aristocrat's right hand man may take the form of a valet or servant, a minor bodyguard or a personal assistant, as the player chooses. The right hand man's character level is at the

discretion of the player, provided that it does not exceed ½ the aristocrat's total character level (rounded down). The aristocrat is responsible for housing, clothing and equipping the right hand man. The aristocrat's Lifestyle cost increases by 1gp per level of the right hand man, for each LSJ event, regardless of whether or not the right hand man accompanies the aristocrat on the adventure. An aristocrat who fails to pay to support his right hand man loses this class feature until they resume paying the increased Lifestyle. The right hand man follows the character creation rules for a member of a noble's entourage, as defined in the *Cohorts & Hirelings* section.

**Focused:** At 5<sup>th</sup> level, the aristocrat gains the Skill Focus feat for one skill from the list associated with his chosen patron. The aristocrat gains this ability again at 9<sup>th</sup>, 14<sup>th</sup> and 17<sup>th</sup> levels, each time selecting a new skill from his patron's list. Once chosen, these skills may not be changed.

- **Artistic Patron:** Acrobatics, Bluff, Craft, Linguistics, Perform, Profession, Sleight of Hand
- **Covert Patron:** Acrobatics, Disable Device, Disguise, Escape Artist, Perception, Stealth, Use Magic Device
- **Martial Patron:** Handle Animal, Intimidate, Knowledge (Dungeoneering), Knowledge (Engineering), Perception, Ride, Survival
- **Mercantile Patron:** Appraise, Bluff, Diplomacy, Knowledge (Local), Linguistics, Profession, Sleight of Hand
- **Political Patron:** Bluff, Diplomacy, Intimidate, Knowledge (Local), Knowledge (Nobility), Linguistics, Sense Motive
- **Religious Patron:** Diplomacy, Heal, Knowledge (Planes), Knowledge (Religion), Profession, Spellcraft, Use Magic Device
- **Scholarly Patron:** Fly, Knowledge (Arcana), Knowledge (History), Knowledge (Planes), Linguistics, Spellcraft, Use Magic Device.

**Patron's Influence:** At 6<sup>th</sup> level, some of the patron's influence has rubbed off on the aristocrat, granting him a +1 bonus to Cha based skill checks when dealing with those possessing interests similar to the aristocrat's patron. This bonus increases by +1 for each additional four levels in the aristocrat class (10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>).

- **Artistic Patron:** Bardic guilds (Society of Entertainers and Providers), artisans
- **Covert Patron:** Rogues' guilds, Jacinth Jaguars (IF they exist at all), clandestine contacts.
- **Martial Patron:** Military and security forces (Diamond Legion, Noble Guards)
- **Mercantile Patron:** Merchant guilds, crafting guilds, local businesses, caravan operators
- **Political Patron:** Government officials, foreign dignitaries, Nobles
- **Religious Patron:** Temples and religious orders (Quorum of Faith)
- **Scholarly Patron:** Learning institutions (Greyson Institute, Sividia Academy), Arcane guilds (League of Thaumaturgical Studies).

**Lead by Example:** At 8<sup>th</sup> level, the aristocrat stands as an example to those around him. If an ally attempts to duplicate a task already performed by the aristocrat in the same round, that ally receives a +2 bonus to the roll needed to perform the task. The ally must be attempting the same task, and in the same manner, to receive this benefit. This bonus applies to skill checks (such as acrobatics checks to cross an unsteady rope bridge across a deep chasm) or to weapon attack rolls (both attacks must be of the same type (ranged or melee) and with weapons from the same basic group type (swords, axes, bows, etc). The aristocrat may

set such an example for a number of allies each round equal to his Charisma modifier, and for a number of rounds each day equal to ½ his aristocrat level.

**Silver Tongue:** At 12<sup>th</sup> level, the aristocrat has honed her skill at diplomacy and negotiation to a fine point. She may shift a creature's attitude up to three steps, instead of two, on a successful check. Furthermore, she may reroll a failed Diplomacy check once per day, though she must abide by the result of the second roll, even if it is lower.

**Nest Egg:** At 16<sup>th</sup> level the aristocrat has the means to establish an enterprise to further their goals. This may take the form of a manor house, a ship, a school, a shrine, an orphanage, a business, an art studio or theater or similar venture, as befits the individual aristocrat. Players in the *Legends of the Shining Jewel* campaign should contact the LSJ Land Office at [lsj-landoffice@theshiningjewel.com](mailto:lsj-landoffice@theshiningjewel.com) to exercise this benefit.

**Nobility:** At 20<sup>th</sup> level the aristocrat is granted a title of nobility in her country or city-state, elevating her to the Peerage. She may multiclass into the noble class. In the *Legends of the Shining Jewel* Campaign players whose PCs attain this level must contact the campaign staff at [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com) to resolve this benefit.

**Aristocrat: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Standard of Living, Income, Title
2 <sup>nd</sup>	+1	+0	+0	+3	Patron
3 <sup>rd</sup>	+2	+1	+1	+3	Bonus Feat
4 <sup>th</sup>	+3	+1	+1	+4	Right Hand Man
5 <sup>th</sup>	+3	+1	+1	+4	Focused
6 <sup>th</sup>	+4	+2	+2	+5	Patron's Influence +1
7 <sup>th</sup>	+5	+2	+2	+5	Bonus Feat
8 <sup>th</sup>	+6/+1	+2	+2	+6	Lead By Example
9 <sup>th</sup>	+6/+1	+3	+3	+6	Focused
10 <sup>th</sup>	+7/+2	+3	+3	+7	Patron's Influence +2
11 <sup>th</sup>	+8/+3	+3	+3	+7	Bonus Feat
12 <sup>th</sup>	+9/+4	+4	+4	+8	Silver Tongue
13 <sup>th</sup>	+9/+4	+4	+4	+8	Focused
14 <sup>th</sup>	+10/+5	+4	+4	+9	Patron's Influence +3
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	Bonus Feat
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Nest egg
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	Focused
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	Patron's Influence +4
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	Bonus Feat
20 <sup>th</sup>	+15/+10/+5	+6	+6	+12	Nobility

# Cleric

## Deity-specific Changes:

### Ardra, Greater Goddess of Life

**Portfolio:** Life, fertility, prosperity, motherhood, birth, athletics, sports, fitness, adventure, daring, good.

**Symbol:** Image of Raia

**Alignment:** NG

**Worshipper's Alignment:** LG, NG, N, CG

**Domains:** Adaptation, Creation, Healing, Protection, Strength.

**Favored Weapon:** Unarmed strike.

**Armor and Weapon Proficiencies:** Clerics of Ardra gain the heavy armor proficiency feat as a bonus feat.

**Channel Energy:** Clerics of Ardra channel positive energy vs. undead. However, their effective level for affecting undead is -2 to their actual cleric level.

**Lay on Hands (Su):** Once per day you may heal yourself or another through the use of *lay on hands*, as per the paladin ability of the same name.

### Aurelian, Greater God of Air

**Portfolio:** Air, sky, weather, freedom, swiftness, cleansing, barbarians.

**Symbol:** A cloud

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Adaptation, Air, Liberation, Travel, Weather.

**Favored Weapon:** Bolas.

**Armor and Weapon Proficiencies:** Clerics of Aurelian lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Aurelian have a choice on whether they channel positive or negative energy. But instead of affecting undead, they affect elementals. They have a +2 level adjustment when affecting elementals of air, a 0 level adjustment when affecting

elementals of fire and water, and a -2 level adjustment when affecting elementals of earth.

**Freedom of Movement (Sp):** Once per day you gain the effect of *freedom of movement* for a duration of 10 minutes per cleric level, as if you had cast the spell of the same name. This is a spell-like ability.

### Ayla, Lesser Goddess of Flora

**Portfolio:** Plants, Wilderness, Forests, Trees, landforms, druids.

**Symbol:** A tree

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Plant, Protections, Water, Weather.

**Favored Weapon:** Quarterstaff.

**Armor and Weapon Proficiencies:** Clerics of Ayla lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Ayla channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level of affecting undead is +2 to their actual cleric level.

**Woodland Stride (Su):** You may move through any sort of undergrowth at your normal speed without taking damage or suffering any impairment, as if you possessed the *woodland stride* ability.

### Belatrix, Lesser Goddess of Conflict

**Portfolio:** Conflict, war, battle, battle lust, victory, slaughter.

**Symbol:** Two bloody crossed swords.

**Alignment:** CE

**Worshipper's Alignment:** NE, CE, CN

**Domains:** Chaos, Destruction, Strength, War.

**Favored Weapon:** Longsword.

**Armor and Weapon Proficiencies:** Clerics of Belatrix gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all simple weapons, they are proficient with all

martial weapons as well. However, they are no longer proficient in shields.

**Channel Energy:** Clerics of Belatrix channel negative energy vs. undead. Their effective level for affecting undead is unchanged to their actual cleric level.

**Two-Weapon Fighting:** You gain Two-Weapon Fighting as a bonus feat, as if you met the prerequisites.

### **Brianna, Lesser Goddess of Fauna**

**Portfolio:** Animals, habitats, territory, hunting, trailblazing, journeys, rangers.

**Symbol:** A deer's head with antlers.

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Animal, Liberation, Protection, Travel.

**Favored Weapon:** Punching Dagger.

**Channel Energy:** Clerics of Brianna channel their energy vs. lycanthropes, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting lycanthropes is unchanged to their actual cleric level.

**Animal Companion:** You form a bond with an animal companions, as per a druid of your cleric level.

### **Cerion, Lesser God of Agriculture**

**Portfolio:** Agriculture, farmers, harvest, abundance, wine, shepherds.

**Symbol:** A sheaf of wheat.

**Alignment:** NG

**Worshipper's Alignment:** LG, NG, N, CG

**Domains:** Commerce, Good, Healing, Plant.

**Favored Weapon:** Scythe.

**Channel Energy:** Clerics of Cerion channel positive energy vs. undead. However, their effective level for affecting undead is -2 to their actual cleric level.

**Heroes' Feast (Sp):** Once per day you may cast *heroes' feast*, even if you lack sufficient cleric levels to cast this spell. If you lack the levels to cast this spell normally, the effect is the minimum caster level of the spell (11th). This is a spell-like ability.

### **Cyrene, Greater Goddess of Water**

**Portfolio:** Water, purification, cleansing, rain, bodies of water, aquatic life.

**Symbol:** A wave

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Adaptation, Healing. Luck, Travel, Water.

**Favored Weapon:** Trident.

**Armor and Weapon Proficiencies:** Clerics of Cyrene lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Cyrene has a choice on whether they channel positive or negative energy. But instead of affecting undead, they affect elementals. They have a +2 level adjustment when affecting elementals of water, a 0 level adjustment when affecting elementals of air and earth, and a -2 level adjustment when affecting elementals of fire.

**Water Breathing (Sp):** Once per day you gain the effect of *water breathing* for two hours per cleric level, as if you had cast the spell.

### **Destine, Intermediate Goddess of Knowledge**

**Portfolio:** Knowledge, education, quests, lore, research, exploration, travel, fate, destiny, prophesy, writing.

**Symbol:** An opened book inside a crystal ball.

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Community, Divination, Fate, Knowledge, Rune.

**Favored Weapon:** Quarterstaff.

**Armor and Weapon Proficiencies:** Clerics of Destine lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Destine channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Challenge Fate (Su):** Once per day you may reroll any single die, choosing the between of the two results. You may use this ability one additional time per day per four cleric levels beyond first (5th, 9th, 13th, and 17th).

### **Dymora, Intermediate Goddess of Temptation**

**Portfolio:** Desire, lust, temptation, malice, intrigue, pain, passion, secrets, infernals.

**Symbol:** A hand with long red fingernails hold a damaged heart in its palm.

**Alignment:** LE

**Worshipper's Alignment:** LN, LE, NE

**Domains:** Charm, Domination, Evil, Secrets, Sensation.

**Favored Weapon:** Whip or short sword.

**Armor and Weapon Proficiencies:** Clerics of Dymora lose their core cleric's proficiency with medium armor, although they are still proficient with chainmail. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Dymora channel Negative energy vs. outsiders. They have a +2 level adjustment when affecting infernal creatures (devils), a -2 level adjustment when affecting abyssal creatures (demons), and a 0 level adjustment when affecting all other outsiders.

**Touch of Pain (Su):** Each day, a cleric of Dymora can use this ability a number of times equal to 1/2 her cleric level plus her Charisma bonus. With the use of this ability, she can cause wounds with a successful touch attack. For each use of this ability she can inflict 1d6 points of damage per two cleric levels she possesses. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 cleric (and temptress) level(s) + cleric's Charisma modifier) to halve the damage dealt.

### **Elianna, Intermediate Goddess of Love**

**Portfolio:** Love, marriage, family, companionship, loyalty, friendship, beauty, vanity, romance.

**Symbol:** Two hands holding a heart in front of a mirror.

**Alignment:** CG

**Worshipper's Alignment:** NG, CG, CN

**Domains:** Charm, Community, Destiny, Good, Luck.

**Favored Weapon:** Shortbow (normal or composite).

**Armor and Weapon Proficiencies:** Clerics of Elianna lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Elianna channel positive energy vs. undead. However, their effective level for affecting undead is -2 to their actual cleric level.

**Fascinate (Su):** You gain the ability to *fascinate*, as if you were a bard equal to your cleric level. Instead of a *Perform* check, you must roll a *Diplomacy* check.

### **Emerys, Intermediate God of Magic**

**Portfolio:** Magic, runes, spellcasting, arcane study, wizards, sorcerers.

**Symbol:** An abstract arcane symbol.

**Alignment:** N

**Worshipper's Alignment:** LN, NG, N, NE, CN

**Domains:** Divination, Knowledge, Magic, Rune, Time.

**Favored Weapon:** Dagger.

**Armor and Weapon Proficiencies:** Clerics of Emerys lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields.

**Channel Energy:** Clerics of Emerys channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Scholar:** You gain the Scholar feat as a bonus feat, as well as a +2 insight bonus to *Knowledge (arcana)* and *Spellcraft* checks.

### **Galvandt, Lesser God of Vigilance**

**Portfolio:** Guardians, defenders, watchfulness, valor, strategy, tactics, courage.

**Symbol:** Two eyes overlooking a tower.

**Alignment:** LG

**Worshipper's Alignment:** LG, LN, NG



**Domains:** Good, Law, Protection, War.

**Favored Weapon:** Halberd.

**Armor and Weapon Proficiencies:** Clerics of Galvandt gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all simple weapons, they are proficient with all martial weapons as well. They are also proficient with tower shields.

**Channel Energy:** Clerics of Galvandt channel positive energy vs. undead. Their effective level for affecting undead is +2 to their actual cleric level.

**Unaware (Su):** You cannot be caught flat-footed and are not caught unaware during a surprise round. Additionally, you may add your cleric level to sight-based Perception checks to notice someone hiding.

### **Glissande, Lesser Goddess of Art**

**Portfolio:** Creative art, music, theater, poetry, dance, performance, artisans, bards, communication, revelry.

**Symbol:** Comedy / tragedy masks.

**Alignment:** CG

**Worshipper's Alignment:** NG, CG, CN

**Domains:** Charm, Community, Inspiration, Secrets.

**Favored Weapon:** Rapier.

**Armor and Weapon Proficiencies:** Clerics of Glissande lose their core cleric's proficiency with medium armor. They are also no longer proficient with in shields.

**Channel Energy:** Clerics of Glissande channel positive energy vs. undead. However, their effective level for affecting undead is -2 to their actual cleric level.

**Performance (Su):** You gain the Bardic Performance ability, as if you were a bard equal to your cleric level.

### **Graala, Intermediate God of Monsters**

**Portfolio:** Monsters, lycanthropy, wild beasts, fear, madness, ugliness, ferals.

**Symbol:** A medusa's head.

**Alignment:** CE

**Worshipper's Alignment:** NE, CN, CE

**Domains:** Fear, Madness, Moon, Rage, Strength.

**Favored Weapon:** Claws or a spiked gauntlet.

**Armor and Weapon Proficiencies:** Clerics of Graala are longer proficient with shields.

**Channel Energy:** Clerics of Graala channel negative energy vs. lycanthropes. Their effective level for affecting lycanthropes is unchanged to their actual cleric level.

**Rage (Ex):** You gain the ability to rage similar to the first level barbarian extraordinary ability of the same name. If you have barbarian class levels, the levels stack with your cleric levels when determining the total number of rounds a cleric of Graala can rage.

### **Hyperion, Intermediate God of Nobles**

**Portfolio:** Nobles, divine right of noble rule, chivalry.

**Symbol:** A eagle's head profile inside an oval.

**Alignment:** LN

**Worshipper's Alignment:** LG, LN, LE, N

**Domains:** Ancestor, Destiny, Inspiration, Knowledge, Law.

**Favored Weapon:** Rapier or greatsword.

**Armor and Weapon Proficiencies:** Clerics of Hyperion gain the heavy armor proficiency feat as a bonus feat.

**Channel Energy:** Clerics of Hyperion channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Sphere of Influence (Ex):** You gain the ability, as if you were a noble of your cleric level. If you also have the noble class, the levels stack for the purpose of determining the extent of your sphere of influence.

### **Illudra, Intermediate Goddess of Tricksters**

**Portfolio:** Tricksters, pranks, humor, luck, illusion, agility, chaos, lies, rogues, wit.

**Symbol:** A double-headed gold coin.

**Alignment:** CN

**Worshipper's Alignment:** N, CG, CN, CE

**Domains:** Chaos, Illusion, Luck, Secrets, Trickery.

**Favored Weapon:** Dagger.

**Armor and Weapon Proficiencies:** Clerics of Illudra lose their core cleric's proficiency with medium armor.

**Channel Energy:** Clerics of Illudra channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Alter Self (Sp):** One per day as a full-round action, you may cast *alter self* with a caster level equal to your cleric level. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th). This is a spell-like ability.

### **Kalek, Lesser God of Crafts**

**Portfolio:** Crafts, smithing, tradesman, invention, discipline, engineering, jewelry making.

**Symbol:** An anvil.

**Alignment:** LN

**Worshipper's Alignment:** LG, LN, LE, N

**Domains:** Artifice, Creation, Inspiration, Strength.

**Favored Weapon:** Warhammer.

**Armor and Weapon Proficiencies:** Clerics of Kalek gain the heavy armor proficiency feat as a bonus feat.

**Channel Energy:** Clerics of Kalek channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Craft (Ex):** You may use ALL *Craft* skills untrained. Furthermore, you gain an additional +3 bonus to any *Craft* skill which you have ranks in.

### **Karios, Lesser God of Corruption**

**Portfolio:** Blight, decay, disease, rot, drought, vermin.

**Symbol:** A bare, gnarled tree.

**Alignment:** LE

**Worshipper's Alignment:** LN, LE, NE

**Domains:** Death, Destruction, Disease, Evil.

**Favored Weapon:** Sickle.

**Channel Energy:** Clerics of Karios channel negative energy vs. undead. Their effective level for affecting undead is unchanged to their actual cleric level.

**Contagion (Sp):** Once per day as a full-round action, you may cast *contagion*. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th). This is a spell-like ability.

### **Kohr, Greater God of Destruction**

**Portfolio:** Destruction, violence, savagery, hate, rage, massacres, storms, thunder, lightning.

**Symbol:** A lightning strike.

**Alignment:** CE

**Worshipper's Alignment:** CE, NE, CN

**Domains:** Chaos, Destruction, Evil, Rage, Weather.

**Favored Weapon:** Battleaxe or greataxe.

**Armor and Weapon Proficiencies:** Clerics of Kohr gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all simple weapons, they are proficient with all martial weapons as well. They are also proficient with tower shields.

**Channel Energy:** Clerics of Kohr channel negative energy vs. undead. Their effective level for affecting undead is unchanged to their actual cleric level.

**Greater Destruction (Su):** Once per day for one minute per level, you may add your cleric level to the damage for your primary melee attack. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th). This is a spell-like ability.

### **Krayve, Greater God of Hunger**

**Portfolio:** Hunger, need, deprivation, denial, envy, suffering, obsession, vampires, hungry undead.

**Symbol:** A near-skeletal wolf with bloody fangs.

**Alignment:** NE

**Worshipper's Alignment:** LE, NE, N, CE

**Domains:** Chaos, Destruction, Evil, Rage, Weather.

**Favored Weapon:** Short sword.

**Armor and Weapon Proficiencies:** Clerics of Krayve lose their proficiency with shields.

**Channel Energy:** Clerics of Krayve channel negative energy vs. undead. Their effective level for affecting undead is +4 to their actual cleric level.

**Bleeding Wounds (Su):** Once per day when you make a successful melee attack, you may inflict a wound that continues to bleed until magically healed, delivering 1 hp per level each round. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Lohm, Greater God of Earth**

**Portfolio:** Earth, mountains, caves, stone, metal, mining, precious metals, cleansing, earthquakes, underground.

**Symbol:** A mountain with an open cave mouth.

**Alignment:** LN

**Worshipper's Alignment:** LN, LG, LE, N

**Domains:** Adaptation, Earth, Law, Protection, Strength.

**Favored Weapon:** Heavy Pick.

**Armor and Weapon Proficiencies:** Clerics of Lohm gain the heavy armor proficiency feat as a bonus feat.

**Channel Energy:** Clerics of Lohm have a choice on whether they channel positive or negative energy. But instead of affecting undead, they affect elementals. They have a +2 level adjustment when affecting elementals of earth, a 0 level adjustment when affecting elementals of fire and water, and a -2 level adjustment when affecting elementals of air.

**Grounded (Ex):** The faithful of Lohm are extremely grounded, in more ways than one. You get a +8 bonus to checks made to resist *bull rush* or *trip* attempts.

### **Lucor, Lesser God of Wealth**

**Portfolio:** Wealth, jewels, merchants, commerce, thieves, misers, gambling, gem cutting, roads.

**Symbol:** A gold coin.

**Alignment:** CN

**Worshipper's Alignment:** N, CG, CN, CE

**Domains:** Commerce, Luck, Travel, Trickery.

**Favored Weapon:** Longsword.

**Channel Energy:** Clerics of Lucor channel their energy vs. undead, however they have a choice on whether they channel positive or negative energy. Their effective level for affecting undead is unchanged to their actual cleric level.

**Influence Luck (Su):** Once per day you may attempt to push your luck and attempt to influence events before they happen. Roll a 1d20. On a result of 6-20 you receive the best possible effect (maximum damage, etc.). On a result of 1-5 you receive the worst possible outcome (minimum damage, etc.). You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Meneon, Intermediate God of the Moon**

**Portfolio:** Peace, peaceful death, calm, the moon, grieving, emotional healing.

**Symbol:** A crescent moon.

**Alignment:** NG

**Worshipper's Alignment:** LG, NG, CG, N

**Domains:** Glory, Good, Healing, Moon, Repose.

**Favored Weapon:** Chakram.

**Channel Energy:** Clerics of Meneon channel positive energy vs. undead. Their effective level for affecting undead is +2 to their actual cleric level.

**Speak with Dead (Sp):** Once per day you may *speak with dead* as per the spell for a number of round equal to your cleric level. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Mordana, Intermediate Goddess of Death**

**Portfolio:** Killing, murder, assassins, grief, undead, the underworld.

**Symbol:** A skull in a black circle.

**Alignment:** NE

**Worshipper's Alignment:** LE, NE, CE, N

**Domains:** Death, Evil, Poison, Undead, Vengeance.

**Favored Weapon:** Scimitar.

**Armor and Weapon Proficiencies:** In addition to being proficient with all simple weapons, Clerics of Mordana are proficient with all martial weapons as well.

**Channel Energy:** Clerics of Mordana channel negative energy vs. undead. Their effective level for affecting undead is +2 to their actual cleric level.

**Death Touch (Su):** You may use a *death touch* once per day. This is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll a 1d6 per cleric level you possess. If the total at least equals to the creature's current hit points, it dies (no save). You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Oblivion, Greater God of Darkness**

**Portfolio:** Darkness, shadows, malice, scheming, spies, retribution, vengeance, vice, nothingness, drow.

**Symbol:** A full solar eclipse.

**Alignment:** LE

**Worshipper's Alignment:** LE, NE, LN

**Domains:** Darkness, Evil, Fear, Trickery, Vengeance.

**Favored Weapon:** Scimitar.

**Armor and Weapon Proficiencies:** Clerics of Oblivion gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all simple weapons, they are proficient with all martial weapons as well.

**Channel Energy:** Clerics of Oblivion channel negative energy vs. undead. Their effective level for affecting undead is +2 to their actual cleric level.

**Darkness (Sp):** You may cast *darkness* once per day, as per the spell. You are unaffected by your own *darkness*. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Peliron, Greater God of Justice**

**Portfolio:** Law, justice, honor, honesty, judgment, paladins.

**Symbol:** Balanced scales.

**Alignment:** LG

**Worshipper's Alignment:** LG, NG, LN

**Domains:** Community, Divination, Good, Knowledge, Law.

**Favored Weapon:** Greatsword.

**Armor and Weapon Proficiencies:** Clerics of Peliron gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all simple weapons, they are proficient with all martial weapons as well.

**Channel Energy:** Clerics of Peliron channel positive energy vs. undead. Their effective level for affecting undead is -2 to their actual cleric level.

**Zone of Truth (Sp):** You may cast *zone of truth* once per day, as per the spell. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Pietos, Intermediate God of Mercy**

**Portfolio:** Mercy, solace, comfort, relief, protection, endurance, healing, hearth, home.

**Symbol:** An open palm.

**Alignment:** LG

**Worshipper's Alignment:** LG, NG, LN

**Domains:** Community, Good, Healing, Protection, Repose.

**Favored Weapon:** Unarmed strike.

**Armor and Weapon Proficiencies:** Clerics of Pietos lose their core cleric's proficiency with medium armor. They are also no longer proficient with shields as well.

**Channel Energy:** Clerics of Pietos channel positive energy vs. undead. Their effective level for affecting undead is unchanged to their actual cleric level.

**Nonlethal Adept (Ex):** You are adept at using any melee weapon in a nonlethal manner. You do not suffer the normal -4 penalty for attempting to deal nonlethal damage with a lethal weapon. Furthermore, all damage dealt is bludgeoning damage, even if the weapon normally deals damage of a different type.

### **Sorena, Greater Goddess of Light**

**Portfolio:** Sun, light, royalty, clarity, truth.

**Symbol:** A sunburst.

**Alignment:** CG

**Worshipper's Alignment:** CG, NG, CN

**Domains:** Divination, Glory, Good, Inspiration, Sun.

**Favored Weapon:** Morningstar.

**Armor and Weapon Proficiencies:** Clerics of Sorena gain the heavy armor proficiency feat as a bonus feat. In addition to being proficient with all shields, they are proficient with tower shields as well.

**Channel Energy:** Clerics of Sorena channel positive energy vs. undead. Their effective level for affecting undead is +4 to their actual cleric level.

**Sunbeam (Sp):** You may cast *sunbeam* once per day, as per the spell. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Suulthah, Lesser Serpent God of Evil**

**Portfolio:** Serpents, domination, conquests, tyranny.

**Symbol:** A coiled cobra.

**Alignment:** NE

**Worshipper's Alignment:** LE, NE, CE, N

**Domains:** Domination, Evil, Poison, Scalykind.

**Favored Weapon:** Kama.

**Channel Energy:** Clerics of Suulthah channel negative energy vs. undead. Their effective level for affecting undead is -2 to their actual cleric level.

**Summon Swarm (Sp):** You may cast *summon swarm (snakes)* once per day, as per the spell. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

### **Zara, Greater Goddess of Fire**

**Portfolio:** Fire, cleansing, consumption, zeal.

**Symbol:** Three balls of fire in a triangular formation.

**Alignment:** CN

**Worshipper's Alignment:** CG, N, CN, CE

**Domains:** Adaptation, Chaos, Destruction, Fire, Inspiration.

**Favored Weapon:** Falchion.

**Channel Energy:** Clerics of Zara have a choice on whether they channel positive or negative energy. But instead of affecting undead, they affect elementals. They have a +2 level adjustment when affecting elementals of fire, a 0 level adjustment when affecting elementals of air and earth, and a -2 level adjustment when affecting elementals of water.

**Resist Energy (Sp):** You may cast *resist energy (fire)* once per day, as per the spell. You may use this ability one additional time per day per four levels beyond 1st (5th, 9th, 13th and 17th).

## Additional Domains

### ADAPTATION DOMAIN

**Dieties:** Ardra, Aurelian, Cyrene, Lohm, Zara  
*Master of Elements* (Su): At 1st level, you are permanently protected from environmental heat or cold as if by an *endure elements* spell (select which one when this domain is chosen).

*Aura of Adaptability* (Su): At 6th level as a standard action, you surround yourself and one ally per two cleric levels in an aura which extends out from you in a 30 ft. diameter sphere. The aura moves with you, and while within it you do not need to breathe or eat, nor are you affected by external effects such as water pressure. The aura does not block physical attacks from creatures or weapons, nor does it prevent topical exposure to poisonous gases, though it would guard against any effect resulting from breathing in the vapors. This effect lasts for one minute per cleric level. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Feather Fall*, **2nd:** *Alter Self*, **3rd:** *Water Breathing*, **4th:** *Stoneskin*, **5th:** *Passwall*, **6th:** *Antimagic Field*, **7th:** *Control Weather*, **8th:** *Iron Body*, **9th:** *Shapechange*.

### AIR DOMAIN

**Dieties:** Aurelian

### ANIMAL DOMAIN

**Dieties:** Brianna

### ARTIFICE DOMAIN

**Dieties:** Kalek

### CHAOS DOMAIN

**Dieties:** Belatrix, Illudra, Kohr, Zara

### CHARM DOMAIN

**Dieties:** Dymora, Elianna, Glissande

### COMMERCE DOMAIN

**Dieties:** Cerion, Lucor

*Master of Appraisal* (Su): At 1st level you can touch an item to learn about its precise value and its properties (if the object is a magic item) as a melee touch attack. If successful, you gain information as if you had cast detect magic and had made a trained Appraise skill check with a result equal to 10 + your cleric level + your Intelligence modifier. At 6th level, and every four levels thereafter, add a +3 bonus to your check

(+3 at 6th, +6 at 10th, +9 at 14th, and +12 at 18th). You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Master of Negotiation* (Su): At 8th level as a swift action, you can convince other people of the truth of your words, giving you a +20 bonus on Bluff checks for a number of rounds equal to your Wisdom modifier. If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (1d20 + caster level) against a DC of 15 + your Charisma modifier + your caster level to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. This ability otherwise functions as *glibness*. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Comprehend Languages*, **2nd:** *Detect Thoughts*, **3rd:** *Tongues*, **4th:** *Sending*, **5th:** *Secret Chest*, **6th:** *True Seeing*, **7th:** *Instant Summons*, **8th:** *Refuge*, **9th:** *Polymorph any Object*.

### COMMUNITY DOMAIN

**Dieties:** Destine, Elianna, Glissande, Peliron, Pietos

### CREATION DOMAIN

**Dieties:** Ardra, Kalek

*Acid Dart* (Su): At 1st level as a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6 points of acid damage +1 point for every two cleric levels you possess. This effect stacks with *true strike*. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dimensional Step* (Su): At 8th level you can teleport up to 30 feet per cleric level as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Create Water*, **2nd:** *Mirror Image*, **3rd:** *Tiny Hut*, **4th:** *Minor Creation*, **5th:**

*Major Creation, 6th: Heroes' Feast, 7th: Regenerate, 8th: True Creation, 9th: Genesis.*

#### **DARKNESS DOMAIN**

**Dieties:** Krayve, Oblivion

#### **DEATH DOMAIN**

**Dieties:** Karios, Krayve, Mordana

#### **DESTRUCTION DOMAIN**

**Dieties:** Belatrix, Karios, Kohr, Zara

#### **DISEASE DOMAIN**

**Dieties:** Karios, Krayve

*Touch of Decay* (Su): At 1st level as a standard action you can make a melee touch attack that deals 1d6 points of damage + 1 point for every two cleric levels you possess. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Decay* (Su): At 8th level you can emit a 30-ft. aura of decay. This aura lasts for a number of rounds equal to your Wisdom modifier. Enemies within this aura are affected by blight unless they make a Fortitude save when they enter the area (or when the aura is created). The blight effect deals 1d6 points of damage per round that the subject is within the area of effect. The effect ends immediately when the creature leaves the area or the aura expires. This effect targets all living things within the target area, rather than just plants. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Ray of Enfeeblement*, **2nd:** *Warp Wood*, **3rd:** *Contagion*, **4th:** *Enervation*, **5th:** *Insect Plague*, **6th:** *Eyebite*, **7th:** *Waves of Exhaustion*, **8th:** *Horrid Wilting*, **9th:** *Storm of Vengeance*.

#### **DIVINATION DOMAIN**

**Dieties:** Destine, Emerys, Peliron, Sorena

*Aura of Insight* (Su): At 1st level you gain a +1 resistance bonus on saving throws. This bonus increases by +1 for every 5 cleric levels you possess. As a standard action, you can touch an ally and grant them your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus for 1 minute. You may only transfer your bonus a number of times per day equal to 3 + your Wisdom modifier.

*Aura of True Strike* (Su): At 8th level you are able to imbue yourself with the benefit of a *true strike* spell for a number of rounds equal to your Wisdom modifier. For every four cleric levels

you possess, you may affect one ally within a 30 ft. radius (1 ally at 4<sup>th</sup>, 2 at 8<sup>th</sup>, 3 at 12<sup>th</sup>, etc). You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Identify*, **2nd:** *Detect Thoughts*, **3rd:** *Clairaudience/Clairvoyance*, **4th:** *Divine Eye*, **5th:** *Prying Eyes*, **6th:** *Legend Lore*, **7th:** *Vision*, **8th:** *Discern Location*, **9th:** *Foresight*.

#### **DOMINATION DOMAIN**

**Dieties:** Dymora, Sulthah

*Commanding Touch* (Su): At 1st level you can cause a living creature to obey a single command (as if under a *command* spell) as a melee touch attack. This ability has no effect on creatures of a higher level than you or with more HD. Once a creature has been affected by *commanding touch*, it is immune to its effects for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Dominating Touch* (Su): At 8th level you can use dominate person as a melee touch attack. You can only have one person dominated in this way at a time. This effect lasts a number of minutes equal to your Wisdom modifier. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Hypnotism*, **2nd:** *Enthrall*, **3rd:** *Suggestion*, **4th:** *Modify Memory*, **5th:** *Suggestion, Mass*, **6th:** *Hold Person, Mass*, **7th:** *Giant Form I*, **8th:** *Demand*, **9th:** *Dominate Monster*.

#### **EARTH DOMAIN**

**Dieties:** Lohm

#### **EVIL DOMAIN**

**Dieties:** Dymora, Karios, Kohr, Krayve, Mordana, Oblivion, Sulthah

#### **FATE DOMAIN**

**Dieties:** Destine, Elianna, Hyperion

*Hand of Fate* (Su): At 1st level you can touch a creature as a standard action, giving it an enhancement bonus to a single attack roll, skill check, ability check, or saving throw equal to your cleric level. This bonus lasts 3 rounds or until used. Once a creature has benefitted from *hand of fate*, it can gain no further benefit from this ability for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Fate* (Su): At 8th level you can emit a 40 ft. radius aura of fate for a number of rounds equal to your Wisdom modifier. You and all of your allies in the area gain a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks, while each of your foes takes a –1 penalty on such rolls. These rounds do not need to be consecutive. You may use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells** - **1st:** *True Strike*, **2nd:** *Augury*, **3rd:** *Nondetection*, **4th:** *Clairaudience/Clairvoyance*, **5th:** *Lesser Geas*, **6th:** *True Seeing*, **7th:** *Project Image*, **8th:** *Moment of Prescience*, **9th:** *Time Stop*.

### FEAR DOMAIN

**Dieties:** Graala, Oblivion

*Dread Touch* (Su): At 1st level you can touch a creature as a touch attack, giving it an enhancement penalty to a single attack roll, skill check, ability check, or saving throw equal to your cleric level. This bonus last 3 rounds or until used. Once a creature has been affected by *dread touch*, it is immune to its effects for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Dread* (Su): At 8th level you can emit a 30-ft. aura of dread for a number of rounds equal to your Wisdom modifier. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. You may use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells** - **1st:** *Cause Fear*, **2nd:** *Scare*, **3rd:** *Crushing Despair*, **4th:** *Bestow Curse*, **5th:** *Nightmare*, **6th:** *Symbol of Fear*, **7th:** *Creeping Doom*, **8th:** *Antipathy*, **9th:** *Wail of the Banshee*.

### FIRE DOMAIN

**Dieties:** Zara

### GLORY DOMAIN

**Dieties:** Meneon, Sorena

### GOOD DOMAIN

**Dieties:** Cerion, Elianna, Galvandt, Meneon, Peliron, Pietos, Sorens

### HEALING DOMAIN

**Dieties:** Ardra, Cerion, Cyrene, Meneon, Pietos

### ILLUSION DOMAIN

**Dieties:** Illudra

*Blinding Ray* (Su): At 1st level as a standard action, you can fire a blinding ray targeting any foe within 30 feet as a ranged touch attack. The ray causes creatures to be blinded for 1 round. Creatures with more Hit Dice than your cleric level are dazzled for 1 round instead. Blind creatures are immune to this effect. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Invisibility Field* (Su): At 8th level, you can make yourself invisible as a swift action for a number of rounds equal to your Wisdom modifier. This otherwise functions as greater invisibility. You may use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells** - **1st:** *Silent Image*, **2nd:** *Invisibility*, **3rd:** *Displacement*, **4th:** *Greater Invisibility*, **5th:** *False Vision*, **6th:** *Shadow Walk*, **7th:** *Simulacrum*, **8th:** *Scintillating Pattern*, **9th:** *Weird*.

### INSPIRATION DOMAIN

**Dieties:** Glissande, Hyperion, Kalek, Sorena, Zara

*Inspiring Touch* (Su): At 1st level as a standard action, you can touch an ally as a touch attack, bolstering them against fear and improving their combat abilities. Your ally gains a +1 morale bonus to attack and weapon damage rolls. The effect lasts for a number of rounds equal to your cleric level. These rounds do not need to be consecutive. This bonus increases by +1 for every 4 cleric levels (5th, 9th, 13th and 17th). Once a creature has been affected by *inspiring touch*, it is immune to its effects for 1 day. You may use this ability a number of times per day equal to 3 + your wisdom modifier.

*Aura of Hope* (Su): At 8th level you can emit a 30-ft. aura of hope for a number of rounds per day equal to your Wisdom modifier. You and all of your allies within this aura gain a +2 bonus on ability checks, attack rolls, damage rolls, saving throws, and skill checks. You may use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

**Domain Spells** - **1st:** *Bless Weapon*, **2nd:** *Heroism*, **3rd:** *Prayer*, **4th:** *Good Hope*, **5th:** *Break Enchantment*, **6th:** *Heroes' Feast*, **7th:** *Greater Heroism*, **8th:** *Holy Aura*, **9th:** *Freedom*.

### KNOWLEDGE DOMAIN

**Dieties:** Destine, Emerys, Hyperion, Peliron



### LAW DOMAIN

**Dieties:** Galvandt, Hyperion, Lohm, Peliron

### LIBERATION DOMAIN

**Dieties:** Aurelian, Brianna

### LUCK DOMAIN

**Dieties:** Cyrene, Elianna, Illudra, Lucor

### MADNESS DOMAIN

**Dieties:** Graala

### MAGIC DOMAIN

**Dieties:** Emerys

### MOON DOMAIN

**Dieties:** Graala, Meneon

*Moon Touch* (Su): At 1<sup>st</sup> level you can smite a lycanthrope creature as a melee touch attack, dealing 1d8 points of energy damage +1 for every 2 cleric levels you possess. This touch has no effect on non-lycanthropes. You may use this ability a number of times per day equal to 3 plus your Wisdom modifier.

*Nimbus of Moonlight* (Su): At 8<sup>th</sup> level you can emit a 30-ft. nimbus of moonlight for a number of rounds per day equal to your Wisdom modifier. Lycanthropes within this radius suffer 1d8 points of energy damage +1 per 2 cleric levels you possess. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. This nimbus has no effect on non-lycanthropes. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells** - **1st:** *Detect Lycanthropes*, **2nd:** *Remove Curse*, **3rd:** *Repel Lycanthropes* (as *Repel Vermin* but affects lycanthropes instead), **4th:** *Restoration*, **5th:** *Break Enchantment*, **6th:** *Antilife Shell*, **7th:** *Repulsion*, **8th:** *Moonburst* (as *Sunburst*, but appears as moonlight), **9th:** *Mass Hold Monster*.

### NOBILITY DOMAIN

**Dieties:** Hyperion

### PLANT DOMAIN

**Dieties:** Ayla, Cerion

### POISON DOMAIN

**Dieties:** Mordana, Suulthah

*Poison Touch* (Su): At 1<sup>st</sup> level, as a standard action, you may make a melee touch attack, causing a living creature to take 1d6 points of damage per round. This effect persists for one

round per cleric level or until stopped with a DC 15 *Heal* check or any spell, spell-like ability or other effect that heals damage. Touching a creature already affected by this ability resets the duration, but does not stack. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Sword of Venom* (Su): At 8<sup>th</sup> level, as a swift action, you can cause one melee weapon you possess to gain the *wounding* property for a number of rounds equal to your Wisdom modifier. If the weapon leaves your possession it immediately loses this ability. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells** - **1st:** *Augment Poison*, **2nd:** *Stinking Cloud*, **3rd:** *Poison*, **4th:** *Giant Vermin*, **5th:** *Cloudkill*, **6th:** *Eyebite*, **7th:** *Suulthah's Kiss*, **8th:** *Horrid Wilting*, **9th:** *Summon Nature's Ally IX* (venomous creatures).

### PROTECTION DOMAIN

**Dieties:** Ardra, Ayla, Brianna, Galvandt, Lohm, Pietos

### RAGE DOMAIN

**Dieties:** Graala, Kohr, Mordana, Zara

*Rage Surge* (Su): At 1<sup>st</sup> level, as a standard action, you can touch a creature, giving it great rage. For the next 3 rounds, the target may add an enhancement bonus equal to 1/2 your cleric level on one melee attack roll or Strength check (minimum +1). The target must decide to use this ability before rolling the dice. This effect fades after 3 rounds or when the reroll is used. Once a target has been affected by *rage surge*, he can gain no further benefit from it for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Rage* (Su): At 8<sup>th</sup> level you can emit a 30-ft. aura of rage for a number of rounds equal to your Wisdom modifier. Enemies within this aura are affected by rage unless they make a Will save when they enter the area (or when the aura is created). The rage gives both a -2 penalty to hit and damage, which ends immediately when the creature leaves the area or the aura expires. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells** - **1st:** *Enlarge Person*, **2nd:** *Rage*, **3rd:** *Blood Frenzy*, **4th:** *Beast Shape II*, **5th:** *Animal Growth*, **6th:** *Transformation*, **7th:** *Giant Form I*, **8th:** *Symbol of Insanity*, **9th:** *Summon Monster IX*.

## REPOSE DOMAIN

**Dieties:** Meneon, Pietos

## RUNE DOMAIN

**Dieties:** Destine, Emerys

## SCALYKIND DOMAIN

**Dieties:** Suuthah

*Serpentstrike* (Su): At 1<sup>st</sup> level you can cause a single creature to suffer the effects of a snake's bite with a melee touch attack. A translucent serpent of greenish-gold force automatically bites any target you hit with this touch attack, inflicting 1d4 points damage + poison (1d6 Con/1d6 Con, Fort DC 10 + ½ cleric level). You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Master of Scale* (Su): At 8<sup>th</sup> level, any *summon monster* spell that you cast can be used to summon dinosaurs, fish, reptilian animals or snakes as if a spell of the next higher level. A *summon monster III* would therefore summon 1 fiendish huge viper or large fiendish shark, 1d3 fiendish constrictors, crocodiles or large vipers or 1d4+1 fiendish medium sharks or fiendish medium vipers, while a *summon monster V* could summon 1 fiendish elasmosaurus or giant constrictor, 1d3 fiendish deinonychus, fiendish huge sharks or fiendish giant crocodiles, or 1d4+1 fiendish huge vipers or fiendish large sharks.

**Domain Spells** - **1st:** *Chill Touch*, **2nd:** *Scaleskin*, **3rd:** *Sepia Snake Sigil*, **4th:** *Summon Swarm (lizards)*, **5th:** *Cone of Cold*, **6th:** *Form of the Dragon I*, **7th:** *Regenerate*, **8th:** *Creeping Doom (swarm of tiny snakes)*, **9th:** *Shapechange*.

## SECRETS DOMAIN

**Dieties:** Dymora, Illudra

*Secret Taker* (Su): At 1<sup>st</sup> level add all Knowledge skills to your list of class skills. Furthermore, as a standard action, you can touch a creature to learn about its abilities and weaknesses as a melee touch attack. If successful, you gain information as if you had made the appropriate Knowledge skill check with a result equal to 10 + your cleric level + your Intelligence modifier. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Secret Viewing* (Su): At 8<sup>th</sup> level you can hear and see at a distance for a number of rounds equal to your Wisdom modifier. This ability works like a combination of both *clairvoyance* and *clairaudience*. You may use this ability

once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells** - **1st:** *Alarm*, **2nd:** *Undetectable Alignment*, **3rd:** *Secret Page*, **4th:** *Scrying*, **5th:** *Prying Eyes*, **6th:** *True Seeing*, **7th:** *Greater Scrying*, **8th:** *Mind Blank*, **9th:** *Foresight*.

## SENSATION DOMAIN

**Dieties:** Dymora

**1st:** *Shocking Touch* (Su): At 1<sup>st</sup> level, as a standard action, you can make a melee touch attack that deals 1d6 points of electrical damage + 1 for every two cleric levels you possess. You may use this ability a number of times equal to 3 + your Wisdom modifier.

*Aura of Despair* (Su): At 8<sup>th</sup> level, as a standard action, you can emit a 30-ft. aura of despair for a number of rounds equal to your Wisdom modifier. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells** - **1st:** *Shocking Grasp*, **2nd:** *Hideous Laughter*, **3rd:** *Stinking Cloud*, **4th:** *Fear*, **5th:** *Nightmare*, **6th:** *Freezing Sphere*, **7th:** *Insanity*, **8th:** *Irresistible Dance*, **9th:** *Energy Drain*.

## STRENGTH DOMAIN

**Dieties:** Ardra, Belatrix, Kalek, Lohm

## SUFFERING DOMAIN

**Dieties:** Krayve

*Smite of Suffering* (Su): At 1<sup>st</sup> level, as a standard action, you can touch your deity's favored weapon and give it the ability to deal a *smite of suffering*. For the next 3 rounds, anyone wielding the weapon may add an enhancement bonus on one damage roll equal to 1/2 your cleric level for one attack roll. The target must decide to use this ability before rolling to attack. This effect fades after 3 rounds or when the *smite of suffering* is used. Once a wielder has used a *smite of suffering*, he can gain no further benefit from it for 1 day. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Suffering* (Su): At 8<sup>th</sup> level, as a standard action, you can emit a 30-ft. aura of suffering for a number of rounds equal to your Wisdom modifier. Enemies within this aura take a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. You may use this ability once per day at 8<sup>th</sup> level, and an

additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Bane*, **2nd:** *Death Knell*, **3rd:** *Bestow Curse*, **4th:** *Black Tentacles*, **5th:** *Waves of Fatigue*, **6th:** *Eyebite*, **7th:** *Power Word Blind*, **8th:** *Trap the Soul*, **9th:** *Crushing Hand*.

### SUN DOMAIN

**Dieties:** Sorena

### TIME DOMAIN

**Dieties:** Emerys

*Hand of Time* (Su): At 1<sup>st</sup> level you gain a +1 bonus to your initiative. This bonus increases by +1 for every 5 cleric levels you possess. As a standard action, you can touch an ally and grant them your initiative bonus for 1 minute, or make a melee touch attack against an opponent and apply your bonus as a penalty to his initiative for 1 minute. When you use this ability, you lose your initiative bonus for 1 minute. You may only transfer your bonus a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Impediment* (Su): At 8<sup>th</sup> level, as a standard action, you can emit a 30-ft. aura of that will slow your enemies for a number of rounds equal to your Wisdom modifier. Enemies within this aura take a penalty to initiative equal to the caster's level, can either move or do a single standard action, moves at half speed, and has a -2 penalty on ability checks, attack rolls, damage rolls, saving throws, and skill checks. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Expeditious Retreat*, **2nd:** *Mirror Image*, **3rd:** *Haste*, **4th:** *Mnemonic Enhancer*, **5th:** *Teleport*, **6th:** *Contingency*, **7th:** *Delayed Blast Fireball*, **8th:** *Temporal Stasis*, **9th:** *Time Stop*.

