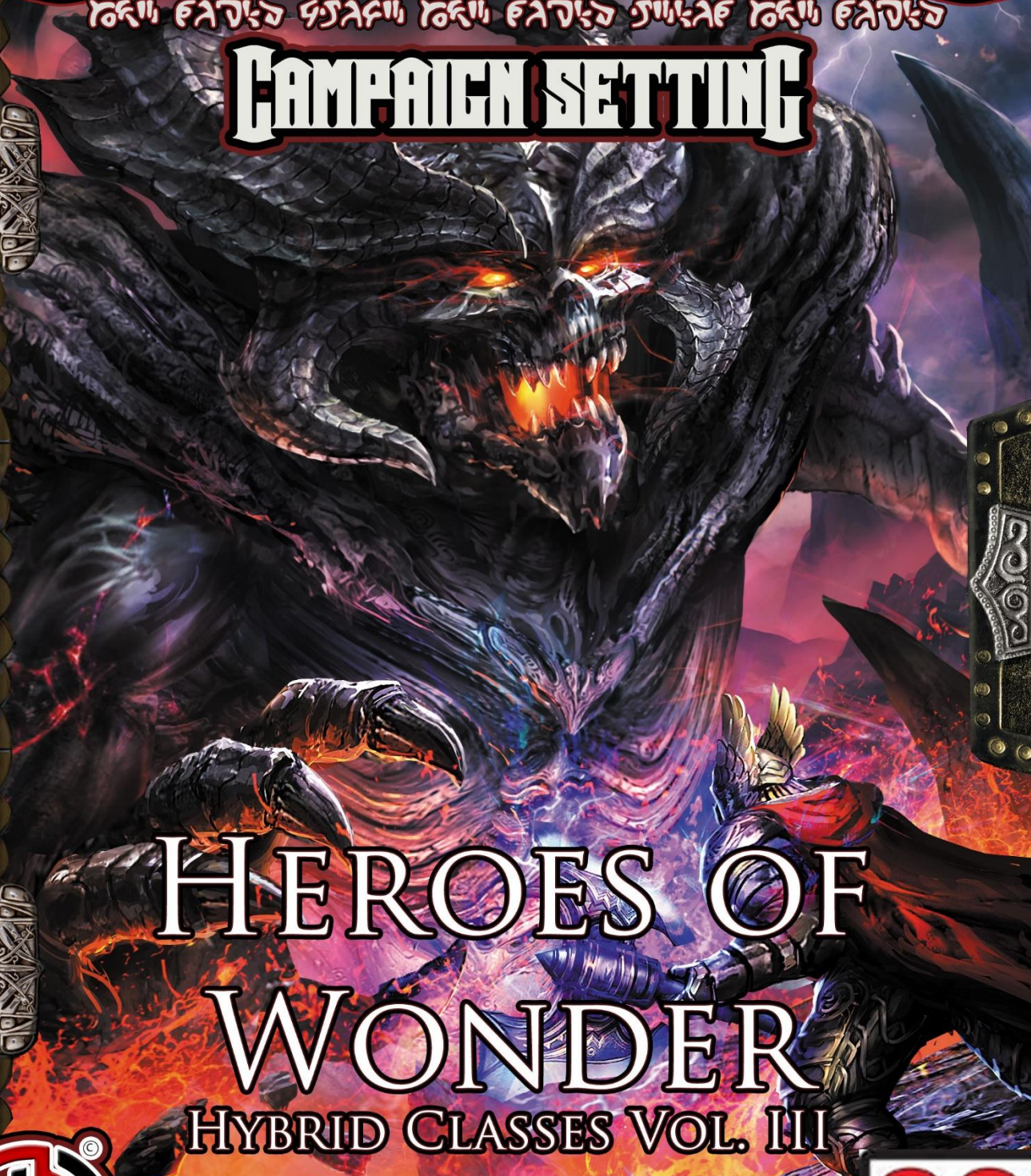


הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים

SHATTERED SKIES

הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים הַיְהוּדִים

CAMPAIGN SETTING



HEROES OF WONDER

HYBRID CLASSES VOL. III



PUBLISHING



HEROES OF WONDER

HYBRID CLASSES VOL. III

AUTHORS Jarett Sigler, Robert Gresham, Aaron Hollingsworth, Beth Breitmaier, Dave Breitmaier, Margherita Tramontano
COVER ARTIST Tan Ho Sim
INTERIOR ARTISTS Claudio Casini, Beatrice Pelagatti, Gary Dupius, Dean Spencer, Jacob Blackmon, Anthony Cournoyer, Rick, Hershey, Brett, Neufeld, Storn Cook, Mark Hyzer, Joyce Maureira, Jesus Blones, Matt Marrow, Tamas Baranya, Leslie Ng Zhong Han
CREATIVE DIRECTOR Robert Gresham
EDITORS Robert Gresham
WAYWARD ROGUES PUBLISHING LOGO BY Robert Gresham
PAGE BACKGROUNDS Lord Zsezse
LAYOUTS BY Robert Gresham
PUBLISHER Robert Gresham

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.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

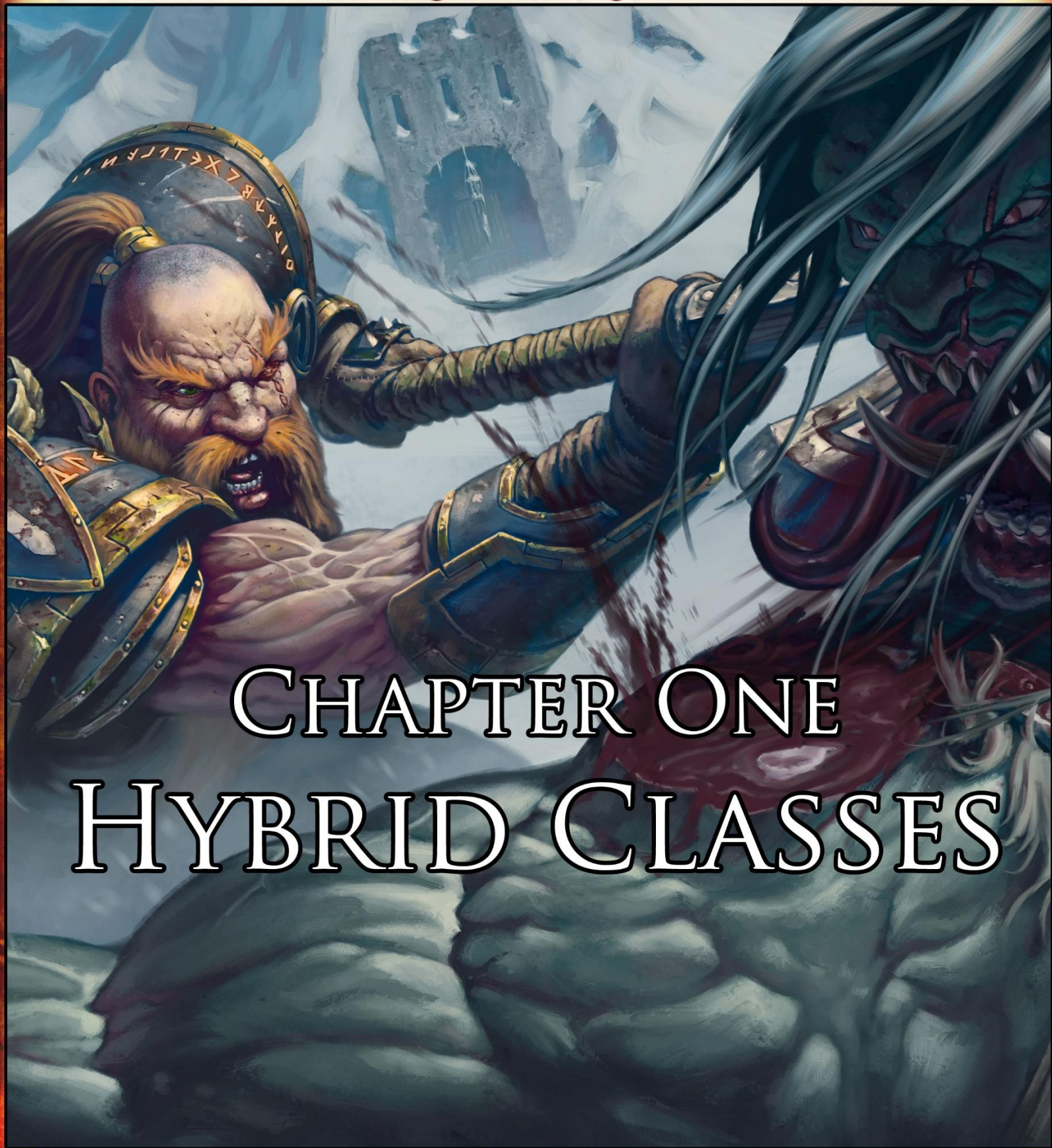
Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artworks, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Wayward Rogues Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

CONTENTS

CHAPTER ONE: HYBRID CLASSES	2
COMEDIAN.....	3
EMPATH	10
ORHIC	16
POACHER	26
PRODIGY	37
WONDERWORKER	47
CHAPTER TWO: ARCHETYPES	55
VENTRILOQUIST	56
CENTRAL MIND	56
ACCOMPANIED POACHER	57
ARCANE ENSLAVER	57
HELLHOLDER	58
TROPHY HUNTER	58
MEDDLESOME MACIGIAN	59
CHAPTER THREE: EQUIPMENT, FEATS & SPELLS	60
OGI	64





CHAPTER ONE HYBRID CLASSES

COMEDIAN

A comedian or comic is a person who seeks to entertain an audience by making them laugh. This might be through jokes or amusing situations, or acting foolish (as in slapstick) or employing prop comedy. A comedian who addresses an audience directly is called a stand-up comedian. Treasure hunting brings no satisfaction to the comedian, only the search for laughs drive and sustain him. Comedians strike out into the world to spread their art and to be rewarded for their wit. Adventurers have exciting lives, and comedians thrive on adventure for comic material.