### TRAVEL DOMAIN

**Dieties:** Aurelian, Brianna, Cyrene, Lucor

### TRICKERY DOMAIN

**Dieties:** Illudra, Lucor, Oblivion

### VENGEANCE DOMAIN

**Dieties:** Mordana, Oblivion

*Vengeful Blow* (Su): At 1<sup>st</sup> level, as an immediate action, you may turn aside damage intended for you, delivering it back upon the opponent who struck you. When a blow is successfully struck against you, your attacker must succeed at a Will save DC 10 + your cleric level + your Wisdom modifier. If the attacker fails this saving throw, the damage that you would normally receive is reflected back upon your attacker. You must declare the use of this ability after the attack is determined to be successful, but before damage is rolled. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

*Aura of Vengeance* (Su): At 8<sup>th</sup> level you can emit a 30-ft. aura of that will reflect a spell back to its caster. The spell must be of a level that you can cast, and you must succeed on a Spellcraft Check (DC 14+ spell level). If you successfully identify the spell, then the spell can be reflected back to the caster. If you fail to identify the spell, you may try and reflect the spell anyway. Should the spell level be above the level that you can cast, then the ability is spent and it has no effect. You may use this ability once per day at 8<sup>th</sup> level, and an additional time per day for every four levels beyond 8<sup>th</sup>.

**Domain Spells - 1st:** *Silent Image*, **2nd:** *Touch of Idiocy*, **3rd:** *Bestow Curse*, **4th:** *Poison*, **5th:** *Mark of Justice*, **6th:** *Disintegrate*, **7th:** *Spell Turning*, **8th:** *Binding*, **9th:** *Soul Bind*.

### WAR DOMAIN

**Dieties:** Belatrix, Galvandt

### WATER DOMAIN

**Dieties:** Ayla, Cyrene

### WEATHER DOMAIN

**Dieties:** Aurelian, Ayla, Kohr

# Monk

## Monk Orders and Multiclassing

Monks are limited in their choice of patron deities as noted below. However, these characters may choose to belong to certain broad orders that operate throughout the world of Raia. Members of specific monk orders may either function as described in the normal monk class or instead learn one of the monk variant fighting styles specified below (see the *Class Variant* section for details on these styles). Members of any of these orders may multiclass with one or more additional character classes without losing the ability to continue advancing

in their monk class. However, they must first meet the prerequisite listed below in order to multiclass freely, and they cannot take more levels in the other class than they have in the monk class.

## Raian Monk Orders

**PC Monks must choose one of the following as a patron deity:** Ardra, Aurelian, Ayla, Brianna, Cerion, Cyrene, Destine, Emerys, Galvandt, Hyperion, Kalek, Lohm, Meneon, Peliron, or Pietos.

Deity	Order Name	Fighting Styles (Choose one)		Multiclass freely with	Prerequisite feat
Ardra	The Breath of Life	Passive Way	Undying Way	Cleric	Acrobatic or Athletic
Aurelian	The Whispering Wind	Cobra Strike	Invisible Eye	Druid	Alertness or Natural Spell
Ayla	The Quivering Leaf	Denying Stance	Undying Way	Ranger	Great Fortitude or Self-Sufficient
Brianna	The Birds and Beasts	Hand and Foot	Overwhelming Attack	Druid	Animal Affinity or Natural Spell
Cerion	The Bountiful Earth	Denying Stance	Passive Way	Ranger	Rapid Metabolism or Wary
Cyrene	The Eternal Spring	Cobra Strike	Undying Way	Druid	Animal Affinity or Self-Sufficient
Destine	The Path of Fate	Hand and Foot	Invisible Eye	Cloistered Cleric or Wizard (Diviner)	Diligent or Magical Aptitude
Emerys	The Rune and Sign	Invisible Eye	Undying Way	Wizard	Iron Will or Magical Aptitude
Galvandt	The Unblinking Eye	Denying Stance	Invisible Eye	Cleric	Alertness or Wary
Hyperion	The Virtuous Hand	Cobra Strike	Overwhelming Attack	Noble or Aristocrat	Negotiator or Persuasive
Kalek	The Forge	Hand and Foot	Passive Way	Ranger	Skill Focus (any)
Lohm	The Immovable Stone	Denying Stance	Overwhelming Attack	Cleric	Endurance or Great Fortitude
Meneon	The Silent Serenity	Passive Way	Undying Way	Cleric	Blind-Fight or Stealthy
Peliron	The Holy Justice	Hand and Foot	Overwhelming Attack	Paladin	Iron Will or Persuasive
Pietos	The Tender Mercy	Invisible Eye	Passive Way	Cleric	Endurance or Self-Sufficient

# Noble

Nobility can be gained in one of two ways: by birth and by being elevated to that status by a ruler. While Nobles enjoy a somewhat lofty lifestyle, they have inherent responsibilities towards their city or nation that cannot be ignored. Each Noble House has earned its position one way or another in the past years. Each Noble House has a different area of expertise in which they contribute to their city or nation. At the same time, Nobles tend to have their own agendas. A Noble is always addressed by the title "Lord" or "Lady."

Being a noble is not only a privilege, but also a duty. A noble must do anything he can in the service of his own House. The noble is a representative of his House at all times and must make an effort to bring his House to greater glory. There is only a certain amount of "embarrassment" that a House will endure before taking steps to distance itself from the offending noble. So it is always in the noble's best interest to do right by his House at all times.

In addition, all Noble Houses have sworn an oath to support their city or country in times of need. The noble is not above these responsibilities and must step forward whenever

their ruler calls for assistance. Services of this nature are done without mention of pay, though there are sometimes rewards for a successful completion of their mission.

While nobles tend to stay close to home, an increasing number of foreign nobles are beginning to visit the Amthydoran Protectorate.

**NOTE:** In the *Legends of the Shining Jewel Campaign* nobles may be from any city-state or nation which supports a noble class (see the LSJ World Primer). A certificate to play a foreign (non-Amthydoran) noble is available by request from [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com). A special certificate issued by the LSJ Campaign Staff is required to play a noble of Amthydor. A noble may be of any race normally permitted as PCs, excluding Lupaari and Tabreen.

**Restrictions:** The noble must be a character's starting class. If another class is selected at first level, the player cannot select noble as a multi-class option. Only by the act of the Lord Monarch (LSJ Campaign Coordinators) can an existing character be given the title of noble. A noble may multiclass freely into any other available class.

**Noble: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+0	+0	+2	Title, faithful vassal, wealth, reputation, 1 <sup>st</sup> sphere of influence
2 <sup>nd</sup>	+1	+0	+0	+3	Archetype ability, bonus feat
3 <sup>rd</sup>	+2	+1	+1	+3	Entourage
4 <sup>th</sup>	+3	+1	+1	+4	Inspire Confidence
5 <sup>th</sup>	+3	+1	+1	+4	
6 <sup>th</sup>	+4	+2	+2	+5	2 <sup>nd</sup> sphere of influence, bonus feat
7 <sup>th</sup>	+5	+2	+2	+5	Inspire Fear
8 <sup>th</sup>	+6/+1	+2	+2	+6	Archetype Ability
9 <sup>th</sup>	+6/+1	+3	+3	+6	
10 <sup>th</sup>	+7/+2	+3	+3	+7	Bonus feat, Inspire Complacency
11 <sup>th</sup>	+8/+3	+3	+3	+7	3 <sup>rd</sup> sphere of influence
12 <sup>th</sup>	+9/+4	+4	+4	+8	Noble Command
13 <sup>th</sup>	+9/+4	+4	+4	+8	Inspire Valor
14 <sup>th</sup>	+10/+5	+4	+4	+9	Bonus feat
15 <sup>th</sup>	+11/+6/+1	+5	+5	+9	Land Grant
16 <sup>th</sup>	+12/+7/+2	+5	+5	+10	4 <sup>th</sup> sphere of influence, Archetype Ability, Inspire Zeal
17 <sup>th</sup>	+12/+7/+2	+5	+5	+10	
18 <sup>th</sup>	+13/+8/+3	+6	+6	+11	Bonus feat
19 <sup>th</sup>	+14/+9/+4	+6	+6	+11	Inspire Awe
20 <sup>th</sup>	+15/+10/+5	+6	+6	+12	5 <sup>th</sup> sphere of influence, Royal Command

**Alignment:** Any  
**Hit Die:** d8

### Class Skills

The noble's class skills are Appraise (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis)

**Skill Ranks Per Level:** 6 + Int modifier

### Class Features

All of the following are class features of the noble.

**Weapon and Armor Proficiency:** A noble is proficient with all simple weapons, with longsword, rapier, shortsword, whip and longbow (including composite longbow), and with light armor and shields (excluding tower shield).

**Title:** The noble bears a title of nobility in his native country.

**Standard of Living:** A noble is expected to maintain a certain standard of living, and must support either a High or Elite Lifestyle or else face social (and other) repercussions.

*High Lifestyle (40 gp):* Nobles stay at the most expensive hotels in town, eat out at the fanciest restaurants, and buy only the finest clothes and accoutrements. You may enjoy luxuries such as exotic foods, fresh flowers delivered to your home every day, and expensive and lengthy vacations to the countryside. PCs who take this option enjoy a +1 circumstance bonus to all Charisma-based ability and skill checks.

*Elite Lifestyle (100 gp):* The finest accommodations, elegant clothing, elaborate meals and other luxuries are yours. Only the most elite royalty live in greater comfort. You have access to the highest of social circles, and when you talk, people listen, and they take note of your activities and appearance. PCs who take this option enjoy a +2 circumstance bonus to all Charisma-based ability and skill checks. This lifestyle is available only to Aristocrats and Nobles. At 9th level and higher, the Noble must take this level of lifestyle or suffer the same circumstance penalties for "slumming."

*Slumming:* Nobles are expected to maintain a high standard of living, and that costs gold.

Aristocrats who take less than High Lifestyle suffer an additional -1 penalty on the listed Charisma-based checks for any lifestyle lower than High that they take. Nobles have it even worse, suffering an additional -2 penalty on the listed checks for the lifestyle chosen. This stacks with the penalty already listed for Low and Medium Lifestyles.

**Noble Archetype:** Not all nobles are cut from the same cloth. Some are born leaders, while others use their natural flair for business to strengthen their holdings. Some believe that their first duty is to the people they lead, while others hold that the first duty of others is to serve their betters. Family influence, birth order, personality and other factors can shape a noble's attitudes and direct the course of his life. These archetypes grant additional weapon and armor proficiencies, bonus feats, additional class skills and other special abilities. An archetype must be chosen at 1<sup>st</sup> level, and once selected may not be changed.

**Faithful Vassal:** At 1<sup>st</sup> level the noble retains the services of a personal servant. The servant may accompany the noble on any travels or adventures, and tends to his personal requirements (valet, cook, porter, etc). The servant begins at 1<sup>st</sup> level, with his vital statistics [race, gender, stats, class, etc] in accordance with the guidelines established for Hirelings in the LSJ Campaign. The servant is a non-combatant, and will not engage in dangerous activities (other than self-defense, when there is no clear escape route). The noble is responsible for housing, clothing and equipping the servant, and these fees are included in the High and Elite Lifestyle costs. Nobles who 'slum', and pay to support less than a High Lifestyle, lose this class feature until they resume paying for an appropriate standard of living.

**Reputation:** The character possesses all benefits and privileges entitled to one of noble birth and title. Along with these benefits, however, comes the responsibility to uphold the image of nobility. As such, a noble is expected to behave in a manner fitting his station, to remain free of the suspicion of treason and to appear, in all ways and at all times, to be a worthy peer of the realm. Should the character fail to uphold this status, then at best he will become a social outcast, at the worst he will be detained for treason.

**Wealth:** In addition to his normal starting funds, the noble receives an allowance from his family equal to 1000 gp plus 50 gp x noble class level x Charisma modifier (if positive) (Ex Lord Raston, a 10<sup>th</sup> level noble with an 18 Charisma, receives an annual allowance of 3000 gp). Each year, the noble receives another allowance of the same amount. However, should the money be judged to be squandered, then the noble will receive no more. In addition, at first level the character receives one masterwork weapon of choice, although it must be a weapon with which the character is proficient.

**Sphere of Influence:** At 1<sup>st</sup> level the noble selects a single city or city-state (see list of available cities) as his base of operations. While within the geographical borders of this area, the noble gains a +2 bonus to Diplomacy and Knowledge (Local) skill checks and may attempt to use his various connections to request aid or call in favors. The noble does not have to be a citizen of the location chosen, and it need not be a city in the nation of which he is a noble, but the noble may not choose a city or city-state that is openly hostile to his own government. Each time the noble has the opportunity to expand his sphere of influence (at 6<sup>th</sup>, 11<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup> levels) he may choose to either expand an existing sphere of influence by one degree or he may begin with a new city or city-state.

By making a successful Influence check, the noble may obtain assistance in the form of information, supplies, shelter, personnel or documents from his connections. To make an influence check, roll 1d20, and add the character's Charisma modifier and ½ his noble class level (rounded down). The noble's Lifestyle modifier to Charisma-based checks does not apply. This is not a skill check. The noble may not take 10 or 20 on this check, and no retries are permitted. The noble may use this ability a number of times per week equal to ½ his noble class level (rounded down). The DC is based upon the complexity, risk and cost associated with the request. A request that could potentially be perceived as treasonous would have a significantly higher DC than a request to borrow a carriage and horses. It is possible to obtain the loan of magic items using this ability. Permanent items must be returned at the conclusion of the event, or the noble is responsible for the full replacement value of the item. Permanent items with a value of up to 4x the gp value associated with the DC may be borrowed (maximum 40,000 gp). Consumable

items with a value up to the gp value associated with the DC may be borrowed, and need not be replaced if used, but must be returned if not used during the event.

6<sup>th</sup> level – At 6<sup>th</sup> level the noble's contacts allow him to expand his sphere of influence to include an entire nation. The nation chosen must be the one in which the city selected at 1<sup>st</sup> level is located. Alternately, the noble may select a new city in a different nation.

11<sup>th</sup> level – At 11<sup>th</sup> level the noble's growing reputation and expanding contacts allow him to further expand his sphere of influence to an entire region. The region chosen must be the one in which the city and nation previously selected is located. Alternately, the noble may select a new city in a different nation or, if the noble chose a new city at 6<sup>th</sup> level, he may instead choose the nation where one of his previously chosen cities is located.

16<sup>th</sup> level – At 16<sup>th</sup> level the noble has developed business and political connections that span the globe, allowing him to draw from an ever expanding pool of contacts. His sphere of influence grows to encompass half the world. The noble may select a hemisphere, as represented by either (1) the main Salindaer continent or (2) the remaining continents (Ellora, Hur'Resa, Khadar, Mennier, Naefar, Orosol, Sianmar and Tressyn). The hemisphere chosen must be the one in which the city, nation and region previously selected is located. Alternately, the noble may select a new city or city-state, or he may expand one of his previous selections to the next degree.

20<sup>th</sup> level – At 20<sup>th</sup> level the noble is a leader among leaders, and his influence touches every corner of Raia. To be eligible for this option the noble must have advanced his initial city or city-state selection through each degree (City/city-state, nation, region and hemisphere). His sphere of influence expands to encompass the entire known world. Alternately, the noble may select a new city or city-state, or he may expand one of his previous selections to the next degree.

**Bonus Feat:** At 2<sup>nd</sup> level, and at every fourth level thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble gains a bonus feat from the list available to his chosen archetype.



DC	Influence Request
10	Obtain the loan of a carriage and horses; expedite the processing of official documents, requests with a value up to 50 gp
15	An invitation to an exclusive party, requests with a value up to 250 gp
20	Dismissal of charges for a minor crime, requests with a value up to 500 gp
25	Gain an audience with a foreign ambassador, a Guild Master or the Lord Consul/Lady Consul of a Noble House, requests with a value up to 1000 gp
30	Travel as part of an ambassador's entourage, be granted temporary diplomatic immunity, requests with a value up to 5000 gp
35	Gain a private audience with a ruler, requests with a value in excess of 5000 gp

**Entourage:** At 3<sup>rd</sup> level the noble may attract an entourage. A PC noble's entourage may contain a number of individuals equal to one half her character levels, rounded down. The character levels of the members of the entourage are at the discretion of the player, provided that the total levels of all members of the entourage do not exceed twice the PC's total character levels, and no single member exceeds ½ the PC's character level (rounded down). Members of an

entourage do not gain XP in the normal fashion. Rather, they advance at the discretion of the player, within the limits listed here. Character creation guidelines for members of an entourage are located in the *Cohorts and Hirelings*.

**4<sup>th</sup> Inspire Confidence:** Characters targeted by this ability gain a +1 bonus to all attack rolls and saving throws. This is a language-dependant ability. This bonus increases to +2 at 10<sup>th</sup> level, +3 at 16<sup>th</sup> level, and +4 at 19<sup>th</sup> level.

**7<sup>th</sup> Inspire Fear:** This ability causes targets to suffer a -1 penalty to attack rolls and saving throws. This is a language-dependant ability. This bonus increases to +2 at 13<sup>th</sup> level and +3 at 19<sup>th</sup> level.

**10<sup>th</sup> Inspire Complacency:** Characters targeted by this effect suffer a -2 penalty to Perception checks for the duration of this ability's use. This is a language-dependant ability. This penalty increases to -3 at 16<sup>th</sup> level and -4 at 19<sup>th</sup> level.

**13<sup>th</sup> Inspire Valor:** This ability causes targets to gain a +2 bonus to Will saves and an additional +1 to saves vs. fear effects. This is a language-dependant ability. This bonus increases an additional +1 to each effect at 16<sup>th</sup> level and an additional +2 at 19<sup>th</sup> level.

**16<sup>th</sup> Inspire Zeal:** Characters targeted by this ability gain a +2 bonus to all damage rolls for the duration of the effect. This is a language-dependant ability. This bonus increases to +3 at 19<sup>th</sup> level.

**19<sup>th</sup> Inspire Awe:** Creatures targeted by this effect suffer a -4 penalty to all Reflex saves and a -2 penalty to all armor class. This is a language-dependant ability.

**Inspire:** At 4<sup>th</sup> level, the noble gains the ability to inspire those around them. Using the *inspire* ability requires a standard action. Additionally, the target of the *inspire* ability must be able to observe and hear the noble and must be within 60 feet. The noble may target a number of enemies or allies equal to one-half his class



level and the effects lasts for a number of rounds equal to his class level. The noble may not target himself with this ability. Any abilities that require a saving throw use the noble's Perform (oratory) check as the DC for the Will save. All effects are morale effects unless otherwise noted below.

Each time the noble uses the *inspire* ability, he may select one of the following effects. All bonuses and penalties for the noble's inspire abilities are of the morale type. The effect of the inspire ability lasts as long as the noble speaks, plus 5 rounds plus a number of rounds equal to the noble's ranks in Perform (Oratory). The noble may inspire a number of times equal to his level.

**Noble Command (Sp):** Similar to the *command* spell, a noble may utter a noble command once per day beginning at 12<sup>th</sup> level. The command is issued with the expectation of unquestioning obedience like that given to a sovereign by an extremely faithful vassal. The command affects a single subject, who must be a citizen within the noble's sphere of influence. The command may be up to 10 words length and must be in a language understood by the subject. The command must be one that a reasonable ruler would issue ('Defend my life and honor' or 'Surrender and lie on the ground'). Commands which are absurd ('Dye yourself purple and

dance naked in the town square') or self-destructive ('Jump off that cliff') will be ignored, and the spell will automatically fail. The command lasts for one round per character level. The recipient is entitled to a Will save, DC 13 + noble's level + ½ the noble's *Diplomacy* modifier (rounded down).

**Land Grant:** At 15<sup>th</sup> level the noble receives a grant of land. Players in the *Legends of the Shining Jewel* campaign should contact the LSJ Land Office at [lsj-landoffice@theshiningjewel.com](mailto:lsj-landoffice@theshiningjewel.com) to exercise this benefit.

**Royal Command (Sp):** At 20<sup>th</sup> level the noble may issue a Royal Command once per day, as per Noble Command, but also may affect a number of people equal to the noble's level + his *Diplomacy* modifier. Subjects of a Royal Command are entitled to a Will save, DC 13 + noble level + the noble's *Diplomacy* modifier. If another noble is the subject of the Royal Command he may apply his own noble level and *Intimidate* modifier as bonuses to his Will save.

**Ex-Nobles:** A noble who has his nobility revoked can no longer progress in levels as a noble. He loses Rank, Wealth, Inspire, Leadership, and Influence abilities. He retains the remainder of his noble abilities.

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## Noble Archetypes

### Benevolent [NBe]

The noble benevolent uses his power, influence and compassion to serve the common good, performing acts of charity and supporting organizations that benefit the general populace, regardless of rank or social class. The noble benevolent is a philanthropist, hosting benefits, leading charitable fund-raising efforts, and donating both his own time and funds to worthy causes.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble benevolent is proficient in two additional martial weapons of his choice, as if he had the Martial Weapon Proficiency feat. Once selected, these weapons may not be changed.

**Class Skills:** Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha)

**Divine Spellcasting:** Beginning at 2<sup>nd</sup> level, a noble benevolent gains the ability to cast a small number of divine spells which are drawn from the noble benevolent spell list. A noble benevolent must choose and prepare his spells in advance. To cast a spell, a noble benevolent must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a noble benevolent's spell is 10 + the spell level + the noble benevolent's Wisdom modifier. Like other spellcasters, a noble benevolent can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given below. In addition, he receives bonus spells per day if he has a

high Wisdom score. The noble benevolent does not have access to any domain spells or granted powers, as a cleric does. At 1<sup>st</sup> level a noble benevolent has no caster level. At 2<sup>nd</sup> level and higher, his caster level is ½ his noble benevolent level (rounded down).

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble benevolent gains a bonus feat from the following list: Battlefield Triage, Combat Casting, Culinary Infusion, Field Medic, Leadership, Magical Aptitude, Scribe Scroll, Self-Sufficient, or Skill Focus (any noble class or benevolent archetype class skill)

**Merciful Strike:** At 8<sup>th</sup> level the noble benevolent has mastered the art of dealing nonlethal damage without the usual -4 penalty, even when wielding a weapon that normally deals lethal damage.

**Greater Influence:** At 16<sup>th</sup> level the noble benevolent's good works have enhanced his reputation, granting him a +2 bonus to influence checks and increasing the bonus to Diplomacy and Knowledge (Local) skill checks within his *sphere of influence* to +4.

Spells per Day							
Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1 <sup>st</sup>	--	--	--	--	--	--	--
2 <sup>nd</sup>	1	0	--	--	--	--	--
3 <sup>rd</sup>	2	1	--	--	--	--	--
4 <sup>th</sup>	3	2	--	--	--	--	--
5 <sup>th</sup>	3	3	--	--	--	--	--
6 <sup>th</sup>	4	3	1	--	--	--	--
7 <sup>th</sup>	4	4	2	--	--	--	--
8 <sup>th</sup>	4	4	3	--	--	--	--
9 <sup>th</sup>	4	4	3	1	--	--	--
10 <sup>th</sup>	4	4	4	2	--	--	--
11 <sup>th</sup>	4	5	4	3	--	--	--
12 <sup>th</sup>	5	5	4	3	1	--	--
13 <sup>th</sup>	5	5	4	4	2	--	--
14 <sup>th</sup>	5	5	5	4	3	--	--
15 <sup>th</sup>	5	5	5	4	3	1	--
16 <sup>th</sup>	5	5	5	4	4	2	--
17 <sup>th</sup>	5	5	5	5	4	3	--
18 <sup>th</sup>	5	5	5	5	4	3	1
19 <sup>th</sup>	5	5	5	5	4	4	2
20 <sup>th</sup>	5	5	5	5	5	4	3

The noble benevolent casts his spells from the following list –

**0-Level noble benevolent Spells (Orisons):** *Create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance, stabilize, virtue.*

**1<sup>st</sup>-Level noble benevolent Spells:** *Comprehend languages, cure light wounds, endure elements, protection from chaos/evil/good/law, remove fear.*

**2<sup>nd</sup>-Level noble benevolent Spells:** *Calm emotions, cure moderate wounds, delay poison, gentle repose, make whole, remove paralysis, lesser restoration, shield other.*

**3<sup>rd</sup>-Level noble benevolent Spells:** *Create food and water, cure serious wounds, dispel magic, helping hand, magic circle against chaos/evil/good/law, remove blindness/deafness, remove curse, remove disease, speak with dead.*

**4<sup>th</sup>-Level noble benevolent Spells:** *Cure critical wounds, divination, neutralize poison, restoration, tongues.*

**5<sup>th</sup>-Level noble benevolent Spells:** *Atonement, break enchantment, breath of life, dispel chaos/evil/good/law, mass cure light wounds.*

**6<sup>th</sup>-Level noble benevolent Spells:** *Mass cure moderate wounds, greater dispel magic, find the path, heal, heroes' feast.*

## Champion

A noble champion is valiant defender of his country and its people. He is the very image of the noble knight, leading his nation's troops in battle and setting an example for all to follow.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble champion is proficient with all simple and martial weapons, all types of armor and shields (including tower shield).

**Class Skills:** Climb (Str), Intimidate (Cha), Ride (Dex), Survival (Con), Swim (Str)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble champion gains a bonus feat from the following list: Cleave, Combat Tutor, Diehard, Intimidating Prowess, Leadership, Mounted Combat, Skill Focus (any noble class or champion archetype class skill), Superior Leadership or Vital Strike.

**Aura of Courage (Su):** At 2<sup>nd</sup> level the noble champion exudes an aura of courage, as per the paladin ability. The noble champion is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions while the noble champion is conscious, but not if he is unconscious or dead.

## [NCh]

**Defensive Stand (Sp):** Beginning at 8<sup>th</sup> level, whenever the noble champion is in melee combat where he is attempting to protect either his liege lord or a creature that is weaker than himself (fewer HD or total levels) or helpless, the noble champion gains a +2 bonus to melee attack and weapon damage rolls against the opponent threatening the creature being defended. This bonus increases by +1 for every four levels thereafter.

**Rally the Troops (Sp):** No matter how skilled the commander, at some point he will find himself outnumbered and his allies injured. Once per day beginning at 16<sup>th</sup> level the noble champion may rally his forces when the tide of battle is bleak, pushing them beyond their injuries to victory. The noble champion may spend a full round action rallying his allies; all allies within visual or hearing range who have sustained damage during the combat gain 2d10 temporary hit points and a +2 bonus to all attack rolls, to all damage rolls, to armor class and to all Fortitude and Will saves. These effects last a number of rounds equal to the noble champion's noble class level. The noble champion is not affected by these bonuses.

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## Decadent [NDe]

The noble decadent is concerned only with the comforts and pleasures that his wealth and position can bring him. He is corrupt, selfish and petty, without conscience, and pays little heed to his obligations to either his superiors or his subordinates.

**Special:** Good-aligned nobles may not choose this archetype.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble decadent gains no additional weapon or armor proficiencies.

**Class Skills:** Disguise (Cha), Heal (Wis), Intimidate (Cha), Stealth (Dex), Use Magic Device (Cha)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble decadent gains a bonus feat from the following

list: Deceitful, Dodge, Hostile Mind, Iron Will, Leadership, Persuasive, Political Intrigue, Skill Focus (any noble class or decadent archetype class skill) or Stealthy.

**Increased Wealth:** At 2<sup>nd</sup> level the noble decadent has learned to wring every spare coin from his vassals and to illicit bribes from various sources. The amount the noble decadent receives for his annual allowance is doubled (100 gp x Charisma modifier x noble class level). The noble decadent must also pay twice the normal Lifestyle cost, as a result of his own taste for the finer things in life and the bribes that he himself has to pay. Furthermore, when buying or selling uncerted goods, or when selling certed magic items, the noble decadent may attempt an *Intimidate* skill check *DC 15*. For every 5 points that the attempt exceeds by, the amount that the noble decadent receives (if selling) or pays (if buying) is adjusted by 5% in the noble

decadent's favor, to a maximum of 25%. If the check is unsuccessful, then for every 5 points that the attempt fails by, the price is adjusted by 5% against the noble decadent. If the die result is a natural '1', the penalty is 25%. This benefit does not apply to the purchase of certified magic items, such as from the Mystical Marketplace or Shopping Spree, or to transactions with other PCs in the *Legends of the Shining Jewel* campaign.

**Sneak Attack:** At 8<sup>th</sup> level, if the noble decadent's target in combat is denied its Dexterity bonus to AC, he may deal an additional 1d6 damage, as if he possessed the

rogue ability of the same name. This extra damage increases 1d6 per four levels in the noble class (at 12<sup>th</sup>, 16<sup>th</sup> and 20<sup>th</sup>). If the noble decadent possesses levels in another class which grants him the sneak attack ability, this extra damage stacks.

**An Offer You Can't Refuse (Sp):** At 16<sup>th</sup> level the noble decadent has perfected the art of getting his own way. He can compel another creature to perform some task on his behalf, as if under the effect of a *lesser geas*. The DC of the Will save is 14 + the noble decadent's Charisma modifier.

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## Dilettante [NDi]

A noble dilettante has never been drawn to a solid course in his life, preferring instead to develop his varied talents as the mood strikes him, and his position has given him access to the best teachers in a wide variety of disciplines.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble dilettante is proficient with all simple and martial weapons, light and medium armor and shields (except tower shields).

**Class Skills:** The dilettante treats *all* skills as class skills. However, she may buy no more than one rank in any given skill per level and may possess no more than 9 ranks in a single skill.

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble dilettante gains a bonus feat from the following list: Catch Off Guard, Closed Mind, Defensive Combat Training, Dodge, Exotic Weapon Proficiency, Leadership, Paramour, Throw Anything or Two-Weapon Fighting.

**Special:** A noble dilettante may not take the Skill Focus feat. Half-elves automatically receive Skill Focus as a bonus feat at 1<sup>st</sup> level. They may not select Skill Focus again if this archetype is chosen.

**Multitalented:** At 2<sup>nd</sup> level the noble dilettante may select either an additional bonus feat, the 2<sup>nd</sup> level ability of another noble archetype, or a 2<sup>nd</sup> level ability from the aristocrat, barbarian, bard, druid, fighter, monk or ranger classes.

**Slippery Mind (Ex):** Beginning at 8<sup>th</sup> level the noble dilettante is able to wriggle free from magical effects that would otherwise control or compel him. If the noble dilettante is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

**Master Skilled (Ex):** At 16<sup>th</sup> level, the noble dilettante can use any skill, even if the skill requires him to be trained. In addition, if the noble dilettante has 5 or more ranks in a skill, he can take 10 on the skill, even if it is not normally allowed.

## Entrepreneur [NEen]

A noble entrepreneur uses his natural business acumen to expand his power base and increase his wealth and influence.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble entrepreneur gains no additional weapon or armor proficiencies.

**Class Skills:** Bluff (Cha), Craft (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble entrepreneur gains a bonus feat from the following list: Alertness, Deceitful, Deft Hands, Diligent, Iron Will, Leadership, Persuasive, Political Intrigue or Skill Focus (any noble class or entrepreneur archetype class skill).

**The Art of the Deal (Ex):** At 2<sup>nd</sup> level the noble entrepreneur's business connections allow him to buy and sell goods at a better price than the average person. When buying or selling uncerted goods, or when selling certed magic items, the noble entrepreneur may attempt a *Diplomacy* skill check *DC 15*. For every 5 points that the attempt exceeds by, the amount that the noble entrepreneur receives (if selling) or pays (if buying) is adjusted by 5% in the noble entrepreneur's favor, to a maximum of 25%. If the check is unsuccessful, then for every 5 points that the attempt fails by, the price is adjusted by 5% against the noble entrepreneur. If the die result is a natural '1', the penalty is 25%. This benefit does not apply to the purchase of certed magic items, such as from the Mystical Marketplace or Shopping Spree, or

to transactions with other PCs in the *Legends of the Shining Jewel* campaign.

**Deep Pockets (Ex):** A noble entrepreneur knows that one man's trash is another man's treasure, and collects items a wide variety of items, picking up small amounts of this or that throughout her travels. As a result, he may carry up to 10 pounds of unspecified equipment and merchandise worth up to 100 gp per class level. This can be any kind of nonmagical gear that can reasonably fit into a backpack. At any later time, as a full round action, the noble entrepreneur may dig through his pockets to retrieve an item he specifies at that time, deducting its value from the allocated amount of cost and weight. When either cost or weight reaches 0, the noble entrepreneur can retrieve no more items until he refills his deep pockets by spending a few hours and 100 gp in any settlement. In addition, if he takes 1 hour to pack his gear each day, he gains a +4 bonus to Strength to determine his light encumbrance. This does not affect his maximum carrying capacity. The efficient distribution of weight simply encumbers him less than the same amount of weight normally should. Finally, the noble entrepreneur gains a +4 bonus on Sleight of Hand checks made to conceal small objects on his person.

**I Know People:** At 16<sup>th</sup> level the noble entrepreneur has learned to anticipate market demands and customer interest. He gains a +2 bonus to Appraise, Bluff, Diplomacy, Knowledge (Local), Profession (Merchant) and Sense Motive skill checks, and to influence checks.

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## Gallant [NGa]

The noble gallant is all about style and flash, and if that flair is combined with a lethal grace, all the better.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble gallant gains no additional weapon or armor proficiencies.

**Class Skills:** Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Intimidate (Cha), Jump (Str)

**Bonus Feat:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble

gallant gains a bonus feat from the following list: Acrobatic, Agile Maneuvers, Combat Expertise, Dazzling Display, Eyes in the Back of Your Head, Fleet, Leadership, Parry, or Skill Focus (any noble class or gallant archetype class skill).

**On the Move:** A gallant can only use his Extraordinary (Ex) abilities when he is wearing light or no armor.

**Charmed Life (Ex):** The gallant knows that having true skill isn't nearly as important as looking good while you're doing it! At 2<sup>nd</sup> level he may use his Charisma bonus instead of his

Dexterity bonus to modify his armor class; any condition that would negate his Dexterity bonus (such as being flat-footed) would cause him to lose the Charisma bonus. At 7<sup>th</sup> level he may use his Charisma bonus to modify his Reflex saves instead of his Dexterity bonus. At 12<sup>th</sup> level he can substitute his Charisma bonus in place of his Dexterity bonus for Dexterity-based skill checks.

**Damage Reduction (Ex):** At 8<sup>th</sup> level the noble gallant has learned to turn aside from a blow, reducing the damage he would normally receive. Subtract 1 from the damage the noble gallant takes each time he is dealt damage from a weapon or a natural attack. At 12<sup>th</sup> level, and every four noble levels thereafter (16<sup>th</sup> and 20<sup>th</sup>

level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

**Crippling Critical (Ex):** Whenever you successfully confirm a critical hit using a light or one-handed piercing weapon, you can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 feet (minimum 5 feet), 1d4 points of Strength or Dexterity damage, -4 penalty on all saving throws, -4 penalty to Armor Class, or 2d6 points of bleed damage. These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

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## Patrician [NPa]

The noble patrician is a noble's noble. He is the quintessential lord of the manor, a consummate diplomat and a natural politician. He fights his battles as often with words as with a blade, and few can match his skills as a negotiator.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble patrician is proficient all simple and martial weapons, with light and medium armor and with shields (excluding tower shields).

**Class Skills:** Bluff (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Ride (Dex), Survival (Wis), Use Magic Device (Cha)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble patrician gains a bonus feat from the following list: Combat Expertise, Improved Initiative, Iron Will, Leadership, Persuasive, Political Intrigue, Skill Focus (any noble class or patrician archetype class skill), Superior Leadership or Weapon Finesse.

**Win Friends and Influence People (Sp):** At 2<sup>nd</sup> level the noble patrician selects one Charisma based skill. He gains 1 bonus skill point to place in that Charisma based skill and an additional skill point every time he gains an additional Noble level. In addition, a noble patrician adds ½ his noble class levels

(minimum 1) to all Charisma based skill checks and may make such checks untrained.

**Mindscan (Sp):** At 8<sup>th</sup> level the noble patrician develops the ability to sense the surface thoughts and emotions of a living creature within 30 feet that he can see. The noble patrician can use this ability as a standard action a number of times per day equal to his Charisma modifier. The chosen target must make a Will save (DC 15 + the noble patrician's class level) to negate the effect. If the save fails, the noble patrician knows exactly what the target is thinking and feeling, including the target's immediate inclinations and plan of action. The noble patrician knows if the target is speaking truthfully, at least within the limits of the target's knowledge; the noble patrician won't know if the target is simply mistaken about something. The effect lasts 10 rounds or until the noble patrician stops concentrating, whichever comes first.

**Natural Born Leader:** At 16<sup>th</sup> level the noble patrician has become respected for his opinions and his ability to set an example for his peers and subordinates, granting him a +2 bonus to influence checks and increasing the bonus to Diplomacy and Knowledge (Nobility) skill checks within his *sphere of influence* to +4.

## Pretender [NPr]

The noble pretender has elevated the manipulation of others to an art form. He is a master of pulling strings and behind-the-scenes dealing, all while concealing his own agenda.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble pretender is proficient with bolas, hand crossbow, shuriken and starknife.

**Class Skills:** Bluff (Cha), Disguise (Cha), Intimidate (Cha), Sleight of Hand (Dex), Stealth (Dex)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble pretender gains a bonus feat from the following list: Alertness, Deceitful, Deft Hands, Intimidating Prowess, Iron Will, Leadership, Opportunity Knocks, Political Intrigue or Skill Focus (any noble class or pretender archetype class skill).

**Undetectable Alignment (Sp):** At 2<sup>nd</sup> level the noble pretender's alignment is concealed from all forms of divination. This ability functions exactly like the undetectable alignment spell, except that it cannot be dispelled.

**Silver Tongue (Sp):** At 8<sup>th</sup> level, the noble pretender can attempt to win trust and favor through flattery and charm. To do so, the noble

pretender rolls a Bluff skill check opposed by the target's Will save. If the saving throw fails, the person regards the noble pretender as a trusted ally and will heed most reasonable suggestions is "friend" proposes. If the noble abuses this friendship by suggesting a dangerous course of action, the target may make a Will save against a DC 10 + ½ noble class levels (rounded down) to come to his senses. The noble pretender's influence over the target fades after a week's time, although the target's opinion of the noble pretender will remain high. If the noble pretender wishes to make other suggestions after one week, he must make another bluff check versus the target's Will save as normal. Unless something has occurred to change the target's opinion of the noble pretender, his saving throw is at -2.

**Master of Intrigue:** At 16<sup>th</sup> level the noble pretender has become skilled not only at protecting his own secrets, but at uncovering the secrets of others. The noble pretender gains a +3 to all Bluff, Diplomacy and Sense Motive skills due to his ability to recognize and reciprocate gossip, rumors and political dealings. Others attempting Bluff, Diplomacy and Sense Motive skill checks against the noble pretender suffer a -3 penalty. If the noble pretender possesses the Political Intrigue feat, these bonuses stack.

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## Scholar [NSc]

The noble scholar is an academic, and is often seen as the power behind the throne rather than a leader in his own right. Noble scholars often serve as judges or barristers, and their vast knowledge makes them valued advisors.

Archetype Features:

**Weapon and Armor Proficiencies:** A noble scholar gains no additional weapon or armor proficiencies.

**Class Skills:** Knowledge (all - taken individually), Linguistics (Int), Spellcraft (Int), Use Magic Device (cha)

**Bonus Feats:** At 2<sup>nd</sup> level and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup> and 18<sup>th</sup>), the noble scholar gains a bonus feat from the following list: Arcane Strike, Eschew Materials, Higher

Education, Improved Counterspell, Improved Familiar, Iron Will, Leadership, Magical Aptitude, Skill Focus (any noble class or scholar archetype class skill).

**Arcane Spellcasting:** At Beginning at 2<sup>nd</sup> level, a noble scholar gains the ability to cast a small number of arcane spells which are drawn from the noble scholar spell list. A noble scholar must choose and prepare his spells in advance. To cast a spell, a noble scholar must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a noble scholar's spell is 10 + the spell level + the noble scholar's Intelligence modifier. Like other spellcasters, a noble scholar can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given below. In addition, he receives bonus

spells per day if he has a high Intelligence score. At 1<sup>st</sup> level a noble scholar has no caster level. At 2<sup>nd</sup> level and higher, his caster level is ½ his noble scholar level (rounded down).

**Spellbooks:** A noble scholar must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook, except for *read magic*, which he can prepare from memory. At 2<sup>nd</sup> level a noble scholar's spellbook contains all 0-level noble scholar spells plus three 1st-level spells of his choice. For each point of Intelligence bonus the noble scholar has, the spellbook holds one additional 1st-level spell of his choice. At each noble level thereafter he gains two new spells of any spell level or levels that he can cast for his spellbook. At any time, a noble scholar can also add spells found in other noble scholars' or wizards' spellbooks to his own.

**Familiar:** At 8<sup>th</sup> level the noble scholar gains a familiar, as per the wizard ability. For the purpose of determining the familiar's abilities, the noble benevolent's caster level is ½ his noble level (rounded down). If the noble benevolent possesses another class which would grant him a familiar, those levels stack for this purpose.

**Lore Master (Ex):** At 16<sup>th</sup> level the noble scholar becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A noble scholar can choose not to take 10 and can instead roll normally. In addition, a number of times per day equal to his Charisma modifier, the noble scholar can take 20 on any Knowledge skill check as a standard action.

Spells per Day							
Level	0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>
1 <sup>st</sup>	--	--	--	--	--	--	--
2 <sup>nd</sup>	1	0	--	--	--	--	--
3 <sup>rd</sup>	2	1	--	--	--	--	--
4 <sup>th</sup>	3	2	--	--	--	--	--
5 <sup>th</sup>	3	3	--	--	--	--	--
6 <sup>th</sup>	4	3	1	--	--	--	--
7 <sup>th</sup>	4	4	2	--	--	--	--
8 <sup>th</sup>	4	4	3	--	--	--	--
9 <sup>th</sup>	4	4	3	1	--	--	--
10 <sup>th</sup>	4	4	4	2	--	--	--
11 <sup>th</sup>	4	5	4	3	--	--	--
12 <sup>th</sup>	5	5	4	3	1	--	--
13 <sup>th</sup>	5	5	4	4	2	--	--
14 <sup>th</sup>	5	5	5	4	3	--	--
15 <sup>th</sup>	5	5	5	4	3	1	--
16 <sup>th</sup>	5	5	5	4	4	2	--
17 <sup>th</sup>	5	5	5	5	4	3	--
18 <sup>th</sup>	5	5	5	5	4	3	1
19 <sup>th</sup>	5	5	5	5	4	4	2
20 <sup>th</sup>	5	5	5	5	5	4	3

The noble scholar casts his spells from the following list –

**0-Level noble scholar Spells (Cantrips):** *Detect magic, mending, message, prestidigitation, read magic.*

**1<sup>st</sup>-Level noble scholar Spells:** *Charm person, comprehend languages, detect secret doors, detect undead, erase, identify, mage armor obscure object, true strike, obscure object.*

**2<sup>nd</sup>-Level noble scholar Spells:** *Detect thoughts, hold person, invisibility, knock, locate object, mirror image, suggestion, tongues, touch of idiocy, whispering wind.*

**3<sup>rd</sup>-Level noble scholar Spells:** *Arcane sight, clairaudience/clairvoyance, dispel magic, explosive runes, illusory script, nondetection, scrying, secret page, see invisibility, sepia snake sigil, speak with animals.*

**4<sup>th</sup>-Level noble scholar Spells:** *Break enchantment, charm monster, detect scrying, legend lore, locate creature, speak with plants*

**5<sup>th</sup>-Level noble scholar Spells:** *Contact other plane, dismissal, greater dispel magic, mass suggestion, mind fog, telepathic bond.*

**6<sup>th</sup>-Level noble scholar Spells:** *Analyze dweomer, animate objects, antimagic field, find the path, greater scrying, mislead, true seeing.*



# Paladin

## Special Mounts

Raian paladins have the following choices for special mounts.

Small-size paladins may choose from a war pony, or a porpoise; medium-size paladins may choose from a heavy warhorse or a large shark.

Note that once the choice of type of mount is made, it is a permanent one.

## Raian Paladin of Honor Orders

Paladins (or Paladins of Honor) may choose one of the following as a patron deity:

Ardra, Cerion, Galvandt, Hyperion, Meneon, Peliron, or Pietos.

**The Holy Order of the Living Soul (Ardra):** Paladins of this order may freely multiclass with cleric.

**The Holy Order of the Fruitful Bounty (Cerion):** Paladins of this order may multiclass freely with ranger.

**The Holy Order of Guardians (Galvandt):** Paladins of this order may freely multiclass with ranger.

**The Holy Order of Noblisse Oblige (Hyperion):** Paladins of this order may freely multiclass with aristocrat or noble.

**The Holy Order of Serenity (Meneon):** Paladins of this order may freely multiclass with cleric.

**The Holy Order of Justice (Peliron):** Paladins of this order may freely multiclass with cleric.

**The Holy Order of Mercy (Pietos):** Paladins of this order may freely multiclass with cleric.

## Raian Paladin of Freedom Orders

Paladins of Freedom may choose one of the following as a patron deity: Ardra, Cerion, Elianna, Glissande, Meneon, or Sorena.

**The Sacred Sect of the Thriving Body (Ardra):** Freedom paladins of this order may freely multiclass with cleric.

**The Sacred Sect of the Abundant Field (Cerion):** Freedom paladins of this order may multiclass freely with ranger.

**The Sacred Sect of True Love (Elianna):** Freedom paladins of this order may multiclass freely with bard.

**The Sacred Sect of the Divine Image (Glissande):** Freedom paladins of this order may multiclass freely with bard.

**The Sacred Sect of Eternal Peace (Meneon):** Freedom paladins of this order may multiclass freely with cleric.

**The Sacred Sect of the Glorious Orb (Sorena):** Freedom paladins of this order may multiclass freely with cleric.

# Sorcerer

## Lycanthrope Bloodline

At some point in your family's history, a lycanthrope interbred with your bloodline, and now its power flows through your veins. The type of lycanthrope would be determined by the alignment of the sorcerer based on the chart below.

**Class Skill:** Knowledge [nature]

**Bonus Spells:** *cause fear* (3rd), *bull's strength* (5th), *rage* (7th), *charm monster* (9th), *animal growth* (11th), *summon nature's ally VI* (13th), *summon nature's ally VII* (15th), *animal shapes* (17th), *shapechange* (19th).

**Bonus Feats:** Blind-fight, Combat Reflexes, Diehard, Endurance, Lightning Reflexes, Mobility, Self-sufficient, Skill Focus (Knowledge [nature]).

**Bloodline Arcana:** Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round). This bonus does not stack with the increase gained by the Extended Spell feat.

**Bloodline Powers:** Lycanthrope sorcerers show increasing signs of their wild heritage as they increase in level. While these traits are simple to hide, a sorcerer can choose to show her traits at any time.

**Claws (Ex):** Starting at 1st level, you can make two claw attacks as a full-attack action. These claws are treated as natural weapons, meaning that you are always considered armed and you do not gain additional attacks for a high base attack bonus. These attacks deal 1d6 points of damage plus your Strength modifier (1d4 if you are Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases to 1d8 points of damage (1d6 if you are Small).

**Damage Reduction (Ex):** At 3rd level, you gain damage reduction 5/silver and a +1 natural armor bonus. At 9th level this damage reduction increases to 10/silver and +2 natural armor bonus.

**Strength of the Were (Ex):** At 9th level, you gain a +2 inherent bonus to your Strength. This

bonus increases to +4 at 13th level, and again to +6 at 17th level.

**Lycanthrope Hybrid Form (Su):** At 15th level, you can wildshape and become a lycanthrope hybrid for 1 round per caster level. While in this form, you gain the shapechange subtype and are affected by spells that are normally targeted for those creatures. You can use this ability once per day.

**Soul of the Were (Su):** At 20th level, the bloodline is fully realized. The sorcerer gains a +2 to his Wisdom ability score. In addition, when in hybrid form, a lycanthrope's physical ability scores improve according to its kind, as set out by the table below. The sorcerer may also *shapechange* into the animal form or hybrid form of the lycanthrope you are descended from, and only that form. In all other respects this power functions as the *shapechange* spell at 20<sup>th</sup> caster level.

Lycanthrope	Score Adjustments		
Werebear	Str +10		
Werelion	Str +6	Dex +2	Con +2
Werefox	Dex +6	Con +2	Str +2
Weretiger	Str +8	Con +2	
Wereboar	Str +4	Con +6	
Werebadger	Dex +8	Con +2	
Wereleopard	Str +2	Dex +6	Con +2
Wererat	Dex +10		
Werewolf	Str +2	Dex +4	Con +4

# Wizard

## Extended List of Familiars

Wizards and sorcerers may choose from an extended list of familiars.