Role Comedians use mirth and humor to confuse and confound their foes, while inspiring their allies to ever-greater daring. They are capable with both weapons and magic, but, the true strength of a comedian lies outside melee, where they can support their companions and undermine their foes without fear of interruptions to their performances.

Alignment: Any

Hit Die: d8

Starting Wealth: 3d6 × 10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Parent Classes: Bard and witch

CLASS SKILLS

The comedian's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks Per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the comedian.

Weapon and Armor Proficiency: A comedian is proficient with all simple weapons, plus the longsword, rapier, sap, shortsword, shortbow, and whip. Comedians are also proficient with light armor and shields (except tower shields). A comedian can cast spells from the comedian's available spell list while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a comedian wearing medium or heavy armor incurs a

chance of arcane spell failure if the spell in question has a somatic component. A multiclass comedian still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A comedian casts a selection of arcane spells drawn from the bard spell list. He can cast any spell he knows without preparing it ahead of time. Every comedian spell has a verbal component. To learn or cast a spell, a comedian must have a Charisma score equal to



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: COMEDIAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Comedic performance, counterargument, heckle, spell awareness, way with words	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Heckle, sharp-witted	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Cutting remark, defuse tension	3	—	—	—	—	—
4th	+3	+1	+4	+4	Heckle	3	1	—	—	—	—
5th	+3	+1	+4	+4	In the zone, wounding words	4	2	—	—	—	—
6th	+4	+2	+5	+5	Heckle	4	3	—	—	—	—
7th	+5	+2	+5	+5	Gather crowd	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Heckle	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Glorious Epic	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Heckle	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Suggestion	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Heckle	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Soothing performance	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Heckle	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Scandal	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Heckle	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Inspire heroics	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Heckle	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Mass suggestion	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Ultimate heckle	5	5	5	5	5	5

at least 10 + the spell level. The Difficulty Class (DC) for a saving throw against a comedian's spell is 10 + the spell level + the comedian's Charisma modifier.

Like other spellcasters, a comedian can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: comedian. In addition, he receives bonus spells per day if he has a high Charisma score.

The comedian's selection of spells is extremely limited. A comedian begins play knowing four 0-level spells and two 1st-level spells of the comedian's choice. At each new comedian level, he gains one or more new spells, selected from the bard spell list. (Unlike spells per day, the number of spells a comedian knows is not affected by his Charisma score (See Table: Ability Modifiers and Bonus Spells).

Upon reaching 5th level, and at every third comedian level after that (8th, 11th, and so on), a comedian can choose to learn a new spell in place of one he already knows. In effect, the comedian "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level comedian spell the comedian can cast. A comedian may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A comedian need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the spell's level.



SHATTERED SKIES

CAMPAIGN SETTING

Counterargument: A comedian can use only Perform (act, comedy, or oratory) to perform a countersong.

Spell Awareness (Ex): A comedian is skilled at identifying hostile spells and effects that target him. He adds 1/2 his comedian level to Spellcraft checks to identify spells being cast if he is targeted by the spell.

Way with Words (Ex): A comedian gains a +1 bonus on Bluff, Diplomacy, Intimidate, Linguistics, and Sense Motive checks. At 4th level, and every 4 comedian levels thereafter, this bonus increases by 1, to a maximum of +6 at 20th level.

He also gains a number of edges at the beginning of any verbal duel equal to this bonus.

Comedic Performance: A comedian is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a comedian can use comedic performance for 2 additional rounds per day. Each round, the comedian can produce any one of the types of comedic performance that he has mastered, as indicated by his level.

Starting a comedic performance is a standard action, but it can be maintained each round as a free action. Changing a comedic performance from one effect to another requires the comedian to stop the previous performance and start a new one as a standard action. A comedic performance cannot be disrupted, but it ends immediately if the comedian is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A comedian cannot have more than one comedic performance in effect at one time.

At 7th level, a comedian can start a comedic performance as a move action instead of a standard action. At 13th level, a comedian can start a comedic performance as a swift action.

Each comedic performance has audible components, visual components, or both.

If a comedic performance has audible components, the targets must be able to hear the comedian for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf comedian has a 20% chance to fail when attempting to use a comedic performance with an audible component. If he fails this check, the attempt still counts against his daily limit. Deaf creatures are immune to comedic performances with audible components.

If a comedic performance has a visual component, the targets must have line of sight to the comedian for the performance to have any effect. A blind comedian has a 50% chance to fail when attempting to use a comedic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to comedic performances with visual

components.

Uses of comedic performance stack with levels of bardic performance, except comedic performance cannot be used to start a bardic performance that does not appear on the comedic performance list.

A comedian gains the following comedic performances. *Anxiety (Su):* A 1st level comedian can use his performance to cause anxiety in his enemies, weakening their resolve and their combat abilities. To be affected, an enemy must be able to perceive the comedian's performance. An affected enemy receives a -1 penalty on saving throws against charm and fear effects and a -1 penalty on attack and weapon damage rolls. At 5th level, and every six comedian levels thereafter, this penalty increases by 1, to a maximum of -4 at 17th level. Anxiety is a mind-affecting ability. Anxiety can use audible or visual components. The comedian must choose which component to use when starting his performance.

Distracting Motley (Su): At 1st level, a comedian can startle his allies back to their senses with erratic capering or by fluttering multicolored clothing. Each round, he attempts an Acrobatics check. Any ally (including the comedian) within 30 feet can use this check in place of her own saving throw against confusion and fascination effects. Those already under a confusion or fascination effect can attempt a new save each round using the comedian's Acrobatics check.

A comedian wearing an entertainer's outfit gains a +2 bonus on these Acrobatics checks. Distracting motley doesn't work on effects that don't allow saves. This is a mind-affecting effect that uses visual components.

Fascinate (Su): At 1st level, a comedian can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the comedian, and capable of paying attention to him. The comedian must also be able to see the creatures affected. The Distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a comedian has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the comedian's level + the comedian's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the comedian cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the comedian continues to maintain it. While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.



TABLE: COMEDIAN SPELLS KNOWN

Level 0 1st 2nd 3rd 4th 5th 6th

1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	5	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	5	5	5

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Cutting Remark (Su): At 3rd level, a comedian can wound with his words. The comedian can spend 1 round of comedic performance as a standard action to deal 1d4 points of nonlethal damage + the comedian's comedian level to a creature within 30 feet. Damage Reduction applies to this damage.

At 8th level, a target who takes damage from cutting remark is also sickened for as long as it remains within 30 feet of the comedian and for 1 round thereafter. Additionally, the nonlethal damage counts as magic for purposes such as overcoming damage reduction.

At 14th level, a target who takes damage from cutting remark must also succeed at a Will save (DC = 10 + 1/2 the

comedian's level + his Charisma modifier) or be dazed for 1 round. A creature that makes a successful save is immune to the dazing effect of the comedian's cutting remark for 24 hours.

Cutting remark is a mind-affecting, language-dependent effect, and relies on audible components.

Defuse Tension (Su): At 3rd level, a comedian can use a silly performance to comfort a beleaguered ally. That ally must be within 30 feet and be able to see the comedian. The ally ignores the fatigued and shaken conditions (but not more extreme conditions, such as exhausted or frightened) as long as she continues to see the comedian's performance.

This performance affects one additional creature at 7th level and every 4 comedian levels thereafter. A comedian can't use defuse tension on himself. Defuse tension relies on visual components.

Mockery (Su): A comedian of 5th level or higher can subtly ridicule and defame a specific individual. The comedian selects one target who can hear his performance. That individual takes a -2 penalty on Charisma checks and Charisma-related skill checks as long as the comedian continues performing. This penalty increases by -1 every four levels after 5th. Mockery is a language-dependent, mind-affecting ability that relies on audible components.