Familiar	Special
Bat	Master gains a +3 bonus on Listen checks.
Cat	Master gains a +3 bonus on Move Silently checks.
Eagle	Master gains a +3 bonus on Spot checks in bright light.
Falcon <sup>1</sup>	Master gains a +3 bonus on Spot checks in bright light.
Hawk	Master gains a +3 bonus on Spot checks in bright light.
Lizard	Master gains a +3 bonus on Climb checks.
Owl	Master gains a +3 bonus on Spot checks in low lighting.
Rat	Master gains a +2 bonus Fortitude saves.
Mongoose <sup>2</sup>	Master gains a +2 bonus on saves against poison and a +1 bonus on all Reflex saves.
Parrot <sup>3,4</sup>	Master gains the ability to speak two languages of his choice.
Raven <sup>2</sup>	Master gains a +3 bonus on Appraise checks.
Scorpion <sup>5</sup>	Master gains a +2 bonus on saves against poison.
Snake <sup>6</sup>	Master gains a +3 bonus on Bluff checks.
Spider <sup>7</sup>	Master gains a +2 bonus on initiative checks.
Spider Monkey <sup>8</sup>	Master gains a +3 bonus on Balance checks.
Toad	Master gains +3 hit points.
Weasel	Master gains a +2 bonus on Reflex saves.

<sup>1</sup> Use the statistics for a Hawk from the *Pathfinder RPG Bestiary*.

<sup>2</sup> Use the statistics for a Cat from the *Pathfinder RPG Bestiary*.

<sup>3</sup> A parrot or raven familiar can speak one language of its master's choice as a supernatural ability.

<sup>4</sup> Statistics for a Parrot are in the Monsters section of this document..

<sup>5</sup> Monstrous scorpion, tiny.

<sup>6</sup> Tiny viper.

<sup>7</sup> Monstrous spider, tiny.

<sup>8</sup> Use the statistics for a Monkey from the *Pathfinder RPG Bestiary*.



## Paragon Classes

### Aasimar Paragon

**Abilities:** Since Aasimar lean toward some of the more martial classes, Strength can help them in any combat roles. Charisma is a good choice since it helps the Aasimar with cleric and paladin abilities, the social skills needed for acceptance, and convincing others to perform good deeds.

**Alignment:** Any (but usually good)

**Hit Dice:** d8

#### Class Skills

The Aasimar paragon's class skills (and the ability modifier for each) are: Craft (Int), Diplomacy (Cha), Knowledge (nobility & royalty) (Int), Knowledge (the planes) (Int), Perception (Wis), Profession (Wis), and Sense Motive (Wis).

**Skill Points at each level:** 4 + Int modifier

#### Class Features

The following are class features of the Aasimar Paragon class.

**Weapon and Armor Proficiency:** The Aasimar paragon is proficient with all simple and martial weapons, light and medium armor, and shields.

**Improved Resistance (Ex):** At 1<sup>st</sup> level, one of an Aasimar paragon's natural resistances to energy (acid, cold, or electricity) improves from 5 to 10. The character may choose any one of his three resistance types to improve, but once chosen, it can never be altered.

**Daylight (Sp):** At 2<sup>nd</sup> level, an Aasimar paragon can use his *daylight* spell like ability three times per day.

**Skill Bonus (Ex):** At 2<sup>nd</sup> level, an Aasimar paragon's racial bonus on Perception checks improves to +4.

**Ability Boost:** At 3<sup>rd</sup> level, an Aasimar paragon's Charisma score increases by 2 points.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+1	+2	+1	+2	Improved Resistance
2	+2	+3	+1	+3	<i>Daylight</i> , Skill Bonus
3	+3	+3	+2	+3	Ability boost (Cha +2)

# Dwarf Paragon

**Abilities:** Strength is important for dwarf paragons because they often serve as defenders of their people and emphasize their own martial training. Constitution is important not only to a dwarf paragon's ability to stay on his feet in battle, but also because physical toughness is a hallmark of the dwarf race.

**Alignment:** Any  
**Hit Dice:** d10

## Class Skills

The Dwarf paragon's class skills (and the key ability for each skill) are: Appraise (Int), Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (dungeoneering) (Int), Profession (Wis), Sense Motive (Wis), Survival (Wis).

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

## Class Features

The following are class features of the Dwarf paragon class.

**Weapon and Armor proficiency:** Dwarf paragons are proficient with all simple and martial weapons, with light, medium and heavy armor and with shields.

**Craft Expertise (Ex):** A dwarf paragon may add his class level as a racial bonus on all Craft checks related to stone or metal items.

**Improved Stonecunning (Ex):** At 1<sup>st</sup> level, a dwarf paragon's racial bonus on Perception checks to notice unusual stonework increases to +4. The range at which he receives an automatic Perception check for coming near an example of unusual stonework increases to 20 feet. Also, he can intuit where true north lies in relation to himself (as if he possessed ranks in the Survival skill).

**Improved Darkvision (Ex):** At 2<sup>nd</sup> level, a dwarf paragon's darkvision range increases by 30 feet.

**Save Bonus (Ex):** A 2<sup>nd</sup> level dwarf paragon's racial bonus on saves against poison and against spells and spell-like effects increases by +1.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Dwarf paragon's Constitution score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+2	+0	+0	Craft expertise, Improved stonecutting
2	+1	+3	+0	+0	Improved Darkness (+30 feet), Save bonus
3	+2	+3	+1	+1	Ability boost (Con +2)

# Elan Paragon

**Abilities:** The elan's innate psionic affinities benefit from a high Intelligence and Wisdom.

**Alignment:** Any

**Hit Dice:** d8

## Class Skills

The Elan paragon's class skills (and the ability modifier for each) are: Autohypnosis (Wis), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Knowledge (psionics) (Int), Perception (Wis), Psicraft (Int), Ride (Dex), Sense Motive (Wis), Survival (Wis), Use Psionic Device (Cha).

Skill Points at each level: 4 + Int modifier

## Class Features

The following are class features of the Elan Paragon class.

**Weapon and Armor Proficiency:** The Elan paragon is proficient with all simple and with light armor and with shields.

**Gifted Psionic (Ex):** At 1<sup>st</sup> level, the Elan Paragon is gifted with psionics in such that both his original class and paragon class levels are added together to determine the number of power points per day and manifester level. Should the Elan not have a psionic class prior to taking levels of paragon, then these points/levels are of no effect (but can be held in reserve if the elan chooses to multiclass into a psionic class).

**Enhanced Resistance (Ex):** When an Elan Paragon takes damage, he can spend power points to reduce its severity. As an immediate action, he can reduce the damage he is about to take by 4 hit points for every 1 power point he spends. If the paragon has no previous psionic class, then he may use his "pending" psionic pool to reduce the damage at the rate of 2 points for every 1 power point he spends.

**Ability Boost:** At 3<sup>rd</sup> level, an Elan paragon's Intelligence or Wisdom score increases by 2 points.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+0	+0	+2	Gifted Psionic
2	+1	+0	+0	+3	Enhanced Resistance
3	+2	+1	+1	+3	Ability boost (Int or Wis +2)

# Elem Paragon

**Abilities:** Earth elem paragons benefit from high Strength and Constitution scores. A high Dexterity is important to a fire elem paragon's restless nature. High Wisdom and Intelligence support serve well the air and water elem paragons' aptitude for spellcasting.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The elem paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Diplomacy (Cha), Knowledge (Arcana) (Int), Knowledge (Planes) (Int), Linguistics (Int), Profession (Wis).

In addition, each elem paragon gains class skills based on its elemental type:

**Air:** Acrobatics (Dex), Escape Artist (Dex), Fly (Dex), Spellcraft (Int)

**Earth:** Appraise (Int), Intimidate (Cha), Knowledge (Dungeoneering) (Int), Survival (Wis)

**Fire:** Acrobatics (Dex), Escape Artist (Dex), Perform (Cha), Sleight of Hand (Dex)

**Water:** Escape Artist (Dex), Heal (Wis), Stealth (Dex), Swim (Dex)

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the elem paragon class.

**Weapon and Armor proficiency:** The elem paragon is proficient in all simple weapons, light armor and with shields.

**Improved Resistance (Ex):** At 1<sup>st</sup> level the elem paragon's natural resistance to her associated energy type (Air – electricity, Earth – acid, Fire – fire, Water – cold) increases from 2 to 5.

**Spells Per Day:** At 1<sup>st</sup> level of the elem paragon class and at each level thereafter an elem paragon gains new spells per day as if she had also gained a level in a spellcasting class that she already possesses levels in. She does not gain any other benefit that a character of that class would have gained (bonus metamagic feats, etc). If an elem paragon has no levels in a spellcasting class, this class feature has no effect.

**Save Bonus (Ex):** At 2<sup>nd</sup> level an elem paragon's racial saving throw bonus against spells and effects of her own elemental type (Air, Earth, Fire, Water) increases from +2 to +3.

**Ability Boost:** At 3<sup>rd</sup> level, one of an elem paragon's ability scores increases by +2. The ability score affected by this increase is based upon the elem's elemental type [**Air** – Intelligence, **Earth** – Constitution, **Fire** – Dexterity, **Water** – Wisdom].

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+1	+2	+1	+2	Improved Resistance	+1 spellcaster type
2	+2	+3	+1	+3	Save Bonus	+1 spellcaster type
3	+3	+3	+2	+3	Ability boost (+2 by type)	+1 spellcaster type

# Elf Paragon

The Elf Paragon is available for the following elven subtypes: Desert Elf, Forest Elf, Gray Elf, and Sea Elf. The **Drow**, **High Elf**, and **Sky Elf** have their own paragon classes.

**Abilities:** Agility and physical grace are the hallmarks of the forest elf race, and a high Dexterity score helps a forest elf paragon avoid blows in combat and make more accurate ranged attacks. Dexterity can even (after the selection of the Weapon Finesse feat) aid in melee combat. A high Intelligence score allows a forest elf paragon to access a broader selection of skills, and a high Wisdom is important for some of the class's most important class skills.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The forest elf paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier

## Class Features

The following are class features of the forest elf paragon class.

**Weapon and Armor proficiency:** Forest elf paragons are proficient with all simple weapons, rapiers, longswords, shortbows, and longbows. Forest elf paragons are proficient with light armor, but not with shields.

**Spells per Day (Ex):** At 2<sup>nd</sup> and 3<sup>rd</sup> level, a forest elf paragon gains new spells per day and spells know as if she had also gained a level in wizard. She does not, however, gain any other benefit a character of that class would have gained (bonus metamagic feats, and so on). If a forest elf paragon has no levels in wizard, this class feature has no effect.

**Elfsight (Ex):** A forest elf paragon has exceptional visual acuity. Her racial bonus on sight-based Perception checks increases to +4. In addition, a forest elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

**Resist Enchantments (Ex):** A forest elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

**Weapon Focus (Ex):** At 2<sup>nd</sup> level, a forest elf paragon gains Weapon Focus as a bonus feat. This feat must apply to either the rapier, longsword, shortsword, shortbow, longbow, composite shortbow or composite longbow.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a forest elf paragon's Intelligence score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+0	+2	+0	Elfsight, Resist Enchantment	--
2	+1	+0	+3	+0	Save Bonus	+1 level of wizard
3	+2	+1	+3	+1	Ability boost (Int +2)	+1 level of wizard



# Gnome Paragon

**Abilities:** Charisma determines the effectiveness of a gnome paragon's limited spellcasting ability, and it is important to the social skills in which the class excels. Dexterity can help gnome paragons survive combat with larger, stronger foes, and help make them more effective as ranged combatants, while Constitution can make the more able to withstand the physical dangers of adventuring.

**Alignment:** Any  
**Hit Dice:** d6

## Class Skills

The Gnome paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Perception (Wis), Perform (Dex), Profession (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the Gnome paragon class.

**Weapon and Armor proficiency:** Gnome paragons are proficient with all simple weapons and with light armor.

**Spells per Day (Ex):** At 2<sup>nd</sup> and 3<sup>rd</sup> level, a gnome paragon gains new spells per day and spells know as if he had also gained a level in bard. He does not, however, gain any other benefit a character of that class would have gained (bard class features, and so on). If a gnome paragon has no levels in bard, this class feature has no effect.

**Illusion Aptitude (Ex):** A gnome paragon may add his class level to his caster level to determine the effects of any illusion spells he casts, including those gained as innate abilities of the gnome race. This bonus stacks with the extra spellcasting levels gained from the gnome paragon's spells per day entry (see above).

This increased caster level affects only spells that the character can cast; it does not give him access to higher-level spells or more spells per day.

**Keen Senses (Ex):** A gnome paragon's racial bonus on smell- and sound-based perception checks and Craft or Profession checks increases to +4.

**Mirror Image (Sp):** At 2<sup>nd</sup> level, a gnome paragon gains the ability to cast *mirror image* once per day as a spell-like ability with a caster level equal to his gnome paragon level.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Gnome paragon's Charisma score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+2	+0	+2	Illusion aptitude, keen senses	--
2	+1	+3	+0	+3	<i>Mirror Image</i>	+1 level of bard
3	+2	+3	+1	+3	Ability boost (Cha +2)	+1 level of bard

# Half-Elf Paragon

Abilities: Equally adept at melee and ranged combat, half-elf paragons benefit from high Strength and high Dexterity scores. Wisdom and Charisma, because of their importance to the half-elf paragon's most useful class skills, are also valuable to the class..

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The Half-Elf paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Stealth (Dex), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the Half-Elf paragon class.

**Weapon and Armor proficiency:** Half-elf paragons are proficient with all simple weapons and with light armor.

**Spells per Day (Ex):** At 2<sup>nd</sup> level, a half-elf paragon gains new spells per day (and spells know, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the level. She does not, however,

gain any other benefit a character of that class would have gained (bonus metamagic or item creation feats, bard or assassin abilities, and so on).

**Bonus Feat (Ex):** At 1<sup>st</sup> level, a half-elf paragon gains a bonus feat. The character must meet the feat's prerequisites normally.

**Divided Ancestry (Ex):** Unlike other racial paragons, half-elves can take levels in more than one racial paragon class. After gaining at least one level as a half-elf paragon, a character can take either elf paragon levels or human paragon levels (but not both).

**Elven Vision (Ex):** At 1<sup>st</sup> level, a half-elf paragon's visual acuity improves to match that of an elf's. A half-elf paragon's racial bonus on sight- and sound-based Perception checks increases to +4.

**Persuasion (Ex):** Half-elf paragons are a blend of the best features of their human and elven parents, and are generally well accepted by both cultures. At 2<sup>nd</sup> level their lifetime of practice at fitting in gives them a +2 bonus to all Charisma based skill checks.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Half-Elf paragon increases one ability score of her choice by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+0	+2	+0	Bonus Feat, Divided Ancestry, Elven Vision	--
2	+1	+0	+3	+0	Persuasion	+1 to existing class
3	+2	+1	+3	+1	Ability boost (Any +2)	--

# Half-Orc Paragon

**Abilities:** Strength is important to half-orc paragons because of its role in combat, and several half-orc paragon skills are based on Strength. Dexterity and Constitution are valued because of their roles in combat, and a high Constitution also allows a half-orc paragon to rage for longer periods of time.

**Alignment:** Any  
**Hit Dice:** d10

## CLASS SKILLS

The half-orc paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

## CLASS FEATURES

The following are class features of the Half-Orc paragon class.

**Weapon and Armor proficiency:** The Half-Orc paragon is proficient in all simple and martial weapons, and with light armor and medium armor.

**Divided Ancestry (Ex):** Unlike other racial paragons, half-orcs can take levels in more than one racial paragon class. After gaining at least one level as a half-orc paragon, a character can take either orc paragon levels or human paragon levels (but not both).

**Monstrous Mien (Ex):** Half-orc paragons can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

**Rage (Ex):** At 2<sup>nd</sup> level, a half-orc paragon comes to understand and draw upon the natural ferocity that courses through his blood. He gains the ability to fly into a screaming blood frenzy, and a number of rage points equal to 2+ his Constitution modifier.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Half-Orc paragon's Strength score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+1	+2	+0	+0	Divided ancestry, monstrous mien
2	+2	+3	+0	+0	Rage
3	+3	+3	+1	+1	Ability boost (Str +2)

# Half-Ogre Paragon

**Abilities:** Strength is important to half-ogre paragons because of its role in combat, and several half-ogre paragon skills are based on Strength. Dexterity and Constitution are valued because of their roles in combat, and a high Constitution also allows a half-ogre paragon to rage for longer periods of time.

**Alignment:** Any  
**Hit Dice:** d12

### CLASS SKILLS

The half-ogre paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Perception (Wis), Profession (Wis), Ride (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

### CLASS FEATURES

The following are class features of the Half-Ogre paragon class.

**Weapon and Armor proficiency:** The Half-Ogre paragon is proficient in all simple and

martial weapons, and with light armor and medium armor.

**Monstrous Mien (Ex):** Half-ogre paragons can channel their innate ferocity, resulting in a +4 racial bonus on Intimidate checks.

**Rage (Ex):** At 2<sup>nd</sup> level, a half-ogre paragon comes to understand and draw upon the natural ferocity that course through his blood. He gains the ability to fly into screaming blood frenzy, and a number of times he can equal to 2 + his Constitution modifier (this is in addition to any rage abilities of the barbarian class).

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Half-Ogre paragon's Constitution score increases by +2. At 6<sup>th</sup> level, a Half-Ogre paragon's Strength score increases by +2.

**Large Size-Class:** At 5th level the half-ogre paragon gains enough mass that it becomes a large size-classed creature and gains all the inherent benefits and penalties that comes with being a large-sized creature.

**Improved Natural Armor (Ex):** At 4<sup>th</sup> level the half-ogre paragon's natural armor increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+1	+2	+0	+0	Monstrous mien
2	+2	+3	+0	+0	Rage
3	+3	+3	+1	+1	Ability boost (Con +2)
4	+4	+4	+1	+1	Improved Natural Armor
5	+5	+4	+2	+2	Large Size-Class
6	+6	+5	+2	+2	Ability boost (Str +2)

# Halfling Paragon

**Abilities:** Dexterity is important to halfling paragons because it helps them avoid the attacks of larger foes and increases their accuracy with thrown weapons and slings, their favorite forms of attack. Because Halfling paragons value skill and subtlety, a high Intelligence can help them a great deal. Charisma is important to many of the Halfling paragon's class skills.

**Alignment:** Any  
**Hit Dice:** d6

## Class Skills

The Halfling paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+0	+2	+0	Athletic prowess, save bonus
2	+1	+0	+3	+0	Thrown weapon mastery
3	+2	+1	+3	+1	Ability boost (Dex +2)

## Class Features

The following are class features of the Halfling paragon class.

**Weapon and Armor proficiency:** The Halfling paragon is proficient in all simple weapons and with light armor.

**Athletic Prowess (Ex):** At 1<sup>st</sup> level, a Halfling paragon's racial bonus on Acrobatic and Climb checks improves to +3.

**Save Bonus (Ex):** A 1<sup>st</sup> level Halfling paragon's racial bonus on all saving throws increases by 1.

**Thrown Weapon Mastery (Ex):** At 2<sup>nd</sup> level, a halfling paragon gains a +2 bonus on damage rolls when using a thrown weapon or a sling.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Halfling paragon's Dexterity score increases by +2.

# High Elf Paragon

**Abilities:** When the gods created the elven race and charged them with the task of watching over Raia, they created the high elves to watch over the watchers. High elf paragons are the physical embodiment of magic, and a high Intelligence gives them a keen understanding of the force they both yield and protect. High Dexterity and Strength scores serve the high elf paragon well in melee and ranged combat.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The high elf paragon's class skills (and the key ability for each skill) are: Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the high elf paragon class.

**Weapon and Armor proficiency:** High elf paragons are proficient with all simple weapons, rapiers, longswords, shortbows (including composite shortbows), and longbows (including composite longbows). High elf paragons are proficient with light armor, but not with shields.

**Spells Per Day:** At 1<sup>st</sup> level of the high elf paragon class and at each level thereafter a high elf paragon gains new spells per day as if she had also gained a level in a spellcasting class that she already possesses levels in. She does not gain any other benefit that a character of that class would have gained (bonus metamagic feats, etc). If a high elf paragon has no levels in a spellcasting class, this class feature has no effect.

**Elfsight (Ex):** A high elf paragon has exceptional visual acuity. Her racial bonus on sight-based Perception checks increases to +4. In addition, a high elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

**Resist Enchantments (Ex):** A high elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

**Inspire Allies (Sp):** At 2<sup>nd</sup> level, a high elf paragon gains the spell-like ability to inspire allies, giving them a +2 morale bonus to saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. These bonuses also apply to the high elf paragon, but the bonuses from two or more high elf paragons do not stack. Allies must be able to hear you speak, and using this ability is a standard action. It lasts a number of rounds equal to the high elf paragon's Charisma modifier and can be used once per day.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a high elf paragon's Intelligence score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+0	+2	+2	Elfsight, Resist Enchantment	+1 spellcaster level
2	+1	+0	+3	+3	Inspire Allies	+1 spellcaster level
3	+2	+1	+3	+4	Ability boost (Int +2)	+1 spellcaster level

# Human Paragon

**Abilities:** Skilled and quick to adapt, human paragons benefit from a high Intelligence. But they are also often at the forefront of humanity's wars, making Strength, Dexterity and Constitution important for their respective roles in combat.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

A human paragon may choose any ten skills as class skills. Knowledge skills must be selected individually.

Skill Points at Each Level: 4 + Int modifier (Does not include the human's bonus skill point at each level.)

## Class Features

The following are class features of the Human paragon class.

**Weapon and Armor proficiency:** The Human paragon is proficient in all simple weapons and with light armor. In addition, a human paragon is proficient with any one martial weapon of her choice.

**Spells Per Day:** At 2<sup>nd</sup> and 3<sup>rd</sup> level a human paragon gains new spells per day (and spells know, if applicable) as if she had also gained a level in a spellcasting class she belonged to before adding the level. She does not gain any other benefit that a character of that class would have gained (bonus metamagic feats, etc). If a human paragon has no levels in a spellcasting class, this class feature has no effect.

**Favored Class (Ex):** At 1<sup>st</sup> level, no matter what class that was originally chosen, a human paragon is considered to be a "favored class." This will allow the human paragon the option of choosing between one extra hit point or one extra skill point when advancing through the paragon levels.

**Bonus Feat (Ex):** At 2<sup>nd</sup> level, a human paragon gains a bonus feat. Due to the varied talents and adaptable nature of humans, this feat can be any feat for which the human paragon is qualified (she is not restricted to a special list of bonus feats). The character must meet the prerequisites for the bonus feat normally.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a Human paragon increases one ability score of his choice by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+0	+0	+2	Favored Class	--
2	+1	+0	+0	+3	Bonus feat	+1 level of spellcaster
3	+2	+1	+1	+3	Ability boost (Any +2)	+1 level of spellcaster

# Lupaari Paragon

**Abilities:** A lupaari's natural prowess as a tracker and hunter benefits from a high Wisdom, while high Strength and Constitution scores serve to boost his ability to face the rigors of combat with his chosen quarry.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The lupaari paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the lupaari paragon class.

**Weapon and Armor proficiency:** The lupaari paragon is proficient in all simple weapons, light armor and with shields.

**Keen Senses (Ex):** At 1<sup>st</sup> level, the lupaari paragon's racial bonus to scent-, sight- and sound-based Perception checks increases to +4, and his low-light vision sharpens, allowing him to see three times as far as a human in starlight, moonlight, torchlight or similar conditions of poor illumination.

**Reduced Sonic Vulnerability (Ex):** At 1<sup>st</sup> level the additional damage that the lupaari paragon suffers from sonic attacks is reduced to 25%.

**Improved Natural Armor (Ex):** At 2<sup>nd</sup> level the lupaari paragon's natural armor increases by +1.

**Scent (Ex):** This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a lupaari paragon's Wisdom score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+2	+0	+2	Keen senses, reduced sonic vulnerability
2	+1	+3	+0	+3	Improved natural armor, scent
3	+2	+3	+1	+3	Ability boost (Wis +2)



# Orc Paragon

**Abilities:** Strength is important to orc paragons because of its role in combat, and several orc paragon skills are based on Strength. Dexterity and Constitution are also important to an orc paragon's capability for combat.

**Alignment:** Any  
**Hit Dice:** d10

## Class Skills

The orc paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Perception (Wis), Survival (Wis), Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier

## Class Features

The following are class features of the Half-Orc paragon class.

**Weapon and Armor proficiency:** Orc paragons are proficient in all simple and martial weapons, and with light and medium armor.

**Improved Darkvision (Ex):** At 1<sup>st</sup> level, an orc paragon's darkvision range increases by 30 feet.

**No Light Sensitivity (Ex):** An orc paragon loses his race's light sensitivity at 1<sup>st</sup> level.

**Elf Slayer (Ex):** A 2<sup>nd</sup> level, an orc paragon learns to channel his hatred of the elven race. He gains a +2 bonus on weapon damage rolls against elves.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, an orc paragon's Strength score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+2	+0	+2	Improved darkvision (+30 feet), No light sensitivity
2	+1	+3	+0	+3	Elf slayer
3	+2	+3	+1	+3	Ability boost (Str +2)

# Sathoni Paragon

**Abilities:** A sathoni takes on more aspects of its plant heritage becoming more one with the earth, durable, and wiser.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The sathoni paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis).

**Skill Points at Each Level:** 4 + Int modifier

## Class Features

The following are class features of the sathoni paragon class.

**Weapon and Armor proficiency:** The sathoni paragon is proficient in all simple weapons, light armor and with shields.

**Plant Traits:** At 1<sup>st</sup> level, the sathoni paragon gains plant traits. Like other plants, they are immune to poison, sleep paralysis, stunning, and polymorphing.

**Limited Regeneration (Ex):** At 2<sup>nd</sup> level the sathoni paragon's regeneration increases. A sathoni paragon loses part of its body mass, it can regrow it within 1d2 days. Also, holding the severed portion against the mass enables it to reattach instantly.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a sathoni paragon's Dexterity score increases by +2.

**Plant Traits:** AT 4th level the sathoni paragon is not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

**Natural Armor:** At 5th level a sathoni paragon has an additional +2 natural armor.

**Ability Boost (Ex):** At 6<sup>th</sup> level, a sathoni paragon's Wisdom score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+2	+0	+2	Plant Traits
2	+1	+3	+0	+3	Limited Regeneration
3	+2	+3	+1	+3	Ability boost (Dex +2)
4	+3	+4	+1	+4	Plant Traits
5	+3	+4	+2	+4	Natural Armor
6	+4	+5	+2	+5	Ability boost (Wis +2)

# Sky Elf Paragon

**Abilities:** Physical grace and agility, both on the ground and in the air, are the hallmarks of the sky elf race. A high Dexterity score helps a sky elf paragon to control his body in flight and make more accurate ranged attacks.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The sky elf paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Appraise (Int), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (all skills, taken individually) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 2 + Int modifier

## Class Features

The following are class features of the sky elf paragon class.

**Weapon and Armor proficiency:** Sky elf paragons are proficient with all simple weapons, rapiers, longswords, javelins, shortbows (including composite shortbows), and longbows

(including composite longbows). Sky elf paragons are proficient with light armor, but not with shields.

**Spells per Day (Ex):** At 2<sup>nd</sup> and 3<sup>rd</sup> level, a sky elf paragon gains new spells per day and spells know as if he had also gained a level in bard. He does not, however, gain any other benefit a character of that class would have gained (bard class features, and so on). If a sky elf paragon has no levels in bard, this class feature has no effect.

**Elfsight (Ex):** A sky elf paragon has exceptional visual acuity. Her racial bonus on sight-based Perception checks increases to +4. In addition, a sky elf paragon's low-light vision increases in range, allowing her to see three times as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination.

**Resist Enchantments (Ex):** A sky elf paragon's racial bonus on saves against enchantment spells or effects increases by 2.

**Improved Flight Maneuverability (Ex):** At 2<sup>nd</sup> level, a sky elf paragon ability to control his body in flight increases to 'good', granting a +4 racial bonus to Fly checks.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a sky elf paragon's Dexterity score increases by +2

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities	Spells per Day
1	+0	+0	+2	+0	Elfsight, resist enchantment	--
2	+1	+0	+3	+0	Improved flight maneuverability	+1 level of bard
3	+2	+1	+3	+1	Ability boost (Dex +2)	+1 level of bard

# Tabreen Paragon

**Abilities:** Naturally agile and graceful, a high Dexterity enhances the tabreen paragon's prowess as a stealthy hunter and scout.

**Alignment:** Any  
**Hit Dice:** d8

## Class Skills

The tabreen paragon's class skills (and the key ability for each skill) are: Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

## Class Features

The following are class features of the tabreen paragon class:

**Weapon and Armor proficiency:** The tabreen paragon is proficient in all simple weapons, light armor and with shields.

**Hunter's Senses (Ex):** At 1<sup>st</sup> level, the tabreen paragon's racial bonus to Listen and Spotsight- and sound-based Perception checks increases to +4, and the range of her darkvision increases by 30 feet.

**Reduced Sonic Vulnerability (Ex):** At 1<sup>st</sup> level the additional damage that the tabreen paragon suffers from sonic attacks is reduced to 25%.

**Improved Natural Armor (Ex):** At 2<sup>nd</sup> level the tabreen paragon's natural armor increases by +1.

**Improved Fast Movement (Ex):** At 2<sup>nd</sup> level the tabreen paragon's increased movement rate applies even when wearing Medium armor. Normal penalties for Encumbrance still apply.

**Ability Boost:** At 3<sup>rd</sup> level, a tabreen paragon's Dexterity score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+0	+2	+2	Hunter's senses, reduced sonic vulnerability
2	+1	+0	+3	+3	Improved natural armor, improved fast movement
3	+2	+1	+3	+3	Ability boost (Dex +2)

# Tiefling Paragon

**Abilities:** Because they tend to favor light armor, agile combat styles, and stealth whenever possible, Dexterity is extremely important to tiefling paragons. A high Intelligence grants the tiefling access to more skills at each level. Although tieflings take a racial penalty to Charisma, a good score in this ability can help those tiefling paragons who wish to conceal their nature from others and gain acceptance whenever their true nature becomes known.

**Alignment:** Typically evil. PC tiefling paragons must adhere to one of the permitted non-evil LSJ campaign alignments.

**Hit Dice:** d8

## Class Skills

The Tiefling paragon's class skills (and the key ability for each skill) are: Bluff (Cha), Craft (Int), Disguise (Cha), Knowledge (Planes) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Stealth (Dex).

**Skill Points at Each Level:** 4 + Int modifier

## Class Features

The following are class features of the Tiefling paragon class.

**Weapon and Armor proficiency:** The Tiefling paragon is proficient in all simple weapons and with light armor.

**Improved Resistance (Ex):** At 1<sup>st</sup> level, one of a tiefling paragon's natural resistances to energy (fire, cold or electricity) improves from 5 to 10. The character may choose any one of his three resistance types to improve, but once chosen, it can never be altered.

**Darkness (Sp):** At 2<sup>nd</sup> level, a tiefling paragon can use her *darkness* spell like ability three times per day.

**Skill Bonus (Ex):** At 2<sup>nd</sup> level, a tiefling paragon's racial bonus on sight- and sound-based Perception checks improves to +4.

**Ability Boost (Ex):** At 3<sup>rd</sup> level, a tiefling paragon's Dexterity score increases by +2.

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special Abilities
1	+0	+2	+2	+2	Improved Resistance
2	+1	+3	+3	+3	<i>Darkness</i> , Skill Bonus
3	+2	+3	+3	+3	Ability boost (Dex +2)

# Class Variants

## Barbarian Variant: Totem Barbarian

In a barbarian-heavy campaign, you can increase the variation between barbarian characters if each barbarian tribe dedicates itself to a different totem creature, such as the bear or the jaguar. The choice of a totem must be taken at 1st level, and cannot be changed later except under extreme circumstances (such as the barbarian being adopted by another tribe).

If you use this variant, the barbarian loses one or more of the following standard class features: fast movement, uncanny dodge, trap sense, and improved uncanny dodge. In place of these abilities, the barbarian gains class features as determined by his totem. All totems do not necessarily grant abilities at the same levels, nor do they all grant the same number of abilities. These class features are extraordinary abilities unless otherwise indicated.

The list of totems discussed here is by no means exhaustive. If you prefer to use other totems, you can either substitute the totem name for that of a similar creature (such as changing the Lion Totem to the Tiger Totem) or create a new set of totem abilities, using the information here as a guide.

### Ape Totem Class Features

A barbarian dedicated to the ape totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, an ape-totem barbarian gains a climb speed equal to one-half his base land speed (round down to the nearest 5-foot interval). For instance, a human, elf, half-elf, or half-orc ape-totem barbarian has a climb speed of 15 feet, while a dwarf, gnome, or halfling ape-totem barbarian has a climb speed of 10 feet.
- At 2nd level, an ape-totem barbarian gains a +2 bonus on Intimidate checks.
- A 3rd level ape-totem barbarian gains Power Attack as a bonus feat.

- At 5th level, an ape-totem barbarian's climb speed equals his base land speed.

### Bear Totem Class Features

A barbarian dedicated to the bear totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level bear-totem barbarian gains Toughness as a bonus feat.
- At 2nd level, a bear-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 3rd-level bear-totem barbarian gains Great Fortitude as a bonus feat.
- Beginning at 5th level, a bear-totem barbarian gains a +2 bonus on grapple checks when raging. This bonus increases by +1 for every four barbarian levels beyond 5th (9th, 13th and 17th)

### Boar Totem Class Features

A barbarian dedicated to the boar totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- When raging, a 1st-level boar-totem barbarian is treated as having the Diehard feat, even if he doesn't meet the normal prerequisites.
- At 3rd level and higher, a boar-totem barbarian may rage for an additional 2 rounds per day.
- Beginning at 7th level, a boar-totem barbarian's damage reduction is 1 point higher than the normal value. Thus, at 7th level, a boar-totem barbarian's damage reduction is 2/-, and it rises by 1 point every three levels thereafter.

### **Dragon Totem Class Features**

A barbarian dedicated to the dragon totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 1st-level dragon-totem barbarian gains Blind-Fight as a bonus feat.
- At 2nd level, a dragon-totem barbarian gains a +2 bonus on saves against paralysis and sleep effects.
- At 5th level, a dragon-totem barbarian gains the frightful presence ability. The save DC is equal to 10 + 1/2 barbarian level + barbarian's Cha modifier.

### **Eagle Totem Class Features**

A barbarian dedicated to the eagle totem does not gain the standard fast movement and trap sense barbarian class features, and instead gains the following abilities.

- At 1st level, an eagle-totem barbarian's keen vision grants him a +2 bonus on Perception skill checks.
- An eagle-totem barbarian gains Lightning Reflexes as a bonus feat at 3rd level.

### **Horse Totem Class Features**

A barbarian dedicated to the horse totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 2nd level, a horse-totem barbarian gains Run as a bonus feat.
- A 3rd-level horse-totem barbarian gains a +2 bonus on Handle Animal checks made with regard to horses and a +2 bonus on Ride checks made to ride a horse.
- At 5th level, a horse-totem barbarian gains Endurance as a bonus feat.

### **Jaguar Totem Class Features**

A barbarian dedicated to the jaguar totem represents the "standard" barbarian and gains the standard barbarian class features.

### **Lion Totem Class Features**

A barbarian dedicated to the lion totem does not gain the standard fast movement, uncanny dodge, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a lion-totem barbarian gains Run as a bonus feat.
- A 2nd-level lion-totem barbarian gains a +2 bonus on Stealth skill checks.
- A 5th-level lion-totem barbarian gains a +2 bonus on damage rolls whenever he charges.

### **Serpent Totem Class Features**

A barbarian dedicated to the serpent totem does not gain the standard fast movement, uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- At 1st level, a serpent-totem barbarian gains a +2 bonus on Fortitude saves against poison.
- A 2nd-level serpent-totem barbarian gains a +2 bonus on Stealth skill checks.
- At 3rd level, a serpent-totem barbarian gains Improved Grapple as a bonus feat, even if he doesn't meet the normal prerequisites.
- A serpent-totem barbarian gains Improved Initiative as a bonus feat at 5th level.

### **Wolf Totem Class Features**

A barbarian dedicated to the wolf totem does not gain the standard uncanny dodge, trap sense, and improved uncanny dodge barbarian class features, and instead gains the following abilities.

- A 2nd-level wolf-totem barbarian gains Improved Trip as a bonus feat, even if he doesn't meet the normal prerequisites.
- A 5th-level wolf-totem barbarian gains the Scent ability.

## Bard Variant: Bardic Sage

The bardic sage focuses his efforts on learning, research, and the power of knowledge.

### Alignment

- The bardic sage must be neutral good, neutral, or neutral evil. The true pursuit of knowledge cares little for ethical extremes. A bardic sage who becomes chaotic or lawful cannot progress in levels as a bardic sage, though he retains all his bardic sage abilities.

### Base Save Bonuses

- The bardic sage has good Will saves (starting with +2 bonus), but has poor Fortitude and Reflex saves (starting with +0 bonus).

### Class Features

- The bardic sage has all the standard bard class features, except as noted below.

### Spellcasting

- A bardic sage learns and casts spells as a normal bard, with a few exceptions. In addition to the normal number of spells known, a bardic sage knows one divination spell of each spell level he is capable of casting. For example, a 1st-level bardic sage knows four 0-level bard spells plus one 0-level bard spell of the divination school (such as detect magic, know direction, or read magic). The bardic sage's number of spells per day does not change.
- To learn or cast a spell, a bardic sage must have an Intelligence score (not Charisma score) equal to at least 10 + the spell level. All other spellcasting factors, including bonus spells and save DCs, are still determined using the bardic sage's Charisma score. Add the following spells to the bardic sage's class spell list: 1st—detect chaos/evil/good/law; 2nd—zone of truth; 3rd—arcane sight; 4th—analyze dweomer (lowered from 6th), sending; 5th—contact other plane, greater

screaming (lowered from 6th); 6th—true seeing, vision.

### Bardic Knowledge

- A bardic sage gains a +2 bonus on all Knowledge skill checks.

### Bardic Music

- A bardic sage's ability to express his powers through music are not as persistent as those of a traditional bard. At each new level his use of bardic performance only increases by 1 round per day, rather than 2.

## Bard Variant: Divine Bard

Not all bards are arcanists; some derive their special powers from a divine tradition. In many primitive cultures, the divine bard takes the place of the cleric or the adept as the guide of the people's religious beliefs.

### Class Features

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

### Spellcasting

- A divine bard learns and casts spells as a normal bard, with some minor exceptions. A divine bard's spells are divine spells, not arcane spells.
- To learn or cast a spell, a divine bard must have a Wisdom score (not Charisma score) equal to at least 10 + the spell level. All other Spellcasting factors, including bonus spells and save DCs, are still determined using the divine bard's Charisma score.
- Like druids, paladins, and rangers, divine bards need not designate a specific deity as the source of their spells. However, a divine bard can't cast spells of an alignment that doesn't match his own. Thus, divine bards cannot cast lawful spells (since bards can't be lawful). Neutral divine bards can't cast any spells associated with an alignment (and are thus relatively rare).



- Add the following spells to the divine bard's class spell list: 0—create water, stabilize; 1st—detect evil/good/law, protection from evil/good/law; 2nd—consecrate, desecrate, gentle repose; 3rd—magic circle against evil/good/law, prayer; 4th—remove disease, speak with dead, sending; 5th—divination, restoration; 6th—commune, hallow, unhallow, raise dead.

### Bard Variant: Savage Bard

The savage bard is a warrior at heart, though his arcane powers strike fear into the enemies of his tribe. Savage bards often multi-class as barbarians to improve their combat prowess.

#### Alignment

- A savage bard must be chaotic in alignment. A savage bard who becomes nonchaotic cannot progress in levels as a bard, though he retains all his bard abilities.

#### Base Save Bonuses

- A savage bard has good Fortitude and Will saves (starting with +2 bonus), but has poor Reflex saves (starting with +0 bonus).

#### Class Skills

- A savage bard loses Linguistics as a class skill. He adds Survival to his list of class skills.

#### Class Features

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

#### Spellcasting

- Remove the following spells from the savage bard's class spell list: calm emotions, comprehend languages, detect secret doors, erase, prestidigitation, read magic, sepia snake sigil, summon monster (I through VI).
- Add the following spells to the savage bard's class spell list: 1st—calm animals, detect snares and pits, endure elements, summon nature's ally I; 2nd—bull's strength, pass without trace,

summon nature's ally II; 3rd—snare, summon nature's ally III; 4th—insect plague, summon nature's ally IV; 5th—commune with nature, summon nature's ally V; 6th—creeping doom, reincarnate, summon nature's ally VI.

### Cleric Variant: Cloistered Cleric

The cloistered cleric spends more time than other clerics in study and prayer and less in martial training. He gives up some of the cleric's combat prowess in exchange for greater skill access and a wider range of spells devoted to knowledge (and the protection of knowledge).

Most cloistered clerics are non-chaotic, since they believe that a disciplined lifestyle lends itself better to learning.

#### Hit Die

- The cloistered cleric uses a d6 for his Hit Die (and has hit points at 1st level equal to 6 + Con modifier).

#### Base Attack Bonus

- The cloistered cleric's lack of martial training means that he uses the poor base attack bonus.

#### Class Skills

- The cloistered cleric's class skill list includes Linguistics, and all Knowledge skills (from the Knowledge domain, see below). The cloistered cleric gains skill points per level equal to 6 + Int modifier.

#### Class Features

- The cloistered cleric has all the standard cleric class features, except as noted below.

#### Weapon and Armor Proficiency

- Cloistered clerics are proficient with simple weapons and with light armor.

#### Lore (Ex)

- Thanks to long hours of study, a cloistered cleric has a wide range of stray knowledge. This ability is identical to the bard's bardic knowledge class feature, using the cloistered cleric's class level in place of the bard level.

### **Deity, Domains, and Domain Spells**

- Most cloistered clerics worship deities associated with knowledge and learning.
- In addition to any domains selected from his deity's list, a cloistered cleric automatically gains the Knowledge domain as a bonus domain (even if the Knowledge domain is not normally available to clerics of that deity). He gains the Knowledge domain granted power and may select his bonus domain spell from the Knowledge domain or from one of his two regular domains.

### **Spellcasting**

- Add the following spells to the cloistered cleric's class spell list: 0—message; 1st—erase, identify, unseen servant; 2nd—fox's cunning; 3rd—illusory script, secret page, tongues (reduced from 4th level); 4th—detect scrying; 6th—analyze dweomer; 7th—sequester; 9th—vision.

### **Druid Variant: Druidic Avenger**

The druidic avenger channels her inner fury to wreak vengeance upon those who injure the natural world. This comes at a price, however, since the avenger must give up some of her own sensitivity to nature.

#### **Class Skills**

- Add Intimidate to the avenger's list of class skills.

#### **Class Features**

- The druidic avenger has all the standard druid class features, except as noted below.

#### **Animal Companion**

- An avenger does not gain the service of an animal companion.

#### **Fast Movement (Ex)**

- A druidic avenger's base land speed is faster than the norm for her race by 10 feet. This ability is identical to the barbarian ability of the same name.

#### **Rage (Ex)**

- An avenger can enter a furious rage, identical to that of a barbarian. An avenger can use this ability for a

number of rounds per day equal to 4 + her constitution modifier. At each level after 1st, she may rage for an additional 2 rounds per day. An avenger does not gain rage powers, or the greater rage, indomitable will, or mighty rage abilities.

#### **Spontaneous Casting**

- An avenger cannot channel stored spell energy into summoning spells.

#### **Tireless Rage (Ex)**

- At 17th level and higher, an avenger no longer becomes fatigued at the end of her rage.

#### **Wild Empathy**

- A druidic avenger takes a -4 penalty on wild empathy checks.

### **Fighter Variant: Thug**

The thug is a street fighter, a survivor who learns to mix brute force with a bit of craftiness. He has most of the fighter's strengths, along with some additional skills to help keep him alive on the mean streets. Despite the name, not all thugs are mere hooligans—many are crafty veterans who use their knowledge of the streets to gain an advantage against their opponents.

Most thugs are nonlawful, though sometimes gangs of thugs with a lawful streak band together.

#### **Class Skills**

- Add the following skills to the fighter's class skill list: Bluff, Diplomacy, Knowledge (local), and Sleight of Hand. The thug gains skill points per level equal to 4 + Int modifier.

#### **Class Features**

- The thug has all the standard fighter class features, except as noted below.

#### **Weapon and Armor Proficiency**

- Thugs are proficient with all simple and martial weapons and with light armor.

#### **Bonus Feats**

- A thug doesn't gain the normal fighter bonus feat at 1st level. Also, add Urban Survival to the list of fighter bonus feats available to the thug.

## Monk Variant: Fighting Styles

In literature and lore, the combat styles and aptitudes of a monk depend greatly on where (or by whom) she was trained. The standard monk, however, presents only a relatively limited variety of options to personalize your monk.

A 1st-level monk (regardless of character level) may select one of the fighting styles described below. By selecting one of these fighting styles, she dictates which bonus feats she gains at 1st, 2nd, and 6th level (when a standard monk normally gains one of two bonus feats). In addition, at 1st level she gets a +2 bonus on checks involving a skill of her selection (in exchange for the freedom of choice she gives up by preselecting her bonus feats). Finally, she gains a bonus ability at 6th level **if she has met the listed prerequisites by that time. If the character hasn't yet met the prerequisites, she doesn't gain the bonus ability, even if she meets the prerequisites at some later time.**

These fighting styles serve a variety of purposes in a campaign. Each one might symbolize a different monastery, creating a rivalry (friendly or unfriendly) between their students. Perhaps a specific master teaches each style only to a few select students, meaning that a monk must prove herself worthy before pursuing the training. Or maybe each monk simply chooses her own way in life, styling herself after great martial artists of the past.

A monk can abandon her fighting style by selecting a different bonus feat at 2nd or 6th level; however, if she does so, she loses the bonus on skill checks gained at 1st level and never gains the bonus ability of the fighting style (even if she meets the prerequisites).

### Cobra Strike

Monks of the Cobra Strike School specialize in agility and defense. By making herself hard to pin down, the Cobra Strike monk forces the enemy to fight on her terms.

- 1st-Level Skill Bonus: Escape Artist.
- 1st-Level Feat: Dodge
- 2nd-Level Feat: Mobility.
- 6th-Level Feat: Spring Attack.
- **Prerequisites: Acrobatics 5 ranks, Intimidate 5 ranks.**

- 6th-Level Bonus Ability: The dodge bonus to Armor Class granted by your Dodge feat increases to +2.

- 6th-Level Bonus Ability: When fighting defensively or using the Combat Expertise feat, you gain a +2 bonus on combat maneuver and combat maneuver defense checks.

### Hand and Foot

Students of the Hand and Foot style learn to use their appendages for both offense and defense.

- 1st-Level Skill Bonus: Acrobatics.
- 1st-Level Feat: Stunning Fist.
- 2nd-Level Feat: Deflect Arrows.
- 6th-Level Feat: Improved Trip.
- **Prerequisites: Acrobatics 5 ranks, Escape Artist 5 ranks.**

- 6th-Level Bonus Ability: You gain a +2 Circumstance bonus on attacks of opportunity made against an opponent attempting to bull rush or trip you, and a +2 bonus on combat defense maneuvers to avoid being tripped or bull rushed. This bonus increases to +4 at 12<sup>th</sup> level.

### Denying Stance

The Denying Stance monk seeks to neutralize the opponent's maneuvers, thwarting him at every turn until he becomes so frustrated that he makes a crucial error.

- 1st-Level Skill Bonus: Acrobatics.
- 1st-Level Feat: Improved Grapple.
- 2nd-Level Feat: Combat Reflexes.
- 6th-Level Feat: Improved Disarm.
- **Prerequisites: Bluff 5 ranks, Combat Expertise.**

### Invisible Eye

Monks of the Invisible Eye rely on their senses, particularly hearing, to aid them in combat.

- 1st-Level Skill Bonus: Perception.

- 1st-Level Feat: Combat Reflexes.
- 2nd-Level Feat: Lightning Reflexes.
- 6th-Level Feat: Blind-Fight.
- **Prerequisites:** Perception 5 ranks, Agile Maneuvers.

- 6th-Level Bonus Ability: When unarmed and fighting defensively, using Combat Expertise, or using the total defense action, the dodge bonus to Armor Class that you gain from using that tactic increases by 1.

### Overwhelming Attack

A monk trained in the Overwhelming Attack style always presses the advantage, preferring a showy display of all-out offense to any form of defense.

- 1st-Level skill Bonus: Intimidate.
- 1st-Level Feat: Power Attack.
- 2nd-Level Feat: Improved Bull Rush.
- 6th-Level Feat: Improved Overrun.
- **Prerequisites:** Intimidate 4 ranks, Perform (dance) 4 ranks.

- 6th-Level Bonus Ability: If you have used Intimidate to demoralize your opponent at any time within the previous 10 rounds, you gain a +4 bonus on combat maneuver checks made to bull rush or overrun that opponent.

### Passive Way

The Passive Way focuses on making your opponent overreach himself or underestimate your skill.

- 1st-Level Skill Bonus: Bluff.
- 1st-Level Feat: Combat Expertise.
- 2nd-Level Feat: Improved Trip.
- 6th-Level Feat: Improved Feint.
- **Prerequisites:** Bluff 4 ranks, Sense Motive 4 ranks, Skill Focus (Bluff).

- 6th-Level Bonus Ability: You gain a +2 bonus on combat maneuver checks made to trip an opponent who is denied his Dexterity bonus to Armor Class. This bonus increases to +4 at 12<sup>th</sup> level.