Wounding Words (Su): At 5th level, a comedian can focus the power of his voice to magnify the force of his blows in melee. As a standard action, a comedian can make a melee touch attack that deals 1d6 points of sonic damage plus 1 point per comedian level. Alternatively, he can make a single attack with a melee weapon as a standard action, adding the listed sonic damage to the damage dealt by his weapon on a successful attack. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

If the target of the comedian's wounding words has failed a saving throw versus the comedian's anxiety performance or taken non-lethal damage from cutting remark in the past 24 hours, that creature must succeed at a Will save (DC = 10 + 1/2 the comedian's level + his Charisma modifier) or take a -2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round. This penalty doesn't stack with the effects of the Concussive Spell metamagic feat.

At 10th level, a comedian is able to unleash a deadly flurry of his wounding words as a standard action. He can target a number of creatures or objects equal to his Charisma modifier (minimum 1) within 30 feet, requiring a ranged touch attack against each target. If the target has failed either a saving throw versus the comedian's anxiety performance, or has taken non-lethal damage from cutting remark in the past 24 hours, and is within 30 feet, the comedian can choose to instead target only that creature with a single ranged touch or melee touch attack, dealing double normal damage on a successful attack.



SHATTERED SKIES

CAMPAIGN SETTING

Whatever choice he makes, the comedian must still expend one use of comedic performance.

Gather Crowd (Ex): At 7th level, the comedian is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, juggle, pantomime, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to $1/2$ the comedian's class level \times the result of the comedian's Perform check. The crowd gathers over the next 1d10 rounds. If the comedian fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds.

At 12th level, the comedian has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the comedians fascinate ability ignore the shaken condition.

Glorious Epic (Su): A comedian of 9th level or higher can weave captivating tales that engross those who hear them. Enemies within 30 feet become flat-footed unless they succeed at a Will save (DC $10 + 1/2$ the comedian's level + the comedian's Cha modifier). This effect persists for as long as the enemy is within 30 feet of the comedian and the comedian continues his performance. A save renders listeners immune to this ability for 24 hours. Glorious epic is a language-dependent, mind-affecting ability that uses audible components.

Suggestion (Sp): A comedian of 11th level or higher can use his performance to make a suggestion (as per the spell) to a creature that he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A comedian can use this ability more than once against an individual creature during an individual performance.

A Will saving throw (DC $10 + 1/2$ comedian's level + comedian's Cha modifier) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible components.

Soothing Performance (Su): A comedian of 13th level or higher can use his performance to create an effect equivalent to the mass cure serious wounds, using the comedian's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken condition from all those affected. Using this ability requires 4 continuous performance, and the targets must be able to

see and hear the comedian throughout the performance. Soothing performance relies on audible and visual components.

Scandal (Su): A comedian of 15th level or higher can combine salacious gossip and biting calumny to incite a riot. Each enemy within 30 feet is affected as if by a song of discord for as long as it can hear the performance. A successful Will save (DC $10 + 1/2$ the comedian's level + the comedian's Cha modifier) negates the effect, and that creature is immune to this ability for 24 hours. Scandal is a language-dependent, mind-affecting ability that uses audible components.

Inspire Heroics (Su): A comedian of 17th level or higher can inspire tremendous heroism in himself or a single ally within 30 feet. For every three comedian levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, all of the targets must be able to see and hear the comedian. Inspired creatures gain a $+4$ morale bonus on saving throws and a $+4$ dodge bonus to AC. The effect lasts for as long as the targets are able to witness the performance. Inspire heroics is a mind-affecting ability that relies on audible and visual components.

Heckle: Comedians learn a number of mocking jokes, called heckles, that grant them powers or weaken foes. At 1st level, a comedian gains one heckle of his choice. He gains an additional heckle at 2nd level and for every 2 levels attained after 2nd level, as noted on Table: Comedian. A comedian cannot select an individual heckle more than once.

Unless otherwise noted, using a heckle is a standard action that does not provoke an attack of opportunity. The save to resist a heckle is equal to $10 + 1/2$ the comedian's level + the comedian's Charisma modifier.

Charm (Su): A comedian can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words.

This improves the attitude of an animal or humanoid creature by 1 step, as if the comedian had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Comedian's Charisma modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this heckle again for 1 day. A comedian who uses a charm heckle cannot also use a witch's charm hex (if possessed from another class feature) against the same animal or humanoid creature for 1 day. At 8th level, this effect improves the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

Fortune (Su): The comedian can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration



SHATTERED SKIES

CAMPAIGN SETTING

of this heckle is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 1 day. A comedian who uses a fortune heckle cannot also use a witch's fortune hex (if possessed from another class feature) against the same creature again for 1 day.

Misfortune (Su): The comedian can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates this heckle. At 8th level and 16th level, the duration of this heckle is extended by 1 round. This heckle affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this heckle again for 1 day. A comedian who uses a misfortune heckle cannot also use a witch's misfortune hex (if possessed from another class feature) against the same creature for 1 day.

Mocking Laugh (Su): A comedian can mockingly laugh as a move action. Any creature that is within 30 feet that is under the effects of an, charm heckle, fortune heckle, or misfortune heckle caused by the comedian has the duration of that heckle extended by 1 round. Mocking laugh does not stack with a witch's cackle ability, even if used for the same effect.

Quick Jape (Su): A comedian with this heckle can expend a use of comedic performance to use cutting remark during the surprise round.

Student of the Old Ways (Su): The comedian has studied jesters and performers from ages past, and has adopted some of their secrets. When choosing this heckle, the comedian may add a spell from the witch's spell list to their own, provided that the comedian meets the other prerequisites to cast the spell.

Beginning at 5th level, and every four levels thereafter, the comedian may swap out two lower level comedian spells he knows for a witch spell he does not know, provided he meets all the prerequisites to cast the spell.

Tavern Breather (Su): The comedian's aura purifies the air around him. Diseases, inhaled poisons, and noxious gaseous effects (such as *stinking cloud*) are negated in a 10-foot aura around the comedian for a number of minutes equal to his level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. Effects caused by spells whose level is more than half the comedian's class level are unaffected.

Wondrous Performer (Su): Some comedians are more than just joke tellers. Some act, dance, and sing as well, closely resembling a typical bard. While others tap deep into their own inner power to further hinder their foes. Comedians who choose this heckle may select a single bardic performance that does not appear on his comedic performance list, as long as he meets all the other level prerequisites of the performance, or he may select a single

witch hex that does not mirror a heckle on his heckle list. A comedian can choose this heckle multiple times, each time choosing a new bardic performance, or witch hex.

Jinx-Eating (Su): The comedian learns to absorb (or "eat") antagonistic magical effects targeting him. If a comedian succeeds at a Will or Fortitude saving throw that negates a hostile spell effect, he can consume the spell energy as an immediate action. The comedian treats his caster level as 1 higher when casting the next prepared spell he casts after eating a jinx in this manner. If the spell cast is of the same school as the eaten spell, the comedian instead treats his caster level as 2 higher. A comedian can store only one eaten spell at a time, and can use this ability a number of times each day equal to 3 + his Charisma modifier. If the comedian uses this ability to eat a spell that targets more than one creature or that creates an area of effect, it uses 2 of his daily uses of the ability and all other targets or creatures in the area of effect receive a +2 bonus on their respective saving throws. If the comedian does not use the bonus provided by an eaten spell within 1 hour, the stored energy dissipates harmlessly.

A comedian must be 2nd level to select this heckle.

Jinx-Gorging (Su): At 6th level, when the comedian applies a bonus from a spell consumed with his jinx-eating ability to a spell of the same school as the eaten spell, and of the same or lower spell level, he does not expend the prepared spell slot. He cannot affect the spell with metamagic or other effects that would change its effective spell level.

A comedian must be 6th level to select this heckle.

Jinx-Feast (Su): At 10th level, when the comedian uses his jinx-eating heckle, he also gains the ability to cast the eaten spell as a spell-like ability, using his comedian level as his caster level and his Charisma modifier to determine the spell-like ability's saving throw DC. If the eaten spell is not on his spell list or is of a spell level higher than the comedian is capable of casting himself, he must succeed at a concentration check (DC = 20 + the spell's level) in order to cast it; failing this check results in the loss of the spell-like ability with no effect.

A comedian must be 10th level to select this heckle.

Joke's On You (Major Heckle, Su): The comedian takes revenge on someone who insulted or offended him, turning against the offender his or her own words in form of a curse. The creature can attempt a Will save against the effect; if it succeeds, it is immune to this hex for 24 hours.

The curse is different depending on the exact insult received: some most common examples follow, but the comedian or the GM can devise their own. In any case, this heckle can be removed only with *remove curse* or by will of the witch who used it (after she obtained some form of satisfaction, usually).

Broom Lover: The offender rouses romantic or sexual interest in everyone who could conceivably be attracted to



SHATTERED SKIES

CAMPAIGN SETTING

him or her. Any creature seeing the offender who fails a Will save behaves as if under the effects of an unnatural lust spell. If the offender refuses an advance, the affected creature must succeed at another save or fly into a *rage*, as the spell, and attack him or her.

Scene Scapegoat: The offender loses one point of sanity per day (if using these rules). When his sanity score lowers to $\frac{1}{2}$ of the total, the offender develops a minor madness, then a major madness if it reaches $\frac{1}{4}$ of the total; when his sanity score reaches 0, the offender is considered as if he were under the effect of the *insanity* spell, as normal. The sanity damage can be reduced in the usual ways, but the offender continues to lose sanity points daily until the curse is lifted. This sanity damage stacks with any that the offender could receive in other ways.

Ill Repute: The offender is afflicted by a major *spellblight* of the comedian's choice. If the offender is not a spellcaster, then he suffers a -4 penalty on save DCs vs. spells, and cannot choose to waive his save for harmless spells.

Joke Thief Guilt: The offender has hallucinations of an infernal being following him everywhere, to torment him and claim his soul after death. This functions as *mirror mantis*, except that the target sees continuously its persecutor out of the corner of his eye, grinning and whispering words of menace that he can't quite understand. The victim must repeat his save against the effect once per hour, and suffers the same penalties as per the spell each hour he fails.

Club Crone: The offender assumes the aspect of a venerable member of his or her species, suffering the usual age penalties to Strength, Dexterity, and Constitution for its new age category, but does not gain the bonuses on mental ability scores for that category. This form of the curse doesn't work on ageless or immortal creatures; if used on an object, construct, or undead, it inflicts 30 points of damage for every 2 levels of the comedian.

Road Hag: The comedian transforms the offender (whichever its gender is) into a type of hag of his choice. This heckle acts as *baleful polymorph*, except the target is transmuted into a Medium or Large monstrous humanoid. The target's abilities are modified as *monstrous physique II*. Other hags regard the creature as one of them, and it counts as a hag for the purpose of forming a coven, even if it doesn't gain the coven powers itself.

Killjoy (Major Heckle, Su): The comedian curses a touched creature to make it unable to amuse or befriend others. Most often, this heckle is delivered with a slap on the face. A Will save negates the effect. The target suffers a -4 penalty on all Charisma skill checks except Intimidate, and a failed check makes the other creature react as if the target had used the intimidate effect of the Antagonize feat. If the target engages in a verbal duel she has a -4 penalty on Charisma to calculate her initial determination, and the audience is

always considered to have a very strong bias against all her Charisma-based tactics (-5 penalty); the target cannot use an edge to reroll a Charisma-based associated skill check for a verbal duel tactic. This is a curse effect that lasts 24 hours. Whether or not its save is successful, a creature cannot be targeted by this heckle more than once in 24 hours.

Ridicule (Major Heckle, Su): The comedian curses a creature within 60 feet so that it cannot ever be taken seriously. Everyone interacting with the cursed creature behaves as under the effect of an *absurdity* spell, except that the effect lasts as long as the cursed creature is present and no penalties are suffered on Sense Motive and initiative checks. Only the cursed creature is perceived as ridicule. A Will save negates this effect. If the save is failed, the target must make a new save whenever he attempts a Charisma-based skill check or suffer the ridicule. This is a curse effect and can be removed with *remove curse*.

Ultimate Heckle (Grand Heckle, Su): The comedian can curse a target creature permanently reducing one of its ability scores by a great degree. The target is affected as if by the spell *greater bestow curse*, using the comedian's caster level. Whether or not the save is successful, a creature cannot be targeted by this heckle more than once in 24 hours.

Sharp Witted (Ex): At 2nd level, a comedian can always act in a surprise round (though he remains flat-footed until he acts). In addition, the comedian adds half his comedian level on Acrobatics, Bluff and initiative checks.

In the Zone (Ex): At 5th level, rather than roll for initiative, the comedian can treat his roll as if it was a 10 (adding any modifiers as usual). The comedian can use this ability once per day at 5th level, and an additional time per day for every 6 comedian levels thereafter. At 20th level, when the comedian uses this ability, he can instead treat his roll as if it was a 20.

Roast Battler (Ex): At 10th level, the comedian does not lose any edges for being at an extreme disadvantage in a verbal duel and can either ask about one additional bias when successfully using Sense Motive to determine an audience's biases or automatically seed one of the biases that he discovered. Once during a verbal duel, he can reassign an appropriate skill from one tactic to another tactic in which he didn't assign any skills. The original tactic is treated as being unprepared for the rest of the duel.



EMPATH

The most primal and central mental energy of any humanoid is raw, unfettered emotion. It drives individuals in all manner of pursuits. For instance, some paladins are driven to revenge by righteous ire, and wizards to magical perfection by self-indulgent arrogance. The Empath seeks to understand the effects that these emotions have on their hosts, and the turbulence they can cause within. Empaths bask in the unbridled chaos of emotion, seeking to understand the force that guides us all.

Role: An Empath's role in an adventuring party is as an emotional catalyst. They are capable of riding out, or even exasperating the most volatile of mental states, or bringing them closer to normality. An empath supports his group with a variety of powers and psychic spells that augment the group's innate talents.

Alignments: Any.

Hit Die: d6

Parent Classes: Cleric and Psychic.

Starting Wealth: 2d6 × 10 gp (average 70 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge(all)(Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha)

Skills per Level: 4 + Int modifier

CLASS FEATURES

Weapon and Armor Proficiency: Empaths are proficient with simple weapons, and with light and medium armor.

Analyze Aura (Su): At 1st level, as a standard action, empaths may cast analyze aura to see emotional auras at will.

Emotional Sensitivity (Su): At 1st level, an empath selects a single emotion with which she is particularly in tune. Once selected, the empath may not change this sensitivity.



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: EMPATH

Level	Base Attack	Fort	Ref	Will	Special	Spells Per Day								
	Bonus	Save	Save	Save		1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Analyze Aura, Emotional Sensitivity, Knacks	3	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+3	Deep bond 1d6	4	-	-	-	-	-	-	-	-
3rd	+1	+3	+1	+3		5	-	-	-	-	-	-	-	-
4th	+2	+4	+1	+4	Deep bond 2d6	6	3	-	-	-	-	-	-	-
5th	+2	+4	+1	+4	Emotional Sensitivity power	6	4	-	-	-	-	-	-	-
6th	+3	+5	+2	+5	Deep bond 3d6	6	5	3	-	-	-	-	-	-
7th	+3	+5	+2	+5		6	6	4	-	-	-	-	-	-
8th	+4	+6	+2	+6	Deep bond 4d6	6	6	5	3	-	-	-	-	-
9th	+4	+6	+3	+6		6	6	6	4	-	-	-	-	-
10th	+5	+7	+3	+7	Deep bond 5d6, Emotional Sensitivity power	6	6	6	5	3	-	-	-	-
11th	+5	+7	+3	+7		6	6	6	6	4	-	-	-	-
12th	+6/+1	+8	+4	+8	Deep bond 6d6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+8	+4	+8		6	6	6	6	6	4	-	-	-
14th	+7/+2	+9	+4	+9	Deep bond 7d6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+9	+5	+9	Emotional Sensitivity power	6	6	6	6	6	6	4	-	-
16th	+8/+3	+10	+5	+10	Deep bond 8d6	6	6	6	6	6	6	5	3	-
17th	+8/+3	+10	+5	+10		6	6	6	6	6	6	6	4	-
18th	+9/+4	+11	+6	+11	Deep Bond 9d6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+11	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+12	+6	+12	Emotion Mastery	6	6	6	6	6	6	6	6	6

Each emotion grants a number of emotional powers at 1st, 5th, 10th, and 15th levels. At 20th level the empath gains power over the emotion itself, becoming an Emotion Master. Unless otherwise stated, activating an emotional sensitivity power is a standard action that provokes an attack of opportunity.

ANGER

Boiling Over (Su): At 1st level, as a standard action, the empath can pour rage into a willing target within 30 feet. The target gains a +1 bonus to attack rolls and +1 bonus to damage rolls for 1 round. The bonus to attack and damage rolls increases by 1 every four empath levels attained. The empath may use this power 3 + her wisdom modifier

times a day. The empath gains an additional use of this ability with every empath level gained.

Foaming Mouth (Su): At 5th level, the empath can bite a single creature within reach as a standard action which does not provoke an attack of opportunity. This bite does 1d4 points of piercing damage. The target of the bite must make a will save DC: 10 + ½ the empath's level + the empath's constitution modifier or suffer the effects of the rage spell.

Temper-Tantrum (Su): At 10th level, the empath's ability to feel other's rage is so powerful that those closest to her share in the anger. The creature bonded by the empath's



SHATTERED SKIES

CAMPAIGN SETTING

deep bond ability gains a +2 morale bonus to strength and constitution while bonded.

Swallow Rage (Su): At 15th level, the empath actively feeds on the rage of those around her. As a full-round action which provokes an attack of opportunity, she may actively consume the emotional rage and anger in those around her. This has the same effect as the *calm emotions* spell, without the save.

Emotion Mastery (Su): At 20th level, the empath knows anger better than anyone. Anyone under the effects of a rage spell or a power with “rage” in the name is easily manipulated by the empath. As a standard action, she may command them as per the *dominate monster* spell.