### Sleeping Tiger

The Sleeping Tiger style mixes smooth motions with powerful strikes. It favors a quick, first strike approach, preferably from a position of ambush.

- 1st-Level Skill Bonus: Stealth.
- 1st-Level Feat: Weapon Finesse.
- 2nd-Level Feat: Improved Initiative.
- 6th-Level Feat: Improved Sunder.
- **Prerequisites:** Stealth 5 ranks, Power Attack.

- 6th-Level Bonus Ability: Once per round, when an opponent would be denied his Dexterity bonus to Armor Class, the monk deals an extra 1d6 points of damage with a melee attack made with a light weapon. Any creature immune to sneak attacks is immune to this ability.

### Undying Way

Monks of the Undying Way believe in patience above all else. They work to outlast their opponents by means of superior endurance.

- 1st-Level Skill Bonus: Sense Motive.
- 1st-Level Feat: Toughness.
- 2nd-Level Feat: Endurance.
- 6th-Level Feat: Diehard.
- **Prerequisites:** Sense Motive 5 ranks.

- 6th-Level Bonus Ability: When fighting defensively, using Combat Expertise, or using the total defense action, the monk gains damage reduction 2/-.

## Paladin Variants: Freedom, Slaughter, And Tyranny

The three paladin variants presented here demonstrate examples of alternative-alignment paladins. Each one follows a specific code of conduct tailored to its specific alignment. The paladin of freedom is chaotic good, dedicated to liberty and free thought. The paladin of tyranny is the opposite, a lawful evil villain bent on dominating those weaker than she. The paladin of slaughter is a brutal champion of chaos and evil who leaves only destruction trailing in his wake. (If you use these versions of the paladin class, you might consider designating the standard paladin as the "paladin of honor" to differentiate it from the variants.)

These paladin variants aren't meant to be unique classes in and of themselves, but rather alignment-based variations of the paladin. They have the same Hit Die, skill points per level, weapon and armor proficiencies, and spells per day as the standard paladin. Their class skill lists are nearly identical, with exceptions noted below. Their spellcasting functions identically to that of the standard paladin (though their spell lists are somewhat different). When a class feature has the same name as a paladin class feature, it functions the same as the one described for the standard paladin.

**Table: Variant Paladin Class Features**

Level	Freedom	Tyranny	Slaughter
1st	Aura of good, detect evil, smite evil 1/day	Aura of evil, detect good, smite good 1/day	Aura of evil, detect good, smite good 1/day
2nd	Divine grace, lay on hands	Divine grace, deadly touch	Divine grace, deadly touch
3rd	Aura of confidence, divine health, mercy	Aura of despair, divine health, Cruelty	Debilitating aura, divine health, Cruelty
4th	Channel positive energy, smite evil 2/day	Channel negative energy, smite good 2/day	Channel negative energy, smite good 2/day
5th	Divine bond	Divine bond	Divine bond
6th	Mercy	Cruelty	Cruelty
7th	Smite evil 3/day	Smite good 3/day	Smite good 3/day
8th	Aura of Resolve	Aura of Resolve	Aura of Resolve
9th	Mercy	Cruelty	Cruelty
10th	Smite evil 4/day	Smite good 4/day	Smite good 4/day
11th	Aura of Justice	Aura of Injustice	Aura of Injustice
12th	Mercy	Cruelty	Cruelty
13th	Smite evil 5/day	Smite good 5/day	Smite good 5/day
14th	Aura of Faith	Aura of Faith	Aura of Faith
15th	Mercy	Cruelty	Cruelty
16th	Smite evil 6/day	Smite good 6/day	Smite good 6/day
17th	Aura of Righteousness	Aura of Righteousness	Aura of Righteousness
18th	Mercy	Cruelty	Cruelty
19th	Smite evil 7/day	Smite good 7/day	Smite good 7/day
20th	Holy Champion	Unholy Champion	Unholy Champion

### Paladin of Freedom Class Features

The paladin of freedom has all the standard paladin class features, except as noted below.

#### Class Skills

- Replace Diplomacy with Bluff on the class skill list.

#### Aura of Confidence (Su)

- Beginning at 3rd level, a paladin of freedom exudes an aura of confidence and determination, granting

each ally within 10 feet of her a +1 morale bonus to Armor Class. This ability otherwise functions identically to the paladin's aura of resolve courage class feature.

#### Spellcasting

- Remove the following spells from the paladin's spell list: death ward, discern lies, dispel chaos, magic circle against chaos, protection from chaos.
- Add the following spells to the paladin's spell list: 1st—protection from law; 3rd—

magic circle against law; 4th—dispel law, freedom of movement.

#### **Code of Conduct**

- A paladin of freedom must be of chaotic good alignment and loses all class abilities if he ever willingly commits an evil act. Additionally, a paladin of freedom's code requires that he respect individual liberty, help those in need (provided they do not use the help for lawful or evil ends), and punish those who threaten or curtail personal liberty.

#### **Associates**

- While he may adventure with characters of any good or neutral alignment, a paladin of freedom will never knowingly associate with evil characters (except on some sort of undercover mission), nor will he continue an association with someone who consistently offends his moral code. A paladin of freedom may accept only henchmen, followers, or cohorts who are chaotic good.

## **Paladin of Slaughter Class Features**

The paladin of slaughter has all the standard paladin class features, except as noted below.

#### **Class Skills**

- Replace Diplomacy with Intimidate on the class skill list.

#### **Aura of Evil (Ex)**

- The power of a paladin of slaughter's aura of evil (see the detect evil spell) is equal to her paladin of slaughter level, just as with the aura of a cleric of an evil deity.

#### **Detect Good (Sp)**

- At will, a paladin of slaughter can use detect good, as the spell.

#### **Smite Good (Su)**

- Once per day, a paladin of slaughter may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including

increased daily uses as the paladin of slaughter gains class levels.

#### **Deadly Touch (Su)**

- Beginning at 2nd level, a paladin of slaughter can cause wounds with a successful touch attack. For each use of this ability a paladin of slaughter can inflict 1d6 points of damage per two paladin levels he possesses. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.
- Alternatively, a paladin of slaughter can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

#### **Debilitating Aura (Su)**

- Beginning at 3rd level, a paladin of slaughter radiates a malign aura that causes enemies within 10 feet of her to take a -1 penalty to Armor Class. This ability otherwise functions identically to the paladin's aura of courage class feature.

#### **Channel Energy (Su)**

- A paladin of slaughter channels negative energy rather than positive energy. This ability otherwise works exactly as the standard paladin's channel positive energy ability.

#### **Cruelty (Sp)**

- At 3<sup>rd</sup> level, and every three levels thereafter, a paladin of slaughter can select one cruelty. Each cruelty adds an effect to the paladin's deadly touch ability. Whenever the paladin uses deadly touch to inflict damage on one target, the target also receives the additional effects from all of the cruelties possessed by the paladin. A cruelty can cause a condition such as a curse, disease, or poison, unless the target possesses some form of immunity to that condition. The target of a cruelty

may attempt a Fortitude save DC 10 + ½ paladin level + paladin's Cha modifier to negate the effect of the cruelty.

At 3<sup>rd</sup> level, the paladin of slaughter can select from the following initial cruelties.

- *Fatigued*: The target becomes fatigued
- *Shaken*: The target becomes shaken.
- *Sickened*: The target becomes sickened

At 6<sup>th</sup> level, a paladin of slaughter adds the following cruelties to the list of those that can be selected.

- *Dazed*: The target is dazed.
- *Diseased*: The paladin's deadly touch ability also act as *contagion*, using the paladin's level as the caster level.
- *Staggered*: The target is staggered, as if at 0 hit points.

At 9<sup>th</sup> level, a paladin of slaughter adds the following cruelties to the list of those that can be selected.

- *Cursed*: The paladin of slaughter's deadly touch ability also acts as a bestow curse, using the paladin's level as the caster level.
- *Exhausted*: The target is exhausted. The paladin must have the fatigue cruelty before selecting this cruelty.
- *Frightened*: The target is frightened. The paladin must have the shaken cruelty before selecting this cruelty.
- *Nauseated*: The target is nauseated. The paladin must have the sickened cruelty before selecting this cruelty.
- *Poisoned*: The paladin of slaughter's deadly touch ability also acts as *poison*, using the paladin's level as the caster level.

At 12<sup>th</sup> level, a paladin of slaughter adds the following cruelties to the list of those that can be selected.

- *Blinded*: The target is blinded.
- *Deafened*: The target is deafened.
- *Paralyzed*: The target is paralyzed.
- *Stunned*: The target is stunned.

This ability otherwise works exactly as the standard paladin's mercy ability.

#### **Aura of Injustice (Su)**

- At 11<sup>th</sup> level, a paladin of slaughter can expend two uses of her smite good ability to grant the ability to smite good to all allies within 10 feet, using her bonuses. Allies must use this smite good ability by the start of the paladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

#### **Aura of Faith (Su)**

- At 14<sup>th</sup> level, a paladin of slaughter's weapons are treated as evil-aligned for the purposes of overcoming damage reduction. Any attack made against an enemy within 10 feet of her is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

#### **Aura of Righteousness (Su)**

- At 17<sup>th</sup> level, a paladin of slaughter gains DR5/good 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 paladin is conscious, not if she is unconscious or dead.

#### **Spellcasting**

- Replace the standard paladin's spell list with the following spell list: 1st—bane, cause fear, corrupt weapon, create water, curse water, detect poison, detect

undead, divine favor, endure elements, inflict light wounds, magic weapon, protection from good, protection from law, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd—blindness/deafness, cure moderate wounds, deeper darkness, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against good/law; 4th—break enchantment, cure serious wounds, dispel good, dispel law, inflict critical wounds, poison, unholy sword.

- Unholy Champion (Su): At 20<sup>th</sup> level, the paladin of slaughter becomes a conduit for the power of her god. Her DR increases to 10/good. Whenever she uses smite good and successfully strikes a good outsider, the outsider is also subject to a *banishment*, using her paladin level as the caster level. This ability otherwise works as the standard paladin's holy champion ability.

#### Code of Conduct

- A paladin of slaughter must be of chaotic evil alignment and loses all class abilities if she ever willingly commits a good act. Additionally, a paladin of slaughter's code requires that she disrespect all authority figures who have not proven their physical superiority to her, refuse help to those in need, and sow destruction and death at all opportunities.

#### Associates

- While she may adventure with characters of any evil or neutral alignment, a paladin of slaughter will never knowingly associate with good characters, nor will she continue an association with someone who consistently offends her moral code. A paladin of tyranny may accept only

henchmen, followers, and cohorts who are chaotic evil.

## Paladin of Tyranny Class Features

The paladin of tyranny has all the standard paladin class features, except as noted below.

#### Aura of Evil (Ex)

- The power of a paladin of tyranny's aura of evil (see the detect evil spell) is equal to his paladin of tyranny level, just as with the aura of a cleric of an evil deity.

#### Detect Good (Sp)

- At will, a paladin of tyranny can use detect good, as the spell.

#### Smite Good (Su)

- Once per day, a paladin of tyranny may attempt to smite good with one normal melee attack. This ability is otherwise identical to the standard paladin's ability to smite evil, including increased daily uses as the paladin of tyranny gains class levels.

#### Deadly Touch (Su)

- Beginning at 2nd level, a paladin of tyranny can cause wounds with a successful touch attack. For each use of this ability a paladin of tyranny can inflict 1d6 points of damage per two paladin levels he possesses. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 paladin level + paladin's Cha modifier) to halve the damage dealt.
- Alternatively, a paladin of tyranny can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the paladin's lay on hands ability.

#### Aura of Despair (Su)

- Beginning at 3rd level, a paladin of tyranny radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.



This ability otherwise functions identically to the paladin's aura of courage class feature.

### Channel Energy (Su)

- A paladin of tyranny channels negative energy rather than positive energy. This ability otherwise works exactly as the standard paladin's channel positive energy ability.

### Cruelty (Sp)

- At 3<sup>rd</sup> level, and every three levels thereafter, a paladin of tyranny can select one cruelty. Each cruelty adds an effect to the paladin's deadly touch ability. Whenever the paladin uses deadly touch to inflict damage on one target, the target also receives the additional effects from all of the cruelties possessed by the paladin. A cruelty can cause a condition such as a curse, disease, or poison, unless the target possesses some form of immunity to that condition. The target of a cruelty may attempt a Fortitude save DC 10 + ½ paladin level + paladin's Cha modifier to negate the effect of the cruelty.

At 3<sup>rd</sup> level, the paladin of tyranny can select from the following initial cruelties.

- *Fatigued*: The target becomes fatigued
- *Shaken*: The target becomes shaken.
- *Sickened*: The target becomes sickened

At 6<sup>th</sup> level, a paladin of tyranny adds the following cruelties to the list of those that can be selected.

- *Dazed*: The target is dazed.
- *Diseased*: The paladin's deadly touch ability also act as *contagion*, using the paladin's level as the caster level.
- *Staggered*: The target is staggered, as if at 0 hit points.

At 9<sup>th</sup> level, a paladin of tyranny adds the following cruelties to the list of those that can be selected.

- *Cursed*: The paladin of tyranny's deadly touch ability also acts as a bestow curse, using the paladin's level as the caster level.
- *Exhausted*: The target is exhausted. The paladin must have the fatigue cruelty before selecting this cruelty.
- *Frightened*: The target is frightened. The paladin must have the shaken cruelty before selecting this cruelty.
- *Nauseated*: The target is nauseated. The paladin must have the sickened cruelty before selecting this cruelty.
- *Poisoned*: The paladin of tyranny's deadly touch ability also acts as *poison*, using the paladin's level as the caster level.

At 12<sup>th</sup> level, a paladin of tyranny adds the following cruelties to the list of those that can be selected.

- *Blinded*: The target is blinded.
- *Deafened*: The target is deafened.
- *Paralyzed*: The target is paralyzed.
- *Stunned*: The target is stunned.

This ability otherwise works exactly as the standard paladin's mercy ability.

### Aura of Injustice (Su)

- At 11<sup>th</sup> level, a paladin of tyranny can expend two uses of his smite good ability to grant the ability to smite good to all allies within 10 feet, using his bonuses. Allies must use this smite good ability by the start of the paladin's next turn and the bonuses last for 1 minute. Using this ability is a free action. Good creatures gain no benefit from this ability.

### Aura of Faith (Su)

- At 14<sup>th</sup> level, a paladin of tyranny's weapons are treated as evil-aligned for the purposes of overcoming damage

reduction. Any attack made against an enemy within 10 feet of him is treated as evil-aligned for the purposes of overcoming damage reduction. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

#### **Aura of Righteousness (Su)**

- At 17<sup>th</sup> level, a paladin of tyranny gains DR5/good and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of him gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

#### **Spellcasting**

- Replace the paladin's spell list with the following spell list: 1st—bane, corrupt weapon, create water, curse water, detect poison, detect undead, divine favor, doom, endure elements, inflict light wounds, magic weapon, protection from chaos, protection from good, read magic, resistance, virtue; 2nd—bull's strength, cure light wounds, darkness, delay poison, eagle's splendor, hold person, inflict moderate wounds, owl's wisdom, resist energy, undetectable alignment; 3rd—bestow curse, cure moderate wounds, deeper darkness, discern lies, dispel magic, greater magic weapon, heal mount, prayer, inflict serious wounds, magic circle against chaos/good; 4th—break enchantment, cure serious wounds, dispel chaos, dispel good, dominate person, inflict critical wounds, unholy sword.

- **Unholy Champion (Su):** At 20<sup>th</sup> level, the paladin of tyranny becomes a conduit for the power of his god. His DR increases to 10/good. Whenever he uses smite good and successfully strikes a good outsider, the outsider is also subject to a *banishment*, using his paladin level as the caster level. This ability otherwise works as the standard paladin's holy champion ability.

#### **Code of conduct**

- A paladin of tyranny must be of lawful evil alignment and loses all class abilities if he ever willingly commits a good act. Additionally, a paladin of tyranny's code requires that he respect authority figures as long as they have the strength to rule over the weak, act with discipline (not engaging in random slaughter, keeping firm control over those beneath his station, and so forth), help only those who help him maintain or improve his status, and punish those who challenge authority (unless, of course, such challengers prove more worthy to hold that authority).

#### **Associates**

- While he may adventure with characters of any evil or neutral alignment, a paladin of tyranny will never knowingly associate with good characters unless it serves his needs, nor will he continue an association with someone who consistently offends his moral code. A paladin of tyranny may accept henchmen and followers of any alignment, but may only accept cohorts who are lawful evil.

## Rogue Variant: Wilderness Rogue

The wilderness rogue prefers to put her skills to use in the great outdoors, rather than in cramped alleys and dungeon corridors. In many ways, she is similar to the traditional ranger, though with less combat savvy and with none of the ranger's divine link to the natural world.

### Class Skills

- Remove the following rogue class skills from the wilderness rogue's class skill list: Appraise, Linguistics, Perform.
- Add the following skills to the wilderness rogue's class skill list: Handle Animal, Knowledge (geography), Knowledge (nature), Ride, and Survival.

### Class Features

- The wilderness rogue has all the standard rogue class features, except as noted below.

### Special Abilities

- Add woodland stride (as the 7th-level ranger ability), camouflage (as the 12th-level ranger ability) and hide in plain sight (as the 17th-level ranger ability, requires the rogue to already have the camouflage ability) to the list of rogue talents that can be chosen by the wilderness rogue.

## Sorcerer Variant: Battle Sorcerer

The battle sorcerer is no weak arcanist, hiding behind the fighters. Instead, she is a capable physical combatant who mixes magical prowess with fighting skill.

### Hit Die:

- d8.

### Base Attack Bonus

- The battle sorcerer uses the base attack bonus progression of the cleric.

### Class Skills

- Remove Bluff from the battle sorcerer's class skill list. Add Intimidate to the battle sorcerer's class skill list.

### Class Features

- The battle sorcerer has all the standard sorcerer class features, except as noted below.

### Weapon and Armor Proficiency

- At 1st level, a battle sorcerer gains proficiency with any light or one-handed martial weapon of the character's choice. She also gains proficiency with light armor.

### Spellcasting

- A battle sorcerer can cast sorcerer spells derived from her class levels of battle sorcerer while in light armor without the normal arcane spell failure chance.
- A battle sorcerer has fewer daily spell slots than a standard sorcerer. Subtract one spell per day from each spell level (to a minimum of zero spells per day), excluding cantrips. For example, a 1st-level battle sorcerer may cast two 1st-level spells per day (plus bonus spells, if any).
- A battle sorcerer knows fewer spells per spell level than a standard sorcerer. Subtract one spell known from each spell level (to a minimum of one spell per spell level). For example, a 4th-level battle sorcerer knows five 0-level spells, three 1st-level spells, and one 2nd-level spell. When she reaches 5th-level, the battle sorcerer learns one additional 1st-level spell, but doesn't learn an additional 2nd-level spell (since two minus one is one).

# Feats

## Prerequisites

For feats with prerequisites, characters must have the indicated ability score, class feature, feat, skill, base attack bonus, or other designated quality before selecting the feat. Feats can be gained at the same level at which the prerequisite is gained. If a prerequisite is lost, the feat can no longer be used.



## Types of Feats

General feats may be used by any character. Item Creation feats may only be used by spellcasters. Metamagic feats allow spellcasters to specially prepare spells with greater effect, at the cost of filling a higher level spell's slot.

### BACKGROUND FEATS

These feats may only be taken at character creation.

### BARDIC FEATS

Bardic feats require the use of class features granted to characters with bard levels.

### DIVINE FEATS

Divine feats require the ability to channel positive or negative energy for affecting undead

(or other creatures), as gained with levels of Cleric or Prestige classes that grant this ability.

### FAMILIAR FEATS

Familiar feats are only available to characters with a familiar.

### FIGHTER BONUS FEATS

Any feat designated as a fighter feat can be selected as a fighter's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

### ITEM CREATION FEATS

Item creation feats allow a spellcaster to create a specific type of magic item. All Item creation feats have the following features in common.

**Raw Materials Cost:** The cost of creating a magic item equals one-half the sale cost of the item. Using an item creation feat also requires access to a laboratory or magical workshop, special tools, and so on. A character generally has access to what he or she needs unless unusual circumstances apply.

**Time:** The time to create a magic item depends on the feat and the cost of the item. The minimum time is one day (equivalent to one TU for Adventure Journal tracking purposes).

**Item Cost:** Brew Potion, Craft Wand, and Scribe Scroll create items that directly reproduce spell effects, and the power of these items depends on their caster level—that is, a spell from such an item has the power it would have if cast by a spellcaster of that level. The price of these items also depends on the caster level. The caster level must be high enough that the spellcaster creating the item can cast the spell at that level. To find the price in each case, multiply the caster level by the spell level, then multiply the result by a constant, as shown below:

*Scrolls:* Base price = spell level x caster level x 25 gp.

*Potions:* Base price = spell level x caster level x 50 gp.

*Wands:* Base price = spell level x caster level x 750 gp. A 0-level spell is considered to have a spell level of 1/2 for the purpose of this calculation.

**Extra Costs:** Any potion, scroll, or wand that stores a spell with a costly material component. For potions and scrolls, the creator must expend the material component. For a wand, the creator must expend fifty copies of the material component. Some magic items similarly incur extra costs in material components, as noted in their descriptions.

### LEADERSHIP FEATS

These feats build on the Leadership feat.

### METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, she can learn to cast spells in ways slightly different from the ways in which the spells were originally designed or learned. Preparing and casting a spell in such a way is harder than normal but, thanks to metamagic feats, at least it is possible. Spells modified by a metamagic feat use a spell slot higher than normal. This does not change the level of the spell, so the DC for saving throws against it does not go up.

**Wizards and Divine Spellcasters:** Wizards and divine spellcasters must prepare their spells in advance. During preparation, the character chooses which spells to prepare with metamagic feats (and thus which ones take up higher-level spell slots than normal).

**Sorcerers and Bards:** Sorcerers and bards choose spells as they cast them. They can choose when they cast their spells whether to apply their metamagic feats to improve them. As with other spellcasters, the improved spell uses up a higher-level spell slot. But because the sorcerer or bard has not prepared the spell in a metamagic form in advance, he must apply the metamagic feat on the spot. Therefore, such a character must also take more time to cast a metamagic spell (one enhanced by a metamagic feat) than he does to cast a regular spell. If the spell's normal casting time is 1 action, casting a metamagic version is a full-round action for a sorcerer or bard. (This isn't the same as a 1-round casting time.)

For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

### Spontaneous Casting and Metamagic Feats:

A cleric spontaneously casting a *cure* or *inflict* spell or a druid casting a *summon nature's ally* spell can cast a metamagic version of it instead. Extra time is also required in this case. Casting a 1-action metamagic spell spontaneously is a full-round action, and a spell with a longer casting time takes an extra full-round action to cast.

### Effects of Metamagic Feats on a Spell:

In all ways, a metamagic spell operates at its original spell level, even though it is prepared and cast as a higher-level spell. Saving throw modifications are not changed unless stated otherwise in the feat description.

The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell being cast from a wand, scroll, or other device.

Metamagic feats that eliminate components of a spell don't eliminate the attack of opportunity provoked by casting a spell while threatened. However, casting a spell modified by Quicken Spell does not provoke an attack of opportunity. Metamagic feats cannot be used with all spells. See the specific feat descriptions for the spells that a particular feat can't modify.

### Multiple Metamagic Feats on a Spell:

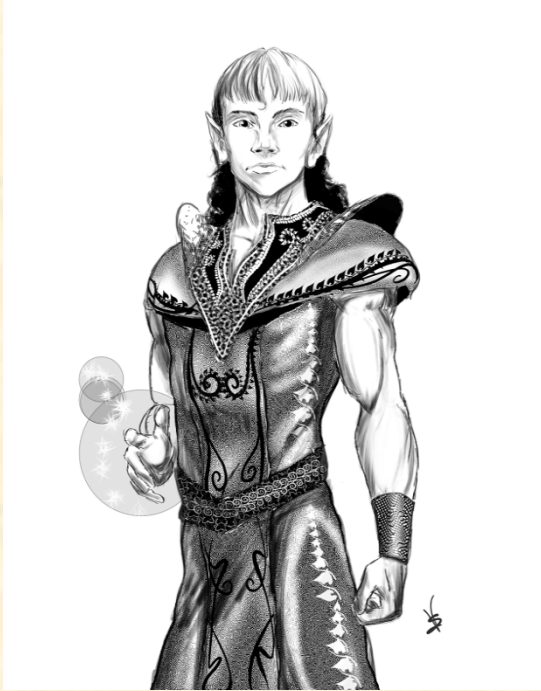
A spellcaster can apply multiple metamagic feats to a single spell. Changes to its level are cumulative. You can't apply the same metamagic feat more than once to a single spell.

### Magic Items and Metamagic Spells:

With the right item creation feat, you can store a metamagic version of a spell in a scroll, potion, or wand. Level limits for potions and wands apply to the spell's higher spell level (after the application of the metamagic feat). A character doesn't need the metamagic feat to activate an item storing a metamagic version of a spell.

### Counterspelling Metamagic Spells:

Whether or not a spell has been enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.



### **MONK BONUS FEATS**

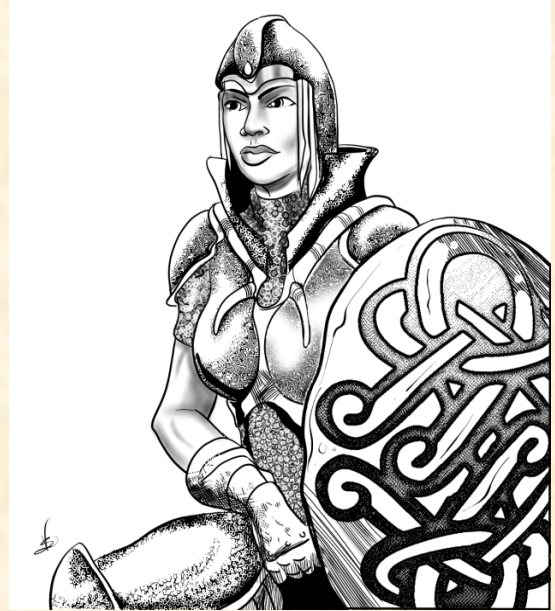
Any feat designated as a monk feat can be selected as a monk's bonus feat at the level allowed by the standard monk class. Note that monks with variant fighting styles select different bonus feats than the standard monk described in *Pathfinder RPG Core Rulebook*. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites.

### **MOUNT FEATS**

These feats must be used while riding a horse or a similar mount.

### **PALADIN FEATS**

These feats require the use of the class features granted to paladins and/or paladin class levels. Unless otherwise specified, these feats are also available to paladins of freedom.



### **RACIAL FEATS**

Any feat designated as a racial feat can only be selected by characters of a specified race or races, assuming that they meet any other prerequisites.

### **WILD FEATS**

These feats require the use of either the *wild shape* or *wild empathy* class feature.

### **WIZARD BONUS FEATS**

Any feat designated as a wizard feat can be selected as a wizard's bonus feat. This designation does not restrict characters of other classes from selecting these feats, assuming that they meet any prerequisites. Any magical item creation feat or metamagic feat can be taken as a wizard bonus feat.

## Feat Format

Here is the format for feat descriptions.

### FEAT NAME [Type of Feat]

**Prerequisite:** A minimum ability score, another feat or feats, a minimum base attack bonus, a minimum number of ranks in one or more skills, or a class level that a character must have in order to acquire this feat. This entry is absent if a feat has no prerequisite. A feat may have more than one prerequisite.

**Benefit:** What the feat enables the character ("you" in the feat description) to do. If a character has the same feat more than once, its benefits do not stack unless indicated otherwise in the description.

In general, having a feat twice is the same as having it once.

**Normal:** What a character that does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

**Special:** Additional facts about the feat that may be helpful when you decide whether to acquire the feat.



## Feat Descriptions

### ABILITY FOCUS [General]

Choose one of your special attacks. This attack becomes harder to resist.

**Prerequisite:** Special attack.

**Benefit:** Add +2 to the DC for all saving throws against the special attack on which you focus.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat it applies to a different special attack.

### ADDITIONAL DOMAIN

Your devotion to your faith has strengthened your personal bond with your deity, allowing you greater access to divine gifts.

**Prerequisite:** Ability to cast divine spells.

**Benefit:** Select one of your deity's domains to which you do not already have access. You may invoke the domain power and cast the domain spells as if you were a cleric of your caster level.

**Normal:** Clerics receive access to two of their deity's domains. Druids must sacrifice their ability to bond with an animal companion in order to gain access to a domain. Paladins and Rangers do not receive access to the spells and abilities granted by their deity's domains.

### ADDITIONAL FAVORED CLASS [General]

You are more versatile than others of your race and are skilled at applying your diverse talents.

**Benefit:** Choose a character class, such as ranger, (or its approved variant, though not a prestige or racial paragon class). The chosen class is treated as a favored class, allowing you to select either +1 hp or +1 skill point each time you gain a level in the class.

**Normal:** You select only a single favored class, from those for which your race normally has an affinity.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a new class.





### ALTERNATE IDENTITY [General]

You have a second persona that you use for recreational escapism or to perform tasks you could not normally perform while in your true identity.

**Prerequisite:** Disguise 6+ ranks.

**Benefit:** You gain an established identity with a legitimate history and reputation that allows you to slip away from your normal life. As a result, others are unaffected by your usual notoriety when assuming your alternate identity. Any attempts to scry or locate you while using the alternate identity reveal your true identity.

**Special:** You may not use abilities or class features which rely on your true identity, such as a noble's *sphere of influence* ability, while assuming this identity. Skill modifiers which are dependent upon your true identity, such as Lifestyle or citizenship modifiers, do not apply to this identity unless it's history also includes the same Lifestyle and citizenship. This feat may be taken multiple times; each time you take this feat, it applies to a new identity.

### ANTIPSIONIC MAGIC [General]

Your spells are more potent when used against psionic characters and creatures.

**Prerequisite:** Spellcraft 5 ranks.

**Benefit:** You get a +2 bonus on caster level checks made to overcome a psionic creature's power resistance.

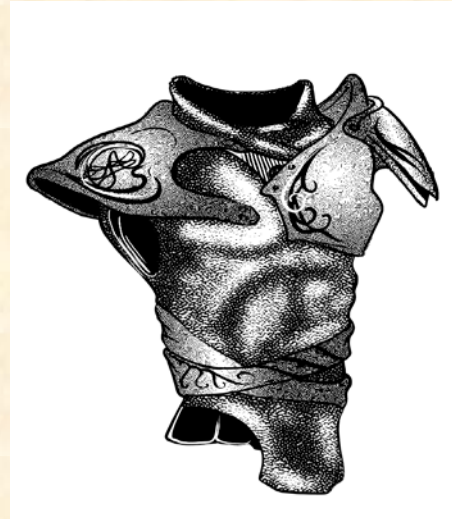
This bonus stacks with the bonus conferred by Spell Penetration and Greater Spell Penetration. Moreover, whenever a psionic creature attempts to dispel a spell you cast, it makes its manifester

level check against a DC of 13 + its manifester level.

The benefits of this feat apply only to power resistance.

The bonus does not apply to spell resistance. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).



### ARMOR SPECIALIZATION [General]

Choose light, medium, or heavy armor. You are especially adept at wearing this category of armor to best effect, instinctively turning to catch each blow on the most solid plates. Sword strikes and spear thrusts will merely bounce or slide off.

**Prerequisites:** Proficient with armor type, base attack bonus +2.

**Benefit:** You add a +1 competence bonus to your armor class in melee combat while wearing this type of armor.

**Special:** You may take this feat more than once. Each time you take it, it applies to a different type of armor (light, medium, or heavy). This benefit does not stack with the fighter's *Armor Training* ability.

### BACK-TO-BACK [General]

You are skilled at fighting back-to-back with a trusted ally.

**Prerequisites:** Base attack bonus +1.

**Benefit:** When you are adjacent to an ally who also has the Back-to-Back feat, you cannot be flanked except by a rogue who is 4 levels higher than your character level.



### **BATTLEFIELD TRIAGE [General]**

Some people are exceptionally skilled at assessing the wounds of others. You have a keen eye for suffering and can tell the condition of those around you with a glance.

**Prerequisite:** Heal 6 ranks.

**Benefit:** As a move-equivalent action, you can make a quick assessment of the status of every creature within a radius of 15 feet. Make a Heal check for every creature you inspect, with a DC of 10. If this check is successful, you can determine if the creature is dead, dying, disabled, seriously wounded (less than half its hit points left), moderately wounded (more than half its hit points left), or in good condition. A failed check gives you no information or false information, at the GM's discretion.



### **BLINDSIGHT, 5-FT. RADIUS [General]**

**Prerequisites:** Base attack bonus +4, Blind-Fight, Wisdom 19.

**Benefit:** Using senses such as acute hearing and sensitivity to vibrations, you detect the location of opponents who are no more than 5 feet away from you. *Invisibility* and *darkness* are irrelevant, though it does not allow you to discern incorporeal beings.

### **BLOODBURN [Metamagic]**

You may cast spontaneous arcane spells at a higher level than your caster level.

**Prerequisites:** Must be able to cast arcane spells without preparation.

**Benefit:** Using this feat, a spontaneous caster can increase his effective casting level when casting a spell, adding up to his Charisma bonus in levels. When he does so, however, he takes 1d6 points of damage per effective caster level increase. This damage cannot be prevented by any means, though it can be healed normally.

Use of this feat does not increase the casting time of the spell.

For example: Eric, a 6<sup>th</sup>-level sorcerer, is facing down a white dragon. His comrades are badly wounded and he knows he has to kill it now or die. He begins to unleash his fireball spell but uses the Bloodburn feat to increase his caster level by 3. The fireball is cast as if he was a 9<sup>th</sup>-level sorcerer and he takes 3d6 points of damage.

**Special:** This feat is usable once per day.



### **BREAK THE BREATH [General, Monk]**

Your stunning fist attack is particularly potent.

**Prerequisites:** Stunning Fist, Wis 15.

**Benefit:** You add 2 to the save DC for your stunning fist attack.

### **CAST ON THE RUN [General]**

You are trained to cast spells as you move.

**Prerequisite:** Dex 13, Con 13, Spellcraft 5 ranks, Dodge, Mobility.

**Benefit:** When casting a spell with a casting time of 1 standard action or less, you may move both before and after you cast the spell, provided that the total distance moved is no greater than your speed. When you cast the spell, you must succeed at a Spellcraft check (DC 15 + spell level). On a failure, the spell does not take effect and is wasted.

### **CHANNEL HEAL [General]**

**Prerequisite:** Ability to channel positive or negative energy; Selective Channeling.

**Benefit:** By channeling negative energy you may selectively heal living creatures in a 30' radius, restoring 1d4 points of damage plus 1d4

points per two cleric levels that you have attained beyond 1<sup>st</sup>. Due to the effort of focusing the channeled energy in this manner, you sustain damage equal to 1d4 points plus 1 point per character level.

By channeling positive energy you may selectively heal living creatures (ie. allies) as opposed to every living creature in a 30' radius, restoring 1d6 points of damage plus 1d6 points per two cleric levels that you have attained beyond 1<sup>st</sup>. Due to the effort of focusing the channeled energy in this manner, you sustain damage equal to 1 point per character level.

**Normal:** Only undead are healed when you channel negative energy and you cannot choose who you heal when you channel positive energy.

### CHANNEL INFLICT [General]

**Prerequisite:** Ability to channel positive or negative energy, Selective Channeling.

By channeling positive energy you may selectively harm living creatures in a 30' radius, causing 1d4 points of damage plus 1d4 points per two cleric levels that you have attained beyond 1<sup>st</sup>. Due to the effort of focusing the channeled energy in this manner, you sustain damage equal to 1d4 points plus 1 point per character level. Target creatures in the radius of the effect are allowed a Will save that results in half damage. The DC of this save is equal to 10 + ½ your cleric level + your charisma modifier.

By channeling negative energy you may selectively harm living creatures (ie. enemies) as opposed to every living creature in a 30' radius, causing 1d6 points of damage plus 1d6 points per two cleric levels that you have attained beyond 1<sup>st</sup>. Due to the effort of focusing the channeled energy in this manner, you sustain damage equal to 1 point per character level. Target creatures in the radius of the effect are allowed a Will save that results in half damage. The DC of this save is equal to 10 + ½ your cleric level + your charisma modifier.

**Normal:** You cannot choose who is harmed when you channel negative energy and only undead are harmed when you channel positive energy.

### CHAOTIC MIND [General]

The turbulence of your thoughts prevents others from gaining insight into your actions.

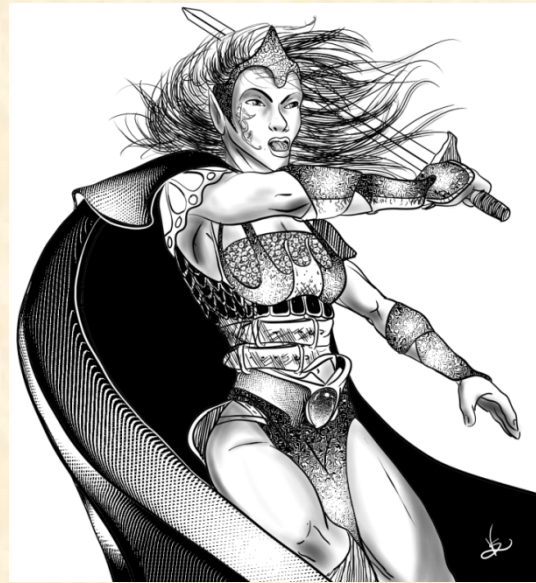
**Prerequisite:** Chaotic alignment, Cha 15.

**Benefit:** Creatures and characters who have an insight bonus on their attack rolls, an insight bonus to their Armor Class, or an insight bonus

on skill checks or ability checks do not gain those bonuses against you.

The benefit of this feat applies only to insight bonuses gained from psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).



### CLEAVE ASUNDER [General, Fighter]

You can cleave through metal as easily as flesh and bone.

**Prerequisite:** Cleave, Improved Sunder.

**Benefit:** If you use your Sunder feat to deal a weapon or object enough damage to destroy it, you get an immediate, extra attack against another weapon, creature, or object within reach. Essentially, you may freely substitute “weapon, creature, or object” for the term “creature” as it appears in the description of the Cleave feat. If you also have the Great Cleave feat, you may make additional Cleave attempts for each weapon, creature, or object you drop, up to the normal number of attacks allowed by the Great Cleave feat.

### CLOSED MIND [General]

Your mind is better able to resist psionics than normal.

**Benefit:** You get a +2 bonus on all saving throws to resist powers.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

### COMBAT AWARENESS [General]

You have an unusual ability to predict your opponent's attacks.

**Prerequisite:** Alertness, Sense Motive 3 ranks.

**Benefit:** After spending four combat rounds observing a single opponent you may, as a move-equivalent action, add your Intelligence modifier to your Armor Class against this opponent for the duration of that combat session.

### COMBAT TUTOR [Fighter, General]

You are especially good at aiding others in combat.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When you take the aid another action to help a friend in combat, you can add a +4 circumstance bonus to either your friend's AC or his attack roll versus one opponent.

**Normal:** You add a +2 circumstance bonus to your friend's AC or attack roll.

### CRAFT CONSTRUCT [Item Creation]

You can construct and animate magical constructs.

**Prerequisites:** Craft Magic Arms and Armor, Craft Wondrous Item.

**Benefit:** You can create any construct whose prerequisites you meet. Enchanting a construct takes one day for each 1,000 gp in its market price. To enchant a construct, you must use up raw materials costing half of this price (see individual construct monster entries for details). You can repair constructs that have taken damage. In one day of work, you can repair up to 20 points of damage by expending 50 gp per point of damage repaired.

A newly created construct has average hit points for its Hit Dice.

**Note:** This feat may not be taken by characters in the Legends of the Shining Jewel campaign without special permission from the campaign staff.

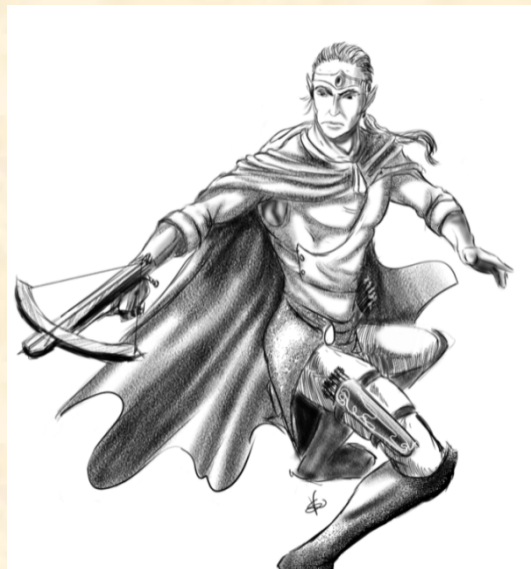
### CULINARY INFUSION [Item Creation]

You can imbue foodstuff with the power of your spells.

**Prerequisites:** Ability to cast divine spells, caster level 3<sup>rd</sup>.

**Benefit:** Functions exactly as Brew Potion, except caster can make the "potion" in the form of any sort of food desired. The food must be

consumed as a standard action to confer the stored spell effects. Food and drink modified in this manner retains its potion-like effects for the duration of the individual scenario only, unless certified.



### DEADLY PRECISION [General]

You empty your mind of all distracting emotion, becoming an instrument of deadly precision.

**Prerequisite:** Dex 15, base attack bonus +5.

**Benefit:** You have deadly accuracy with your sneak attacks. You can reroll any result of 1 on your sneak attack's extra damage dice. You must keep the result of the reroll, even if it is another 1.

### DESCANT [Bardic]

You have learned the subtle art of slipping your own effects into someone else's song.

**Prerequisites:** Bardic music ability, countersong ability.

**Benefit:** Rather than negating a song, a bard with the Descant feat can attempt to 'overlay' his own song over another bard's. The two bards make opposed Perform skill checks; the bard with the highest result has his song take effect. The loser's song has no effect whatsoever.

**Normal:** Everyone within 30 ft. of the bard may use the bard's Perform skill check in place of their saving throw against sonic or language-dependent magical effects.

### DESCRIPTOR FOCUS [General]

You specialize in casting spells of one descriptor type. These spells are harder to resist.

**Benefit:** Chose a descriptor from the following list: acid, air, chaotic, cold, darkness, death,

earth, electricity, evil, fear, fire, force, good, language-dependent, lawful, light, mind-affecting, sonic, and water. Add +2 to the DC for all saving throws against spells you cast with that descriptor. This feat overlaps with the bonus from Spell Focus and improved versions of that feat; the bonuses do not stack.

**Special:** You may take this feat more than once. Each time it applies to a different descriptor.

**Note:** Player characters in the Legends of the Shining Jewel campaign may not learn or use spells with the “evil” descriptor.

### **DILIGENT [General]**

Your attention to fine detail serves you well in your endeavors.

**Benefit:** You get a +2 bonus on all Appraise checks and Linguistics checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### **DISGUISE SPELL [Metamagic]**

**Prerequisites:** Bardic music ability, Perform 12 ranks.

**Benefit:** You have mastered the art of casting spells unobtrusively, mingling verbal and somatic components into its music and performances so that others rarely catch you in the act of casting a spell. Like a silent, stilled spell, a disguised spell can't be identified through Spellcraft. Your performance is obvious to everyone in the vicinity, but the fact that you are casting a spell isn't. Unless the spell visibly emanates from you or observers have some other means of determining its source, they don't know where the effect came from. A disguised spell uses up a spell slot one level higher than the spell's actual level.

### **DIVINE MIGHT [Divine]**

**Prerequisites:** Str 13, ability to channel energy, Power Attack.

**Benefit:** As a free action, spend one of your channel energy attempts to add your Charisma bonus to your weapon damage for 1 full round.

### **DIVINE VENGEANCE [Divine]**

**Prerequisites:** Ability to channel energy, Extra Channel.

**Benefit:** As a free action, you can spend one of your channel energy attempts to add 2d6 points of sacred or profane energy damage to all your successful melee attacks against undead until the end of your next action. This is a supernatural ability.

If you channel positive energy, the damage type is sacred, and if you channel negative energy, the damage type is profane.

### **DOMAIN FOCUS [General]**

Your domain spells are harder to resist.

**Prerequisite:** Divine spellcaster with access to Domain spells and powers granted by your deity.

**Benefit:** Select one of your domains at the time you gain this feat. You add +1 to the DC for all saving throws against domain powers and domain spells you cast from the domain you select.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain.

The effects of this feat stack with those from Spell Focus and Greater Spell Focus.

### **ELEMENTAL AFFINITY [Metamagic, Racial]**

You have learned to change the energy in spells to match your own nature.

**Prerequisite:** Elem, or any other creature that has an elemental subtype.

**Benefit:** You may alter spells with an energy descriptor to instead deal damage of an elemental type that matches your own elemental nature. The spell remains unchanged in all other ways, and use of this feat does not increase the spell's level. Spontaneous casters using this metamagic feat do not increase the casting time of the spell. For example, a Fire Elem sorcerer may alter a cone of cold to do fire damage; in essence creating a cone of fire, without changing the spell's casting time or other characteristics.

Energy Type	Associated Element
Earth Subtype	Acid
Air Subtype	Electricity
Fire Subtype	Fire
Water Subtype	Water

### **EMPOWER SPELL-LIKE ABILITY [General]**

You can make damage from one of your spell-like abilities more powerful by half.

**Prerequisite:** Spell-like ability at caster level 6<sup>th</sup> or higher.

**Benefit:** Choose one of your spell-like abilities, subject to the restrictions below. You can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When you use an empowered spell-like ability, all variable, numeric effects of the spell-like

ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

You can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

**Special:** This feat can be taken multiple times. Each time it is taken, you can apply it to a different one of your spell-like abilities.

### ENERGY SUBSTITUTION [Metamagic]

**Prerequisites:** Any other metamagic feat, Knowledge (arcana) 5 ranks.

**Benefit:** You choose one type of energy: acid, cold, electricity, fire, or sonic. When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to use your chosen type of energy instead. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

**Special:** You can gain this feat multiple times. Each time the feat applies to a different type of energy.



### EYES IN THE BACK OF YOUR HEAD [General]

**Prerequisites:** Base attack bonus +3, Wis 19.

**Benefit:** Attackers do not gain the usual +2 attack bonus when flanking you. This feat grants no benefit whenever you are attacked without benefit of your Dexterity modifier to AC, such as when you are flat-footed or when you are the target of a rogue's sneak attack.

### FIELD MEDIC [General]

You have learned to treat the injured with great speed, and to defend yourself while doing so.

**Prerequisite:** Heal 4 ranks.

**Benefit:** You may administer a potion or use the Heal skill to stabilize an unconscious person on the battlefield without provoking an attack of opportunity. You may administer a potion to an unconscious person as a standard action.

**Normal:** Administering a potion to an unconscious person is a full-round action. Use of the Heal skill in combat or administering a potion to an unconscious character provokes attacks of opportunity.

### FISH OUT OF WATER [Racial]

**Prerequisite:** Sea elf.

Through extended journeys on the surface world, you have managed to prolong your ability to remain out of water.

**Benefit:** You can remain out of water with no ill effect for one day per point of Constitution. After this time you must make Fortitude saves (DC 15) to avoid temporary Strength and Constitution loss for each 12 hours you spend out of water.

You spend the normal amount of Time Units on all activities that take place mostly out of water.

**Normal:** Sea elves can normally spend only 2 hours per Constitution point out of water before making Fortitude saves to avoid temporary Strength and Constitution loss.

### FLEET OF FOOT [General]

**Prerequisites:** Dex 15, Run.

**Benefit:** When running or charging, you can make a single direction change of 90 degrees or less. You can't use this feat while wearing medium or heavy armor, or when carrying a medium or heavy load. If you are charging, you must move in a straight line for 10 feet after the turn to maintain the charge.

**Normal:** Without this feat, you can run or charge only in a straight line.

### FLYBY ATTACK [General]

**Prerequisite:** Fly speed.

**Benefit:** When flying, you can take a move action (including a dive) and another standard action at any point during the move. You cannot take a second move action during a round when you makes a flyby attack.

**Normal:** Without this feat, you take a standard action either before or after your move.

### FOOL'S FORTUNE [Background]

For you, things have a way of turning out for the best.

**Benefit:** Once per day, reroll one attack roll, saving throw, skill check, or ability check and choose the better result.

**Special:** You may only take this feat as a 1<sup>st</sup>-level character.

### FORCE OF WILL [General]

You are able to resist psionic attacks with extreme force of will.

**Prerequisite:** Iron Will.

**Benefit:** Once per round, when targeted by a psionic effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw to avoid the effect.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use psionic powers (if you have a power point reserve or psi-like abilities).

### FURIOUS CHARGE [General, Fighter]

Your headlong assaults are a terror on the battlefield.

**Prerequisites:** Power Attack.

**Benefit:** When performing a charge action, add 1.5 x your Strength modifier, or 2 x your Strength modifier if you are using a two-handed weapon, to the damage of a successful melee attack. Due to the reckless nature of this attack the defender gains an attack of opportunity upon a character performing a furious charge; this is in addition to any attacks of opportunity provoked through moving through a threatened area.

**Normal:** When performing a charge action, add your Strength modifier, or 1.5 x your Strength modifier if you are using a two-handed weapon, to the damage of a successful melee attack



### GHOST SPELL [Metamagic]

In the city of Amthydor, the ghostly dead are known to haunt mortals — seeking the vibrancy that is part of the living. The wizards of the Sividia Academy created this metamagic feat, which allows the caster to extend his spell into the ethereal plane as well as the material plane.

**Benefit:** Casting a spell augmented with the Ghost Spell feat causes the spell to manifest in both the material plane and the ethereal plane. This causes it to affect all corporeal and incorporeal creatures in the area. A Ghost Spell uses up a spell slot one level higher than the spell's actual level.

### GHOSTSPEAKER [General]

Those dwelling in cities or near places where many people have died are known to sometimes develop the unique talent of speaking with ghosts. Whether a blessing or a curse, these folk soon attract cadres of ghosts who yearn to communicate with the living.

**Prerequisites:** Cha 13, Wis 13.

**Benefit:** You receive a +2 competence bonus to Diplomacy checks when dealing with intelligent, incorporeal undead. In addition, you can understand and communicate with such undead, regardless of what languages they spoke in life.

### GREATER DOMAIN FOCUS [General]

Your domain spells are harder to resist.

**Prerequisite:** Domain Focus (any domain).

**Benefit:** Choose one domain for which you have already chosen the Domain Focus feat. Add an additional + 1 to the spell save DC of the domain powers and domain spells you cast from the chosen domain. This bonus stacks with the bonus granted by the Domain Focus feat.

You may also pray for spells that are on your domain list, but not on your regular class list, and memorize those spells in your regular spell slots. You may pray for no more than one additional domain spell of each level per day. Note that this does not give you an increase in the total number of spells per day that you can cast.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain for which you have already chosen the Domain Focus feat.

The effects of this feat stack with those from Spell Focus and Greater Spell Focus.



### **GREATER MANYSHOT [General, Fighter]**

You are skilled at firing many arrows at once, even at different opponents.

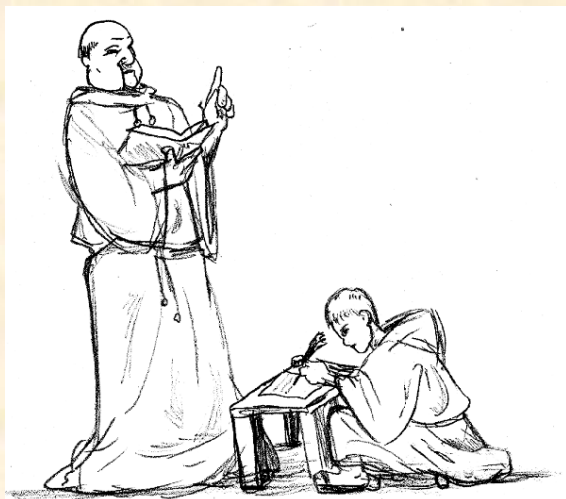
**Prerequisites:** Dex 17, Manyshot, Point Blank Shot, Rapid Shot, base attack bonus +6.

**Benefit:** When you use the Manyshot feat, you can fire each arrow at a different target instead of firing all of them at the same target. You make a separate attack roll for each arrow, regardless of whether you fire them at separate targets or the same target. Your precision-based damage applies to each arrow fired, and, if you score a critical hit with more than one of the arrows, each critical hit deals critical damage.

### **GROW SPELL [Metamagic]**

Your spells can affect a greater area or number of targets.

**Benefit:** A grown spell has its area or number of targets affected increased by one-half. Spells with a personal effect or that target only a single creature are not affected. A grown spell uses up a spell slot two levels higher than the spell's actual level.



### **HIGHER EDUCATION**

You are driven by a thirst for knowledge, and your studies have borne fruit.

**Prerequisite:** Intelligence 15.

**Benefit:** Select one Knowledge skill. You gain 1 bonus skill point to place in that Knowledge skill and an additional skill point every time you gain a level. In addition, add ½ your total class levels (minimum 1) to all Knowledge skill checks and you may make such checks untrained. This bonus is in addition to the +3 modifier that you receive if the skill is a class skill for you.

**Special:** If the PC also possesses the *Bardic Knowledge* class ability, this feat applies to a different Knowledge skill. You may take this feat multiple times equal to your Intelligence modifier. Each time it applies to a different Knowledge skill. You do not re-add ½ your total class levels.

### **HOLD THE LINE [General]**

**Prerequisites:** Combat Reflexes, base attack bonus +2.

**Benefit:** You may make an attack of opportunity against a charging opponent who enters an area you threaten. Your attack of opportunity resolves immediately before the charge attack is made.

**Normal:** You only get an attack of opportunity against a character that exits a square you threaten.

### **HOSTILE MIND [General]**

Your mind recoils violently against those who use psionics against you.

**Prerequisite:** Cha 15.

**Benefit:** Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Charisma bonus or take 2d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics–magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

### **HOVER [General]**

**Prerequisite:** Fly speed.

**Benefit:** When flying, you can halt your forward motion and hover in place as a move action. You can then fly in any direction, including

straight down or straight up, at half speed, regardless of your maneuverability.

If you begins your turn hovering, you can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but can attack with all other limbs and appendages it could use in a full attack. You can use a breath weapon or cast a spell instead of making physical attacks, if you can normally do so.

If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

Those caught in the cloud must succeed on a Spellcraft check (DC 10 + 1/2 creature's HD) to cast a spell.

**Normal:** Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

#### **IMPROVED DEFLECT ARROWS [General]**

You may deflect multiple arrows each round.

**Prerequisites:** Dex 13, Deflect Arrows, Combat Reflexes, Improved Unarmed Strike.

**Benefit:** When using the Deflect Arrows feat, you may deflect a number of ranged attacks per round equal to 1 + your Dexterity bonus.

**Normal:** You may use the Deflect Arrows feat only once per round.

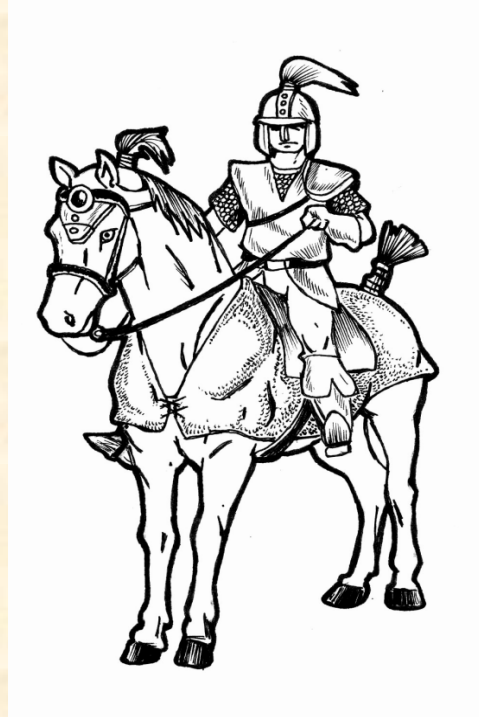
#### **IMPROVED MOUNTED COMBAT [Fighter, Mounted]**

You have learned how to more effectively maneuver your mount to avoid being hit in combat.

**Prerequisites:** Combat Reflexes, Mounted Combat, Ride 7 ranks.

**Benefit:** In addition to the one attempt per round allowed by Mounted Combat, you may attempt to negate attacks made against your mount a number of additional times per round equal to your Dexterity bonus. With this feat, you may also attempt to negate attacks against your mount while flat-footed.

**Normal:** You may only use the Mounted Combat feat once per round and may not use the Mounted Combat feat while flatfooted.



#### **IMPROVED NATURAL ARMOR [General]**

Your natural armor is tougher than average for your race.

**Prerequisites:** Natural armor (racial feature), Con 13.

**Benefit:** Your natural armor bonus increases by 1.

**Special:** You can gain this feat multiple times. Each time you take the feat your natural armor bonus increases by another point.

#### **IMPROVED NATURAL ATTACK [General]**

Your natural attacks cause more damage.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of your natural attack forms. The damage for this natural weapon increases by one step, as if your size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

#### **INCREASED EMPATHY [Familiar, Paladin]**

Your connection with your special companion is stronger.

**Prerequisite:** Cha 13, empathic link with another creature such as a paladin's mount or a wizard's familiar.

**Benefit:** The empathic link between you and



your companion extends for a number of extra miles equal to the creature's Wisdom modifier plus your Wisdom, Intelligence or Charisma modifier, whichever is greater.

**Normal:** The empathic link between creature and master extends for only one mile.

### INTERCEPTING VOICE [Bardic]

Your countersong ability is more powerful than the average bard's.

**Prerequisites:** Cha 15, Perform 3 ranks, bardic music ability.

**Benefit:** While using your bardic music to countersong, you gain a +4 circumstance bonus to your Perform check

### KNOCK-DOWN [General]

**Prerequisites:** Improved Trip, base attack bonus +9, Str 15.

**Benefit:** Whenever you deal 10 or more points of damage to your opponent in melee, you make a trip combat maneuver as a free action against the same target. If the trip maneuver succeeds, your opponent is prone (but you don't gain a provoked attack of opportunity as you would with *Greater Trip*). If the trip maneuver fails by 10 or more, you do not become prone.

**Normal:** If the trip maneuver fails by 10 or more, you are knocked prone instead.

### LARGER FAMILIAR [Familiar]

Your familiar is unusually large and powerful.

**Prerequisites:** Familiar, spellcaster level 5<sup>th</sup>.

**Benefit:** Rather than being a small creature, your familiar is a medium-sized creature - either a medium-sized version of a small creature (such as a dire weasel) or a normally medium-sized creature (such as a wolf). The familiar has all of its normal abilities, except that it uses the abilities of the base creature or the abilities of a normal familiar, whichever is better. Consult the table below for the special abilities of common medium-sized familiars; a larger version of a normal familiar gives you the same special abilities as the normal familiar of that type would.



Familiar	Special
Bear, Black	Master gains a +2 bonus on Survival checks
Boar	Master gains a +2 bonus on Fortitude saves
Cheetah	Master gains +10 ft. movement once per day for 2 rounds.
Crocodile	Master gains a +2 bonus on Hide checks
Dog	Master gains a +2 bonus on Sense Motive checks
Leopard	Master gains a +2 bonus on Hide checks
Lizard, Giant	Master gains a +2 bonus on Reflex saves
Porpoise	Master gains a +2 bonus on Swim checks
Shark	Master gains a +2 bonus on Swim checks
Snake, Constrictor	Master gains a +2 bonus on Climb checks
Wolf	Master gains a +2 bonus on Listen checks
Wolverine	Master gains a +2 bonus on Fortitude saves

### LEADERSHIP

You attract followers to your cause and a companion to join you on your adventures.

**Prerequisite:** Character level 7<sup>th</sup>.

**Benefits:** Having this feat enables you to attract loyal companions and loyal followers, subordinates who assist you. See the table below for what sort of cohort and how many followers you can recruit.

**Note:** This feat replaces the Leadership feat appearing in the *Pathfinder Rule Book*.

**Cohort Level:** Cohorts do not receive XP. Instead, a Cohort's level is based upon her Leader's natural Charisma score, unmodified by magic or other means. Each time that the Leader gains or loses a level, so does the Cohort. At no time can the level differential be reduced to less than 1. The level gap between Leader and Cohort remains constant, as follows, based upon the Leader's unmodified Charisma:

Leader's Charisma	Cohort Level
5 or less	Leader -6
6 - 9	Leader -5
10 - 15	Leader -4
16 - 17	Leader -3
18 - 19	Leader -2
20 +	Leader -1

Cohort Level	# of Followers by Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-
6	3	-	-	-	-	-	-
7	5	-	-	-	-	-	-
8	8	-	-	-	-	-	-
9	10	1	-	-	-	-	-
10	15	1	-	-	-	-	-
11	25	2	1	-	-	-	-
12	35	3	1	-	-	-	-
13	40	4	2	1	1	-	-
14	50	5	3	2	1	-	-
15	70	7	4	2	1	1	-
16	90	9	5	3	2	1	-
17	110	11	6	3	2	1	-
18	135	13	7	4	2	2	-
19	150	15	10	5	3	3	1

**Followers:** Only PCs who already have Cohorts may acquire Followers. While a Cohort's character level is determined by the Charisma of the PC Leader, the number and level of Followers are determined based upon the level of the Cohort:

Followers do not gain XP, and therefore do not gain levels. As the Leader (and therefore her Cohort) gain levels, they may attract additional followers, some of whom may be higher levels. In the *Legends of the Shining Jewel Campaign* Followers may only be brought into play during designated Mass-Combat and Battle Interactives or similar major campaign events which indicate in their blurbs that Followers are permitted in that event. During all other events Followers are presumed to be seeing to the security of the PC Leader's property and possessions.

Further information on the Leadership feat and the use of Cohorts and Followers in the *Legends of the Shining Jewel Campaign* may be found in the *Appendix III*.

#### LINGERING MELODY [Bardic]

Your bardic song powers last longer than normal.

**Prerequisite:** Bardic song ability.

**Benefit:** This feat doubles the duration of bardic song powers that continue after you stop concentrating to maintain them. It does not increase the time you can spend concentrating

to maintain a bardic song. Use of this feat requires the spending of one additional bardic song use.

**Note:** This feat can only be applied to bardic song powers that specifically state that the effects continue after the bard stops performing, such as *Fascinate*.



#### MENTAL RESISTANCE [General]

Your mind is armored against mental intrusion.

**Prerequisite:** Base Will save bonus +2.

**Benefit:** Against psionic attacks that do not employ an energy type to deal damage you gain damage reduction 3/-. In addition, when you are hit with ability damage (but not ability drain or ability burn damage) from a psionic attack, you take 3 points less than you would normally take. The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics-magic transparency rule.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

#### MIGHTY THROW [General]

You can make exceptionally powerful attacks with thrown weapons.

**Prerequisite:** Power Attack.

**Benefit:** On your action, before making attack rolls for a round, you may choose to subtract a number from a ranged attack roll with a thrown weapon and add the same number to the damage roll with the weapon. This number may not exceed your base attack bonus. This ability

has no effect on projectile weapons (such as bows and crossbows).

#### **MIND OVER BODY [General]**

**Your ability damage heals more rapidly.**

**Prerequisite:** Con 13.

**Benefit:** You heal ability damage and ability burn damage more quickly than normal. You heal a number of ability points per day equal to 1 + your Constitution bonus.

**Normal:** You heal ability damage and ability burn damage at a rate of 1 point per day.

#### **MULTIATTACK [General]**

You are adept at using all of your natural attacks in melee.

**Prerequisite:** Three or more natural attacks.

**Benefit:** The creature's secondary attacks with natural weapons take only a –2 penalty.

**Normal:** Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

#### **MULTIWEAPON FIGHTING [General] [SRD]**

You are able to use weapons in all of your hands.

**Prerequisites:** Dex 13, three or more hands.

**Benefit:** Penalties for fighting with multiple weapons are reduced by 2 with the primary hand and reduced by 6 with off hands.

**Normal:** A creature without this feat takes a –6 penalty on attacks made with its primary hand and a –10 penalty on attacks made with its off hands. (It has one primary hand, and all the others are off hands.) See Two-Weapon Fighting.

**Special:** This feat replaces the Two-Weapon Fighting feat for creatures with more than two arms.

#### **NEGOTIATOR [General]**

You have a silver tongue and a keen understanding of the art of the deal.

**Prerequisite:** Aristocrat or Noble.

**Benefit:** You get a +2 bonus on all Diplomacy checks and Sense Motive checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

#### **OPPORTUNITY KNOCKS [General]**

You have been specially trained to recognize moments when your opponent's guard is down, allowing you to strike when others cannot.

**Prerequisite:** Combat Reflexes.

**Benefit:** You may make an attack of opportunity when an opponent moves through your

threatened area, even when the opponent has a feat, skill, or extraordinary ability that normally prevents this (e.g. a character with the Spring Attack feat moves through your threatened area). This does not provide you with an additional attack of opportunity in a round beyond those allowed by the Combat Reflexes feat, nor in situations that do not normally allow attacks of opportunity (such as being charged by a foe).



#### **PARAMOUR [General]**

You gain the favor of an aristocrat or noble, impelling you to perform great deeds and achieve excellence in arms.

**Prerequisite:** Cha 17.

**Benefit:** While openly wearing a token (a scarf, flower, minor piece of jewelry, or something of the sort) of a worthy aristocrat or noble whose romantic favor you've won, you gain a bonus to your ability to resist the enchantments of others. You may add a morale bonus equal to your Charisma bonus to any saving throw vs. enchantment spells or enchantment effects.

You must spend at least one month (30 Time units) per year (spread out as you desire) courting your paramour or lose those benefits. This paramour may be a PC or an NPC.

**Special:** Notable named NPCs of the Legends of the Shining Jewel campaign cannot accept a PC's affections without approval from the campaign staff.

### **PARRY [General]**

You can deflect a melee attack against you with your own weapon.

**Prerequisites:** Dex 13, base attack bonus +3, Expertise.

**Benefit:** On your action, you may choose to hold one or more of your normal attacks until an opponent attacks. The opponent rolls his attack normally to determine if he hits. If he succeeds, you may then make an opposed attack roll against a DC equal to your opponent's final attack result. If you succeed, you have parried the blow and struck your opponent's weapon (PHB). Using parry does not provoke an attack of opportunity. If, at the start of your next turn, you have any unused parry actions, they are lost and may not be transferred to the next round.



### **PASS FOR HUMAN [General]**

You favor the human side of your parentage and can pass for a normal human in a pinch.

**Prerequisite:** Half-elf, Half-ogre or Half-orc.

**Benefit:** You gain a +10 racial bonus on Disguise checks made to appear human.



### **PERSISTENT SPELL [Metamagic]**

**Prerequisite:** Extend Spell.

**Benefit:** A persistent spell has a duration of 24 hours. The persistent spell must have a personal range or a fixed range. Spells of instantaneous duration cannot be affected by this feat, nor can spells whose effects are discharged. You need not concentrate on spells such as *detect magic* or *detect thoughts* to be aware of the mere presence or absence of the things detected, but you must still concentrate to gain additional information as normal. Concentration on such a spell is a standard action that does not provoke an attack of opportunity. A persistent spell uses up a spell slot six levels higher than the spell's actual level.

### **PIED PIPER [Bardic]**

It is said that music can soothe the savage beast. Some bards have learned to do a lot more than that; rumor tells of bards who are capable of calling upon sufficient magical force to invest an animal with a part of themselves, making the animal into a familiar.

**Prerequisites:** Handle Animal 2 ranks, bardic music ability.

**Benefit:** You gain the ability to summon a familiar. This functions in all respects as the wizard ability, Summon Familiar, with the exception of the familiar's special abilities. Instead of receiving a special ability based on the creature type of the familiar, all Bardic familiars grant a +3 bonus to Perform checks.

The familiar's abilities advance with your levels in the bard class. Levels in bard now stack with wizard and any applicable prestige class levels for the purpose of determining the familiar's abilities.

### **PIERCE [General, Fighter]**

You can send ranged weapon attacks through a target you kill, possibly striking a nearby foe.

**Prerequisites:** Dex 13, Point Blank Shot, Precise Shot.

**Benefit:** If you deal enough damage to an opponent with a ranged weapon attack to make it drop (by damaging it to below 0 hit points), the attack can pass through that opponent, possibly striking another creature behind it. The second creature must be directly behind the foe you downed along a straight line between you and the original target, within the weapon's range. Make a normal ranged attack roll at the same bonus as the attack that downed the previous creature, taking into account any new range penalty, cover (the downed foe does not count),

and concealment. If you hit, you deal damage as normal.



### POLITICAL INTRIGUE

You are skilled at the give-and-take of political maneuverings.

**Prerequisite:** Charisma 13.

**Benefit:** You gain a +1 bonus to all Bluff, Diplomacy and Sense Motive skill checks due to your ability to recognize and reciprocate gossip, rumors and political dealings.

**Special:** Nobles and aristocrats may select this feat a number of times equal to 1 + their natural (unmodified) Charisma bonus (if positive). Non-nobles and non-aristocrats may only select this feat once.

### PRONE COMBAT [Fighter]

Any falling in the course of combat is an advantage for the opponent. With this feat, you have learned to minimize the weakness of being prone in battle. Indeed, it's not unknown to turn this typically vulnerable condition to one's advantage.

**Benefit:** Your penalty to attack rolls and AC when fighting in melee while prone is reduced to -2. While you are prone, your melee attacks ignore any shield bonuses to the AC of your target. You gain a +2 to hit when making the attack roll to initiate a trip attempt, but not on the opposed trip check itself

**Normal:** A prone character has a -4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). He gains a +4 bonus to Armor Class against ranged attacks,

but takes a -4 penalty to AC against melee attacks.

**Special:** A fighter may select this feat as one of his fighter bonus feats.

### PSIONIC HOLE [General]

You are anathema to psionic creatures and characters.

**Prerequisite:** Con 15.

**Benefit:** When a foe strikes you in melee combat, the foe immediately loses its psionic focus, if any. Also, if you are the target of a power, the manifester of the power must spend an additional number of power points equal to your Wisdom bonus, or the power fails (all the power points spent on the power are still lost). This extra cost does not count toward the maximum power points a manifester can spend on a single power.

**Special:** You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve or psi-like abilities).

### QUICK SHEATHE [Fighter, General] [

You have learned to put items away or snatch them up off the ground in the blink of an eye.

**Prerequisites:** Dex 13, Quick Draw.

**Benefit:** Once per round on your turn, you can sheathe or holster your weapon, or put away a held item, as a free action that does not provoke attacks of opportunity. Once per round on your turn, you may attempt a Reflex save (DC 15) to retrieve a weapon or item from the ground without provoking an attack of opportunity, as long as the item to be retrieved is in your square. If you fail the save, you still retrieve the item, but you suffer attacks of opportunity as normal. Picking an object up with this feat still requires a move action.

**Normal:** Putting away a weapon or object is normally a move-equivalent action and provokes attacks of opportunity.

### QUICKEN SPELL-LIKE ABILITY [General]

**Prerequisite:** Spell-like ability at caster level 10<sup>th</sup> or higher.

**Benefit:** Choose one of your spell-like abilities, subject to the restrictions described below. You can use that ability as a quickened spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. You can perform another action—including the use of another spell-like ability—in the same round that you use a quickened spell-

like ability. You may use only one quickened spell-like ability per round.

You can only select a spell-like ability duplicating a spell with a level less than or equal to half your caster level (round down) –4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

**Normal:** Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

**Special:** This feat can be taken multiple times. Each time it is taken, you can apply it to a different one of your spell-like abilities.

Empower and Quicken Spell-Like Ability		
Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4 <sup>th</sup>	8 <sup>th</sup>
1 <sup>st</sup>	6 <sup>th</sup>	10 <sup>th</sup>
2 <sup>nd</sup>	8 <sup>th</sup>	12 <sup>th</sup>
3 <sup>rd</sup>	10 <sup>th</sup>	14 <sup>th</sup>
4 <sup>th</sup>	12 <sup>th</sup>	16 <sup>th</sup>
5 <sup>th</sup>	14 <sup>th</sup>	18 <sup>th</sup>
6 <sup>th</sup>	16 <sup>th</sup>	20 <sup>th</sup>
7 <sup>th</sup>	18 <sup>th</sup>	—
8 <sup>th</sup>	20 <sup>th</sup>	—
9 <sup>th</sup>	—	—

#### RAPID METABOLISM [General]

Your wounds heal rapidly.

**Prerequisite:** Con 13.

**Benefit:** You naturally heal a number of hit points per day equal to the standard healing rate + double your Constitution bonus. You heal even if you do not rest. This healing replaces your normal natural healing. If you are tended successfully by someone with the Heal skill, you instead regain double the normal amount of hit points + double your Constitution bonus.

#### REACH SPELL [Metamagic]

**Benefit:** You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed at a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

#### RECKLESS OFFENSE [General]

You can shift your focus from defense to offense.

**Prerequisite:** Base attack bonus +1.

**Benefit:** When you use the attack action or full attack action in melee, you can take a penalty of –4 to your Armor Class and add a +2 bonus on your melee attack roll. The bonus on attack rolls and penalty to Armor Class last until the beginning of your next turn.

#### REPEAT SPELL [Metamagic]

**Prerequisites:** Any other metamagic feat.

**Benefit:** A repeated spell is automatically cast again at the beginning of your next round of actions. No matter where you are, the secondary spell originates from the same location and affects the same area as the primary spell. If the repeated spell designates a target, the secondary spell retargets the same target if the target is within 30 feet of its original position; otherwise the secondary spell fails to go off. A repeated spell uses up a spell slot three levels higher than the spell's actual level. Repeat Spell cannot be used on spells with a range of touch.

#### RETAIN [General]

It is more difficult than normal to disarm you or sunder your weapons.

**Prerequisite:** Int 13, Combat Expertise.

**Benefit:** When an opponent attempts to disarm you or sunder your weapon, you get a +2 bonus to your opposed attack roll. This bonus never applies when you are attempting to initiate an attack against your opponent, or to any attacks of opportunity you make. This bonus stacks with whatever bonuses you receive to your opposed attack roll from the Weapon Focus or Weapon Finesse feats.

#### SACRED SPELL [Metamagic]

**Benefit:** Half of the damage dealt by a sacred spell results directly from divine power and is therefore not subject to being reduced by protection from elements or similar magic. The other half of the damage dealt by the spell is as normal. A sacred spell uses up a spell slot two levels higher than the spell's actual level. Only divine spells can be cast as sacred spells.



### SCHOLAR (GENERAL)

You spend all your spare time studying.

**Prerequisite:** Int 13.

**Benefit:** All Knowledge skills are class skills for you.



### SCULPT RUNIC ITEM [Item Creation]

You can carve runes of power into wood or stone objects, from which you can then cast spells.

**Prerequisites:** Craft (stonemasonry, woodworking, or metalworking) 5 ranks, caster level 1<sup>st</sup>.

**Benefit:** You may sculpt a runic item of any spell you know. Runic items are small pieces of wood, metal, or stone, onto which you are able to carve, sculpt, or otherwise scribe spells. Runic items are activated exactly as if they were scrolls and use all of the same rules and restrictions. The creation times, gold piece costs, and experience point costs for sculpting runic items are exactly the same as those for scrolls, except that you must also succeed on a Craft check (DC 10 plus twice the level of the spell being sculpted) at the conclusion of the creation process or the item is flawed in some way and the spell does not function when the item is activated. Runic items may not contain more than a single spell and are consumed when the spell contained within is released.

### SHAPECHANGE CHANNEL

Choose one form of shapechanger, such as lycathropes (natural and afflicted), non-lycanthrope inherent shapechangers (doppelganger, druids, etc) or spell-enabled shapechangers (spells or spell-like abilities). You can channel your divine energy to harm shapechanging creatures.

**Prerequisites:** Ability to channel energy.

**Benefit:** You can choose to have your ability to channel energy affect shapechangers of your chosen shapechanger subtype as if they were undead. You must make this choice each time you use your ability to channel energy. This

ability does not cause shapechangers to flee or fall under your command.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new shapechanger subtype.

### SHARP-SHOOTING [General]

**Prerequisites:** Point Blank Shot, Precise Shot, base attack bonus +3.

**Benefit:** Your targets only receive a +2 bonus to Armor class due to cover. This feat has no effect against foes with no cover or total cover.

**Normal:** Cover normally gives a +4 bonus to AC.

**Special:** A fighter may select Sharp-Shooting as one of his bonus feats.



### SHOWSTOPPER [General]

Your act steals the show every time!

**Benefit:** You get a +2 bonus on all Acrobatics checks and a +2 bonus to one Perform skill specialty. The Perform skill specialty must be chosen at the time this feat is chosen and may not be changed. If you have 10 or more ranks in Acrobatics or the chosen Perform skill specialty, the bonus increases to +4 for that skill.

### SORCEROUS BOND [Sorcerer]

You have sufficient magical force to invest an animal with a part of themselves, making the animal into a familiar.

**Prerequisites:** Handle Animal 2 ranks, any sorcerous bloodline.

**Benefit:** You gain the ability to summon a familiar. This functions in all respects as the wizard ability, Summon Familiar, with the exception of the familiar's special abilities. Instead of receiving a special ability based on

the creature type of the familiar, all Sorcerer familiars grant a +3 bonus to Spellcraft checks. The familiar's abilities advance with your levels in the sorcerer class. Levels in sorcerer now stack with wizard and any applicable prestige class levels for the purpose of determining the familiar's abilities.

### **SPELL THEATRICALS [General]**

You prove adept at casting your spells in a unique and imaginative way.

**Benefit:** You cast spells in such a way that the visual and auditory effects appear very different from the standard. For example, a wizard who has the Spell Theatricals feat could choose to cast his spells to include the effect of "whispering shadows." This does not allow you to use this feat to duplicate the effects of any existing spell, or to cause any in-game rules effect; this is merely for show. Those attempting to use a Spellcraft check to identify the spell being cast suffer a -5 penalty on the check.

### **STEP INTO HARM'S WAY [General]**

You can shield an adjacent ally from harm, taking a blow in their stead.

**Prerequisites:** Base attack bonus +4, Dexterity 13, Improved Initiative.

**Benefit:** When you are adjacent to a character (PC or NPC) to whom you have sworn allegiance, or to a character or creature whose HD are equal to 75% or less of your own, you may take a swift action to effectively shield them with your own body until your next turn, taking damage meant for them. You are denied your Dexterity bonus when using this feat, as if you were flat-footed. The attacker's blow is against your own AC, rather than that of the original target. If the attack is a ranged attack, from a distance of less than 30 feet, you must first succeed at a Perception check DC 15 + any conditional modifiers (lighting, concealment), to notice the impending attack. At 30 feet the DC increases by + 5, with an additional +5 for each additional 30 feet (DC20 at 30 ft, DC25 at 60 ft, DC30 at 90 ft, etc). You may not use this feat if you are already flat-footed, or if you are reduced to half movement or less. This feat has no effect against spell attacks. A fighter may select this feat as one of his bonus feats.

### **SUBDUAL SUBSTITUTION [Metamagic]**

**Prerequisites:** Any other metamagic feat, Knowledge (arcana) 5 ranks.

**Benefit:** When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can

modify the spell to deal subdual damage instead of the indicated type of energy damage. The altered spell uses a spell slot of the spell's normal level.

The altered spell works normally in all respects except the type of damage dealt.

### **SUBDUING STRIKE [General]**

You've learned to use normally lethal weapons to knock your opponents unconscious.

**Prerequisite:** Base attack bonus +2, Dex 13.

**Benefit:** When using a normal weapon to inflict only subdual damage, the normal -4 attack penalty is reduced to -2.

**Special:** This feat may be taken twice to reduce the modifier for subdual attacks to -0. You cannot take this feat more than twice.

### **SUPERIOR EXPERTISE [General]**

**Prerequisites:** Int 13, Combat Expertise, base attack bonus +6.

**Benefit:** When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC can be any number that does not exceed your base attack bonus. This feat eliminates the +5 maximum for the Combat Expertise feat.

### **SUPERIOR LEADERSHIP**

Your natural abilities as a leader draw the best and brightest to follow you.

**Prerequisite:** Cha 16+, Leadership, 10<sup>th</sup> level.

**Benefit:** The level differential between you and your Cohort is reduced by 1. Even with this feat the level differential may not be reduced to less than 1. Furthermore, due to your exceptional example, you attract a second Cohort whose level differential with the primary Cohort is three times the level differential between your primary Cohort and you. (ie: A 12<sup>th</sup> level Leader with a 18 Charisma will have a 10<sup>th</sup> level primary Cohort and a 4<sup>th</sup> level secondary Cohort).

**Normal:** The level differential between a Leader and Cohort is determined solely by the Leader's unmodified Charisma ability. A Leader may only have one Cohort at any given time.

### **SUPERIOR TRACKER [General]**

You have practiced the art of tracking to the point where you can follow tracks as naturally as other people can walk.

**Prerequisite:** Survival 5 ranks.

**Benefit:** You can follow tracks at your normal speed without suffering the usual -5 penalty to your Survival check. If you are willing to accept a -10 penalty to your Survival check, you can



follow tracks at twice your normal speed. If you also have the Swift Tracker ability you may follow tracks at twice your normal speed without penalty.

### URBAN SURVIVAL [General]

You know the 'Whos', 'Hows', 'Whys' and 'Wheres' of living in an established community, how to work with them and how to get around them.

**Prerequisite:** Must possess minimum 8 total ranks divided among at least four of the following skills: *Diplomacy, Knowledge (Local), Perception, Sense Motive, Stealth* or *Survival* or possess the *Track* class ability.

**Benefit:** Your intimate knowledge of the city landscape and inhabitants allows you to take the path of least resistance, granting you a 20% increase to your local and overland movement rate within the community. Your tactical movement rate is unaffected. You also reduce the time needed for a Diplomacy check to gather information by 20%.

**Trailing:** You may use this feat to trail a target creature or group through crowds and busy streets, or to trace them to an unknown destination. It is not necessary for you to be close enough to actually see your target to effectively trail them. It allows you to effectively trail an individual or group in an urban setting by gauging the reactions of others who may have seen them or predicting their movements through busy city streets, even if you have not personally seen them. The response of a crowd to a fugitive pushing through tells you even after he is gone which direction he may have gone. To locate an individual or group or to trail it for 1 hour requires a successful Survival check. You must make another Survival check every time the trail becomes difficult to follow, such as when the trailed party cuts through a building or a large crowd. This feat does not aid in following tracks.

**Normal:** A character without this feat can use *Diplomacy* to gather information about a particular individual, but each check takes 1d4+1 hours and doesn't allow effective trailing.

**Special:** In the *Legends of the Shining Jewel Campaign* you must spend ten (10) TUs attuning yourself to the community that you are in before gaining the benefits of this feat. You may only be attuned to a single community at any time. If you move to a new location you must attune yourself to the new community by spending another 10 TUs. If you later return to a community that you were previously attuned to and wish to re-attune yourself to it, you must

spend another 10 TUs. You may only attune yourself to a new location between scenarios, not during an event.

<i>Community Size Required</i>	<i>DC</i>	<i>Checks</i>
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

<i>Conditions</i>	<i>DC Modifier</i>
Every three creatures in the group being sought	-1
Every six hours since the trailed party was last observed	+1
Trailed party "lies low"	+5
Trailed party matches community's primary racial demographic <sup>1</sup>	+2
Trailed party does not match community's primary or secondary racial demographic	-2

<i>Size of creature or creatures being trailed:</i>	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium	+0
Large	-1
Huge	-2
Gargantuan	-4
Colossal	-8

You can cut the time between Survival checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

### VERMIN COMPANION [General]

You can take a vermin as animal companion.

**Prerequisite:** Animal Companion class ability.

**Benefit:** You may choose to take a vermin as your animal companion. This vermin can be of any size that you could normally take as an animal companion.

### VERMIN WILD SHAPE [Wild]

You can take the form of a vermin when you use the *wild shape* ability.

**Prerequisite:** *Wild shape* ability.

**Benefit:** When you *wild shape*, you may take the form of a vermin. This vermin can be of any size that you could normally take as an animal.

**WARY [General]**

You are ever-vigilant and quick to respond to danger.

**Prerequisite:** Wis 13.

**Benefit:** You gain a +2 bonus on Perception checks and on initiative checks. If you have 10 or more ranks in Perception, the bonus increases to +4 for that skill.

**WINGOVER [General]**

**Prerequisite:** Fly speed.

**Benefits:** You can change direction quickly once each round as a free action. This feat allows you to turn up to 180 degrees regardless of your maneuverability, in addition to any other turns you are normally allowed. You cannot gain altitude during a round when you execute a wingover, but you can dive.

The change of direction consumes 10 feet of flying movement.



# Religion

## In the Beginning ...

In the beginning there were the Gods, and they lived in the Heavens. Each of them lived in their own demesne, which they shaped to their desires and populated with divine servitors whose natures matched their patron's. And in these demesnes each God ruled supreme, and was content.

But the Gods differed in both their nature and attitude, and these differences led to conflict. Those of kindly disposition settled their differences with words of conciliation and understanding, but not all Gods were so beneficent. These others sent their minions to invade the realms of the Gods who vexed them and ruin their works. Those Gods retaliated, and thus began the first Border Wars, as the armies of opposed deities clashed repeatedly, disrupting the harmony of many Gods' homes.

The constant warring threw all the Heavens into turmoil. The wisest among the Gods realized that these battles had to end, else all the Heavens would be torn asunder and everything the Gods had created would be lost.

And so it came to be that a Great Concordance was held by the Gods at Apex, the central, highest point in the Heavens. Apex was a neutral ground, safe for all, where words were traded rather than blows.

There the Gods voiced their grievances. Sorena protested the encroachment of shadow upon her lands at the hands of Oblivion, who likewise resented the stark glare of light from the Sun Queen's bright realm. Cyrene complained of the presence of fire-beasts that steamed her oceans dry, and likewise Zara was incensed over the quenching of the sacred pillars of flame along her borders. And thus the complaints continued, the wrongs listed and fingers pointed angrily. But this did not solve their problems.

It was then that Destine, wisest and most learned of all the Gods, spoke in a voice that barely was above a whisper. But this whisper cut through the screaming throng like a thunderbolt, and all fell silent and listened.

"We will not settle all of our differences here and now. Indeed, it is not in our natures to do so. The Great Balance requires equal opposites in all things. Instead of bringing the battles to our homes, we must continue them elsewhere in a manner that both shields our demesnes from damage and allows us each to express ourselves freely.

"What, then, do you propose?" asked the Gods, eager for relief.

"I propose this," said Destine. She pointed down, below the Heavens, to a great void beneath. "Below our realms lies a great emptiness. I propose that we create a new cosmos, a new world, which each of us may add to in his or her own fashion. Should we feel a need to conflict one another, we may do so there, in the realm below."

"But what if these beings do not do our will? What if they rebel?" asked the Gods.

"They shall not," answered wise Destine, "for we shall make them less than ourselves. They shall be mortal, and their power can never rival ours."

"But how shall we retain their loyalty?" asked the Gods.

"By offering them the merest fraction of our power in return for their obeisance," Destine calmly stated. "Those who are most devout shall directly wield this power in our names."

The Gods pondered Destine's words and came to agree that they were wise and true.

The Gods smiled, for their troubles would soon be over.

And Destine smiled, for all would be as it was fated.

\* \* \* \* \*

The Gods gathered and looked down upon the mortal plane. There was nothing there, simply a vast emptiness.

Sorena, the Lady of Light, plucked out her eye and placed it in the center of the nothingness,

where it began to burn with the glory of a portion of her own light. And thus the sun, Sorena's Eye, came to be.

Emerys, God of Magic, the Runekeeper, gifted the mortal plane with his own mystick essence, making it possible to work magic in all its many forms.

Then the Elemental Lords stepped forward, for theirs was the task of creating the building blocks of a new world for mortal beings to inhabit. First Lohm took of his essence and used it to form the foundations of the world, the rock and earth and minerals. Then Zara took a portion of her own divine flame and placed it in the center of the world, to provide energy to shape the forces of the world. Cyrene cried tears of joy, and those tears formed the lakes, rivers, and oceans capable of birthing and sustaining life. Finally, Aurelian breathed upon this world, and his breath became the air that would help maintain the other forces and draw them to action.

Kalek, the First Craftsman, then descended upon the infant world to do his work. At his touch, rock, earth and sand changed, becoming the metals, minerals, and gems which later could be worked to create tools, draughts, and jewelry to be used and enjoyed by the mortal races.

Now it came to Ardra to provide the Essence of Life, without which the new world would remain dull and dead. More than any of the other Gods, Ardra gave deeply of her very being to grant the Gift of Life to the world, which she named Raia.

Then Mordun, the first (but not the last) God of Death, plucked out his own lifeless eye and set it in orbit around Raia. Thus would the Moon, the Eye of Death, always linger over the mortals, reminding them that death lay at the end of their journey, both to give their lives meaning and lend urgency to their existence.

Ardra's twin daughters then began populating Raia, a world graced with the gift of life, but yet empty. Ayla, Lady of the Wood, traveled the virgin world, planting the seeds for the endless variety of plants that would grow and nourish the world. Brianna, the Maiden of Fauna, joined her sister on her journey, creating and naming the animals that became an equal part in the order of nature.

And thus was created the world of Raia.



## Player Character Worship Notes

Player characters must choose as a patron deity any non-evil deity, whose portfolio suits their needs or beliefs, from the list of deities on page 30 of the Class section of this book. In addition, Clerics must adhere to the alignment restrictions noted in deity descriptions. Monks and Paladins must choose a non-evil patron deity as noted in the section on Paladin and Monk Orders. No PC can worship an evil deity without a special certificate from the campaign staff.

# Equipment

Following is a sampling of some new equipment that can be purchased in the LEGENDS OF THE SHINING JEWEL tournament series. Unless otherwise noted, these items may be purchased freely at any time.

## Adventuring Gear

Adventuring Gear		
Equipment	Cost	Weight
Map-Making Kit	150 gp	5 lb
Mess/Cooking Kit	5 gp	2 lb
Potion or Scroll	50 gp	1 lb
Belt/Bandolier		
Spellcaster's Bandolier	60 gp	2 lb
Wrist Sheath	10 gp	0.5 lb
Wrist Sheath, Masterwork	50 gp	*

\* = Negligible weight.

**Map-Making Kit:** This padded, weatherproof satchel contains various pieces of parchment, a small metal measuring instrument, a quill pen, a vial of ink, a drawing compass, and a protractor.

**Mess/Cooking Kit:** This neatly-packaged item contains all the supplies and utensils one person needs to cook and eat small meals during travel. A small metal pot is the central item. Within it are packaged a small wooden cup, several small wooden containers of common spices, and a set of cheap metal utensils. The lid to the pot also doubles as the eating plate.

**Potion or Scroll Belt/Bandolier:** This sturdy leather belt or bandolier has replaceable shaped pockets that hold potion vials or scrolls. These belts and bandoliers can be found in almost any military unit on Raia. Once per round, the wearer may retrieve a potion or scroll from one of these items as a free action. This provokes attacks of opportunity. However, since the items are in such easy reach of the wearer, opponents attempting a Sleight of Hand attempt to grab an item from the belt/bandolier have the DC increased by 10. Each belt or bandolier may hold up to 5 potions, scrolls, or a combination of the two. Items stored in the belt or bandolier gain no protection from the elements or any

other type of damage. A character may only wear one belt and two bandoliers at any time.

**Spellcaster's Bandolier:** These handy bandoliers have found widespread use among spellcasters. A small leather belt fitted with small pockets and loops for carrying wands, potions, and scrolls, this bandolier is usually worn across the chest by spellcasters, but some use them as belts. In either case, each bandolier can hold up to four wands, four scrolls, and two potions. Items in the bandolier are considered hidden (Perception check DC 20) but can still be drawn as a move-equivalent action, or as a free action with the Quick Draw feat. A character may only wear one belt and two bandoliers at any time.

**Wrist Sheath:** This item is a simple leather sheath designed to be strapped onto the lower arm or wrist. Easily concealed under clothing, this small sheath is a favorite amongst spies and rogues alike. Anything more than a cursory search will reveal the sheath, but while worn it may go unnoticed by the casual observer (Perception check DC 15). This sheath may hold any single item weighing one pound or less. Constructing an item of an exotic material does not reduce the item's bulk, so this limit still applies to items constructed from special materials, as long as the original version weighed no more than one pound.

**Wrist Sheath, Masterwork:** A cleverly-designed wrist sheath, this item may be disguised as a bracer or piece of clothing, making it much harder to detect, even with a thorough search. This sheath gives the wearer a +5 circumstance bonus to the opposed Sleight of Hand versus Perception checks to hide an item on her person. This sheath does not allow an untrained Sleight of Hand skill check, however; the bonus applies only if the wearer already possesses the skill. For a casual observer, noticing an item concealed in a masterwork wrist sheath requires a Perception check (DC 20) or an opposed Perception check versus a Sleight of Hand check if the wearer possesses that skill. This sheath may only hold any single item weighing one pound or less. Constructing an item of an exotic material does not reduce the item's bulk, so this limit still applies to items constructed

from special materials, as long as the original version weighed no more than one pound.

## Weapons

**Chakram:** A chakram is an exotic ranged weapon and requires the Exotic Weapon Proficiency feat to use without penalty. It is favored by followers of the god Meneon.

## Weapon Modifications

**Greater Masterwork (cost +600 gp):** Some masters of the smithy have surpassed the level of skill needed to achieve masterwork-quality weapons. Through improved designs, use of experiment alloys, metal folding techniques, or advanced tempering techniques, these few masters of the craft are able to achieve a level of craftsmanship known as greater masterwork. Greater masterwork melee weapons gain a +1 enhancement bonus to hit and damage. Greater masterwork ranged weapons gain a +2 enhancement bonus to hit (when used to make ranged attacks). All greater masterwork weapons receive a +1 bonus to their hardness and +5 hit points. For weapons that can serve as melee or ranged weapons, the specific “type” of greater masterwork quality must be selected during the weapon’s creation. The greater masterwork enhancement bonuses subsume (do not stack with) those from the masterwork quality, and magical enhancement bonuses do not stack with the enhancement bonus from the greater masterwork quality. However, the increases to hardness and hit points do stack with those granted by magical enhancement bonuses.

**Note:** Greater masterwork weapons are not normally allowed for sale or for creation by PCs. Only players who have GMW certificates may own or create such items.

## Armor Modifications

**Greater Masterwork (cost +300 gp):** Some master smiths have surpassed the level of skill needed to achieve masterwork-quality armor and shields. Through improved designs, use of additional plates or joints, or by granting the item the ability to deflect attacks rather than absorb them, these few masters of the craft are able to achieve a level of craftsmanship known as greater masterwork.

Greater masterwork armors and shields function exactly like their normal versions except that their armor check penalties are reduced by two, they gain a +1 bonus to their hardness, and they gain +5 hit points. The greater masterwork enhancement bonus subsumes (does not stack with) the masterwork bonus.

**Note:** Greater masterwork armor and shields are not normally allowed for sale or for creation by PCs. Only players who have GMW certificates may own or create such items.

### New Exotic Weapons

Name	Cost	Damage	Critical	Range Increment	Weight	Type
Ranged Weapons						
Chakram	15 gp	1d6	18-20/x3	40 feet	2 lb	S

# Magic

## New and Modified Spells

### Armor of Darkness

Abjuration [Darkness]

**Level:** Darkness 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The spell envelops the warded creature in a shroud of shadows. The shroud can, if the caster desires, conceal the wearer's features. In any case, it grants the recipient a +3 deflection bonus to Armor Class plus an additional +1 for every four caster levels (maximum bonus +8). The subject can see through the armor as if it did not exist and is also afforded darkvision with a range of 60 feet. Finally, the subject gains a +2 bonus on saving throws against any holy, good, or light spells or effects. Undead creatures that are subjects of *armor of darkness* also gain +4 turn resistance.

### Augment Poison

Transmutation

**Level:** Clr 2, Drd 1, Poison 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will (harmless)

**Spell Resistance:** None

A lurid green glow envelops the subject of this spell, increasing the potency of its natural poison. This spell grants a +1 per four caster levels (maximum +5) enhancement bonus to the DC of the creature's poisons or toxins for the duration of the spell.

Alternatively, you may augment a dose of poison. This spell will affect up to one ounce of poison per four caster levels.

Material Component: A dried snake's tongue.

### Blacklight

Evocation [Darkness]

**Level:** Darkness 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Area:** A 20-ft.-radius emanation centered on a creature, object, or point in space

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates or none (object)

**Spell Resistance:** Yes or no (object)

The caster creates an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but the caster can see normally within the blacklit area. Creatures outside the spell's area, even the caster, cannot see through it.

The spell can be cast on a point in space, but the effect is stationary cast on a mobile object. A character can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

*Blacklight* counters or dispels any light spell of equal or lower level. The 3<sup>rd</sup>-level cleric spell *daylight* counters or dispels *blacklight*.

**Material Components:** A piece of coal and the dried eyeball of any creature.

### Blade to Fang [Spell Contest Winner 09/2005, M. Mistele]

Transmutation

**Level:** Drd 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Melee weapon touched

**Duration:** 1 minute/level (D)

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

*Blade to fang* allows the druid to use the enhancement bonuses and magical special abilities of a melee weapon while in wild shape.

The druid must cast this spell on a melee weapon that he has in hand, before wild shaping. If the druid still has the target melee weapon in-hand when he wild shapes, he may then apply any enhancement bonus, and any other magical special abilities, of that melee weapon to one of his natural attack forms in the new shape, for the duration of the spell. The damage dice and critical range of the selected natural attack form do not change, unless the melee weapon has a special ability that specifically affects these (e.g., keen); nor do any

non-magical special abilities or qualities of the melee weapon (e.g., reach) transfer. Once chosen, the wildshaped druid may not move the bonus and abilities to a different natural attack form until he wild shapes a second time.