AWE

Touch of Awe (Ex): At 1st level, the empath may share awe with a creature as a standard action. The creature is dazzled for 1d4 rounds. The dazzled creature loses any held actions, readied actions or delayed actions. The empath may do this 3 + the empath’s charisma bonus times per day.

Resplendant Wonder (su): At 5th level, the empath has gathered a significant amount of awe. When the empath’s bonded creature suffers the confused, dazed, exhausted, fascinated, fatigued, nauseated, or sickened condition the empath can fill them instead with an overwhelming sense of awe. This ends the negative condition and ends the bond with the ally.

Majesty’s Crown (Su): At 10th level, the empath becomes the embodiment of wonder and revelry. When the empath suffers a condition, she may make a gaze attack at a single creature within 50 feet as a free action. That creature must succeed a Will save DC 10 + ½ empath level + charisma modifier or also suffer the same condition. As long as the empath suffers a condition, she may make this gaze attack as a standard action.

Radiant Aura (Su): At 15th level, the sense of awe is palpable around the empath. This aura extends 30 feet from her person and detects as her alignment. An ally within this aura may give into the awe that surrounds them, and may re-roll a save versus a spell or spell-like ability. The new result must be used, even if the result is lower.

Emotion Mastery (Su): At 20th level, the empath may share child-like wonder and awe of all things with creatures around her. As an immediate action, the empath can render a single foe within 50 feet flat-footed until its next activation.

COURAGE

Courageous Aura (Ex): At 1st level, the empath pulls the courage of heroes around her into a swirling current of heroism. Allies within 15 feet gain a +1 circumstance bonus on Will saves vs fear. This bonus increases by 1 for every 3 empath levels attained.

Bond of Trust (Ex): At 5th level, the empath’s deep bond feature begins to affect creatures differently. When a bonded target would be frightened, shaken, or panicked, the empath may grant them another saving throw instead of healing them. This extra save removes the condition if successful.

Wings of Valor (Su): At 10th level, the empath has accumulated so much courageous energy that she can grant a single charging ally a 60 feet fly speed as an immediate action. This flight has perfect maneuverability, but ends as soon as the charging ally resolves the charge. The empath may use this power three times per day.

Manifest of Glory (Ex): At 15th level, when a bonded ally gain a morale bonus, the empath may opt to double that bonus for a number of rounds equal to her charisma modifier. She may opt to double a single morale bonus once per deep bond formed.

Emotion Mastery (Su): At 20th level, the empath’s mind is filled with all the courage of the people of the world. Allies within 30 feet become immune to fear effects. While the empath and her allies stand within a fear aura, allies gain a +3 morale bonus to attack and damage rolls. Allies’ weapons and attacks also count as the empath’s alignment for the purposes of overcoming DR against the source of the fear aura. This extra damage is precision damage and is not multiplied upon a critical hit.

DESIRE

Knowing Gaze (Ex): At 1st level, the empath understands what someone wants to hear. With a standard action, a creature within 30 feet needs to make a Will save DC: 10 + ½ the empath’s class level. If the creature fails the save, it suffers a -2 circumstance penalty to Sense Motive skill checks against the empath. This penalty increases by 1 for every 3 empath levels attained.

Heavy Words (Su): At 5th level, when conversing with a single creature, the empath may expend any unused spell slot to roll an additional d20 on Bluff or Diplomacy skill checks. She may select which roll to take. With a touch, she can grant someone else this insight for 1 round per spell level of the spell slot expended.



SHATTERED SKIES

CAMPAIGN SETTING

Promised Outcome (Su): At 10th level, the empath is capable of manipulating desires stirring in the minds of those nearby. As a standard action she may make a promise to a target in exchange for performing a task of comparable value. This acts as the *suggestion* spell with a duration that lasts 1 hour per empath level. The target may attempt to succeed a Will save DC 15 + ½ the empath's level to resist the effect and become immune to this power for 24 hours.

Subfeature 1 (Su): At 15th level, the empath has the ability to implant a desire into another person as a full-round action. The desire must be something that does not break the creature's alignment, but can be something that is uncharacteristic of the person as per the *dominate person* spell. The creature can resist the desire with a will save DC 10 + ½ the empath's level + the empath's Charisma modifier. The desire lasts for 1 minute per empath level.

Emotion Mastery (Su): At 20th level, the empath can instinctively learn what others want most. With a minute of concentration focusing on a single individual, she can learn that target's desires, even if they are not sure of it themselves, or do not want to admit it. The empath is not able to determine reasoning behind these desires. Mindless creatures are immune to this effect.

DESPAIR

Misery's Company (Su): At 1st level, when an ally is suffering a fear effect within 30 feet, the empath may, as a standard action, suppress the fear effect. Panicked becomes frightened, and frightened becomes shaken while suppressed. Shaken allies have the penalties reduced by half while suppressed. No more than one ally may have a fear effect suppressed at a time, and the effects are suppressed for 1 round per empath level.

Pitable Exchange (Su): At 5th level, three times a day, as a swift action, when an ally is suffering a morale penalty, the empath may voluntarily take the penalty herself instead. The empath takes all morale penalty effects as if she were the original target.

Pit of Despair (Su): At 10th level, the empath can, as a standard action, pour all the despair in her mind into a single creature within 50 feet. The creature must succeed a Will save DC 10 + ½ the empath level + the empath's Wisdom modifier or the creature will suffer a -4 morale penalty to its armor class and all attack rolls, ability checks and skill checks for 1 round per Charisma modifier. If the creature succeeds the save, they are immune to this ability for the next 24 hours.

Weight of Agony (Su): At 15th level, the awful weight of the world's anguish can be poured into an enemy. As a standard action, the empath causes a single foe within 30 feet to attempt a Will Save DC 10 + ½ the empath's level + the empath's Wisdom modifier or suffer the effects of the *slow* spell for 1 round per charisma modifier. If the creature succeeds the save, they are immune to this ability for the next 24 hours.

Emotion Mastery (Su): At 20th level, despair feeds the empath. When a creature within 50 feet is suffering the frightened, shaken, or panicked condition, she immediately gains the benefits of one of the following spells: *deathward*, *divine power*, or *freedom of movement*. The chosen effect lasts as long as the empath is within 50 feet of the suffering creature. She may choose one spell effect for each afflicted creature within 50 feet.

EUPHORIA

Small Trip (Su): At 1st level, the empath is able to replicate the effects of the spell *polypurpose panacea* at-will as a standard action. This ability can affect a single creature within 30 feet, and has a save of 10 + ½ the empath's level + her Charisma modifier.

Positivity (Su): At 5th level, a bonded creature gains a bonus on saves vs death effects, negative energy and negative levels equal to the empath's Charisma modifier.

Emotional Rush (Sp): At 10th level, the empath can spike the emotional state of a creature within 30 feet as a swift action. The creature gains the effects of the *haste* spell for the empath's Charisma modifier in rounds. She may do this once per day for every 5 empath levels attained.

Intensity (Su): At 15th level, the empath can, as a full-round action, dip into the dizzying highs of the emotional spectrum and grant an ally a +1 circumstance bonus on attack rolls, damage rolls, skill checks, and a +1 circumstance bonus to the ally's effective caster level and damage rolls for spells. The circumstance bonus increases by 1 for every 5 levels the empath attains. This bonus endures for 1 round, but may be maintained by the empath as a move action.

Emotion Mastery (Su): At 20th level, the empath feels all the dizzying highs of emotion in the people around her. She can share this resplendent feeling with another creature with but a touch against its skin. When a creature hits the empath with a natural weapon or an unarmed attack; or if the empath makes a successful touch attack, the creature is dazed with euphoric feelings. This dazed condition lasts a single round, but is applied each time the empath is struck as previously stated or makes a



successful touch attack. Creatures who successfully grapple the empath become dazed for as long as the grapple is maintained.

HORROR

Malicious Grin (Ex): At 1st level, fear permeates around the empath and can extend to her allies. She may make a malicious grin as a standard action, granting herself or an ally a +3 circumstance bonus on Intimidate skill checks for 1 round per charisma modifier. While the empath or her target is under this effect, creatures affected by the grinner's Intimidate checks are shaken for 1 additional round. This duration increases by another round for every 3 empath levels attained. The empath may use this power 3 + her Wisdom modifier times a day.

Darker Purpose (Su): At 5th level, when the empath uses the deep bond class feature with an ally within 30 feet, that ally becomes immune to fear effects for the duration of the bond.

Beacon of Fear (Su): At 10th level, the empath gains a fear aura. This aura extends 30 feet from the empath. The aura may be suppressed as a free action. Enemies within the aura that fail a Will save DC 10 + ½ the empath's class level are shaken. Enemies that fail by 5 or more become frightened. This is a fear effect.

Perspective Shift (Su): At 15th level, the empath may use a move action to shift the center of her fear aura to an ally within his original aura radius. The ally counts as the source of the fear aura for 1 round per empath level. The ally cannot suppress the aura, but the empath may. If the empath suppresses the aura, the center of effect returns to her.