*Example:* a druid has a +2 scimitar. He casts *blade to fang* on the scimitar, then wild shapes into a black bear, and decides to apply the bonus from the scimitar to one of the bear's claw attacks. That attack gains a +2 enhancement bonus to attack and damage rolls for the duration of the spell, or until the druid changes shape again.

If the druid wildshapes into a new animal form before the spell expires, he may again choose which natural attack form in the new shape will receive the bonus and special abilities from his weapon.

*Blade to fang* cannot be cast after the druid has already wildshaped, as any melee weapons the druid may have been carrying have already been absorbed into the wild shape form.

Some weapon special abilities are activated and deactivated on command (e.g., flaming). If the weapon being targeted by *blade to fang* has such a special ability, the druid may not activate or deactivate the special ability while he is in wild shape (since he cannot speak the command word while in animal form), unless he has the Natural Spell feat, or some other method by which he can speak while wildshaped. Thus, a druid (without Natural Spell) who has a +1 flaming scimitar, and wishes to use the flaming quality via *blade to fang*, will need to activate the flaming quality before wildshaping (and will then be unable to deactivate the flaming quality until leaving the wild shape).

If the target weapon has a special ability that cannot legally be applied to the natural attack form in question (e.g., the keen special ability cannot be applied to bludgeoning weapons, such as a slam attack), then that special ability is inactive while the druid is in that shape. If *blade to fang* is used on a melee weapon with the brilliant energy quality, the brilliant energy quality is not applied to the wildshaped natural attack form (though any other special qualities, as well as the enhancement bonus of the weapon, may still be applied).

If *blade to fang* is used on a masterwork melee weapon, then the druid may apply the weapon's +1 enhancement bonus to attack rolls only to a single natural attack form of his new shape.

### Blood Frenzy

Transmutation

**Level:** Rage 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One willing living creature per four levels

**Duration:** 10 minutes/level or until triggered, then 1 round/level

**Saving Throw:** None

**Spell Resistance:** Yes

The caster of this spell instills a seething anger in the recipients of her magic. Initially there is no effect from receiving this spell beyond a slight bloodlust. However, if a recipient of this spell draws an opponent's blood in battle within the initial duration of the spell, he flies into a murderous frenzy that lasts 1 round/level of the caster. The frenzy grants the subject a +2 unholy bonus to attack and damage rolls, immunity to fear effects, and the subject can continue to act without penalty even while disabled or dying. These benefits last for the duration of the spell. A creature under the effects of *blood frenzy* dies normally when their hit points equal 0 minus Con.

### Bolt of Glory

Evocation [Good]

**Level:** Glory 6

**Components:** V, S, D F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Effect:** Ray

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** Yes

This spell projects a bolt of energy from the Positive Energy Plane against one creature. The caster must succeed at a ranged touch attack to strike the target. A creature struck suffers varying damage, depending on its nature and home plane of existence, as shown in the table below.

Bolt of Glory Damage		
Creature's Origin/Nature	Damage	Maximum Value
Material Plane, Elemental Plane, neutral outsider	1d6/2 levels	7d6
Negative Energy Plane, evil outsider, undead creature	1d6/level	15d6
Positive Energy Plane, good outsider	—	—



### **Bolts of Bedevilment**

Enchantment [Mind-Affecting]

**Level:** Madness 5

**Components:** V, S

**Casting Time:** One action

**Range:** Medium (100 ft. + 10 ft./level)

**Effect:** Ray

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell grants the caster the ability to make one ray attack per round. The ray dazes one living creature, clouding its mind so that it takes no action for 1d3 rounds. The creature is not stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

### **Crown of Glory**

Evocation

**Level:** Glory 8

**Components:** V, S, M, D F

**Casting Time:** 1 full round

**Range:** Personal

**Area:** 120-ft.-radius emanation centered on you

**Duration:** 1 minute/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The caster is imbued with an aura of celestial authority, inspiring awe in all lesser creatures.

The caster gains a +4 enhancement bonus to his or her Charisma score for the duration of the spell. All creatures with fewer than 8 HD or levels cease whatever they are doing and are compelled to pay attention to the caster. Any such creature that wants to take hostile action against the caster must make a successful Will save to do so. Any creature that does not make this saving throw the first time it attempts a hostile action is *enthralled* for the duration of the spell (as the *enthral* spell), as long as it is in the spell's area, nor will it try to leave the area on its own. Creatures with 8 HD or more may pay attention to the caster, but are not affected by this spell.

When the caster speaks, all listeners telepathically understand him or her, even if they do not understand the language. While the spell lasts, the caster can make up to three suggestions to creatures of fewer than 8 HD in range, as if using the *mass suggestion* spell (Will save negates); creatures with 8 HD or more aren't affected by this power. Only creatures within range at the time a *suggestion* is given are subject to it.

**Material Component:** An opal worth at least 200 gp.

### **Cry for Spirit's Release**

Necromancy

**Level:** Clr 9, Repose 9, Sor/Wiz 9

**Components:** V

**Casting Time:** 1 standard action

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

**Area:** One undead creature/level within a 30-ft. spread.

**Duration:** Instantaneous

**Saving Throw:** Fortitude Negates

**Spell Resistance:** Yes

By chanting the most holy blessings, you release a burst of positive energy so potent that any negative energy undead within its area of effect are utterly destroyed unless they succeed on a Fortitude save. All living creatures within the spell's area of effect are healed 10 hp/caster level up to their maximum hit point total.

### **Detect Lycanthrope**

Divination

**Level:** Moon 1

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 1 minute/ level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect the aura that surrounds lycanthropes. The amount of information revealed depends on how long you study a particular area.

**1<sup>st</sup> Round:** Presence or absence of lycanthropic auras.

**2<sup>nd</sup> Round:** Number of lycanthropic auras in the area and the strength of the strongest aura present. If the strongest lycanthrope's aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round and the spell ends.

**3<sup>d</sup> Round:** The strength and location of each lycanthropic aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Strength:** The strength of a lycanthropic aura is determined by the HD of the lycanthrope, as given on the following table:

HD	Strength
1 or lower	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

**Lingering Aura:** A lycanthrope's aura lingers after its original source is destroyed. If *detect lycanthrope* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6x10 minutes
Overwhelming	1d6 days

Each round, you can turn to detect lycanthropes in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

**Arcane Material Component:** A piece of fur, hair or skin from a lycanthrope.

### Discern Value

Divination

**Level:** Commerce 1, Brd 1

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Targets:** 1 object held or 20-ft. radius area of goods to a maximum of one object or group of objects/level

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** No

You concentrate on one object or group of objects within range and you are able to discern their current market value. This spell may produce different results every time it is cast as the market forces change by the minute. For purposes of the spell, a group of like objects (50 arrows) is considered a single object. Unattended items receive no save against this spell, but attended items receive the Will save of their owner to resist the effects.

**Focus:** A miniature masterwork merchant scale (valued at 50 gp).

### Divine Eye

Divination

**Level:** Cleric 4

**Components:** V, S, M (a bit of bat fur)

**Casting Time:** 10 minutes

**Range:** unlimited

**Effect:** magical sensor

**Duration:** 1 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

You create an invisible magical sensor that sends you visual information. You can create the *divine eye* at any point you can see, but it can then travel outside your line of sight without hindrance. A *divine eye* travels at 30 feet per round (300 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. It sees exactly as you would see if you were there.

The eye can travel in any direction as long as the spell lasts. Solid barriers block its passage, but it can pass through a hole or space as small as 1 inch in diameter. The eye can't enter another plane of existence, even through a *gate* or similar magical portal.

You must concentrate to use an *divine eye*. If you do not concentrate, the eye is inert until you again concentrate.

**Material Component:** A bit of bat fur.

### Embrace of Karios

Necromancy [Death]

**Level:** Disease 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Fortitude partial, plus Will negates (see text)

**Spell Resistance:** Yes

When laying your hand upon a living creature, you drain some of the vitality from that creature, causing 1d4 points of temporary Strength damage. The target must make a Fortitude save or one of its appendages shrivels into a desiccated version of its former self. All actions requiring the use of this appendage suffer a -6 circumstance penalty. If a leg is shriveled, the target can no longer stand up. A creature reduced to 0 Strength through the use of this spell dies and must make a Will save or return as a zombie under the control of the caster in 1d3 days. The appendage may only be repaired

if a *regenerate* or a *heal* spell is cast upon the subject. To determine which appendage is affected, roll 1d4.

- |               |               |
|---------------|---------------|
| 1 - Right arm | 3 - Right leg |
| 2 - Left arm  | 4 - Left leg  |

**Material Component:** A desiccated scarab beetle.

### Genesis

Conjuration (Creation)

**Level:** Creation 9

**Components:** V, S, XP

**Casting Time:** 1 week (8 hours/day)

**Range:** 180 ft.

**Effect:** A demiplane on the Ethereal Plane centered on your location

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** None

This spell creates an immobile, finite plane with limited access—a demiplane.

Demiplanes created by this power are very small, minor planes. A character can cast this spell only on the Ethereal Plane. When he or she casts it, a local density fluctuation precipitates the creation of a demiplane. At first, the demiplane grows at a rate of a 1-foot-radius per day to an initial maximum radius of 180 feet as the fledgling plane draws substance from surrounding ethereal vapors and protomatter or astral ectoplasm.

The character determines the environment in the demiplane when he or she first casts *genesis*, reflecting most any desire he or she can visualize. The caster determines factors such as atmosphere, water, temperature, and the shape of the general terrain. However, the spell cannot create life, nor can it create construction. If desired, these must be brought in by some other fashion.

Once the basic demiplane reaches its maximum size, the character can continue to cast this spell to enlarge the demiplane if he or she is inside the boundaries of the demiplane. In such a case, the radius of the demiplane increases by 60 feet for each subsequent casting.

If the spell is cast again while outside an existing demiplane, the casting creates a separate bubble that does not touch or overlap any previously created demiplane.

**XP Cost:** 5,000 XP.

### Hardening

Transmutation

**Level:** Sor/Wiz 6, Artifice 7

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One item of a volume no greater than 10 cu. ft./level (see text)

**Duration:** Permanent

**Saving Throw:** None

**Spell Resistance:** Yes (object)

This spell increases the hardness of materials. For every two caster levels, increase by 1 the hardness of the material targeted by the spell. This hardness increase improves only the material's resistance to damage. Nothing else is modified by the improvement.

The *hardening* spell does not in any way affect resistance to other forms of transformation.

This spell affects up to 10 cubic feet per level of the spellcaster.

If cast upon a metal or mineral, the volume is reduced to 1 cubic foot per level.

### Lesser Pyrotechnics [Spell Contest Winner 09/2005, A. Lobdell]

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Close (25 feet +5 feet / 2 Levels)

**Target:** 1 fire source up to a 10 ft. cube

**Duration:** Instantaneous

**Saving Throw:** Reflex (see text)

**Spell Resistance:** Yes

*Lesser pyrotechnics* turns a fire into shooting sparks. The fire is consumed in this process.

The caster chooses one of the following effects when casting this spell:

**Shower of Sparks:** All creatures within a 5 foot radius of the fire are struck by sparks as they fly out of the target fire. A Reflex save is required to avoid being set on fire by the flying sparks for 1d4 fire damage for one round, after which the flames go out.

**Smoke or Flame Message:** The caster may write a message in either smoke or flame with the exploding fire source. The maximum length of the message is one word per caster level. The message appears above the area of the extinguished fire.

**Material Component:** The spell uses a drop of lamp oil and one fire source, which is immediately extinguished. A fire so large that it exceeds a 10-foot cube is only partly extinguished. Magical fires are not extinguished, nor are fire-based creatures affected by this spell.

### Maddening Scream

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Sor/Wiz 8, Madness 8

**Components:** V

**Casting Time:** One action

**Range:** Touch

**Target:** Living creature touched

**Duration:** 1d4+1 rounds

Saving Throw: None

Spell Resistance: Yes

The subject cannot keep him or herself from behaving as though completely mad. This spell makes it impossible for the victim to do anything other than race about caterwauling.

The effect worsens the Armor Class of the creature by 4, makes Reflex saving throws impossible except on a roll of 20, and makes it impossible to use a shield.

### Moonburst

Evocation [Light]

**Level:** Moon 8

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 80-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Reflex partial; see text

**Spell Resistance:** Yes

*Moonburst* causes a globe of radiance to explode silently from a point you select. All creatures in the globe are blinded and take 6d6 points of damage. A creature to which moonlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

A lycanthrope caught within the globe takes 1d6 points of damage per caster level (maximum 25d6), or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any lycanthrope specifically harmed by bright light if it fail its save.

*Moonburst* dispels any darkness spells of lower than 9th level within its area.

*Arcane Material Component:* A piece of moonstone and a naked flame.

### Rage, Divine

Enchantment

**Level:** Madness 3

**Components:** V, S

**Casting Time:** One action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The caster can put a creature into a blood frenzy. In this rage, the creature gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves. (Unlike a barbarian rage, no penalty to AC is suffered, and no fatigue period occurs after the rage is over.)

### Reincarnation

As the spell in *Pathfinder RPG Core Rulebook*, but replace the table with the following:

d%	Incarnation	Str	Dex	Con
01 - 15	Human	+0	+0	+0
16 - 28	Half-elf	+0	+0	+0
29 - 41	Half-orc	+2	+0	+0
42 - 54	Halfling	-2	+2	+0
55 - 59	Elf, Desert	-2	+2	+0
60 - 64	Elf, Forest	+0	+2	-2
65 - 69	Elf, Sea	+1	+2	-2
70 - 82	Dwarf	+0	+0	+2
83 - 95	Gnome	-2	+0	+2
96 - 00	Current Race	As current race		

### Repel Lycanthropes

Abjuration

**Level:** Moon 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 10 ft.

**Area:** 10-ft.-radius emanation centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

An invisible barrier holds back lycanthropes. A lycanthrope with Hit Dice of less than one-third your level cannot penetrate the barrier.

A lycanthrope with Hit Dice of one-third your level or more can penetrate the barrier if it succeeds on a Will save. Even so, crossing the barrier deals the lycanthrope 2d6 points of damage, and pressing against the barrier causes pain, which deters most lycanthropes.

### Surelife

Abjuration

**Level:** Repose 8

**Components:** V, S, M

**Casting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 minute/2 levels

This spell allows the caster to protect herself against some condition that would ordinarily cause certain death. The character can only protect him or herself against a natural

occurrence or condition, not against a spell or the action of a creature. The character must specify the condition against which he or she wishes to protect him or herself, and the spell is effective only against that condition. Should the character be subjected to that condition during the duration of the spell, he or she feels no discomfort and takes no damage from the condition. However, the spell does not protect any items carried on the caster's person. At the end of the spell's duration, the condition has full normal effects if the character is still subjected to it.

*Material Component:* An ointment of peach syrup and cinnabar.

### **Sulthah's Kiss**

Necromancy

**Level:** Poison 7

**Components:** V, S, M/DF

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Effect:** Ray

**Duration:** Living creature

**Saving Throw:** Fortitude negates, see text

**Spell Resistance:** Yes

Casting this spell transforms the bejeweled kama in your hand into a violet ray of sickly energy with the head of a serpent. The ray requires a ranged touch attack to hit and deals an initial 5d6 unholy damage to the victim who must then make a Fortitude save or die due to a massive influx of poison. If the save is successful, the target suffers 2d6 temporary Constitution damage immediately and another 2d6 temporary Constitution damage 10 rounds later.

*Material Component:* A jeweled masterwork kama worth at least 500 gp, which is expended upon casting the spell.

### **Touch of Madness**

Enchantment [Mind-Affecting]

**Level:** Madness 2

**Components:** V, S

**Casting Time:** One action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The caster may daze one living creature by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no action for 1 round per caster level. The dazed subject is not

stunned (so attackers get no special advantage against it), but it can't move, cast spells, use mental abilities, and so on.

### **True Creation**

Conjuration (Creation)

**Level:** Creation 8

**Components:** V, S, M, X P

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** Unattended, nonmagical object of nonliving matter, up to 1 cu. ft./level

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

The caster creates a nonmagical, unattended object of any sort of matter. Items created are permanent and cannot be negated by dispelling magics or negating powers. For all intents and purposes, these items are completely real. The volume of the item created cannot exceed 1 cubic foot per caster level. The caster must succeed at an appropriate skill check to make a complex item.

Unlike the items brought into being by the lower-level spells *minor creation* and *major creation*, objects created by the casting of *true creation* can be used as material components.

*Material Component:* A small piece of matter of the same type of item you plan to create – a sliver of wood to create arrow shafts, a tiny piece of the appropriate stone to create a polished gem, and so forth.

### **Undeath to Death**

Necromancy

**Level:** Sor/Wiz 6, Clr 6, Repose 6

**Components:** V, S, M, D F

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Several undead creatures within a 50-ft.-radius burst

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Undeath to death* snuffs out the animating forces of undead creatures, killing them instantly. The spell slays 1d4 HD worth of undead creatures per caster level (maximum 20d4). Creatures with the fewest HD are affected first; among creatures with equal HD, those closest to the point of origin of the burst are affected first.

*Material Component:* Crushed diamond worth at least 500 gp.

## Prestige Classes

### Arcane Ascendant [AAsc]

**Ability:** Int 16 (Wizards) or Cha 16 (Bards and Sorcerers)

**Skills:** Knowledge (arcana) 5 ranks, Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

**Feats:** Any one metamagic or item creation feat and one of the following: Arcane Strike, Eschew Materials, Spell Focus, Spell Mastery or Spell Penetration.

**Spells:** Ability to cast 4<sup>th</sup>-level arcane spells.

**Special:** Must spend one month (30 TUs) undergoing a period of fasting, meditation and arcane preparation immediately prior to attaining each level of the Arcane Ascendant class. If insufficient TUs remain for the calendar year, the PC may either pay the total TUs due and remain out of play until January 1<sup>st</sup> or she may take the class immediately, receiving none of the special or spellcasting benefits until the full TUs are paid on January 1<sup>st</sup>. If the PC has sufficient TUs available at the time the XP is earned to attain the class, the TU requirement must be paid in full at that time.

**Hit Dice:** d6

#### CLASS SKILLS

The class skills of an Arcane Ascendant (and the key ability for each skill) are: Fly (Dex), Knowledge (All skills taken individually)(Int), Linguistics (Int), Perception (Wis).

**Skill Points at Each Level:** 4 + Int modifier

#### CLASS FEATURES

The following are class features of the Arcane Ascendant prestige class.

**Weapon and Armor proficiency:** An Arcane Ascendant gains no weapon or armor proficiencies.

**Spells per Day:** At 1st level in the Arcane Ascendant prestige class, and at each level of the class thereafter, the character gains new spells per day as if she has also gained a level in an arcane spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one arcane spellcasting class before becoming an Arcane Ascendant, the player must decide to which class to add each Arcane Ascendant level for the purpose of determining spells per day.

**Ascendant Focus:** At 1<sup>st</sup> level an Arcane Ascendant's spells are more difficult to resist. She adds +1 to the DC for all saving throws against spells she casts. This bonus increases to +2 at 5<sup>th</sup> level and to +3 at 9<sup>th</sup> level. A specialist wizard may instead choose to add +2 to the DC for all saving throws against spells from her chosen school only (+3 at 5<sup>th</sup> and +4 at 9<sup>th</sup>). This bonus stacks with Spell Focus and Greater Spell Focus.

**Bonus Feat:** At 2<sup>nd</sup> and 6<sup>th</sup> level an Arcane Ascendant gains a bonus feat from the following list: Arcane Armor Training, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, any metamagic feat.

**Ascendant Metamagic:** At 3<sup>rd</sup> level an Arcane Ascendant may select a single metamagic feat that she already possesses. The increased spell slot required to prepare a spell with this feat is reduced by 1. The increased spell slot required cannot be reduced to less than 1. At 7<sup>th</sup> level she may select a second metamagic feat, reducing its increased spell slot by 1, or she may reduce her original selected feat by an additional 1. If the Arcane Ascendant has no metamagic feats this benefit has no effect.

**Spell Resistance (Sp):** At 4<sup>th</sup> level an Arcane Ascendant gains Spell Resistance equal to 12 + arcane caster level + Intelligence modifier (Charisma modifier for Bards and Sorcerers).

**Spell-like Ability (Sp):** At 5<sup>th</sup> level the Arcane Ascendant may permanently sacrifice one 4<sup>th</sup> level spell slot, granting her the ability to cast a single spell of 3<sup>rd</sup> level or lower as a spell-like ability a number of times per day equal to her Intelligence modifier (Charisma modifier, for Bards and Sorcerers). Once this spell is selected, it may not be changed.

**Spell Damage Reduction (Ex):** At 8<sup>th</sup> level the Arcane Ascendant's command of arcane energies allows her to avoid a portion of the damage caused by the arcane spells of others. Whenever she would take damage from an

arcane spell or spell-like ability, the damage she would receive is reduced by 1 per die.

**Ascendant Nature (Ex):** At 9<sup>th</sup> level the Arcane Ascendant is so deeply steeped in arcane energies that she is forever altered at the deepest level of her being. She becomes a creature of magic and her type changes to outsider (Native).

Upon achieving this state the Arcane Ascendant experiences a minor change to her physical appearance, as appropriate to her alignment and school of specialization (if any).

**Ability Boost (Ex):** At 10<sup>th</sup> level of this prestige class the Arcane Ascendant receives a +2 increase to her Intelligence ability score (Charisma ability score, for Bards and Sorcerers).

**Arcane Ascendant: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+0	+0	+1	Ascendant Focus	+1 level arcane spellcasting class
2 <sup>nd</sup>	+1	+1	+1	+1	Bonus Feat	+1 level arcane spellcasting class
3 <sup>rd</sup>	+1	+1	+1	+2	Ascendant Metamagic	+1 level arcane spellcasting class
4 <sup>th</sup>	+2	+1	+1	+2	Spell Resistance	+1 level arcane spellcasting class
5 <sup>th</sup>	+2	+2	+2	+3	Spell-like Ability	+1 level arcane spellcasting class
6 <sup>th</sup>	+3	+2	+2	+3	Bonus Feat	+1 level arcane spellcasting class
7 <sup>th</sup>	+3	+2	+2	+4	Ascendant Metamagic	+1 level arcane spellcasting class
8 <sup>th</sup>	+4	+3	+3	+4	Spell Damage Reduction	+1 level arcane spellcasting class
9 <sup>th</sup>	+4	+3	+3	+5	Ascendant Nature	+1 level arcane spellcasting class
10 <sup>th</sup>	+5	+3	+3	+5	Ability Boost +2	+1 level arcane spellcasting class

## Divine Ascendant [DAsc]

**Ability:** Wis 16

**Skills:** Knowledge (religion) 5 ranks, Knowledge (nature or planes) 5 ranks, Spellcraft 5 ranks.

**Feats:** Iron Will and one of the following: Extra Lay on Hands, Extra Turning, Improved Turning, Selective Channeling or Turning Smite.

**Spells:** Ability to cast 4<sup>th</sup>-level divine spells.

**Patron:** The Divine Ascendant must serve the patron deity to whom she is a Divine Ascendant.

**Special:** Must spend one month (30 TUs) undergoing a period of fasting, meditation and prayer immediately prior to attaining each level of the Divine Ascendant class. If insufficient TUs remain for the calendar year, the PC may either pay the total TUs due and remain out of play until January 1<sup>st</sup> or she may take the class immediately, receiving none of the special or spellcasting benefits until the full TUs are paid on January 1<sup>st</sup>. If the PC has sufficient TUs available at the time the XP is earned to attain the class, the TU requirement must be paid in full at that time.

**Hit Dice:** d8

### CLASS SKILLS

The class skills of a Divine Ascendant (and the key ability for each skill) are: Diplomacy (Cha), Knowledge (All skills taken individually)(Int), Linguistics (Int), Perception (Wis).

**Skill Points at Each Level:** 4 + Int modifier

### CLASS FEATURES

The following are class features of the Divine Ascendant prestige class.

**Weapon and Armor proficiency:** A Divine Ascendant is proficient in all simple weapons, all types of armor (light, medium and heavy) and with shields.

**Spells per Day:** At 1st level in the Divine Ascendant prestige class, and at each level of the class thereafter, the character gains new spells per day as if she has also gained a level

in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a Divine Ascendant, the player must decide to which class to add each Divine Ascendant level for the purpose of determining spells per day.

**Ascendant Focus:** At 1<sup>st</sup> level a Divine Ascendant's spells are more difficult to resist. She adds +1 to the DC for all saving throws against the spells she casts. This bonus increases to +2 at 5<sup>th</sup> level and to +3 at 9<sup>th</sup> level. This bonus stacks with Domain Focus and Greater Domain Focus.

**Bonus Feat:** At 2<sup>nd</sup> and 9<sup>th</sup> level, a Divine Ascendant gains a bonus feat from the following list:

**Ascendant Metamagic:** At 3<sup>rd</sup> level a Divine Ascendant may select a single metamagic feat that she already possesses. The increased spell slot required to prepare a spell with this feat is reduced by 1. The increased spell slot required cannot be reduced to less than 1. At 6<sup>th</sup> level she may select a second metamagic feat, reducing its increased spell slot by 1, or she may reduce her original selected feat by an additional 1. If the Divine Ascendant has no metamagic feats this benefit has no effect.

**Spell Resistance:** At 4<sup>th</sup> level a Divine Ascendant gains Spell Resistance equal to 12 + divine caster level + Wisdom modifier.

**Spell-like Ability (Sp):** At 5<sup>th</sup> level the Divine Ascendant may permanently sacrifice one 4<sup>th</sup> level spell slot, granting her the ability to cast a single spell of 3<sup>rd</sup> level or lower as a spell-like ability a number of times per day equal to her Wisdom modifier. Once this spell is selected, it may not be changed.

**Ascendant Nature (Ex):** At 7<sup>th</sup> level the Divine Ascendant is so deeply steeped in her faith and the energies of her deity that they shape her entire being. She becomes a divine creature and her type changes to outsider (Native). Upon achieving this state the Divine Ascendant experiences a minor change to her physical appearance, as appropriate to her deity and alignment.



**Spell Damage Reduction (Ex):** At 8<sup>th</sup> level the Divine Ascendant's command of divine energies allows her to avoid a portion of the damage caused by the divine spells of others. Whenever she would take damage from a divine spell or

spell-like ability, the damage she would receive is reduced by 1 per die.

**Ability Boost (Ex):** At 10<sup>th</sup> level of this prestige class the Divine Ascendant receives a +2 increase to her Wisdom ability score.

**Divine Ascendant: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+1	+0	+1	Ascendant Focus	+1 level divine spellcasting class
2 <sup>nd</sup>	+1	+1	+1	+1	Bonus Feat	+1 level divine spellcasting class
3 <sup>rd</sup>	+2	+2	+1	+2	Ascendant Metamagic	+1 level divine spellcasting class
4 <sup>th</sup>	+3	+2	+1	+2	Spell Resistance	+1 level divine spellcasting class
5 <sup>th</sup>	+3	+3	+2	+3	Spell-like Ability	+1 level divine spellcasting class
6 <sup>th</sup>	+1	+3	+2	+3	Ascendant Metamagic	+1 level divine spellcasting class
7 <sup>th</sup>	+2	+4	+2	+4	Ascendant Nature	+1 level divine spellcasting class
8 <sup>th</sup>	+3	+4	+3	+4	Spell Damage Reduction	+1 level divine spellcasting class
9 <sup>th</sup>	+3	+5	+3	+5	Bonus Feat	+1 level divine spellcasting class
10 <sup>th</sup>	+3	+5	+3	+5	Ability Boost +2	+1 level divine spellcasting class

# Knifemaster [KnM]

One can tell there's something exceptional about them as soon as they are encountered. Their eyes are sharp, their hands are steady and they are as nimble as cats. They always wear long leather coats or jackets in whose lining dozens of razor-sharp blades are concealed. Even more knives are tucked into their boots or hidden behind their backs.

Whether they find employment as carnival entertainers, bounty hunters or specialist killers, there is no mistaking the skill of a knifemaster. They take pride in their ability to hit whatever they aim at, spending long hours training themselves by hurling knives at increasingly tiny targets. Never without a blade to hand, they achieve more with their collection of small daggers than more doughty fighters can do with a large sword.

**Hit Die:** d8.

## Requirements:

To qualify to become a knifemaster, a character must fulfill all of the following criteria.

**Base Attack Bonus:** +5 or higher.

**Ability Scores:** Dexterity 16+

**Feats:** Weapon Focus (dagger), Quick Draw

## Class Skills:

The knifemaster class skills (and the key ability for each skill) are Acrobatics (Dex), Craft (any) (Int), Intimidate (Cha), Perception (Wis), and Perform (Cha).

## The Knifemaster Class Features

All of the following are class features of the knifemaster prestige class.

**Weapon and Armor Proficiency:** The knifemaster is proficient in the use of light armor and all simple weapons. He is also proficient in the use of the specially balanced throwing knife, which unlike an ordinary dagger is crafted for throwing rather than stabbing. Note that armor check penalties for armor heavier than leather apply to the skills Acrobatics, Climb, Escape Artist, Sleight of Hand and Stealth.

**Juggle Knives (Ex):** With a successful Dexterity check (DC 10 + number of throwing knives) the knifemaster may keep one throwing knife per

level in the air. This juggling is a move-equivalent action and provokes attacks of opportunity. Each round, as a full action, any or all of these knives may be thrown one after another as an attack. All such attacks are resolved at a -2 circumstance penalty to hit. With this move, the knifemaster may make more attacks in a round than are normally allowed by his base attack bonus. He may direct these attacks at different targets.

**Hurled Blade (Ex):** The knifemaster has studied the technique of knife throwing and has learned to put the strength of his arm behind a thrown weapon. He may add his Strength modifier to any one thrown weapon attack (and damage) per round.

**Sever Strap (Ex):** The Knifemaster may attempt to cut any visible non-metallic straps worn by the target, such as a leather belt or the fastenings on a breastplate. Such an attack is made with a -8 penalty to hit and is resolved as a melee touch attack. One strap is cut per successful attack. Armor that has had at least one of its straps severed counts as hastily donned; should they be completely severed, the armor falls off. The amount of straps involved will depend on the type of armor worn. A character wearing trousers or britches whose belt has been severed, or who is otherwise impeded by clothing that has had its straps severed, becomes effectively entangled until he can remove the problematic garment. An entangled creature suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but cannot run or charge. An entangled character who attempts to cast a spell must make a *Spellcraft* check (DC usually 15) or lose the spell. A knifemaster will ordinarily use this feature with a melee attack. If it is done as a ranged attack, the target has an 80% chance of suffering damage.

**Deflect Arrow (Ex):** The knifemaster's reflexes and instinct for self-preservation have bred in him the ability to knock projectiles out of the air before they hit him. This ability actions as the Deflect Arrow feat with the exception that the knifemaster must have a dagger or throwing knife in his hand with which to deflect the

projectile. He cannot use this ability with an open hand.

**Sneak Attack** This ability functions exactly as the rogue class feature. At any time the knifemaster's target would be denied his bonus to AC (whether he actually has a Dexterity bonus or not) or when the knifemaster flanks the target, the knifemaster's attack does extra damage. The knifemaster gains an additional 1d6 of sneak attack damage at levels four, six, eight and ten. This bonus damage stacks with sneak attack damage gained from other classes, such as rogue.

**Evasion (Ex):** By this stage, the knifemaster's ability to dodge danger is formidable. He acquires Evasion as per the rogue class feature if he does not already have it. If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, the knifemaster takes no damage with a successful saving throw. Evasion can only be used if the knifemaster is wearing light armor or no armor. It is an extraordinary ability.

**Miraculous Reflexes (Ex):** If he has a free empty hand, the knifemaster may attempt to catch an incoming thrown weapon of small size or less (this must be thrown by hand and cannot be an arrow, bolt, bullet or other missile) and throw it back at the attacker. A Reflex saving throw (DC 20) must be made to catch the weapon safely. The knifemaster suffers a -4 circumstance penalty if he is attempting to catch

the weapon with his off hand. The throw-back attack is made with a 4 circumstance penalty to hit.

**Fistful of Blades (Ex):** In one of the most lethal attacks of which he is capable, the knifemaster may ready a number of throwing knives in one hand equal to his Dexterity modifier and hurl the whole fistful at a single target. The roll to hit is made as if this was a single attack. If one blade hits, they all hit: if one misses, all miss. Damage is rolled separately for each throwing knife. Each knife benefits from any Strength modifier that may have been added to it by use of the Hurling Blade class feature (see above) and from any other modifiers that apply to the weapon such as magical enhancement. However, if Fistful of Blades is used as a sneak attack, only one set of extra damage applies, as the multiple knives count as a single attack.

**Chink in the Armor (Ex):** After studying an armored target for 3 rounds and making a successful *Perception* check (DC 25) the knifemaster may locate tiny gaps in the armor through which a dagger blade might be thrust. Any subsequent attacks which the knifemaster makes upon that target with a dagger, throwing knife or other tiny weapon dealing piercing damage are made with a -2 penalty to hit but ignore any armor bonus to the target's armor class. This ability cannot be combined with Fistful of Blades, as multiple knives cannot jointly penetrate a single vulnerable spot.

**Knifemaster: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+1	+1	+1	+0	Juggle knives
2 <sup>nd</sup>	+2	+1	+1	+1	Hurling blade, Sever strap
3 <sup>rd</sup>	+3	+2	+2	+1	Deflect arrow
4 <sup>th</sup>	+4	+2	+2	+1	Sneak attack +1d6, Evasion
5 <sup>th</sup>	+5	+3	+3	+2	Miraculous reflexes
6 <sup>th</sup>	+6	+3	+3	+2	Sneak attack +2d6
7 <sup>th</sup>	+7	+4	+4	+2	Fistful of Blades
8 <sup>th</sup>	+8	+4	+4	+3	Sneak attack +3d6
9 <sup>th</sup>	+9	+5	+5	+3	Chink in the Armor
10 <sup>th</sup>	+10	+5	+5	+3	Sneak attack +4d6

# Lancer [Lan]

The Lancer is the master of mounted combat, fighting with his mount as a single unit.

**Alignment:** Any non-chaotic  
**BAB:** +6  
**Skills:** Diplomacy 3 ranks, Handle Animal 6 ranks, Knowledge (nobility) 3 ranks, Ride 6 ranks  
**Feats:** Mounted Combat, Weapon Focus (Lance or Sword [any medium or heavy blade])  
**Hit Die:** d10

## Class Skills

The Lancer's class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Profession (Wis)

**Skill Ranks Per Level:** 2 + Int modifier

## Class Features

All of the following are class features of the Lancer.

**Weapon and Armor Proficiency:** A Lancer is proficient with all simple and martial weapons, with all types of armor and with shields (excluding tower shield).

**Born to Ride:** Beginning at 1<sup>st</sup> level a Lancer may add his Lancer class level to all ride checks.

**Bonus Feat:** At 2<sup>nd</sup>, 5<sup>th</sup> and 8<sup>th</sup> level the Lancer gains a bonus feat from the following list: Animal Affinity, Leadership, Mounted Archery, Ride-By Attack, Skill Focus (Ride or Handle Animal), Spirited Charge, Trample, Unseat.

**Fearless:** At 3<sup>rd</sup> level the Lancer is immune to fear while in combat, and receives a +2 bonus to his Will save vs fear when not in combat. The Lancer must be mounted to receive this benefit.

**Fast in the Saddle:** At 4<sup>th</sup> level the Lancer may mount or dismount from his steed as a free action, without requiring a Ride check.

**Mounted Cleave:** At 6<sup>th</sup> level the Lancer may follow through on a powerful blow, using the inertia of his mount to drive the blow on. If the

Lancer strikes down an opponent (such as by knocking it unconscious, killing it and such like) during a Ride-By Attack, he is granted an extra melee attack at the same bonus as the blow that struck down his initial target. Before making this second attack, he may continue the movement of his mount as per the Ride-By Attack feat, using this extra melee attack anywhere along the course of his mount's movement.

**Leaps and Bounds:** At 7<sup>th</sup> level the Lancer and his mount may substitute a Ride check in place of the Acrobatics skill to leap across a chasm or over a barricade. The base DC to make the jump is equal to the distance to be crossed (if horizontal) or four times the height to be reached (if vertical). The DC is doubled if the Lancer and his mount do not have at least 10 feet of space to get a running start. A mount with a base land speed above 30 feet provides a +4 racial bonus for every 10 feet of speed above 30 feet. Mounts with a base land speed below 30 feet receive a -4 racial bonus on the Ride check for every 10 feet of their speed below 30 feet. No jump can exceed the mount's maximum movement for the round.

**Fearless Leader:** At 8<sup>th</sup> level the Lancer's bonus to Will saves vs fear while not in combat increases to +4. Furthermore, all allies within 30 feet of the Lancer, even if they are not mounted, gain a +4 bonus to saves vs fear, regardless of whether or not they are in combat. The bonus is negated if the Lancer loses consciousness, but not if he is rendered helpless. The Lancer must be mounted in order for this benefit to have any effect.

**Improved Charge:** At 9<sup>th</sup> level the Lancer spurs his mount to an extra burst of speed during a charge, increasing its base speed by 10 feet during the charge. In addition, when mounted, the Lancer need not charge in a perfectly straight line. He and his mount may effect a single change of direction, not to exceed 90 degrees, during the charge.

**Exceptional Steed:** At 10<sup>th</sup> level the Lancer earns the services of an exceptional steed, as determined by his alignment and character level.

**Lancer: Table**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1 <sup>st</sup>	+1	+1	+0	+0	Born to Ride
2 <sup>nd</sup>	+2	+1	+1	+1	Bonus feat
3 <sup>rd</sup>	+3	+2	+1	+1	Fearless
4 <sup>th</sup>	+4	+2	+1	+1	Fast in the Saddle
5 <sup>th</sup>	+5	+3	+2	+2	Bonus Feat
6 <sup>th</sup>	+6	+3	+2	+2	Mounted Cleave
7 <sup>th</sup>	+7	+4	+2	+2	Leaps and Bounds
8 <sup>th</sup>	+8	+4	+3	+3	Bonus Feat, Fearless Leader
9 <sup>th</sup>	+9	+5	+3	+3	Improved Charge
10 <sup>th</sup>	+10	+5	+3	+3	Exceptional Steed*

\* Other creatures may be allowed as determined by the LSJ Campaign Staff.

# Night Warden of Meneon [NWrdn]

**Alignment:** Neutral, any Good  
**Skills:** Heal 5 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.  
**Feats:** Selective Channeling, Weapon Focus (chakram)  
**Spells:** Ability to cast 3<sup>rd</sup>-level divine spells.  
**Domain:** Moon  
**Patron:** Meneon  
**Hit Dice:** d8

## Class Skills

The Night Warden of Meneon's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Knowledge (nature) (Int), Intimidate (Cha), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

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

## Class Features

All the following are features of the Night Warden of Meneon prestige class.

**Weapon and Armor Proficiency:** Night Wardens are proficient with all simple weapons, and with light and medium armor. Furthermore, a Night Warden gains proficiency with his deity's favored weapon (chakram), if he does not already have it.

**Spells per Day:** A Night Warden continues training in magic as well as gaining power from his deity. At 1st, and every level thereafter, the Night Warden gains new spells per day as if he had also gained a level in whatever spellcasting class he belonged to before he added the prestige class. He does not, however, gain any benefit a character of that class would have gained. This essentially means that he adds the level of Night Warden to the level of whatever spellcasting class the character has, and then determines spells per day accordingly.

**Focused Channel (Sp):** Night Warden levels stack with cleric levels for the purpose of their granted channel energy ability.

**Identify Lycanthrope (Ex):** A Night Warden's familiarity with the signs of lycanthropy gives him a chance to recognize one, no matter what their current form (humanoid, hybrid or animal). The Night Warden has a 10% chance at 1<sup>st</sup> level, and this chance increases by 10% as each

additional Night Warden level. A successful check may also reveal a Sorcerer Lycanthrope Bloodline.

**Favored Enemy:** At 2<sup>nd</sup> level, Night Warden gains bonuses against lycanthropes similar to a ranger's Favored Enemy ability. The Night Warden receives a +2 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against lycanthropes. Likewise, a +2 bonus on weapon attacks and damage rolls against them. This bonus increases by +2 for each four Night Warden levels after 2<sup>nd</sup> (+4 at 6<sup>th</sup> level, +6 at 10<sup>th</sup>). Night Wardens do not gain this bonus against the Sorcerer Lycanthrope Bloodline.

**Reduced Damage:** At 3rd level, the Night Warden becomes resistant to the damage caused by a lycanthrope's natural weapons (claws and teeth). He gains DR/2 against natural weapons of lycanthropes. This damage reduction increases to +5 at 6<sup>th</sup> level and +10 at 9<sup>th</sup> level. Night Wardens gain this bonus against the Sorcerer Lycanthrope Bloodline as well.

**Resist Lycanthropy:** At 3rd level, the Night Warden becomes resistant to the effects of lycanthropy, gaining a +4 bonus to Fortitude saves to resist contracting lycanthropy.

**Bonus Feat:** At 4<sup>th</sup> and 8<sup>th</sup> level the Night Warden receives a bonus feat from the following list: Additional Domain, Alertness, Battlefield Triage, Channel Smite, Combat Casting, Domain Focus, Improved Channel, Self-Sufficient.

**Silver Weapon (Sp):** At 5th level, the Night Warden can temporarily make any weapon silver for the purposes of bypassing the damage reduction of lycanthropes. This is similar to the *Align Weapon* spell. He may use this ability a number of times per day equal to ½ his Night Warden level. The effect lasts for 1 minute per Night Warden level. Effects of this spell can also affect those with the Sorcerer Lycanthrope Bloodline.

**Control Lycanthropy (Su):** At 6<sup>th</sup> level, a Night Warden may use the Aid Another action to assist a lycanthrope to resist their own involuntary change, granting a bonus equal to the Night Warden's Wisdom modifier to the lycanthrope's Constitution check to resist an involuntary change or to willingly change form.

Furthermore, the Night Warden, if already a lycanthrope, does not suffer a change of alignment due to his condition. Nor does he change automatically or suffer a loss of cognition while in his alternate form. (A PC who contracts lycanthropy and is not immediately cured of the affliction is removed from play and becomes an NPC).

**Resist Madness (Su):** At 7<sup>th</sup> level the Night Warden gains a +3 bonus to saving throws against all spells, spell-like abilities, supernatural abilities, psionic powers, or psi-like abilities that induce rage, nightmares, fear or insanity.

**Lycanthrope Immunity:** At 9<sup>th</sup> level, a Night Warden is immune to Lycanthropy.

**Banish Lycanthropy (Ex):** At 10<sup>th</sup> level, a Night Warden can cure an afflicted lycanthrope in a ritual conducted during one of the three nights of the full moon. The material component for the ritual is a moonstone worth a minimum of

5000 gp, which is provided by the afflicted victim and is consumed in the ritual. The afflicted victim's alignment also shifts, to within one step of Neutral Good, if it is not already so. The Night Warden may also expunge the 'taint' of the condition from a natural lycanthrope in a similar ritual. A natural lycanthrope attempting to resist this change must succeed on a Fortitude save DC 15 + the Night Warden's wisdom modifier. Regardless of whether the lycanthrope embraces the change or resist and fails, he suffers the permanent loss of one level/hit die. A natural lycanthrope who is changed in this manner assumes the creature sub-type of his base humanoid form (human, dwarven, elven, etc). Night Wardens do not gain this bonus against the Socerer Lycanthrope Bloodline.

**Ability Boost:** At 10<sup>th</sup> level, a Night Warden's Wisdom increases by +2.

### Night Warden of Meneon

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+1	+0	+1	Focused Channel, Identify Lycanthrope	+1 spellcaster level
2 <sup>nd</sup>	+1	+1	+1	+1	Favored Enemy	+1 spellcaster level
3 <sup>rd</sup>	+2	+2	+1	+2	Reduced Damage, Resist Lycanthropy	+1 spellcaster level
4 <sup>th</sup>	+3	+2	+1	+2	Bonus Feat	+1 spellcaster level
5 <sup>th</sup>	+3	+3	+2	+3	Silver Weapon	+1 spellcaster level
6 <sup>th</sup>	+4	+3	+2	+3	Control Lycanthropy	+1 spellcaster level
7 <sup>th</sup>	+5	+4	+2	+4	Resist Madness	+1 spellcaster level
8 <sup>th</sup>	+6	+4	+3	+4	Bonus Feat	+1 spellcaster level
9 <sup>th</sup>	+6	+5	+3	+5	Lycanthrope Immunity	+1 spellcaster level
10 <sup>th</sup>	+7	+5	+3	+5	Banish Lycanthropy, Ability Boost (Wis +2)	+1 spellcaster level

# Pharos [Pha]

The pharos (plural phari, from a word meaning a shining light) are characters who have been blessed with psionic ability, yet who are so offended by evil that they are emotionally disturbed in its presence. If they are forced to endure the proximity of an evil creature or an item that radiates evil, they become extremely distressed and may even feel acute physical pain. Their only option to achieve any kind of peace is to root out the evil and destroy it; then they will be able to sleep again.

Many of the phari are multiclassed paladin/psionic warriors; some are paladin/psions. There is no formal training in the pharos' path. Characters do not adopt the class by vocation (as with pure paladinhood) but neither do they voluntarily choose it. It is most often adopted as a natural progression from what the character is already doing. Some of the more experienced phari have come to a more conscious awareness of what they are and have begun to form teaching orders for their mutual benefit, seeking out new phari who do not as yet understand what they are becoming.

Phari derive their powers from both divine and psionic sources. Their remarkable minds augment and amplify those powers that they may already draw on by virtue of class.

**Hit Die:** d8.

## Requirements

To qualify for the pharos prestige class, a character must fulfill all of the following requirements.

**Base Attack Bonus:** 5+.

**Alignment:** Lawful good.

**Base power points/day:** 2+.

**Psionic Powers:** The character must have at least one psionic attack mode.

**Special:** The character must be able to *detect evil* at will as a spell-like ability.

## Class Skills

The pharos class skills (and the key abilities of each) are Acrobatics (Dex), Autohypnosis (Wis), Climb (Str), Heal (Wis), Knowledge (religion) (Int), Ride (Dex), Swim (Str), and Use Psionic Device (Cha).

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

## Class Features

All of the following are class features of the pharos prestige class.

**Weapon and Armor Proficiency:** The pharos gains no new proficiencies with weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Acrobatics, Climb, Escape Artist and Stealth.

**Evil Sensitivity (Su):** Whenever the pharos is attacked by a creature, he automatically senses whether the attacking creature is evil or not and which direction the attack is coming from. This ability makes it impossible for a pharos to associate with evil creatures over long periods. After an hour in close proximity with an evil creature, he begins to suffer from a headache and receives a -1 circumstance penalty to all attacks, skill checks and saving throws. This penalty only fades when he has been away from evil creatures for at least an hour. Effects that disguise or hide alignment, such as an *undetectable alignment* spell, can fool this ability. Evil that is not sensed by the pharos does not cause him to develop a headache.

**Psionic Smite (Sp):** Once per day, before using a psionic attack mode against an evil creature, the pharos may choose to make the attack a psionic smite with a bonus to his psionic attack roll equal to his Charisma modifier, if positive. A psionic smite adds half the pharos' level, rounded down, to the ability score damage rolled against an evil psionic creature.

Non-psionic evil creatures subjected to a psionic smite are stunned for one additional round instead. If the attack is unsuccessful, or the target creature was not evil, that use of psionic smite is wasted for the day. The pharos may perform a psionic smite twice per day at 5th level and three times per day at 9th level.

**Restoring Hands (Sp):** With a touch, the pharos may heal a number of ability score points per day equal to his pharos class level. He may heal up to this amount all at once or spread it out over the day. This ability can be used to attack undead foes. Whenever he successfully makes a melee touch attack against an undead



creature, he may deal temporary ability score damage to their Strength score, up to the same amount that he can heal. A Will saving throw at DC 15 halves this damage.

**Retribution (Su):** Whenever the pharos attacks a creature that he has determined to be evil through the use of his *detect evil* or *evil sensitivity* abilities, he gains a +1 insight bonus to attack rolls against that creature for the rest of the combat. This bonus increases to +2 at 5th level, and +3 at 9th level.

**Manifester Level +1:** Phari continue to develop their psionic powers as psions or psychic warriors. At each level where they gain 'manifester level +1' they acquire new power points per day and access to discovered powers and psionic combat modes as if they had gained a level in their psionic class (psion or psychic warrior.) They gain none of the other benefits associated with advancement in those classes.

**Defense Against Evil (Su):** The pharos has an uncanny intuition about the moves and tactics an evil creature will use when attacking him. He gains a dodge bonus to armor class equal to half his pharos class level, rounded down, against attacks from evil creatures.

**Dodge Evil (Su):** The pharos' sensitivity to evil causes him to retain dodge bonuses to armor class when in combat against evil creatures at times when he would ordinarily be denied it, such as for being flat-footed or unaware. At 7th level, evil creatures surrounding the character no longer effectively flank him. Evil rogues 4 levels higher than the pharos' level ignore this ability.

**Mobility Versus Evil (Su):** At 3rd level the pharos gains a +4 dodge bonus to armor class

against attacks of opportunity provoked from evil creatures by his moving through their threatened areas. At 7th level, this bonus increases to +8.