Emotion Mastery (Su): At 20th level, all the horror of the world flows through the empath's mind, as she becomes a conduit for fear. When a creature within 90 feet of the empath is under the effects of a fear effect, the empath may, as an immediate action, consume the fear. When such fear is consumed, the empath gains the benefits of the *transformation* spell. The spell lasts as long as the fear effect consumed would normally last.

Spells: The empath may cast a number of psychic spells drawn from the empath class spell list. The empath may cast any spell without preparing it ahead of time. To cast a spell, the empath must have a wisdom score equal to at least 10 + the spell level. The difficulty class of the empath's spells is equal to 10 + the spell's level + the empath's Wisdom modifier.

The empath can only cast a certain number of spells of each spell level per day. The empath's base daily spell allotment is given on the **Table: Empath**. In addition, the empath receives bonus spells per day if she has a high Wisdom score.

The empath's selection of spells is limited. An empath begins play knowing four 0-level spells and two 1st level spells of the empath's choice. The empath learns one or more new spells as indicated on the **Table: Empath Spells Known**. Unlike the empath's spells per day, the number of spells known is not affected by the empath's Wisdom score.

TABLE: EMPATH SPELLS KNOWN

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

At 2th level, and every even-numbered level thereafter, an empath can choose a single psychic class spell or cleric class spell to learn in place of an empath spell already known. In effect the empath loses the old spell in exchange

SHATTERED SKIES

CAMPAIGN SETTING

for the new one. The spell's level must be the same as the one being exchanged, and it must be at least one level lower than the highest spell level the empath can cast. The empath can choose a single spell per spell level to change, and this decision must come at the same time that she would gain new spells for that level.

Knacks: An empath can learn a number of knacks, or 0-level empath spells. These spells are cast like any other spell, but do not consume spell slots.

Deep Bond (Su): At 2nd level, the empath gains the ability to create a deep bond with another individual. As a standard action, the empath can touch a single willing creature to form an emotional bond. This bond lasts 1 minute per empath level. For the duration of this bond, the target may use the higher of the empath's save or their own. As a full-round action, the empath may heal the bonded target for 1d6 hit points. This healing increases by 1d6 at 4th level, and 1d6 at each even level thereafter maxing out at 9d6 at 18 level. The empath may only have one bond formed at any given time, and the empath's bond is lost if she or the bonded character is reduced to 0 hit points or if the empath and the bonded character are further than 25 feet + 5 feet per empath level apart. The empath may use this ability 3 + Charisma modifier times a day.

EMPATH SPELLS

The empath gains access to the following spells.

0 Level Spells— *daze, detect poison, detect psychic significance, flare, grave words, ghost sound, guidance, message, read magic, resistance, telekinetic projectile, stabilize, virtue*

1st Level Spells — *anticipate peril, calm animals, cause fear, charge object, charm person, command, comprehend languages, cure light wounds, deathwatch, detect chaos/evil/good/law, detect undead, doom, endure elements, entropic shield, expeditious retreat, forbid action, hypnotism, identify, magic aura, object reading, protection from chaos/good/evil/good/law, psychic reading, quintessence, rally point, remove fear, shield, sleep, unprepared combatant, vanish, wrath*

2nd Level Spells — *aid, accelerate poison, air step, analyze aura, aversion, bear's endurance, bull's strength, bullet shield, calm emotions, castigate, cat's grace, compassionate ally, cure moderate wounds, daze monster, delay pain, delay poison, demand offering, eagle's splendor, effortless armor, fox's cunning, hold person, implant false reading, inflict pain, miserable pity, obscure object, oppressive boredom, owl's wisdom, resist energy, restoration, lesser, scare, shield other, unnatural lust, weapon of awe*

3rd level empath spells — *antagonizing rebuke, arcane sight, aura alteration, bestow curse, blindness/deafness,*

clairaudience/ clairvoyance, cloak of winds, cure serious wounds, deep slumber, dispel magic, displacement, follow aura, good hope, haste, hold person, locate object, nondetection, protection from energy, rage, reckless infatuation, remove blindness/deafness, remove curse, riding possession, seek thoughts, share language (communal), speak with dead, suggestion, symbol of healing, unadulterated loathing, vision of hell, water walk

4th Level Spells— *aura of doom, air walk, arcane eye, battle trance, break enchantment, charm monster, confusion, contact other plane, contingent scroll, crushing despair, cure critical wounds, daze (mass), death ward, detect scrying, dimensional anchor, divination, echolocation, fear, forced repentance, freedom of movement, globe of invulnerability (lesser), hold monster, life bubble, locate creature, malicious spite, mind probe, mindwipe, moonstruck, neutralize poison, object possession, overwhelming grief, planar adaptation, poison, possession, resilient sphere, restoration, scrying, shared wrath, shout, spell immunity, stonesskin, terrible remorse, tongues*

5th Level Spells— *air walk (communal), atonement, battlemind link, breath of life, castigate, mass; command, greater; cure light wounds, mass; curse of disgust, dispel chaos/evil/good/law, dispel magic (greater), dominate person, entrap spirit, false vision, feast on fear, find quarry, forbid action (greater), mind fog, plane shift, prying eyes, raise dead, remote viewing, smug narcissism, spell resistance, stonesskin (communal), suffocate, suggestion (mass), telekinesis, true seeing, unwilling shield*

6th Level Spells— *analyze dweomer, antimagic field, antipathy, bear's endurance, mass; bull's strength, mass; charm monster (mass), cure moderate wounds, mass; dispel magic, greater; eagle's splendor, mass; envious urge, eyebite, find the path, geas/quest, globe of invulnerability, harm, heal, legend lore, owl's wisdom, mass; possession (greater), scrying (greater), serenity, symbol of fear, temporary resurrection, utter contempt, vengeful outrage, word of recall*

7th Level Spells— *arcane sight, great; control undead, ethereal jaunt, hold person, mass; insanity, joyful rapture, phantasmal revenge, phase door, plane shift, spell turning, teleport, greater; vision, waves of ecstasy, waves of exhaustion*

8th Level Spells— *binding, demand, dimensional lock, discern location, irresistible dance, maze, moment of prescience, protection from spells, prying eyes, greater; screen, sympathy, temporal stasis, trap the soul*

9th level empath spells — *astral projection, dominate monster, etherealness, foresight, freedom, hold monster, mass; imprisonment, overwhelming presence, refuge, soul bind, time stop, weird*



ORPHIC

An intermediary between the occult world and the world of the warriors, the orphic joins mental powers to physical fury. Since her prime age, she hears mysterious voices of power or folly speaking in her mind. Whether she learns to control her paranormal gifts or is overwhelmed by them, this condition plunges the orphic in a battle fury neither physical nor spiritual, but of mind and emotions.

Role: An orphic is constantly on the edge between discipline and chaos, mind and body, sanity and madness. She can find a purpose and a sense in the company of others, that help her to remain stable.

Alignment: Any.

Hit Die: d10.

Parent Classes: Barbarian and psychic.

Starting Wealth: 3d6×10 gp (average 105 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The orphic's class skills are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

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

Spells: An orphic can cast a small number of psychic spells drawn from the medium spell list. To learn or cast a spell, an orphic must have a Charisma score equal to at least 10 + the spell level. She can cast any spells she knows without preparing them ahead of time. The saving throw DC against an orphic's spell is 10 + the spell level + the orphic's Charisma modifier.

Like other spellcasters, an orphic can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on **Table: Orphic**. In addition, she receives bonus spells per day if she has a high Charisma score. The orphic does not need to prepare these spells in advance; she can cast any spell she knows at any time, assuming she hasn't yet used up her allotment of spells per day for the spell's level.

The orphic's selection of spells is limited. At 1st level, an orphic knows two 0-level spells of her choice. An orphic gains more spells as he increases in level, as indicated on **Table: Orphic Spells Known**. Unlike her spells per day, the

number of spells an orphic knows is not affected by her Charisma score, but it is affected by any bonus spells she gains from her discipline. At 5th level and every 3 levels thereafter, an orphic can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and she must choose whether to swap the spell at the same time she gains new spells known for the level.



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: ORPHIC

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Discipline, discipline power, fast movement, knacks, mindcasting, mindrage	-	-	-	-
2nd	+2	+3	+0	+0	Uncanny dodge	-	-	-	-
3rd	+3	+3	+1	+1	Phrenic pool	-	-	-	-
4th	+4	+4	+1	+1	Discipline power, logical spell	1	-	-	-
5th	+5	+4	+1	+1	Improved uncanny dodge	1	-	-	-
6th	+6/+1	+5	+2	+2	Phrenic amplification	1	-	-	-
7th	+7/+2	+5	+2	+2	Discipline spell, damage reduction 1/-	1	1	-	-
8th	+8/+3	+6	+2	+2	Discipline power	1	1	-	-
9th	+9/+4	+6	+3	+3	Phrenic amplification	2	1	-	-
10th	+10/+5	+7	+3	+3	Discipline spell, damage reduction 2/-	2	1	1	-
11th	+11/+6/+1	+7	+3	+3	Greater mindrage	2	1	1	-
12th	+12/+7/+2	+8	+4	+4	Discipline power, phrenic amplification	2	2	1	-
13th	+13/+8/+3	+8	+4	+4	Discipline spell, damage reduction 3/-	3	2	2	1
14th	+14/+9/+4	+9	+4	+4	Indomitable will	3	2	2	1
15th	+15/+10/+5	+9	+5	+5	Phrenic amplification	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+5	Discipline power, discipline spell, damage reduction 4/-	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+5	Tireless mindrage	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+6	Phrenic amplification	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 5/-	4	3	3	2
20th	+20/+15/+10/+5/+1	+12	+6	+6	Discipline power, mighty mindrage	4	4	3	2

Discipline (Ex or Sp): An orphic chooses a discipline (similar to a psychic's discipline) at 1st level. She gains a discipline power at 1st level, 4th level, and every 4 levels thereafter. The orphic can benefit of these powers only while mindraging. At 7th, 10th, 13th, and 16th levels, an orphic learns an additional spell derived from his discipline. These spells are in addition to her number of spells known. These spells cannot be exchanged for different spells at higher levels.