**Detect Evil Thoughts (Sp):** The pharos may manifest *detect thoughts* (the psionic power) with no power point cost but may only read the mind of evil creatures.

**Perfect Mobility Versus Evil (Su):** The pharos never lets his guard down when fighting against evil. When an evil creature makes attacks of opportunity against him that are provoked by movement through their threatened areas, they always miss him.

**Psionic Karma (Su):** This ability may be used once per round when the pharos takes damage from an evil creature in melee. It does not require an action. The pharos may expend half his power points (minimum 2 points) to use psionic karma. This has the effect of causing a wound inflicted on the pharos by an evil creature in melee to strike the attacker as well. To resolve uses of this ability, the pharos must make a free attack with any psionic attack mode against the attacker. If successful, instead of causing psionic damage, the opponent takes the same amount of melee damage the pharos has just taken.

**Ex-Phari:** A pharos who willingly commits an act of evil or takes on an alignment other than lawful good becomes an ex-pharos and loses all supernatural and spell-like abilities of the class. They do, however, retain their manifester levels, bonus feats, evil sensitivity and dodge evil abilities. An ex-pharos may regain his abilities by receiving *atonement* from a good-aligned cleric.

**Pharos: Table**

Class Level	BAB	Fort Save	Ref Save	Will Save	Special	Psionics
1 <sup>st</sup>	+0	+1	+0	+1	Evil Sensitivity, Psionic Smite, Restoring Hands, Retribution (+1)	----
2 <sup>nd</sup>	+1	+1	+1	+1	Defense Against Evil	+1 manifester level
3 <sup>rd</sup>	+2	+2	+1	+2	Dodge Evil (dodge bonus), Mobility vs. Evil (+4)	----
4 <sup>th</sup>	+3	+2	+1	+2	Detect Evil Thoughts	+1 manifester level
5 <sup>th</sup>	+3	+3	+2	+3	Retribution (+2)	+1 manifester level
6 <sup>th</sup>	+1	+3	+2	+3	Dodge Evil (cannot be flanked by evil)	+1 manifester level
7 <sup>th</sup>	+2	+4	+2	+4	Mobility vs. Evil (+8)	----
8 <sup>th</sup>	+3	+4	+3	+4		+1 manifester level
9 <sup>th</sup>	+3	+5	+3	+5	Retribution (+3)	+1 manifester level
10 <sup>th</sup>	+3	+5	+3	+5	Psionic Karma, Perfect Mobility vs. Evil	+1 manifester level

# Psi Hunter [PsiH]

The psi hunter believes in her heart that the only good psionic creature is a dead psionic creature. She has made it her mission in life to eliminate any creature who possesses, much less uses, psionic powers. Clerics and paladins may become psi hunters because they view psionic creatures as unholy. Druids and rangers may choose this path because they sense the psionic creature's 'unnaturalness'. Wizards, sorcerers and bards may see the psionic creature's abilities as a perversion of the arcane arts. Fighters, monks and even barbarians may simply want to protect the innocent from the threat of control and manipulation posed by psionic creatures.

## REQUIREMENTS:

**Ability:** Wisdom 13+  
**Base Save:** Will +3  
**Skills:** Diplomacy 6 ranks, Survival 6 ranks.  
**Feats:** Closed Mind, Combat Reflexes, Iron Will.  
**Special:** May not possess a power point reserve or psi-like abilities.  
**Hit Dice:** d8

## **CLASS SKILLS**

The class skills of a psi hunter (and the key ability for each skill) are: Bluff (Cha), Diplomacy, Intimidate (Cha), Knowledge (psionics)(Int), Psicraft, Sense Motive, Survival and Use Psionic Device.

**Skill Points at Each Level:** 6 + Int modifier

## **CLASS FEATURES**

The following are class features of the psi hunter prestige class.

**Weapon and Armor proficiency:** A psi hunter is proficient with all simple and martial weapons, and with light and medium armor and shields.

**Detect Psionics:** At will, a psi hunter may detect psionics, in the same way that a paladin detects evil. A psi hunter can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is psionic in nature, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the psi hunter does not

detect if any other creatures or objects in the area are psionic in nature.

**Favored Enemy:** At 1st level the psi hunter treats any psionic creature as a Favored Enemy. She gains a +2 bonus on Bluff, Perception, Sense Motive and Survival checks when using these skills against psionic creatures. Likewise, she gets a +2 bonus on weapon attack and damage rolls against such creatures. At 4<sup>th</sup> level the psi hunter selects a specific type of psionic creature (aberrations, animals, constructs, dragons, elementals, fey, giants, humanoids, magical beasts, monstrous humanoids, oozes, outsiders, plants, undead or vermin). Once this creature type is chosen it may not be changed. Against psionic creatures of this type her Favored Enemy bonuses increase to +4. At 7<sup>th</sup> level, her Favored Enemy bonuses against all psionic creatures increase to +4, and to +6 against her chosen creature type. At 10<sup>th</sup> level, these bonuses increase to +6 and +8 respectively. If the psi hunter possesses a Favored Enemy bonus from another class, such as Ranger, these bonuses do not stack.

**Bonus Feat:** At 2<sup>nd</sup>, 4<sup>th</sup>, 6<sup>th</sup> and 8<sup>th</sup> level, a psi hunter may select a bonus feat from the following list, even if she lacks the required prerequisite: Alertness, Antipsionic Magic, Chaotic Mind, Force of Will, Improved Initiative, Mental Resistance, Psionic Hole, Spell Breaker, Step Up, Toughness or Wary.

**Resist Psionics (Su):** A psi hunter gains a +2 bonus to all saving throws to resist psionic effects, as well as Mind-Effecting (Charm/Enchantment) and compulsion type spells and effects. This bonus increases to +4 at 8<sup>th</sup> level.

**Smite Psionics (Su):** Once per day the psi hunter can focus her own inner will to strike out and smite psionic using creatures, much as a paladin smites evil. As a swift action, the psi hunter chooses one psionic target within sight to smite. The psi hunter adds her Wisdom bonus (if any) to her attack rolls and adds her psi hunter level to all damage rolls made against the target of her smite. In addition, while smite psionics is in effect, the psi hunter gains a deflection bonus equal to her Wisdom modifier (if any) to her AC against attacks made by the target of the smite.

The smite psionics remains until the target of the smite is dead or the next time the psi hunter rests and regains her uses of this ability. She may smite psionics twice per day at 6<sup>th</sup> level, and three times per day at 9<sup>th</sup> level.

**Disrupt Psionics (Ex):** A psi hunter's training and experience against those who would use (and abuse) the powers of their minds have taught her how to prevent them from safely using those powers when she is nearby. The DC to activate a psionic power increases by +4 for all psionic enemies that are within the psi hunter's threatened area. This increase to using psionic powers defensively applies only if

the psi hunter is aware of the enemy's location and is capable of taking an attack of opportunity. If you can only take one attack of opportunity per round and have already used that attack, this increase does not apply.

**Psionic Rebound (Su):** A psi hunter has become so skilled at blocking the psionic attacks of her enemies that once per day, if she makes her saving throw when subjected to a psionic attack, the effect rebounds on her attacker. Only the original attacker is targeted with the rebound effect. If the original attacker fails a Will save (DC equal to the original attack), the attacker is affected normally.

**Psi Hunter: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 <sup>st</sup>	+0	+1	+0	+1	Detect Psionics, Favored Enemy
2 <sup>nd</sup>	+1	+1	+1	+1	Bonus Feat, Resist Psionics +2
3 <sup>rd</sup>	+2	+2	+1	+2	Smite Psionics 1/day
4 <sup>th</sup>	+3	+2	+1	+2	Bonus Feat, Favored Enemy
5 <sup>th</sup>	+3	+3	+2	+3	Disrupt Psionics
6 <sup>th</sup>	+4	+3	+2	+3	Bonus Feat, Smite Psionics 2/day
7 <sup>th</sup>	+5	+4	+2	+4	Favored Enemy
8 <sup>th</sup>	+6	+4	+3	+4	Bonus Feat, Resist Psionics +4
9 <sup>th</sup>	+6	+5	+3	+5	Smite Psionics 3/day
10 <sup>th</sup>	+7	+5	+3	+5	Favored Enemy, Psionic Rebound

# Scion of Hyperion [Sch]

**Class:** Minimum one level of either Aristocrat or Noble class, or a current Noble Certificate issued by the LSJ Campaign Staff

**Alignment:** LG, LN, LE, N

**Base Save:** Will +6

**Skills:** Diplomacy 5 ranks, Knowledge (Nobility and Royalty) 5 ranks, Knowledge (Religion) 5 ranks.

**Feats (Any 3):** Negotiator, Persuasive, Political Intrigue, Skill Focus (Diplomacy), Skill Focus (Knowledge – Nobility & Royalty) or Skill Focus (Religion).

**Spells:** Ability to cast 2<sup>nd</sup>-level divine spells.

**Languages:** Must speak one humanoid language and one national or regional language other than the Scion's racial language, Common or the language of her native country or region).

**Patron:** Hyperion

**Hit Dice:** d8

## CLASS SKILLS

The class skills of a Scion (and the key ability for each skill) are: Bluff (Cha), Intimidate (Cha), Knowledge (All skills taken individually)(Int), Perform.

**Skill Points at Each Level:** 4 + Int modifier

## CLASS FEATURES

The following are class features of the Scion of Hyperion prestige class.

**Weapon and Armor proficiency:** A Scion gains no weapon or armor proficiencies.

**Spells per Day:** At 1st level in the Scion prestige class, and at each Scion level thereafter, the character gains new spells per day as if she has also gained a level in a divine spellcasting class to which she belonged before adding the prestige class level. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or destroying undead, metamagic or item creation feats, and so on). If the character had more than one divine spellcasting class before becoming a Scion, the player must decide to which class to add each Scion level for the purpose of determining spells per day.

**Leadership:** Upon attaining 1<sup>st</sup> level in the Scion prestige class, the PC gains the Leadership Feat. If the PC already has this feat, her Charisma is treated as if it were two points higher than it actually is, for the purpose of determining the level difference between the Scion and her Cohort.

**Bonus Feat:** At 2<sup>nd</sup>, 5<sup>th</sup> and 8<sup>th</sup> level, a Scion may select a bonus feat from the following list: Deceitful, Diligent, Divine Vengeance, Higher Education, Iron Will, Persuasive, Skill Focus (Knowledge-Any) or Superior Leadership.

**Inspire (Sp):** At 2<sup>nd</sup> level, a Scion gains the ability to inspire those around her. Using the *inspire* ability requires a standard action. Additionally, the target of the *inspire* ability must be able to observe and hear the Scion and must be within 60 feet. The Scion may target a number of enemies or allies equal to one-half her class level and the effects lasts for a number of rounds equal to her class level. The Scion may not target herself with this ability. Any abilities that require a saving throw use the Scion's *Perform (Oratory)* check as the DC for the Will save. All effects are morale effects unless otherwise noted below.

Each time the Scion uses the *inspire* ability, she may select one of the following effects. All bonuses and penalties for the Scion's inspire abilities are of the morale type. The effect of the inspire ability lasts as long as the Scion speaks, plus 5 rounds plus a number of rounds equal to the Scion's ranks in *Perform (Oratory)*. The Scion may inspire a number of times equal to his level. If the Scion possesses levels in the noble class, levels in the Scion of Hyperion prestige class stack with those levels for the purpose of determining the benefit gained (The bonuses/penalties themselves do not stack).

- **2<sup>nd</sup> level – Inspire Confidence:** Characters targeted by this ability gain a +1 bonus to all attack rolls and saving throws. This is a language-dependant ability. This bonus increases to +2 at 5<sup>th</sup> level, +3 at 8<sup>th</sup> level and +4 at 10<sup>th</sup> level.
- **5<sup>th</sup> level – Inspire Fear:** This ability causes targets to suffer a -1 penalty to attack rolls and saving throws. This is a language-dependant ability. This bonus increases to +2 at 8<sup>th</sup> level and +3 at 10<sup>th</sup> level.

- **7<sup>th</sup> level – Inspire Complacency:** Characters targeted by this effect suffer a -2 penalty to Perception checks for the duration of this ability's use. This is a language-dependant ability. This penalty increases to -3 at 10<sup>th</sup> level.
- **9<sup>th</sup> level – Inspire Valor:** This ability causes targets to gain a +2 bonus to Will saves and an additional +1 to saves vs. fear effects. This is a language-dependant ability.

<b>Noble House</b>	<b>Primary Opposition Houses</b>
Allison	Baily, Erikas or Gaines
Arawl	Bailey, Erikas or Jirin
Bailey	Arawl, Grimm or Reilly
Burkley	Pelligari
Caudwähler	Harquith, Kailin, Krimpach, Slidell, or Sturmhammer
Eisner	Pelligari
Erikas	Arawl or Seabury
Gaines	Arawl, Krimpach or Reilly
Grimm	Bailey or Erikas
Harquith	Tezriine
Jirin	Arawl, Harquith or Reilly
Kailin	Caudwähler, Erikas or Lurian
Krimpach	Caudwähler, Erikas or Pelligari
Lurian	Kailin
Mour	Bailey, Erikas, Kailin or Pelligari
Pelligari	Burkley, Eisner or Slidell
Perrault	Pelligari
Reilly	Bailey, Erikas or Gaines
Sahdein	Erikas, Grimm, Mour, Reilly or Seabury
Seabury	Erikas
Slidell	Caudwähler, Perrault
Sturmhammer	Caudwähler, Erikas, Harquith, Pelligari or Tezriine
Tezriine	Harquith

**Favored House Enemy (Ex):** At 3<sup>rd</sup> level a Scion may select one of Amthydor's Noble Houses as a Favored Enemy. If the Scion is a Noble, the House chosen as the Favored Enemy must be in primary opposition of her own House. House Torestyn may not be selected as a Favored House Enemy. If the Scion is an Aristocrat, she may choose any House except House Torestyn. In Amthydor's politically convoluted culture an Aristocrat Scion may be viewed by some as informally allying herself with those Houses who oppose her Favored House Enemy. This implied informal alliance provides no additional benefits to the Scion. The bonuses gained against the Favored House Enemy apply to both members of the House bloodline and persons in the House's employ. The Scion gains a +2 bonus on Bluff, Intimidate, Perception and Sense Motive checks when using these skills against a member of the enemy House.

Likewise, he gets a +2 bonus on weapon damage rolls against these individuals.

**Sphere of Influence:** Levels of the Scion of Hyperion prestige class stack with levels of the noble and cleric (Hyperion) classes for the purpose of determining the geographic extent of the Scion's *Sphere of Influence* (The bonuses themselves do not stack).

**Calming Presence (Su):** Ever the picture of calm and competent leadership, at 4<sup>th</sup> level a Scion may present a *calming presence* a number of times per day equal to her Charisma bonus (if positive). This presence takes the form of the spell *calm emotions*.

**Eagle Companion (Ex):** At 6<sup>th</sup> level a Scion gains an Eagle animal companion. This ability functions as the Druid/Ranger Animal Companion ability, allowing the Scion to gain the companionship of a normal-sized eagle. This eagle companion advances as per a Druid or Ranger's animal companion.

Scion Class	Natural Bonus	Str/Armor Adj.	Dex Adj.	Bonus Tricks	Special
Level 1-2	+0	+0	+0	1	Link, share spells
3rd-5th	+2	+2	+1	2	Evasion
6th-8th	+4	+4	+2	3	Devotion
9th-10th	+6	+6	+3	4	Multiattack

Use the base statistics for a creature of the companion's kind, but make the following changes.

- **Class Level:** The character's Scion level. The Scion's class levels stack with levels of any other classes that are entitled to an animal companion for the purpose of determining the companion's abilities and the alternative lists available to the character.
- **Bonus HD:** Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a Scion of a level equal to the animal's HD. An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's HD). An animal companion gains additional skill points and feats for bonus HD as normal for advancing a monster's Hit Dice.

- *Natural Armor Adj.:* The number noted here is an improvement to the animal companion's existing natural armor bonus.
- *Str/Dex Adj.:* Add this value to the animal companion's Strength and Dexterity scores.
- *Bonus Tricks:* The value given in this column is the total number of "bonus" tricks that the animal knows in addition to any that the Scion might choose to teach it (see the Handle Animal skill). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. The Scion selects these bonus tricks, and once selected, they can't be changed.
- *Link (Ex):* A Scion can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The Scion gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.
- *Share Spells (Ex):* At the Scion's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to the Scion before the duration expires.

Additionally, the Scion may cast a spell with a target of "He" on her animal companion (as a touch range spell) instead of on herself. A Scion and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

- *Evasion (Ex):* If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.
- *Devotion (Ex):* An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

- *Multiattack:* An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

**Blood Will Tell (Sp):** Once per month, beginning at 7<sup>th</sup> level, the Scion may perform a sacred ritual to ascertain if the subject of *blood will tell* bears any trace of noble lineage and how close that individual is to claiming the title.

If the subject is descended from multiple noble bloodlines, the Scion can ascertain one such bloodline for every three levels of the Scion prestige class. The order in which the bloodlines are ranked is first by 1) the subject's proximity to inheriting the corresponding title, 2) rank or importance of the titles, and 3) whether the bloodline is dormant or active. Even if the culture no longer exists, or no longer supports a hereditary noble class, a Scion can determine titles that have been actively held for a period of 100 years per Scion level.

The subject of the ritual may resist the effect by succeeding at a Will save DC 15 + Scion prestige class level + the Scion's Wisdom modifier. In addition to the cleric's holy symbol, the ritual requires a close personal object belonging to the individual being examined, and a sacred relic of Hyperion. Performance of this ritual is carefully monitored by the church, and the relic will only be made available under approved circumstances as noted within a scenario or by LSJ Campaign Staff.

**Speech of Freedom (Sp):** A Scion of 8<sup>th</sup> level or higher with 12 or more ranks in *Diplomacy* can use oratory to free victims from enchantments, temporary transmutations and curses. The scion must make a 1d20 + total character levels (maximum + 20) against a DC 11 + caster level of the effect. Success means the target is free of the effect. Using this ability requires at least 1 minute of uninterrupted concentration and a speech understandable to a target within 30 feet.

**Ability Boost (Ex):** At 10<sup>th</sup> level a Scion's Charisma increases by 2 points.

**Scion of Hyperion: Table**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>	<b>Spells per Day</b>
1 <sup>st</sup>	+0	+1	+0	+1	Leadership Feat, Sphere of Influence	+1 divine spellcaster level
2 <sup>nd</sup>	+1	+1	+1	+1	Bonus Feat, Inspire Confidence	+1 divine spellcaster level
3 <sup>rd</sup>	+2	+2	+1	+2	Favored House Enemy	+1 divine spellcaster level
4 <sup>th</sup>	+3	+2	+1	+2	Calming Presence	+1 divine spellcaster level
5 <sup>th</sup>	+3	+3	+2	+3	Bonus Feat, Inspire Fear	+1 divine spellcaster level
6 <sup>th</sup>	+4	+3	+2	+3	Eagle Companion	+1 divine spellcaster level
7 <sup>th</sup>	+5	+4	+2	+4	Blood Will Tell, Inspire Complacency	+1 divine spellcaster level
8 <sup>th</sup>	+6	+4	+3	+4	Bonus Feat, Speech of Freedom	+1 divine spellcaster level
9 <sup>th</sup>	+6	+5	+3	+5	Inspire Valor	+1 divine spellcaster level
10 <sup>th</sup>	+7	+5	+3	+5	Ability Boost (Cha +2)	+1 divine spellcaster level

## Sniper [Snp]

The sniper is a master of the bow, able to target opponents at extreme range and strike with lethal force and precision.

**Ability:** Dex 15+  
**BAB:** +5  
**Skill:** Perception 5 ranks  
**Feats:** Point Blank Shot, Precise Shot  
Weapon Focus (any bow or crossbow).  
**Hit Die:** d8

### Class Skills

The sniper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Perception (Dex), Stealth (Dex), Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier

### Class Features

All of the following are class features of the sniper.

**Weapon and Armor Proficiency:** A Sniper is proficient with all bows and crossbows.

**Preferred Weapon:** At 1<sup>st</sup> level the sniper selects a single bow or crossbow as his preferred weapon (one for which he already has the Weapon Focus feat). He receives the Weapon Specialization feat for that weapon, as if he were a fighter. Once this weapon is chosen it may not be changed.

**Precision Accuracy:** At 2<sup>nd</sup> level a sniper knows how to shoot someone where it hurts. He gains +3 points of precision damage. This bonus increases to +6 at 5<sup>th</sup> level and +9 at 8<sup>th</sup> level. This benefit applies only to the sniper's preferred weapon.

**Bonus Feat:** At 3<sup>rd</sup>, 6<sup>th</sup> and 9<sup>th</sup> level the sniper gains a bonus feat from the following list—Deadly Aim, Far Shot, Improved Critical (any bow or crossbow), Improved Precise Shot, Many Shot, Mounted Archery, Pinpoint Targeting, Precise Shot, Rapid Reload, Rapid Shot, Shot on the Run, Vital Strike

**Eagle Eye Shot (Ex):** At 4<sup>th</sup> level, if the sniper spends a full round action to take a single shot, she doubles her Dexterity modifier for ranged attacks for a single attack. In addition, she ignores her target's AC bonus due to size, if any. This ability only cancels an AC bonus, not an AC

penalty due to size. At 6<sup>th</sup> level, the bonus is tripled. This benefit applies only to the sniper's preferred weapon.



**Penetrating Shot (Ex):** At 7<sup>th</sup> level, if the sniper has a chance to line up his shot perfectly, he may aim for an unprotected or vulnerable spot on the target. He may take a full round action to make a single attack that is resolved for attack roll purposes as if it were a ranged touch attack. In addition, the sniper also gains +1d6 sneak attack damage. This damage stacks with any other sneak attack damage, such as the rogue's ability. This benefit applies only to the sniper's preferred weapon.

**Extreme Range (Ex):** At 9<sup>th</sup> level, the sniper has mastered the technique of shooting targets at phenomenal distances away. He may now shoot at a target that is up to two (2) range increments beyond the ten (10) normally allowed. Standard range modifiers to the sniper's attack roll still apply. This benefit applies only to the sniper's preferred weapon.

**Killing Shot (Ex):** At 10<sup>th</sup> level, the sniper is now so well-versed in hitting exact spots that whenever she hits a foe with a shot from a bow or crossbow, she always applies that weapons critical multiplier to the damage roll. If the sniper



scores a critical hit, stack the weapon's critical multiplier onto itself to determine damage. For example, a 10<sup>th</sup>-level sniper damages a target; she deals x3 with a longbow. On a critical hit,

she deals x5 damage, as two x3 multipliers stacked together yields a total multiplier of x5. This benefit applies only to the sniper's preferred weapon.

**Sniper: Table**

<b>Class Level</b>	<b>Base Attack Bonus</b>	<b>Fort Save</b>	<b>Ref Save</b>	<b>Will Save</b>	<b>Special</b>
1 <sup>st</sup>	+1	+0	+1	+0	Preferred Weapon
2 <sup>nd</sup>	+2	+1	+1	+1	Precision Accuracy +3
3 <sup>rd</sup>	+3	+1	+2	+1	Bonus Feat
4 <sup>th</sup>	+4	+1	+2	+1	Eagle Eye Shot
5 <sup>th</sup>	+5	+2	+3	+2	Precision Accuracy +6
6 <sup>th</sup>	+6	+2	+3	+2	Bonus Feat
7 <sup>th</sup>	+7	+2	+4	+2	Penetrating Shot
8 <sup>th</sup>	+8	+3	+4	+3	Precision Accuracy +9
9 <sup>th</sup>	+9	+4	+5	+3	Bonus Feat, Extreme Range
10 <sup>th</sup>	+10	+4	+5	+3	Killing Shot

# Temptriss of Dymora [Temptriss]

**Gender:** Female  
**Alignment:** LE, LN  
**Skills:** Diplomacy 4 ranks, Knowledge (nobility and royalty) 3 ranks, Knowledge (the planes) 3 ranks, Spellcraft 3 ranks, Sense Motive 1 rank, Survival 1 rank.  
**Feats:** Alertness, Selective Channeling, Weapon Focus  
**Spells:** Ability to cast 3<sup>rd</sup>-level divine spells.  
**Domain:** Charm  
**Patron:** Dymora  
**Hit Dice:** d8

## Class Skills

The Temptriss of Dymora's class skills (and the key ability for each skill) are Bluff (Cha), Escape Artist (Dex), Knowledge (Int), Intimidate (Cha), Perception (Wis), Stealth (Dex), and Survival (Wis).

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

## Class Features

All the following are features of the Temptriss of Dymora prestige class.

**Weapon and Armor Proficiency:** Temptrisses are proficient with all simple weapons, and with all types of armor. Furthermore, a Temptriss gains proficiency with her deity's favored weapon (short sword), if she does not already have it.

**Granted Domain:** A Temptriss has access to an additional domain from among those her deity has to offer. She essentially gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish.

**Spells per Day:** A Temptriss continues training in magic as well as gaining power from her deity. At 1st, and every level thereafter, the Temptriss gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any benefit a character of that class would have gained. This essentially means that she adds the level of Temptriss to the level of whatever spellcasting class the character has, and then determines spells per day accordingly.

**Focused Channel (Su):** Temptriss levels stack with cleric levels for the purpose of their granted channel energy ability.

**See in Darkness (Su):** A Temptriss of 1st level or higher have been granted the ability to see perfectly in darkness of any kind (up to 60 feet), even that created by a *deeper darkness* spell.

**Lasting Impression (Ex):** A Temptriss is not easily forgotten or dismissed from the mind. Starting at 2<sup>nd</sup> level, the duration of all effects with the charm designator (regardless of source) that the Temptriss produces is increased by 50%.



**Weapon Specialization:** At 2<sup>nd</sup> level, a Temptriss is granted the ability to specialize in her deity's preferred weapon. In this case, the Temptriss must choose one weapon in which to specialize in: the short sword or the whip.

**Empathy:** At 3<sup>rd</sup> level, Temptrisses have ability to detect the surface emotions of any creature she can see in a 30' radius for a duration of 1 min/level. The Temptriss can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and many other kinds of sensations and moods can all be perceived. The Temptriss gains a +2 insight bonus on any Bluff, Diplomacy, Intimidate, or Sense Motive checks that you make in the round when you cease concentrating on this power.

**Godly Gift:** At 4<sup>th</sup> and 8<sup>th</sup> levels, the deity bestows on the Temptriss a gift. The Temptriss may add a +1 to any one of the following abilities: STR, DEX, CON, or CHA.

The Temptress may not select the same ability twice in a row.

**Charm Endowment (Su):** The Temptress is less easily dismissed when making unusual demands or when attempting to influence emotions of others. Starting at 5<sup>th</sup> level, the Temptress receives a +2 bonus to the DC of all effects with the charm designator, regardless of source.

**Entangle (Ex):** A Temptress of 5<sup>th</sup> level may use a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (use the caster's current combined level). A Temptress can hurl her rope 5 feet (and an additional 5 feet for each Temptress level after) with no range penalty. Typically, a Temptress entangles a foe, leaving them temporarily prone so they can have their with the victim.

**Superior Leadership feat:** At 6<sup>th</sup> level, the Temptress gains the Superior Leadership feat as a bonus feat. Even though this is a bonus feat, the Temptress still much have all of the feat's prerequisites for it to be used properly.

**Learn Secret (Ex):** Through trickery, deceit, and sometimes intimidation, a Temptress can learn secrets otherwise unattainable. The Temptress can make a Diplomacy or Intimidate check once per week with a +10 competency bonus.

**Altered Appearance (Ex):** At 7<sup>th</sup> level, a Temptress begins to show prominent physical modification to match the desires of her deity. Temptresses will grow eagle-like wings similar to the Erinyes under Dymora's command. The

alteration is permanent, though disguise or spells made hide the wings is possible if the Temptress wishes it.

**Plane Shift to Any Plane (Sp):** Upon reaching 8<sup>th</sup> level, a Temptress may *plane shift* to any plane of existence, as per the spell, once per day. This spell-like ability functions as the spell cast by a cleric of a level equal to the Temptress's total character level.

**Mystic Union:** At 9<sup>th</sup> level, a Temptress becomes a magical creature. She is treated as an outsider of the deity's home plane rather than as a humanoid. For instance, *charm person* does not affect her. Additionally, the Temptress gains damage reduction 20/+1. This damage reduction does not stack with other forms of damage reduction.

Despite this outsider status, a Temptress may still be brought back from the dead if slain.

**Alignment Shift:** If a Temptress is not the same alignment as her deity, then her alignment shifts to match it as soon as the Temptress reaches 10<sup>th</sup> level.

**Transformation (Ex):** At 10<sup>th</sup> level, a Temptress earns the right to undergo the transformation in to an Erinyes. This transformation can only take place during the Winter Celebration. Erinyes created in such a manor keep all their mortal memories and abilities. The Temptress, at this point in her career, will no longer be able to be brought back from the dead if slain, but does gain all the abilities and hindrances of an Erinyes (and becomes an NPC from this point forward as well).

**Temptress of Dymora: Table**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1 <sup>st</sup>	+0	+1	+0	+1	Granted domain, See in Darkness, Focused Channel	+1 spellcaster level
2 <sup>nd</sup>	+1	+1	+1	+1	Lasting Impression, Weapon Specialization feat	+1 spellcaster level
3 <sup>rd</sup>	+2	+2	+1	+2	<i>Empathy</i>	+1 spellcaster level
4 <sup>th</sup>	+3	+2	+1	+2	Godly Gift	+1 spellcaster level
5 <sup>th</sup>	+3	+3	+2	+3	<i>Entangle</i> , Charm Endowment	+1 spellcaster level
6 <sup>th</sup>	+4	+3	+2	+3	Superior Leadership feat, Learn Secret	+1 spellcaster level
7 <sup>th</sup>	+5	+4	+2	+4	Altered Appearance	+1 spellcaster level
8 <sup>th</sup>	+6	+4	+3	+4	<i>Plane shift</i> to any plane, Godly Gift	+1 spellcaster level
9 <sup>th</sup>	+6	+5	+3	+5	Mystic union	+1 spellcaster level
10 <sup>th</sup>	+7	+5	+3	+5	Transformation, alignment shift	+1 spellcaster level

# Monsters

## Animals

### **Parrot** CR 1/6

#### **N Tiny animal**

**Init** +2; **Senses** low-light vision; Perception +6

#### Defense

**AC** 14, **touch** 14, **flat-footed** 12; (+2 Dex, +2 size)

**hp** 4 (1d8)

**Fort** +2, **Ref** +4, **Will** +2

#### Offense

**Spd** 10 ft., fly 40 ft. (average)

**Melee** bite +4 (1d3–2)

**Space** 2 1/2 ft.; **Reach** 0 ft.

**Special Attacks** Nil

#### Statistics

**Str** 2, **Dex** 14, **Con** 10, **Int** 2, **Wis** 15, **Cha** 8

**Base Atk** +0; **CMB** +0; **CMD** 6

**Feats** Skill Focus (Perception), Weapon Finesse

**Skills** Disguise +2, Fly +4, Perception +6

**Languages** A parrot simply mimics sounds that it hears repeatedly. It has no language.

**Special Abilities** Nil

The parrot is a colorful bird native to tropical climes. They range from 1 foot to 3 feet in length.

Parrots are natural mimics, and are famed for their ability to repeat words and short phrases they have been taught. They are seedeaters, and not generally aggressive, but their powerful beaks are fully capable of severing a finger that is poked too close to them. They can manipulate objects using their feet and beaks with enough dexterity to put a key in a lock and turn it if they have been trained to do so.

# Lycanthropy As An Affliction

When a character contracts lycanthropy through a lycanthrope's bite, no symptoms appear until the first night of the next full moon. On that night, the afflicted character involuntarily assumes animal form and forgets his or her own identity, temporarily becoming an NPC. The character remains in animal form, assuming the appropriate alignment, until the next dawn.

The character's actions during this first episode are dictated by the alignment of its animal form. The character remembers nothing about the entire episode (or subsequent episodes) unless he succeeds on a DC 15 Wisdom check, in which case he becomes aware of his lycanthropic condition.

Thereafter, the character is subject to involuntary transformation under the full moon and whenever damaged in combat. He or she feels an overwhelming rage building up and must succeed on a Control Shape check (see below) to resist changing into animal form. Any player character not yet aware of his or her lycanthropic condition temporarily becomes an NPC during an involuntary change, and acts according to the alignment of his or her animal form.

A character with awareness of his condition retains his identity and does not lose control of his actions if he changes. However, each time he changes to his animal form, he must make a Will save (DC 15 + number of times he has been in animal form) or permanently assume the alignment of his animal form in all shapes.

Once a character becomes aware of his affliction, he can now voluntarily attempt to change to animal or hybrid form, using the appropriate Control Shape check DC. An attempt is a standard action and can be made each round. Any voluntary change to animal or hybrid form immediately and permanently changes the character's alignment to that of the appropriate lycanthrope.

## Changing Form

Changing form is a standard action. If the change is involuntary, the character performs the change on his next turn following the triggering event. An afflicted character who is not aware of his condition remains in animal form until the next dawn. An afflicted character who is aware of his or her condition (see above)

can try to resume humanoid form following a change (voluntary or involuntary) with a Control Shape check, but if he fails his check, he remains in animal (or hybrid) form until the following dawn.

## Curing Lycanthropy

An afflicted character who eats a sprig of belladonna (also called wolfsbane) within 1 hour of a lycanthrope's attack can attempt a DC 20 Fortitude save to shake off the affliction. If a healer administers the herb, use the character's save bonus or the healer's Heal modifier, whichever is higher. The character gets only one chance, no matter how much belladonna is consumed. The belladonna must be reasonably fresh (picked within the last week).

However, fresh or not, belladonna is toxic. The character must succeed on a DC 14 Fortitude save or take 1d6 points of Strength damage. One minute later, the character must succeed on a second DC 13 save or take an additional 2d6 points of Strength damage.

A *remove disease* or *heal* spell cast by a cleric of 12th level or higher also cures the affliction, provided the character receives the spell within three days of the lycanthrope's attack.

The only other way to remove the affliction is to cast *remove curse* or *break enchantment* on the character during one of the three days of the full moon. After receiving the spell, the character must succeed on a DC 20 Will save to break the curse (the caster knows if the spell works). If the save fails, the process must be repeated.

Characters undergoing this cure are often kept bound or confined in cages until the cure takes effect.

Only afflicted lycanthropes can be cured of lycanthropy (unless it is done by a Night Warden of Meneon with his *banish lycanthropy* ability).

## Control Shape (Wis)

Any character who has contracted lycanthropy and is aware of his condition can learn Control Shape as a class skill. (An afflicted lycanthrope not yet aware of his condition can attempt Control Shape checks untrained.) This skill determines whether an afflicted lycanthrope can control his shape. A natural lycanthrope does

not need this skill, since it has full control over its shape.

**Check (Involuntary Change)**

An afflicted character must make a check at moonrise each night of the full moon to resist involuntarily assuming animal form. An injured character must also check for an involuntary change after accumulating enough damage to reduce his hit points by one-quarter and again after each additional one-quarter lost.

Involuntary Change	Control Shape DC
Resist involuntary change	25

On a failed check, the character must remain in animal form until the next dawn, when he automatically returns to his base form. A character aware of his condition may make one attempt to return to humanoid form (see below), but if he fails, he remains in animal form until the next dawn.

**Retry (Involuntary Change)**

Check to resist an involuntary change once each time a triggering event occurs.

**Check (Voluntary Change)**

In addition, an afflicted lycanthrope aware of his condition may attempt to use this skill voluntarily in order to change to animal form, assume hybrid form, or return to humanoid form, regardless of the state of the moon or whether he has been injured.

Voluntary Change	Control Shape DC
Return to humanoid form (full moon <sup>1</sup> )	25
Return to humanoid form (not full moon)	20
Assume hybrid form	15
Voluntary change to animal form (full moon)	15
Voluntary change to animal form (not full moon)	20

1. For game purposes, the full moon lasts three days every month.

**Retry (Voluntary Change)**

A character can retry voluntary changes to animal form or hybrid form as often as he likes. Each attempt is a standard action. However, on a failed check to return to humanoid form, the character must remain in animal or hybrid form until the next dawn, when he automatically returns to humanoid form.

**Special**

An afflicted lycanthrope cannot attempt a voluntary change until it becomes aware of its condition (see Lycanthropy as an Affliction).

# LSJ Campaign House Rules

## Lifestyle Costs

Player Characters have to spend money on many things during downtime: food, rent, repairs on weapons and armor, and other daily expenses. In the LSJ Campaign this is reflected in Lifestyle Costs, which are paid at the start of every LSJ adventure.

Aristocrats and nobles have access to Elite lifestyle, and in fact suffer additional penalties for taking lower than High lifestyle (see Slumming below). Otherwise players get to choose from one of the following options:

- **Low Lifestyle (5 gp):** You are living on a very frugal budget, staying at a flophouse or roughing it in the streets or nearby wilderness. Your personal grooming is lacking and it shows. PCs who take this option suffer a -1 circumstance penalty to all Charisma-based ability and skill checks. In addition, there is a 5% chance (1 on a d20) that you are robbed of one random certificated item chosen at random by the Game Master .
  - **Medium Lifestyle (15 gp):** You rent or own a room in a good neighborhood with clean living conditions. You eat a well-balanced diet of quality food and bathe and groom yourself regularly. You wear clean clothes daily, much to the relief of your neighbors in Amthydor! As a result, you have neither modifiers nor penalties to your Charisma-based rolls.
  - **High Lifestyle (40 gp):** You stay at the most expensive hotels in town, eat out at the fanciest restaurants, and buy only the finest clothes and accoutrements. You may enjoy luxuries such as exotic foods, fresh flowers delivered to your home every day, and expensive and lengthy vacations to the countryside. PCs who take this option enjoy a +1 circumstance bonus to all Charisma-based ability and skill checks.
  - **Elite Lifestyle (100 gp):** The finest accommodations, elegant clothing, elaborate meals and other luxuries are yours. Only the most elite royalty live in greater comfort. You have access to the highest of social circles, and when you talk,
- people listen, and they take note of your activities and appearance. PCs who take this option enjoy a +2 circumstance bonus to all Charisma-based ability and skill checks. This lifestyle is available only to Aristocrats and Nobles. At 9th level and higher, the Noble must take this level of lifestyle or suffer the same circumstance penalties for "slumming."
- **Failure to Pay Lifestyle:** PCs who cannot or will not pay for even Low Lifestyle suffer all the penalties of Low Lifestyle, plus they begin the adventure with 1 point of subdual damage for each gp less than 5 spent on lifestyle costs. This damage represents malnutrition and the effects of roughing it on the streets or in the wild. The only way to avoid this damage is to have another PC (or a certed NPC patron) pay the lifestyle costs for the PC. This special subdual damage cannot be healed by any means short of a *heal* spell.
  - **Living Off The Land:** PCs with at least 1 ranks of Survival may use that skill to alleviate the effects of paying no lifestyle costs. A Survival check (DC 20) allows the PC to avoid the subdual damage listed in the previous paragraph. They still suffer the normal effects of Low Lifestyle but do not have to pay for it. Failure of the Survival check means the PC suffers the penalties noted in the previous paragraph.
  - **Slumming:** Aristocrats and Nobles are expected to maintain a high standard of living, and that costs gold. Aristocrats who take less than High Lifestyle suffer an additional -1 penalty on the listed Charisma-based checks for any lifestyle lower than High that they take. Nobles have it even worse, suffering an additional -2 penalty on the listed checks for the lifestyle chosen. This stacks with the penalty already listed for Low and Medium Lifestyles.
- Player Characters that co-habitat in living accommodations need only (each) pay 75% of the associated Lifestyle cost.

## LSJ Nobles, Current and Future

### GENERAL INFORMATION

Certed permission is required to play a noble PC within the *Legends of the Shining Jewel* Campaign. All PC nobles must be certified and registered with the LSJ Nobles Coordinator at [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com).

While a noble PC is not required to take levels of the noble class, they derive no benefits of being a noble unless they do so. The noble class must be taken at 1<sup>st</sup> level.

### Foreign Nobles

Permission to play a PC noble of a foreign nation or city-state (non-Amthydoran) is available to all players upon request through [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com). A foreign noble must be from one of the following locations:

Aedar	Kehron
Athyr	Kozuru
Baris	Landseer Isles
Cellor [Loyalist]	Lovisterre
Cellor [Revolutionary]	Nadera
Choal	Nestrell
Corothia	Numbor
Dabrek [Orc & ½ Orc only]	Ranguo
Daiguo	Sadahar
Drupir	Sadranal
Eagsin	Selienna
Grihastha	Tarsier
Harrek [Dwarf only]	Urund
Ihnall	Westmarch
Torahn [Elves only]	

### Amthydoran Nobles

Amthydoran nobles are restricted at the discretion of the *Legends of the Shining Jewel* Campaign Coordinator.

### CURRENT NOBLE & ARISTOCRAT PCS

Existing PCs that are in-play and possess levels of the aristocrat class prior to July 1<sup>st</sup> 2009 may convert their aristocrat class levels to noble class levels upon the LSJ Campaign conversion to the Pathfinder rules adaptation effective GenCon Indy 2009.

Existing PCs that do not possess levels of either the aristocrat or noble classes prior to July 1<sup>st</sup> 2009 may not acquire levels of the noble class upon the LSJ Campaign conversion to the Pathfinder rules adaptation effective GenCon

Indy 2009. These PCs may acquire levels of the LSJ aristocrat class. The LSJ aristocrat class replaces the Pathfinder NPC aristocrat class.

### Re-Certing Current Noble PCs

All current players of noble PCs must re-cert and register their characters through [lsj-nobles@theshiningjewel.com](mailto:lsj-nobles@theshiningjewel.com) by December 31<sup>st</sup> 2009.

### FUTURE NOBLE PCS

All new noble PCs beginning play after July 1<sup>st</sup> 2009 and current nobles who fail to register their existing noble PCs prior to December 31<sup>st</sup> 2009 must begin at 1<sup>st</sup> level, regardless of any levels on the noble class they previously possess.



### Arcane Spells

Bards, sorcerers, and wizards begin play with spells as described in the *Pathfinder RPG Core Rulebook*.

Upon advancing a level, wizards learn new arcane spells as described in the *Pathfinder RPG Core Rulebook*. Any additional spells the wizard wants to learn cost additional time as described in the *Pathfinder RPG Core Rulebook* page 219.

A wizard may "trade" one spell with another wizard each scenario. Only one spell may be acquired in this fashion for each scenario (not per round of a scenario). The costs for



scribing the spell into the spellbook apply as above, although it takes 1 TU to do so.

Sorcerers and bards obtain more spells as they advance in levels, as described in the *Pathfinder RPG Core Rulebook*. They must choose their spells from the appropriate spell lists, unless they have a special certificate that allows them to do otherwise. Sorcerers and bards learn new spells as part of their training time, and do not incur additional time unit costs.

## Banned Spells and Powers

There are some spells that are not suitable for PC use in the LSJ Campaign environment, or that require campaign staff administration. The following spells and powers are not available for PCs to cast or manifest, though some might be available through NPCs, metagame activities, and the campaign staff: *astral caravan*<sup>P</sup>, *astral seed*<sup>P</sup>, *astral traveler*<sup>P</sup>, *clone*, *dream travel*<sup>P</sup>, *fabricate*, *fabricate*<sup>P</sup>, *greater fabricate*<sup>P</sup>, *fission*<sup>P</sup>, *form of doom*<sup>P</sup>, *genesis*<sup>P</sup>, *incarnate*<sup>P</sup>, *major creation*, *major creation*<sup>P</sup>, *matter manipulation*<sup>P</sup>, *mind probe*<sup>P</sup>, *mind seed*<sup>P</sup>, *true mind switch*<sup>P</sup>, *permanency*, *personality parasite*<sup>P</sup>, *psychic reformation*<sup>P</sup>, *schism*<sup>P</sup>, *simulacrum*, *suspend life*<sup>P</sup>, *temporal acceleration*<sup>P</sup>, *true creation*<sup>P</sup>, *true resurrection*, *unholy blight*.

All spells unique to the domains of gods not allowed for PC worship (thus, the evil ones) are not allowed. The use of a *wish* or similar spell will not duplicate the benefits of a spell that is banned from the campaign, nor would psionic powers with similar effects. Spells with the evil descriptor may not be learned or used by player characters, nor may they be duplicated using *wish* or similar spells.

The <sup>P</sup> notation indicates a psionic power.

## Restricted Spells

There are spells that have been restricted by the LSJ Campaign Staff. This means that they cannot be used at all by PCs, or can be used in a limited fashion, as detailed below.

- *Any* spell or power that duplicates the effects of another spell or power cannot be used to create effects that are restricted. For example, a *wish* spell or the *bend reality* or *reality revision* psionic powers cannot be used to cast or manifest a spell

or power with the Evil descriptor, which is forbidden for PC use and thus restricted.

- *Wish* is allowed for PC use, under the following provisions: the only uses are those listed in the bullet points, as shown in the *Pathfinder RPG Core Rulebook* listing of the spell, with two exceptions. 1- Any magic items created by the casting of this spell only exist for the adventure in which the spell was cast, and disappear when the game ends. 2- All castings of the *wish* spell that grant ability point increases must be cast and approved through a meta-campaign activity.
- *Miracle* is restricted to the 1<sup>st</sup> three bullets in section 1 of the spell and the 3 bullet points in section 2 of the spell, as listed in the *Pathfinder RPG Core Rulebook*.
- All spells and powers designated as *Polymorph* effects end at the end of the adventure in which the spell was cast and are not permanent.
- *Reincarnation* poses some unique situations for the campaign. The spell is allowed (and uses the chart specified in this document rather than the one in *Pathfinder RPG Core Rulebook*) but the casters and/or recipients need to be aware of the following:
- *Awaken* - A druid may cast the *awaken* spell on an animal or plant during an adventure (scenario, interactive or special mission). The druid may elect to cast *awaken* on an Animal Companion of a ranger who worships the same deity, with the ranger's permission. At the end of the adventure, the animal or plant leaves the PC and starts a new life, even if the animal had previously been an *animal companion* by means of the druid or ranger class feature. The same applies to an animal acquired through the Bestiary Metaorganization. An *animal companion* of a druid or a ranger, or a certified Bestiary animal, may be *awakened* and retained only by certifying the spell and the animal either by mail-in process to the LSJ Meta-Game Administrator or at a LSJ Temples booth. Contact the Bestiary Metaorganization for more information. Only one *awakened* animal per character is allowed for a druid or ranger. Druids may retain one *awakened* tree at a LSJ Quorum of Faith registered grove through the meta-campaign process. No retained *awakened* plant will ever go adventuring except on a special mission. No other character (other

than a druid) may retain an *awakened* plant. If an arcane spellcaster uses a *wish* spell (or a divine spellcaster *miracle*) to duplicate the effects of the *awaken* spell, then the awakened animal or tree leaves at the end of the adventure.

- *Psionic revivify* functions exactly the same as *raise dead*, including the material component cost (5,000 gp worth of crystals) and level loss.
- *Psychic chirurgery* cannot be used to bestow knowledge of spells or powers.

## Purchasing Spells from NPCs

Characters who are in the city of Amthydor (or who visit the druid's grove outside the city) may pay NPCs to cast spells for them. The fee is as specified at the end of the Equipment chapter in *Pathfinder RPG Core Rulebook*. The PC is limited to purchasing spells of 5<sup>th</sup> level or lower (exception: PCs may purchase *resurrection* spells). Clerical and druidic spells may be purchased from the appropriate temples in the city's Quorum of Faith. Arcane spells may be purchased from members of the League of Thaumaturgical Studies (wizard, sorcerer or bard). Spells purchased must abide by the restrictions noted above unless otherwise noted in a scenario.

## Making Money

Player characters may make money by using one of the following skills: Craft, Profession, or Perform. This can be done once for each LSJ adventure played by the character. The player rolls a skill check in front of the Game Master and divides the result by 2. This is how many gold pieces were earned during that time. Only one such roll (Craft, Profession, or Perform) may be made for each scenario played.

In lieu of earning money, the PC may instead make an item to keep (see the next section for details). The PC may not do both in the same scenario.

## Making Things

Non-magical crafted items, as well as crafted potions and scrolls, do not require certificates. Make an Adventure Journal entry for the time spent, and have your game master sign it. Indicate when you use your crafted item in the entry where it is used, referencing the log entry

for when it was created. Only one item of any type may be created per scenario played, at the completion of the scenario.

In addition, when creating a magic item, you must adhere to the same item level limits that exist for Mystical Marketplace purchases. That is:

Character Level	Maximum Value of Item Created
Level 1-4	4,000 gp
Level 5-8	16,000 gp
Level 9-12	36,000 gp
Level 13+	No gp limit

## Craft Skill Items

Items made using the Craft skill cannot be sold to NPCs; they can only be saved for use by the maker, or sold to other PCs. Crafting an item takes time, as calculated using the "progress by day" formula in the *Pathfinder RPG Core Rulebook*. Each day is considered a time unit, and each item crafted takes a minimum of 1 time unit. PCs may not craft items that are restricted from purchase in Step 5 of these guidelines.