Fast Movement (Ex): An orphic's land speed is faster than is normal for his race by 10 feet. This benefit applies only when she is wearing no armor, light armor, or medium armor, and not carrying a heavy load. Apply this bonus before modifying the orphic's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the orphic's land speed.

Knacks: Orphics learn a number of knacks, or 0-level spells, as noted on **Table: Orphic Spells Known**. These spells are cast like any other spell, but they don't consume slots and can be used again.

Mindcasting (Su): The orphic has the ability to cast spells even while mindraging. Her mindrage does not prevent her from casting spells with emotional components. She can also cast these spells defensively and can make concentration checks for these spells while mindraging. While mindraging, she can cast and concentrate on only her orphic spells (see below); spells from other classes cannot be cast during this state.

Mindrage (Su): Her innate insight in the world of occult gives the orphic great mental powers, but also threatens her sanity and emotional balance.



SHATTERED SKIES

CAMPAIGN SETTING

At 1st level, an orphic can mindrage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can mindrage for 2 additional rounds per day. Temporary increases to Constitution (such as those gained from mindraging or spells like *bear's endurance*) don't increase the total number of rounds that an orphic can mindrage per day. The total number of rounds of mindrage per day is renewed after resting for 8 hours, although these hours need not be consecutive.

An orphic can enter a mindrage as a free action. While in a mindrage, an orphic gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a -2 penalty to Armor Class. The increase to Constitution grants the orphic 2 hit points per Hit Die, but these disappear when the mindrage ends and are not lost first like temporary hit points. Unlike a barbarian, an orphic can use any Charisma-, Dexterity-, or Intelligence-based skills or any ability that requires patience or concentration while in a mindrage.

An orphic can end her mindrage as a free action. When the mindrage ends, she's fatigued for a number of rounds equal to twice the number of rounds spent in the mindrage. An orphic cannot enter a new mindrage while fatigued or exhausted, but can otherwise enter mindrage multiple times during a single encounter or combat. If an orphic falls unconscious, her mindrage immediately ends, placing her in peril of death.

Mindrage counts as the barbarian's rage, the bloodrager's bloodrage, and the incarnate's soulrage class features for the purpose of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Uncanny Dodge (Ex): At 2nd level, an orphic can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An orphic with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If an orphic already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Phrenic Pool (Su): An orphic gains a phrenic pool at 3rd level, as the psychic class feature. The maximum number of points in an orphic's phrenic pool is equal to ½ her orphic level + her Charisma modifier.

Logical Spell: An orphic gains Logical Spell at 4th level as a bonus feat.

Improved Uncanny Dodge (Ex): At 5th level, an orphic can no longer be flanked. This defense denies rogues (or other

TABLE: ORPHIC SPELLS KNOWN

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

classes with the sneak attack ability) the ability to sneak attack the orphic by flanking her, unless the attacker has at least four more rogue levels (or levels in the class granting sneak attack) than the target has orphic levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack when determining the minimum rogue level required to flank the character.

Phrenic Amplifications: An orphic learns a phrenic amplification, as the psychic class feature, at 6th level and every 3 levels thereafter. The orphic must meet the prerequisites for these amplifications. Her orphic level counts as her psychic level for the purpose of gaining and using her phrenic amplifications. At 12th level, an orphic can select a major amplification whenever she could select a new amplification.



SHATTERED SKIES

CAMPAIGN SETTING

Damage Reduction (Ex): At 7th level, an orphic gains damage reduction. Subtract 1 from the damage the orphic takes each time she is dealt damage from a weapon or a natural attack. At 10th level, and every 3 levels thereafter, this damage reduction increases by 1 point. Damage Reduction can reduce damage to 0, but not below 0.

Greater Mindrage: At 11th level, when an orphic enters a mindrage, the morale bonus to her Strength and Constitution increases to +6 and the morale bonus on her Will saves increases to +3. In addition, upon entering a mindrage, the orphic can apply the effects of an orphic spell she knows of 2nd level or lower to herself. The spell must have a range of touch or personal. If the spell's duration is greater than 1 round, it instead lasts for the duration of the mindrage. This use consumes an orphic spell slot, as if she had cast the spell; she must have the spell slot available to take advantage of this effect.

Greater mindrage counts as greater rage, greater bloodrage or greater soulrage ability for the purposes of feat prerequisites, feat abilities, magic item abilities, and spell effects.

Indomitable Will (Ex): At 14th level, an orphic gains a +4 bonus on Will saves to resist enchantment spells while mindraging. This bonus stacks with all other modifiers, including the morale bonus on Will saves she also receives during her mindrage.

Tireless Mindrage (Su): At 17th level, an orphic no longer becomes fatigued at the end of her mindrage.

Mighty Mindrage (Su): At 20th level, when an orphic enters a mindrage, the morale bonus to her Strength and Constitution increases to +8, and the morale bonus on her Will saves increases to +4. Furthermore, the spell she can apply to herself at the beginning of a bloodrage due to the greater mindrage class feature is not limited to only spells of 2nd level or lower.

ORPHIC DISCIPLINES

Each orphic must choose from among the following disciplines. Unless otherwise noted, the DC to save against her discipline powers is equal to 10 + ½ the orphic's level + the orphic's Charisma modifier.

Abomination

There is an obscure and unholy presence in your mind. This might be a monstrous ancestor whose blood still flows within you, a past evil incarnation which still haunts your spirit, or a powerful and unknowable psychic force that intrudes upon your mind. Like a psychic disease, this influence consumes part of your brain, creating a dark counterpart to your

normal self. Every time you mindrage, you're drawing on this dangerous force— and potentially giving it a greater hold on you.

Bonus Spells: *ray of enfeeblement* (7th), *alter self* (10th), *excruciating deformation* (13th), *black tentacles* (16th).

Discipline Powers: Your mindrage allows the dark influences to take over, and it can be difficult to come back from the brink.

Dark Half (Su): At 1st level, by allowing the dark forces to overcome you, you enter a state of instinctual cruelty when you mindrage. While you're manifesting your dark half, you inflict 1 extra point of damage with your attacks and become immune to fear effects. Whenever you deal damage, you can cause one creature that took damage from the spell to also take 1 point of bleed damage. The amount of bleed damage increases to 2 points at 5th level and to 1d6 points at 13th level. You can't use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration other than casting spells using psychic magic, using phrenic amplifications, or attempting to return to normal. You can attempt to return to your normal self, thus ending your mindrage, as a free action, but must succeed at a concentration check with a DC equal to 10 + your caster level. If you fail, you continue to manifest your dark half and can't attempt to change back for 1 round.

Transcendental Warrior (Sp): When entering a mindrage, you can choose one of the following spells and apply its effects to yourself: *anticipate thoughts*, *enshroud thoughts*, *levitate*, or *tactical acumen*. These effects last for as long as you continue mindraging, regardless of the spell's normal duration.

Morphic Form (Ex): At 8th level, you gain resistance 5 against one damage type while mindraging. The damage type you resist to changes at random each time you manifest your dark half, determined by rolling on the table below.

d%	Resistance
1–20	Acid
21–40	Electricity
41–65	Fire
66–80	Cold
81–100	Sonic

Preterite Knowledge (Su): At 12th level, your dark half gives you suggestions about dealing with present dangers and challenges. Once per mindrage, you can roll twice on any one die roll and take the better result.



SHATTERED SKIES

CAMPAIGN SETTING

Psychic Safeguard (Su): At 16th level, you project mental defenses while in a mindrage, gaining spell resistance equal to 8 + your orphic level.

Dark Communion (Su): At 20th level, you become one with your dark half. You benefit of your energy resistance and spell resistance even when not mindraging. While manifesting your dark half, this spell resistance increases to 16 + your orphic level. In addition, once per day while in a mindrage, you may cast *bilocation*.

Dream

Your grasp on reality was always tenuous at best, even more so than for other orphics. The waking world seemed to lack of consistency, while the horrible creatures in your dreams were far too real. In time, you discovered that something was actually talking to you and attacking you from the dreamworld, and you had to learn how to fight it. When you mindrage, you are asleep and dreaming– but not less lethal for that.