## Brew Potion Feat

Creating a potion takes material resources (gold) and experience points as indicated in the *Pathfinder RPG Core Rulebook*. Creating a potion costs 1 time unit, and only one potion may be created per adventure played. Potions created this way may not be traded, but may be given to other PCs to consume during an adventure.

## Craft Cognizance Crystal Feat

Creating a cognizance crystal takes material resources (gold) as indicated in the *LSJ Psionics Primer*. Creating a crystal costs 1 time unit per 1,000 gp in its base price, and only one crystal may be created per adventure played. Crystals created this way may not be traded, but may be given to other PCs to use during an adventure.

## Scribe Scroll Feat

Creating a scroll takes material resources (gold) as indicated in the *Pathfinder RPG Core Rulebook*. The time to scribe a scroll should be calculated from the description of the Scribe Scroll Feat. The minimum cost is 1 time unit (always round up to the next whole time unit).

Only one scroll (with a single spell) can be scribed per adventure played. Scrolls created this way may not be traded, but may be given to other PCs to use during an adventure.

### **Scribe Tattoo Feat**

Creating a psionic tattoo takes material resources (gold). Creating a tattoo costs 1 time unit, and only one tattoo may be created per adventure played. Tattoo created this way may not be traded, but may be given to other PCs to wear and use during an adventure.

### **Other magic/psionic creation feats**

Other MIC/PIC feats may be used in a limited manner to create magic/psionic item types not listed above. A character is limited to creating a number of these items each game year equal to their current character level (thus an 8<sup>th</sup> level character can create up to 8 magic items that are not potions or scrolls each game year). If the PC's character level increases during that year, then she can then create one more item than they could previously. The player must note such items created on their Adventure Journals. Items thus created can only be owned by the PC creator, though they can be used by other PCs at the table during an adventure and returned at the end of the adventure. Such items must be created at the end of an LSJ adventure, and require the usual expenditures of Time units and gold to create.

### **Certifying Items made through Magic Item Creation/Psionic Item Creation**

This can only be done at approved Mystical Marketplace convention locations. Send an email to Catie Straiton at [lsj-activities@theshiningjewel.com](mailto:lsj-activities@theshiningjewel.com) for more information.

### **Previous rule system effects regarding Magic Item Creation/Psionic Item Creation**

Experience previously expended under the prior rules system to create magic/psionic items are not regained under the *Pathfinder RPG* rules system.

## **Underwater Adventuring**

Magic that allows water breathing also is assumed to confer limited protection against the hazards of water pressure. Multiply the caster level of the spell, ability, or item times fifty feet to determine the depth to which the subject is protected. For example, a helm of underwater action (CL 5th) allows the wearer to operate safely at depths up to 250 feet; a water breathing spell cast by an 11th level cleric would confer protection to its subject up to depths up to 550 feet.

# Gameplay

## Table Size Rule

The table size for LSJ adventure play is 3-6 players. However, a three player table must either have a PC's cohort on the adventure, or take along an NPC Table Buddy who fits the ATL of the party. See the sections on Table Buddy Rules and Cohorts and Hirelings for further details.

NOTE: Always make a good decision. If someone won't be able to play and you have a 6-player table, go ahead and stretch the table to 7 so everyone can have fun.

## Allowed Character Levels for Scenarios

Each LSJ tournament scenario has a recommended level spread for characters to play that scenario (i.e. 1-6, 2-7, etc.). Characters above the maximum level listed may not play that scenario. Characters below the minimum recommended level may play, but there is no provision for "softballing" a character who is below the minimum recommended level. It is strongly recommended that a party that is mostly below the minimum listed level not play that scenario until they are of higher level.

## Time Units and Character Adventure Journals

Time Units (or TUs) are used to record how PCs spend their time. By using TUs, you do not need to worry what order adventures took place, or exactly when you researched a spell or created an item. TUs save you from taking your character out of play to perform non-adventuring activities (until you run out of Time units for the year). A TU equals one day out of the campaign year. All players are required to use and keep track of these TU costs on a Adventure Journal.

On January 1<sup>st</sup> of each year, a PC receives 365 TUs to spend on activities for that year. Adventures take 5 TUs (unless specified otherwise). This represents not only the adventure itself, but also training in your respective classes, taking care of normal personal business, repair of equipment, and

other day-to-day activities that are not a real part of the LSJ Campaign.

An Adventure Journal is a set of sheets that track information about which adventures the character has participated in, the Game Master information, any experience or treasure gained, and any notes about the adventure. Journals also are used to track meta-campaign activities and entries for any other character-changing event (such as changing deities if there is a cost). Adventure Journals are required for all LSJ characters and may be downloaded from the LSJ web site or files section of the Yahoo! Group.

## Certificates

You will be issued certificates for items, deeds and favors that your character acquires during adventure play, during interactives, and through other means. The certificates include information you will need in order to use them in play. Some specific sections of the certificate to note are:

### Validation

Certificates must be signed in ink by the GAME MASTER who issues them. The name of the character the certificate is assigned to must be written in ink on the line provided at the top of the certificate.

No player may have, on any of his or her characters, any items from any scenario in which he or she has personally signed as a GM (even during the course of trading).

No player may have, on any of his or her characters, any items from any scenario that the player has written unless issued by the campaign staff.

### Legality Ratings

Similarly, the campaign city of Amthydor has laws and regulations on what they do or do not allow within their borders. While this does not necessarily prevent a player character from possessing items or abilities deemed illegal by the city (it is quite possible for something to have both a *Standard Availability* and *Restricted Legality*, for example), a character caught by city authorities with such might have some serious explaining to do.

- **Legal** – These items or abilities are legal in the city of Amthydor. No special permission is required for possession or use.
- **Limited** – These items or abilities require a permit from the city to possess or use. Permits may be obtained in various ways, usually through meta-organizations or special in-game opportunities. All permits require the accompanying campaign documentation to be considered valid.
- **Illegal** – These items or abilities are forbidden for possession or use by the city of Amthydor. There may be significant penalties if a player character is caught with a restricted item or ability.

### Rarity Ratings

Rarity describes how many of a certain certificate from a certain scenario a given character can be assigned. The categories apply by item and scenario name. The categories are:

- **Common** – A character can possess as many duplicates of this item as desired, provided they were all earned in play by some character.
- **Uncommon** – A character can possess only one of these items from a single scenario. Multiple items can be owned, provided they are all from different scenarios.
- **Rare** – Only one of these rare items may be used at a given table of players. If multiple characters bring this item, then only one "exists" for the adventure. Which of the duplicates exists must be determined at the start of the adventure, and may not be changed during the course of the adventure. Further, all rare items are also bound by the restrictions on uncommon items.
- **Unique** – Only one of these exists in the campaign.

### Trade Policy

Certificates indicate whether they can be traded between characters. If a certificate can be traded, and is traded, then a complete trade history must appear on the back of the certificate. The information for each trade must include the player name and character name of the person trading the item away and the player name and character name accepting the item, and the date of the trade. This all must be

completely legible, and the history must show the progress of the certificate from the original owner (on the front) to the current owner. No player can trade item certificates between his or her own PCs, no matter by what means (including passing through several other characters' hands).

Certificates in the LSJ campaign are the property of The Shining Jewel, LLC, and must be returned to the campaign staff upon request. They have \$0 cash value and cannot be sold for cash or other real world considerations.

### Leaving the Campaign

Characters that reach 21<sup>st</sup> character level may no longer be played in the LSJ campaign and are retired to NPC status.

### MIC/PIC and Rules Changes

If an item created through use of Magic/Psionic Item Creation feats is later changed through errata or banned entirely, the player has the option of paying the difference (if needed) to keep the item with the rules changes, or to take back the gold that was spent creating the item (or the difference in cost, if the new cost is less than what was originally spent on creating the item). Spent Time Units cannot be regained by any means.

### Adding New Material

The Campaign Staff understands that game designers are continually creating new and wonderful additions to the d20 fantasy RPG. It is our desire to implement these additions as quickly as possible. With this in mind, new material will be reviewed and potentially added to the campaign. The campaign documents will be updated as appropriate with this information, and the version number and date of the documents will be changed.

### New Material and Rebuilding Your Characters

When rules updates and new products are approved for LSJ campaign use, players may make changes to their characters to give them the benefit of the new rules (feats, prestige classes, etc.). This may be done ONCE for

each character when a new rules update is issued, but may be done each time such an update is issued. The intent of this rebuild is to allow the player to bring the PC into line with the new rules, or to take advantage of a rules option made available.

The following specific rules are in force for a rebuild:

- The PC's name must not change.
- The PC's xp, gp, and certificates do not change.
- The PC's race must not change.
- Skills and feats used for generation of income must be retained. For skills, the number of ranks in the skill must also remain the same. Note that if you change classes, you may end up spending more skill points for that skill if it becomes a cross-class skill for the rebuilt PC.
- If the PC used Item Creation, you may not change any prerequisites used for the item creation, including feats, spells, and skills.
- Clerics may change domains but not deities.
- Arcane casters who cast spontaneously may change their spells known, and arcane casters who prepare spells may change spells in their spellbooks, subject to the restrictions above. However, spells may ONLY be swapped on a 1-for-1 basis between spells of the same level.
- Similarly, characters with psionic powers may exchange their powers on a 1-for-1 basis with powers of the same level.
- Specialist arcane casters may change their specialties. All spells from the now-prohibited school(s) must be removed from the caster's list of spells known or spellbooks, though they may be swapped as above. Note that spells in certified spellbooks may NOT be changed.
- Similarly, psionic characters may change disciplines.
- Monks may change Orders.
- The player is responsible for making certain that all proper rules are followed for a rebuild, including proper use of prerequisites for feats, skill point spending, etc.

Note that you may NOT rebuild a character:

- In order to take advantage of a campaign enhancement such as a new metaorg

- In order to take advantage of an opportunity made available to the character via a certificate or module
- Just because you want to.

Since we are being very generous with allowing these rebuilds each time we issue new rules, we expect every player to take the time to do it properly. If you are uncertain how a rule works, feel free to contact the campaign staff for a clarification (see [Communications](#) below).

## Table Buddy Rules

A Table Buddy is a ready-made NPC who comes along for the adventure to beef up a 3-player table and, hopefully, make it more survivable. The players get to choose a buddy from any of the available classes that have been created at the appropriate table ATL level. This character offers skills, spells, and other abilities that could make a crucial difference between success and a Total Party Kill [TPK].

The Table Buddy character files and rules are all available on the LSJ website and in the Files section of the LSJ-Campaign online chat group

## How to use a table buddy

1. Only a table with three players can have a Table Buddy. If you have four or more real people at the table, no Table Buddy is available. If you have three players and one or more of them has a cohort, no Table Buddy is available.
2. Only one Table Buddy may be used per table. Table Buddies come in varying character levels (see what is available at the convention location). The maximum level Table Buddy you can take with you is determined by finding the average character level of the three PCs at the table (rounding down). Your Table Buddy must be of this level or lower.
3. As a full member of the party, table buddies are entitled to an equal share of whatever treasure is acquired at the table, including certified treasure items. The players may split the treasure however they wish, with the GM's approval. As long as the Table Buddy gets a fair share of treasure, the details are not important to the NPC. The GM has final say in determining a fair split for this purpose, but it need not be split down to the last copper piece. Certified treasure given to a

Table Buddy is immediately destroyed by the GM (see Rule #5 below).

4. The GM may designate one of the players at the table to control the actions of the Table Buddy during the game. However, the players cannot have the Table Buddy take actions that would be considered suicidal or against their best interests. The GM can overrule any action that a player chooses for a Table Buddy if she deems it inappropriate or suicidal.
5. Table Buddies have no personal tournament play history. They do not remember previous LSJ events in which they were used, even if an adventuring group uses the same Table Buddy more than once. They retain no treasure, certed or otherwise, from other adventures in which they were used (that treasure just vanishes to the VOID pile). They begin each module as a blank slate with nothing more than what is listed on their character sheet, and nothing less (thus potions listed on a Table Buddy's character sheet can be used each time a Table Buddy is brought into play).
6. The players can name their Table Buddy anything they and their GM can stand to hear for four or more hours of game play!

## Game Masters and "Eating" Scenarios

Sometimes there are not enough judges to go around, and someone has to GM a scenario before they get a chance to play it., a practice some refer to as "eating" the scenario. This means missing out on XP gains, treasure, and the experience of playing the scenario. In order to thank GMs who must do this, the LSJ campaign now offers the following compensation.

The first time a Game Master "eats" a scenario and runs it, they receive the maximum experience point reward possible for that scenario for one of their PCs (pick one). The PC gains none of the certificates from that scenario, good or bad. However, for the purpose of playing future scenarios, they may be considered to have basically "succeeded" in that mission and achieved neutral reactions with regards to NPCs from those scenarios.

The GM "eating" a scenario must fill in an entry in the Adventure Journal of the PC they choose to receive the XP gain and have the convention

coordinator sign it. If the convention coordinator IS the "eating" GM, he or she may designate another GM as the signer of that Adventure Journal entry. There is no Time Unit or Lifestyle cost associated with the "eaten" scenario.

## Converting Experience

Converting experience points from 3.5 to *Pathfinder RPG* can be a long and arduous process. For that, we have created an XP Conversion excel spreadsheet that is a free download on the main LSJ Campaign yahoo group. But in the unlikely event that you aren't near a computer or can't run the Excel file for whatever reason, here is the formula for converting experience:

First you need to find the percentage experience that has been earned between the two levels you are currently at. Using in 3.5 experience chart, use the following formula to get your current **XP Percentage**.

$$\frac{(\text{Current PC XP} - \text{Previous Level XP})}{(\text{Next Level XP} - \text{Previous Level XP})}$$

Now using the *Pathfinder RPG* XP Track (page 9 of this book) of the race you have selected, apply the following formula:

$$\text{Previous Level XP} + (\text{XP Percentage} \times [\text{Next Level XP} - \text{Previous Level XP}]) = \text{New PC XP}$$

Using the following formulas should keep your PC in the same level and standing between levels in which you've current earned for your 3.5 PC.

With the increase in XP needed to advance levels using the *Pathfinder RPG* XP tables, the Experience Reward for the older 3.5 LSJ modules will need to be adjusted. The modules will eventually be updated with new XP values, but until then please use the following XP rewards based on the table's Average Table Level (ATL):

ATL 1 = 650 XP	ATL 11 = 4,700 XP
ATL 3 = 900 XP	ATL 13 = 7,200 XP
ATL 5 = 1,300 XP	ATL 15 = 11,000 XP
ATL 7 = 1,900 XP	ATL 17 = 17,500 XP
ATL 9 = 3,000 XP	ATL 19 = 29,000 XP

Experience earned is based on the Average Table Level (ATL). However, if a PC's level is lower than two levels from the party's ATL, then that PC will only get the experience value based on his level plus one. For example: a 3rd level

PC plays at the same table with high-level players and the group comes out to be an ATL 9. The maximum amount of experience the 3rd level PC can earn would be based on ATL 5, and a 6th level PC would earn XP based on ATL 7 (all fractions round down in this case). With such a disparaging range of experience earned from 1st all the way to 19th levels, this is the only way to make sure that low-level PCs don't earn experience too quickly.

Everything else in the module is considered backwards compatible and shouldn't affect the proper play of the event.

## Communications

The most current information about the LSJ campaign can be obtained from the official campaign website at:

<http://theshiningjewel.com/ljsj>

The latest downloads, rules information, and news are updated on a weekly basis, and these are message forums to ask questions on, find other players at, and generally have discussion.

Thus, the LSJ Staff has decided to increase the membership of an ANNOUNCEMENT ONLY list.

This list will only be used by LSJ Staff members when making official announcements or making useful resources available. Players will only be sent information that is useful to them. NO ONE but the Moderators of the list can post information to it, so it will never get "spammed" nor will people be posting questions/arguments/useless emails to it!!

This service is provided free of charge from Yahoo!. The list actually has a home web page where we can store PDF files and other resources, which we will put to good use. To access the web site one needs to create an "account" with Yahoo. The simple instructions for this are available on the web site.

The list is called "LSJ-News." Those subscribed to the group can also read past messages if they wish.

To subscribe, send an email message to [lsj-news-subscribe@yahoogroups.com](mailto:lsj-news-subscribe@yahoogroups.com) or go to this e-group's home page at <http://groups.yahoo.com/group/lsj-news>.

So if you want valuable information on the campaign, but don't want to sift through hundreds of emails each week, join up! It will be useful for all involved!

Any questions about this document can be directed to Jay Fisher, Campaign Coordinator at [lsj-coord@theshiningjewel.com](mailto:lsj-coord@theshiningjewel.com).

## Guidelines for Ethical Play

We expect that everyone – players, game masters, etc. – will conduct themselves in a manner suitable to group cooperation and group enjoyment. Specifically:

### Players

1. Contribute to the fun of the whole group when playing. Don't play in a style that detracts from the fun of the game.
2. Play fairly and honestly.
3. Know the rules you need to run your character legally, and make certain you are correct by checking the rulebooks before playing. If you use a special combat maneuver often, become familiar with the rules for that maneuver and note the page number on your character sheet for easy reference during play. Likewise, read your certificates and be certain you know the proper effects of magic items and other benefit-granting certificates. You are responsible for knowing how to properly play your character during a game, and ignorance leads to wasted time and rules arguments that cut into quality play time.
4. If a rules question comes up that degenerates into an argument, be polite and mature about it. Stop arguing, open your rulebook, and look up the rule. Remember, 99% of the people who claim they know all the rules are wrong at some point, usually during these arguments, and the other 1% aren't sitting at your table. 😊 Accept the fact that sometimes the GM will make a fast ruling for the sake of moving the game along without checking the books. Respect the GM's right to ignore a lengthy rules search and keep the game moving. You can always fix rule errors later at the GM's discretion.
5. Be considerate of others, and their right to enjoy the game as much as you do. Do not roleplay your character in a manner that ruins the fun of other players at the table.



Saying “I’m just roleplaying my character!” is not an excuse to do anything that sours the game or ruins the fun of others, so don’t try it. Consider yourself warned.

6. Cooperate with the marshals mustering tables for scenarios at conventions. While we all respect the right of players to sit at tables with their friends, sometimes it is necessary to split a table to allow others to play. Please cooperate and be willing to change tables as needed so everyone has a chance to play our scenarios.
7. Follow the spirit of the rules, as well as the letter of the rules.
8. Some elements of play may be construed as “mature” subject matter. Please be considerate to other player’s sensibilities if you choose to address these elements, especially if those players are minors.

## Game Masters

1. You are the GAME MASTER. It is your job to run the game. You are not playing against the players. Their fun is your top priority.
2. All players should be treated equally and equitably, by you and by other players.
3. If a rules question comes up that degenerates into an argument, and you cannot settle the matter yourself, call for a stop to all discussion and have everyone open their rulebooks and look up the

relevant rule. Remember, 99% of the people who claim they know all the rules are wrong at some point, usually during these arguments, and the other 1% aren’t sitting at your table. 😊 If you feel too much time is being wasted looking up rules, you have the authority to make a snap decision for the sake of moving the game along. The players will understand and respect your right to do so. If you decide to change a decision later based on the book rules, you may do so (or not) at your discretion.

4. Remember that the players aren’t always right, but they ARE our players. Let’s try not to alienate them!
5. Run games in a professional manner. Remember that you represent the LSJ campaign to your players.
6. Abide by the expectations that apply to the players.

## Administration

1. Respond and communicate in an articulate and timely manner.
2. Uphold the authority of our GMs, and do not overrule them without careful investigation.
3. Abide by the expectations that apply to the players and the GAME MASTERS.

# Appendix I: Pronunciation Guide

Amthydor	AM-thih-dor	Illudra	ill-OO-druh
Ardra	AHR-druh	Kalek	KAY-lek
Aurelian	aw-RAY-lee-an	Karios	KAH-ree-ose
Ayla	AI-luh	Kohr	KOR
Belatrix	beh-LAY-trix	Krayve	KRAVE
Brianna	bree-AH-nuh	Lohm	LOHM
Cerion	SEE-ree-un	Lucor	LOO-kur
Cyrene	si-REEN	Meneon	MEH-nee-un
Destine	des-TEEN	Mordana	mor-DAH-nah
Dymora	dih-MOHR-uh	Oblivion	uh-BLIH-vee-un
Elianna	eh-lee-AH-nah	Peliron	PEH-luhr-on
Emerys	eh-MEH-ris	Pietos	pee-A-tohs
Galvandt	GAL-vant	Raia	RYE-uh
Glissande	glee-SAHND	Sorena	saw-REE-nah
Graala	GRAH-luh	Suulthah	SOOL-thah
Hyperion	hi-PEER-ee-un	Zara	ZAH-ruh

# Appendix II: Naturalized Citizenship in Amthydor

Those wishing to make Amthydor their new official home must first spend time in the city and show their dedication and demonstrate their resolve to make Amthydor their true home. Laborers and skilled artisans are quickly made welcome, as they are considered a vital part of the city's restoration efforts. Undisciplined adventurers (read: most PCs) and others lacking in marketable skills who want to become Naturalized Citizens must spend the equivalent of two (2) months in service for the benefit of the city. This is represented by playing 10 or more LSJ tournament scenarios (not counting interactives) worth a total of 50 TU (or the equivalent number of modules equaling 50 TU). A combination of extra Time units and scenarios is also acceptable, provided that non-scenario TU do not exceed 30% of the total (15 TU).

In addition to the Scenario/TU time requirement, a candidate for Naturalized Citizenship must meet the following requirements:

- May not have been convicted of a serious crime in Amthydor. A charge of Disturbing the Peace would not prevent a PC from gaining Naturalized Citizenship, but losing a hand for committing theft would. If the PC is convicted of such a crime after becoming a Naturalized Citizen, citizenship is not revoked.
- May not have the Enmity or serious Disfavor of an NPC Noble House. Such unfavorable opinions include, but are not limited to:
  - Enmity of House Mour
- Must have 50 Points, from at least four of the sources listed below:
  - Ranks of Knowledge (Local): 1 point per rank, maximum of 10 points. Citizens of Amthydor are expected to demonstrate a basic interest in the laws, history, people and places in their city.
  - Ranks of Knowledge (Nobility & Royalty): 1 point per rank, maximum of 5 points
  - Time units: 1 point per 5 TUs spent, maximum of 10 points. These Time units are in addition to the minimum 2 month/10 Scenario/50 TU requirements. The people of Amthydor have a strong sense of civic duty, and those wishing to become Naturalized Citizens are expected to share that sense of obligation. These TUs represent the PC's involvement in various community service projects and volunteer activities.
  - Gold: 1 point per 50 gp spent, maximum of 10 points. Bribery is a crime in Amthydor, but charitable contributions are encouraged. Those who cannot give time to various needy causes are encouraged to contribute funds. This monetary donation may also represent various legal and administrative fees associated with the Citizenship process.
  - Additional Scenarios Played: 2 point per scenario played, maximum of 20 points. These scenarios are in addition to the mandatory minimum requirement. This includes full-scale interactives but not those written exclusively for online play. The PC's willingness to adventure on behalf of the city and its residents helps demonstrate that they will be a viable member of the community.
  - NPC Recommendations: 5 points per recommendation, maximum of 15 points. PCs may use the good will of prominent individuals and organizations to help navigate the bureaucratic process.
    - Recommendations or Favors used for the purpose of gaining Naturalized Citizenship are rendered void and may not be used for any other purpose (joining metaorgs, etc).
    - A PC may not use a Favor, Recommendation, etc for a group or individual for which they also have a Disfavor, Enmity, etc. The two are assumed to cancel each other out.

- Only one Favor, Recommendation, etc from a specific source may be used, regardless of how many the PC may have from that source. Example: A PC may only use one Favor of Captain Vestra, even if they have multiple versions of the cert from different scenarios. However, the PC may also use the Favor of the Diamond Legion, if he or she has that cert.
- Future certs which can be used in this fashion will have a notation on the cert itself. Previously issued certs which can be used for this purpose are:
  - Gratitude of House Mour
  - Favor of Meneon [replaces *raise dead* benefit]
  - Favor of the Diamond Legion [replaces spellcasting benefit]
  - Favor of Lucor
  - Recommendation of Lord Consul Augustus Grimm
  - Favor of Captain Vestra
  - Gratitude of the Brothers Dolmur
  - Gratitude of Blaze
  - Favor of House Grimm and the Diamond Legion
  - Favor of Captain Carter
  - Favor of Lady Nysia Jirin
  - Gratitude of Lord Janthal Gaines
  - Favor of Sergeant Kenness
  - Commendation for Service
  - Gratitude of Amthydor

# Appendix III: Cohorts and Hirelings

*Isj-bestiary@theshiningjewel.com*

Where would Robin Hood be without his Merry Men? King Arthur without Lancelot and the Knights of the Round Table? Butch Cassidy without the Sundance Kid? Even the most heroic figure sometimes needs someone to watch his back--a confidant, a pal, a lackey, or just someone to polish his boots and care for his horse. The knight who single-handedly slays the dragon is seldom really alone.

PCs are no different. A charismatic military leader needs subordinates. A well-to-do gentleman may need a valet. Everyone needs to obtain basic services from somewhere, and even the most self-sufficient PCs eventually need help with something. Enter the Cohorts and Hirelings of the Shining Jewel. They may be motivated by money, a desire for adventure or genuine loyalty to a PC or cause.

## COHORTS

Cohorts may only be acquired through the Leadership Feat. The Leadership Feat is available to all Legends of the Shining Jewel PCs of 6<sup>th</sup> level or above. The Leadership Feat is described in the *Pathfinder Rulebook*, however, it has been extensively modified for use in the LSJ Campaign, as indicated below.

### Attracting, Creating and Equipping a Cohort

Cohorts do not receive XP. Instead, a Cohort's level is based upon her Leader's natural Charisma score, unmodified by magic or other means. Each time that the Leader gains or loses a level, so does the Cohort. At no time can the level differential be reduced to less than 1. The level gap between Leader and Cohort remains constant, as follows, based upon the Leader's unmodified Charisma:

Leader's Natural Charisma	Cohort Level
5 or less	Leader -6
6 - 9	Leader -5
10 - 15	Leader -4
16 -- 17	Leader -3
18 -- 19	Leader -2
20 +	Leader -1

- A PC is limited to one Cohort at any given time.
- Cohort alignment may not be CN or evil, and must be within 1 step on either axis from the PC's alignment
- Cohorts follow the LSJ Character Creation Guidelines for PCs, except they receive only 20 points to purchase Stats. Cohorts receive maximum starting gp for their character class and may select a single starting magic item per the LSJ CCG.
- Cohorts may take one or more PC classes from the *Pathfinder Rulebook*, the Aristocrat or Noble classes from the *LSJ Rules Compendium* or the appropriate racial paragon class from the *LSJ Rules Compendium*. Cohorts may not take Prestige Classes from any source. Aristocrat Cohorts will only serve other Aristocrats or Nobles. Noble Cohorts will only serve other Nobles.
- Cohorts may be of any race normally available to player characters.
- A Cohort may use their starting gp to purchase basic mundane equipment appropriate to her class. If upgraded or replacement equipment is desired/needed, the PC must provide it.
- A Cohort is eligible to receive certed items and favors just as any PC member of the party does.
- Certed items given to the Cohort must be traded to her and cannot be taken back. They may only be traded away to provide upgraded equipment for the Cohort.
- Cohorts may not take the Leadership Feat
- Cohorts may not practice crafts or professions to obtain extra gold.
- A Cohort may begin play as a Native of Amthydor, a Naturalized Citizen or a Non-citizen. A Non-citizen Cohort who's PC Leader is a Native or Naturalized Citizen may become a Naturalized Citizen once her PC Leader plays in ten (10) LSJ events after acquiring the Cohort. A Cohort that begins play as a Non-citizen and who's PC Leader is a Non-citizen may not become a Naturalized Citizen until her PC Leader does.

## Dismissing or Replacing a Cohort

- A Cohort may be dismissed and a new Cohort acquired by spending 60 TUs. The new cohort does not gain any of the previous Cohort's items, certificates or gold. A Cohort may only be dismissed at the beginning or end of an LSJ scenario or interactive, never during an event.
- If a Cohort is killed, a new Cohort may be acquired by spending 120 TUs and six (6) months real time. The new cohort does not gain any of the previous Cohort's items, certificates or gold.
- A Cohort that is killed and then raised or resurrected loses a level, increasing the level gap with the PC Leader by 1. This increase in the level gap is negated when the PC Leader again gains a level, and the original level gap as determined by the Leader's Charisma is restored.

## Playing Cohorts

- Cohorts count towards ATL
- A PC Leader is responsible for paying the Lifestyle cost of the Cohort in each LSJ event during which the PC also pays Lifestyle, regardless if whether or not the Cohort accompanies the PC.
- A Cohort may belong to up to two (2) meta-gaming organizations, even if her leader is not a member, so long as such membership does not put the Cohort into conflict with her leader.
- The LSJ Campaign defines a legal table as 3-6 PCs. Up to three (3) Cohorts may participate in an LSJ event.
- Provided that there are at least 3 players/PCs at a table, a Cohort may take the place of a Table Buddy to meet the minimum requirement of four (4) characters.
- **At NO TIME should an actual player/PC be turned away from a scenario to make room for a Cohort.**

## FOLLOWERS

- Followers may only be acquired through the Leadership Feat. The Leadership Feat is available to all Legends of the Shining Jewel PCs of 6<sup>th</sup> level or above. The Leadership Feat is described in the *Pathfinder Rulebook*, however, it has been extensively

modified for use in the LSJ Campaign, as indicated below.

- Only PCs who already have Cohorts may acquire Followers.
- While a Cohort's character level is determined by the Charisma of the PC Leader, the number and level of Followers are determined based upon the level of the Cohort:

Cohort Level	# of Followers by Level						
	1st	2nd	3rd	4th	5th	6th	7th
1	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-
6	3	-	-	-	-	-	-
7	5	-	-	-	-	-	-
8	8	-	-	-	-	-	-
9	10	1	-	-	-	-	-
10	15	1	-	-	-	-	-
11	25	2	1	-	-	-	-
12	35	3	1	-	-	-	-
13	40	4	2	1	1	-	-
14	50	5	3	2	1	-	-
15	70	7	4	2	1	1	-
16	90	9	5	3	2	1	-
17	110	11	6	3	2	1	-
18	135	13	7	4	2	2	-
19	150	15	10	5	3	3	1

- Followers may only be brought into play during designated Mass-Combat and Battle Interactives or similar major campaign events which indicate in their blurbs that Followers are permitted in that event. During all other events Followers are presumed to be seeing to the security of the PC Leader's property and possessions.
- Follower alignment may not be CN or evil, and must be within 1 step on each axis from the PC's alignment
- Followers follow the LSJ Character Creation Guidelines for PCs, except they receive only 15 points to purchase Stats. Followers receive maximum starting gp for their character class. They do *not* receive a starting magic item.
- Followers may take only a single PC class from the *Pathfinder Rulebook*. They may not take Racial Paragon classes, the Noble or Aristocrat class or Prestige Classes from any source.
- Followers may be of any race normally available to player characters.

- Followers may use their starting gp to purchase basic mundane equipment appropriate to their class. If upgraded or replacement equipment is desired/needed, the PC must provide it.
- Followers do not receive certed items.
- Followers may not take the Leadership Feat
- Followers may not practice crafts or professions to obtain extra gold.

## HIRELINGS

- Hirelings may be acquired during a Convention Interactive or through other designated special events.
- Hirelings do not have PC classes. Instead, they have NPC classes [Adept, Commoner, Expert or Warrior].
- Hirelings are hired for a specific task. They do not engage in combat (except in self defense, when there is no clear path of escape) or place themselves in danger.
- Hirelings do not count towards ATL
- PCs are limited to one Hireling per two character levels, though no more than one Hireling may accompany a PC during a scenario.
- Hirelings are paid per scenario as described on each individual certificate, and do not expect to share in any party treasure.
- A PC may have a hireling of any level, up to one-half of her total class levels (rounded down), though the combined level of all of a PC's Hirelings may not exceed her own total levels. Hirelings do not gain XP in the normal fashion. Rather, they advance at the discretion of the player, within the limits listed here. If a PC employer loses a level, it does not affect the level of the Hireling.
- A Hireling may only advance in a class in which it already has levels. A Hireling may not take additional classes unless otherwise noted on the cert.

## VASSALS

- Vassals are available only to PCs with levels in the Noble class.
- A PC Noble may only have one vassal.
- A vassal may be dismissed and a new vassal acquired by spending 15 TUs. The new vassal does not gain any of the previous vassal's possessions. A vassal may only be dismissed at the beginning or

end of an LSJ scenario or interactive, never during an event.

- If a vassal is killed, a new vassal may be acquired by spending 30 TUs. The new vassal does not gain any of the previous vassal's items, certificates or gold.
- Vassal alignment may not be CN or evil, and must be within 1 step on each axis from the PC's alignment
- Vassals follow the LSJ Character Creation Guidelines for PCs, except they receive only 15 points to purchase Stats. Vassals receive maximum starting gp for their character class. They do *not* receive a starting magic item.
- Vassals may take only a single NPC class from the *Pathfinder Rulebook* (Adept, Commoner, Expert or Warrior). They may not take Racial Paragon classes, the Noble or Aristocrat class or Prestige Classes from any source.
- Vassals may be of any race normally available to player characters.
- Vassals may use their starting gp to purchase basic mundane equipment appropriate to their class. If upgraded or replacement equipment is desired/needed, the PC must provide it.
- Vassals do not receive gold or certed items.
- Vassals may not take the Leadership Feat
- Vassals may not practice crafts or professions to obtain extra gold.
- The cost of paying a vassal is included in the High and Elite Lifestyle costs.

## ENTOURAGE

- Only PCs with at least three (3) levels in the Noble class may attract an entourage.
- A PC noble's entourage may contain a number of individuals equal to one half her character levels, rounded down.
- The character levels of the members of the entourage are at the discretion of the player, provided that the total levels of all members of the entourage do not exceed twice the PC's total character levels, and no single member exceeds ½ the PC's character level (rounded down).
- Members of an entourage do not gain XP in the normal fashion. Rather, they advance at the discretion of the player, within the limits listed here. If a PC noble loses a level, it does not affect the level of the members of the entourage.

- Regardless of the number of individuals in an entourage, only one member may accompany the PC noble at any time. Other members of the entourage are assumed to be seeing to their own affairs or those of the noble. At the GM's discretion, and if the scenario permits, other members of the entourage may be available 'off-stage' to run errands, gather information, carry messages, etc, provided that their use does not slow down game play or detract from the enjoyment of the other players.
- Members of an entourage may not be CN or evil, and must be within 1 step on each axis from the PC's alignment
- Members of an entourage follow the LSJ Character Creation Guidelines for PCs, except they receive only 15 points to purchase Stats. Members of an entourage receive maximum starting gp for their character class. They do *not* receive a starting magic item.
- Members of an entourage may not multiclass, nor may they take Racial Paragon classes, the Noble or Aristocrat class or Prestige Classes from any source.
- Members of an entourage may be of any race normally available to player characters.
- Members of an entourage may use their starting gp to purchase basic mundane equipment appropriate to their class. If upgraded or replacement equipment is desired/needed, the PC must provide it.
- Members of an entourage do not receive certed items.
- Members of an entourage may not take the Leadership Feat
- Members of an entourage may not practice crafts or professions to obtain extra gold.
- Members of an entourage are counted towards ATL.
- A noble must pay an increased Lifestyle cost to support her entourage. The additional cost per scenario, regardless of whether or not the entourage accompanies the noble during the adventure, is 1gp times the total levels of the members of the entourage

*This document may be changed at any time, as appropriate to the campaign, at the discretion of the LSJ Campaign staff.*

# Appendix IV: Welcome to the Bazaar!

*lsj-marketplace@theshiningjewel.com*

The Bazaar is an activity that allows player characters who would not otherwise be able to attend a Mystical Marketplace a way to cash in some earned treasure in a limited fashion.

The Bazaar may be offered at conventions and game days alike, and may be conducted either away from the table, or at the table, time permitting. The Bazaar may be conducted by the Gamemaster.

Bazaar purchases are recorded on the LSJ Adventure Log Journal, which means such items are not tradable. But items may be converted for a tradable cert at a Mystical Marketplace, time and resource permitting. A review of the transaction would take place at that time.

All magic items on the following chart is available for purchase provided the player character meets specified level limits.

Special abilities and enhancements are not available through the Bazaar.

## Item Purchase Tracking

Please fill out (or have the players fill out) the Acquisitions Tracking Sheet completely when participating in the Bazaar.

After your event, please submit all of the Acquisitions Tracking Sheets to the Mystical Marketplace coordinator at [lsj-marketplace@theshiningjewel.com](mailto:lsj-marketplace@theshiningjewel.com), or email there with any questions.

Entries must also be made in the characters adventure log recording Time Units used, gold pieces spent, items traded, and items acquired.

## What to Print

Please print out as many copies of the Acquisitions Tracking Sheet as you need.

## Item Level Limits on Purchases

In order to keep the power level of the PCs reasonable, the following gold piece value limits have been placed on the items a character can purchase.

There is also a limit of per-convention-per-character item transactions. Acquisitions for a characters cohorts and hirelings are included in the characters total.

Character Level	Gold Piece Maximum	Limit per Convention
1-4	4,000	2
5-8	16,000	3
9-12	36,000	4
13 +	No limit	5

The gold piece limit is per item purchased, not total purchase amount. **A PC may not use any item from the Bazaar that they are not able to purchase based on character level.**

## Selling Items for Cash at Bazaar

Magical items can be sold for half of the value on the cert as long as the item is tradable and legal. Charged items have a pro-rated value.

Certs for trade goods and jewelry may be sold for full value.

Favors and non-tradable items may not be sold or cashed in at the Bazaar unless the cert text specifically allows. Treat the Bazaar as an adventure for this purpose.

Illegal items cannot be sold at the Bazaar under any circumstances.



## Item Pricing and Availability Tables

All +1 and +2 armor, shields, and weapons are available at the price listed in the Pathfinder Core Rulebook.

Please see the following table for prices to purchase items other than armor, shields, or weapons at the Bazaar.

Items marked with an asterisk \* in the availability table are from the psionic SRD. **Only PCs with psionic classes may purchase psionic items.**

**A PC may not use any item from the Bazaar that they are not able to purchase per the level caps.**

## Potion/Scroll Availability

Any potion or divine scroll from the Pathfinder Core Rulebook is available for purchase at book price at the Bazaar, or Shopping Spree. Scrolls may only contain a single spell or power.

## Item Availability

Item	Price
<i>Amulet of mighty fists +1</i>	6,000 gp
<i>Amulet of mighty fists +2</i>	24,000 gp
<i>Amulet of natural armor +1</i>	2,000 gp
<i>Amulet of natural armor +2</i>	8,000 gp
<i>Bag of holding type I</i>	2,500 gp
<i>Belt of giant strength +2</i>	4,000 gp
<i>Belt of incredible dexterity +2</i>	4,000 gp
<i>Belt of mighty constitution +2</i>	4,000 gp
<i>Boots of elvenkind</i>	2,500 gp
<i>Boots of speed</i>	12,000 gp
<i>Bracers of armor +1</i>	1,000 gp
<i>Bracers of armor +2</i>	4,000 gp
<i>Cloak of elvenkind</i>	2,500 gp
<i>Cloak of resistance +1</i>	1,000 gp
<i>Cloak of resistance +2</i>	4,000 gp
<i>Cognizance Crystal, 1 point *</i>	1,000 gp
<i>Cognizance Crystal, 3 point *</i>	4,000 gp
<i>Elixir of hiding</i>	250 gp
<i>Elixir of swimming</i>	250 gp

<i>Elixir of tumbling</i>	250gp
<i>Elixir of vision</i>	250 gp
<i>Feather token, anchor</i>	50 gp
<i>Feather token, bird</i>	300 gp
<i>Feather token, fan</i>	200 gp
<i>Feather token, swan boat</i>	450 gp
<i>Feather token, tree</i>	400 gp
<i>Feather token, whip</i>	500 gp
<i>Glove of storing</i>	10,000 gp
<i>Gloves of arrow snaring</i>	4,000 gp
<i>Gloves of swimming and climbing</i>	6,250 gp
<i>Headband of alluring charisma +2</i>	4,000 gp
<i>Headband of inspired wisdom +2</i>	4,000 gp
<i>Headband of vast intelligence +2</i>	4,000 gp
<i>Helm of comprehend languages and read magic</i>	5,200 gp
<i>Pearl of power, 1st-level spell</i>	1,000 gp
<i>Pearl of power, 2nd-level spell</i>	4,000 gp
<i>Phylactery of positive channeling</i>	11,000 gp
<i>Ring of Climbing</i>	2,500 gp
<i>Ring of Feather falling</i>	2,200 gp
<i>Ring of Jumping</i>	2,500 gp
<i>Ring of Protection +1</i>	2,000 gp
<i>Ring of Sustenance</i>	2,500 gp
<i>Ring of Swimming</i>	2,500 gp
<i>Robe of useful items</i>	7,000 gp
<i>Rope of climbing</i>	3,000 gp
<i>Shard +1 *</i>	10 gp
<i>Shard +2 *</i>	40 gp
<i>Shard +3 *</i>	90 gp
<i>Strand of prayer beads, lesser</i>	9,600 gp
<i>Vest of escape</i>	5,200 gp

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CHARACTER NAME \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ PLAYER \_\_\_\_\_

CHARACTER LEVEL \_\_\_\_\_ DEITY \_\_\_\_\_ HOMELAND \_\_\_\_\_

RACE \_\_\_\_\_ SIZE \_\_\_\_\_ GENDER \_\_\_\_\_ AGE \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ HAIR \_\_\_\_\_ EYES \_\_\_\_\_

### CHARACTER SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP** HIT POINTS TOTAL  DR

WOUNDS/CURRENT HP

NONLETHAL DAMAGE

**INITIATIVE** MODIFIER  =  +

TOTAL DEX MODIFIER MISC MODIFIER

**AC** ARMOR CLASS  = 10 +  +  +  +  +  +  +  +

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** ARMOR CLASS  **FLAT-FOOTED** ARMOR CLASS

MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> (WISDOM)	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**CMB**  =  +  +  +  +

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER MODIFIERS

**CMD**  =  +  +  +  + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

WEAPON				ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE		

**SPEED** LAND  FT.  SQ.

BASE SPEED WITH ARMOR

FLY  FT.  MANEUVERABILITY  SWIM  FT.  CLIMB  FT.  BURROW

### SKILLS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. MOD.
<input type="checkbox"/> ACROBATICS	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> APPRAISE	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> BLUFF	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CLIMB	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> CRAFT	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DIPLOMACY	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISABLE DEVICE*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> DISGUISE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> ESCAPE ARTIST	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> FLY	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HANDLE ANIMAL*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> HEAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> INTIMIDATE	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> LINGUISTICS*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERCEPTION	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PERFORM	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> PROFESSION*	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> RIDE	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SENSE MOTIVE	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SLEIGHT OF HAND*	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SPELLCRAFT*	<input type="text"/>	=INT	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> STEALTH	<input type="text"/>	=DEX	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SURVIVAL	<input type="text"/>	=WIS	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> SWIM	<input type="text"/>	=STR	<input type="text"/>	<input type="text"/>
<input type="checkbox"/> USE MAGIC DEVICE*	<input type="text"/>	=CHA	<input type="text"/>	<input type="text"/>

CLASS SKILL \* TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



# LSJ Campaign Adventure Journal



Hero Name: \_\_\_\_\_

Player Name: \_\_\_\_\_

Previous XP

Previous GP

Previous TUs

Sheet #

Event:	Location:	Date:	
Notes:	EXPERIENCE	GAINED	WEALTH
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	LOST/SPENT	<input type="text"/>
Items purchased or created:	<input type="text"/>	NEW TOTAL	<input type="text"/>
GM Name:	Signature:		

Event:	Location:	Date:	
Notes:	EXPERIENCE	GAINED	WEALTH
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	LOST/SPENT	<input type="text"/>
Items purchased or created:	<input type="text"/>	NEW TOTAL	<input type="text"/>
GM Name:	Signature:		

Event:	Location:	Date:	
Notes:	EXPERIENCE	GAINED	WEALTH
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	LOST/SPENT	<input type="text"/>
Items purchased or created:	<input type="text"/>	NEW TOTAL	<input type="text"/>
GM Name:	Signature:		

Event:	Location:	Date:	
Notes:	EXPERIENCE	GAINED	WEALTH
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	LOST/SPENT	<input type="text"/>
Items purchased or created:	<input type="text"/>	NEW TOTAL	<input type="text"/>
GM Name:	Signature:		

Event:	Location:	Date:	
Notes:	EXPERIENCE	GAINED	WEALTH
	<input type="text"/>	<input type="text"/>	<input type="text"/>
	<input type="text"/>	LOST/SPENT	<input type="text"/>
Items purchased or created:	<input type="text"/>	NEW TOTAL	<input type="text"/>
GM Name:	Signature:		



# Acquisitions Tracking Sheet

Convention \_\_\_\_\_

Date \_\_\_\_\_

Player Name	Character Name	Class / Level	Purch / Create	Item Purchased / Created

Please return tracking sheets to Mystical Marketplace Coordinator at [lsj-marketplace@theshiningjewel.com](mailto:lsj-marketplace@theshiningjewel.com) or Keith Knecht, 231 Jessamine Ave, Yonkers, NY 10701

Only one cert of this kind is allowed per Player Character. This cert is the ONLY cert in which the player can sign at the bottom.



This is to certify that the character known as

earned the following in the adventure

*LSJ Campaign Guide*

*Starting Magic Item*

Player characters may select one of the following items with which to start their adventuring career:

- An enchanted +1 non-exotic melee or missile weapon\*
- Twenty-five enchanted +1 arrows or bolts\*
- Two potions of cure serious wounds
- Bracers of armor +2

Item: \_\_\_\_\_

\* These items were standard masterwork weapons prior to enchantment. No other nonmagical enhancements, such as special materials or composite bows, are allowed for them. Items such as spikes on spiked armor cannot be used as a starting magic weapon. Write the weapon selected in the line above.

Value: 1,000 gp

Tradable: Yes

Size: Varies

Rarity: Common

Legality: Legal

Player Signature \_\_\_\_\_

Player Name \_\_\_\_\_

Starting Character Cert \_\_\_\_\_ Date \_\_\_\_\_



The vast Tasman Sea is traveled by traders and travelers from across the Free Lands, the Eastern Domains and the Southern Provinces. While the pirates from the Kassanor Isles seldom venture so far west, the Tasman Sea has its share of small-scale pirate operations that periodically terrorize shipping in the region.

The city of Amthydor was founded in 13740 ER (0 AF), as a colony of the distant and now fallen Chaldean Empire. Amthydor declared its independence from the empire in 13931 ER (191 AF), and solidified its position by repelling an imperial fleet in 13934 ER (194 AF). For over 2000 years the city has stood as an example of enlightened rule and civic responsibility, encouraging religious and racial tolerance and opportunity regardless of social class. Three-fourths of the population is able to read and write, and even the poorest citizens are guaranteed the right to an education. From the poorest citizen to the twenty-one Noble Houses, all of Amthydor and its protectorate communities owe fealty to the Lord Monarch and House Torestyn. The current Lord Monarch, Raphe Torestyn, is the 93rd ruler of his line, descending directly from Vander Torestyn, the first Imperial Governor of Amthydor.

The city proper is separated into twenty-one districts, each surrounded by fifteen foot walls. The districts serve to divide the city not by social status or wealth, but according to each district's designated purpose. Amthydor claims an area extending 48 miles from the city walls in each direction.

There are six settlements and the Darkwood lay within the 48 mile territorial limit and are considered to be extensions of Amthydor itself. As Protectorates of Amthydor, they are under the protection of the city and the Diamond Legion. Each community elects a Speaker, to represent them before the Lord Monarch and to see that the community runs smoothly. Day to day governing of the communities takes place at the local level, but all are ultimately answerable to Amthydor.



- ❖ Updated Races: All remaining races not in the *Pathfinder RPG* has been updated and made available. XP advancement is determined by what race you play as some races tend to be more powerful than others.
- ❖ Updated Deity-related Cleric Abilities - Not all clerics are alike, and depending on which deity you worship depends on how you can use your channel energy ability to influence undead, lycanthropes, outsiders, or elementals. Also clerics get one additional ability to make them differ from each other from deity to deity.
- ❖ The addition of 19 new and updated domains for divine-based characters.
- ❖ New Noble and Aristocrat classes. Noble class has been completely revamped. Also, those wanting to play the Aristocrat can chomp their teeth into something better than the rinky-dink NPC class. Both classes have been majorly overhauled.
- ❖ Sorcerers have a new bloodline option.
- ❖ Almost all races have the Paragon class option now.
- ❖ Class variants have been updated and included in this product.
- ❖ New feats options have been added for play.
- ❖ Ten brand new Prestige Classes.
- ❖ ... and more!

**[www.theshiningjewel.com/lcj](http://www.theshiningjewel.com/lcj)**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