Bonus Spells: *sleep* (7th), *oneiric horror*, *greater* (10th), *deep slumber* (13th), *sleepwalk* (16th)

Discipline Powers: Your mindrage blurs the line between the real world and the oneiric dimensions.

Sleepwalking Fight (Su): At 1st level, while mindraging, you perceive the world around you as your own dream and are able to influence it in your favor. You don't take the normal –2 penalty on your Armor Class for being in a mindrage, and once per mindrage, you can negate the damage from a received hit. Since you are already asleep, sleep effects from other sources cannot affect you during a mindrage, but any spell and effect that specifically targets sleeping creatures affects you normally.

Lucid Dreamer (Su): At 4th level, you're so conscious of your own dream that nothing can surprise you. While mindraging, you gain a bonus on Perception and Sense Motive skill checks equal to ½ your orphic level. This bonus stacks with bonuses from other sources (like the Alterness feat).

My Dream, My Rules (Ex): Since it is your dream, no one can fool you. At 8th level, while entering a mindrage, you can choose to apply the effects of either *dream shield* or *thought shield II* to yourself. *Dream shield* affects you as if you were asleep. These effects last for as long as you continue mindraging, regardless of the spell's normal duration.

Numbing Wounds (Ex): At 12th level, you can draw enemies in your oneiric reality when you damage them. You gain Tiring Critical as a bonus feat. At 16th level, you gain Exhausting Critical. You don't have to meet the prerequisites for these feats.

Nightmare Beasts (Sp): At 16th level, any creature who is victim of your tiring critical or exhausting critical is considered asleep for the purpose of spells and abilities that can affect it. This effect lasts as long as you mindrage. Once per mindrage, you may cast *phantasmal killer* on each creature who is affected this way.

My Own Reality (Su): At 20th level, you live in your own mind all the time. You gain immunity to illusions and fear effects constantly, even when you are not mindraging. In addition, while mindraging, you can apply the effects of *subjective reality* to yourself.

Faith

Deities or divine heralds speak to your soul– or so you think. Whether your abilities truly come to you as a divine gift or are simply enhanced by the power of your belief, none can say. Some may mistake you for a paladin or a warrior priest, and you often collect your thoughts in prayer or chant aloud at length before entering battle.

Bonus Spells: *bless* (7th), *spiritual weapon* (10th), *magic vestment* (13th), *guardian of faith* (16th).

Discipline Powers: Your powers serve to protect or cure you and your allies, or to smite your god's foes.

Deity (Ex): At 1st level, choose a deity to worship. Your alignment must remain within one step of your deity's or you lose access to all this discipline's bonus spells and discipline powers.

Consecrated Weapon (Su): at 1st level, you gain the power to enhance your weapon as a paladin or a warpriest. Your weapon counts as having your deity's alignment or yours for the purposes of overcoming damage reduction.

At 12th level, you can enhance your weapon with a weapon special ability based on your deity's alignment or yours (*anarchic* for chaos, *unholy* for evil, *holy* for good, and *axiomatic* for law). If both you and your deity are true neutral, you must choose one of these abilities at 12th level, and cannot change it later. At 16th level, you can add the *brilliant energy* or *ghost touch* abilities to your weapon. This effect lasts until the end of your mindrage.

Divine Energy: At 4th level, you can channel spell energy into cure or inflict spells. This ability functions similarly to the cleric's ability to spontaneously cast cure or inflict spells, and the type of spells you can convert depends on your alignment in the same way. The cure or inflict spells don't count as being on your psychic spell list for the purposes of any other effects. Each day, while mindraging, you can convert up to one spell from each spell level you can cast. Each time you



SHATTERED SKIES

CAMPAIGN SETTING

use this ability to convert a spell, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Resilience of the Faithful (Su): At 8th level, you gain a +2 resistance bonus on all saving throws while mindraging. This bonus increases by 1 for every 4 levels you possess beyond 8th.

Catholicon (Sp): At 12th level, once per day during a mindrage, when a foe's attack would reduce you to negative hit points, you can cast heal on yourself as an immediate action.

Prayer Aura (Su): At 16th level, while mindraging, you extend an aura around you that bolsters your allies and makes your enemies less effective. These rounds don't need to be consecutive. This functions as the *prayer* spell, granting your allies a +1 luck bonus on attack rolls, weapon damage rolls, saves, and skill checks and imposing a -1 penalty on your enemies' rolls of those types. If you are chaotic, lawful, good, or evil, the penalty from your aura changes to -2 against creatures of an opposing alignment. The penalty doesn't change further for a creature that opposes you on two alignment axes (such as a chaotic evil creature fighting a lawful good orphic).

Canonization (Su): At 20th level, you become the perfect vessel for your deity's will. Your DR becomes 10/chaos, evil, good, or law, depending on your deity's alignment or yours (if both you and your deity are true neutral, choose one). You have this benefit constantly, even when not mindraging. In addition, when mindraging, you may cast divine vessel once per day.

Lore

The stories you grew with, stories of sublime heroes and black-hearted villains, keep singing in your head. You know you can become the matter of legends like the characters you love. Sometimes you almost feel as you were channeling their souls, and explode with rage if someone desecrates your passion.

Bonus Spells: *heightened awareness* (7th), *perfect placement* (10th), *find fault* (13th), *foretell failure* (16th).

Discipline Powers: You use your intelligence and knowledge to become a true force in a battle.

Knowledge is Power (Ex): At 1st level, you add all Knowledge skills to your list of class skills.

You also add your Intelligence modifier on attack rolls, combat maneuver checks and to your CMD in addition to your Strength modifier.

Illuminating Answers (Ex): At 4th level, when you use a divination spell while mindraging, you gain a +2 bonus to your caster level. If the spell is successful, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Blade of Reason (Ex): At 8th level, you gain the studied combat investigator class ability as though you were an investigator of 3 levels lower than your orphic level. You can study only one enemy for each mindrage, and the effects last until the mindrage's end.

Counterword (Su): At 12th level, your knowledge of ancient enchantments allows you to counter magic effects and



SHATTERED SKIES

CAMPAIGN SETTING

spells that depend on language or written texts while mindraging, like a bard does with sound-based ones. This works otherwise as the countersong bardic performance, except that you use Knowledge (arcana) checks rather than Perform checks, and the counterword ability may rely on audible or visual components, depending on the countered effect. You could, for example, prevent a *symbol* spell from working by blurring the symbol with a sword swipe, or cut a book marked with *explosive runes*, but also cry a harsh call to a friend to counter a *command* spell.

Words are Weapons (Sp): At 16th level, the power of ancient symbols of power is open to you. Once per mindrage, as a standard action, you can draw a luminous rune in the air with your weapon or your finger. The rune acts as any one *symbol* spell (a *symbol* spell is any spell with *symbol* in its name) affecting everyone within the radius that can see it. The symbol and its effects last for only one round. You can only reproduce a *symbol* spell of a level equal to $\frac{1}{2}$ your orphic level or less. Once you have used a particular symbol, you can't draw the same symbol again for 24 hours.

Legendary Hero (Su): At 20th level, you are a real battle sage. You can use any spell trigger or spell completion magic item without an Use Magic Device check. You are also immune to language-dependent or written spells and effects. You have these benefits constantly, even when not mindraging.

Pain

You constantly feel the suffering of the world around you. Since you were a child, you could do nothing to stop this mental invasion. In time, you learned to use the pain and draw strength from it. Whether this transformed you in a cruel sadist or a compassionate stoic, your mindrage releases all the devastating energy of your inner agony.
Bonus Spells: *persuasive goad* (7th), *pain strike* (10th), *vampiric touch* (13th), *mass pain strike* (16th).

Discipline Powers: Your powers allow you to cause, relieve, and endure pain.

Painful Reminder (Su): At 1st level, while mindraging as a swift action, you can cause an enemy to take 1d6 points of nonlethal damage if you dealt damage to that enemy since the start of your previous turn. This damage increases to 2d6 at 8th level and to 3d6 at 15th level. If your painful reminder deals at least 5 points of damage, you regain 1 point in your phrenic pool. The maximum number of points you can regain in this way per day is equal to your Charisma modifier.

Power From Suffering (Ex): At 4th level, you gain Clarity of Pain as a bonus feat. You have not to meet the feat's prerequisites. You can use this ability once per mindrage, but without any other limit of uses in a day. At 12th level, you gain Exorcising Mutilation too.

Live On (Sp): At 8th level, once per mindrage you can use lay on hands as though you were a paladin of 3 levels lower than your orphic level. You also gain access to mercies as though you were a paladin of 3 levels lower than your orphic level. You can target only yourself with lay on hands or mercies gained from this discipline. This stacks with lay on hands abilities gained from other sources.

Agony Backlash (Su): At 12th level, whoever tries to probe your mind is shocked by the pain inside. When you roll a successful save against a mind-affecting effect during a mindrage, the creature attacking you must succeed at a Will save (at the same DC) or suffer 1d6 points of nonlethal damage every 2 orphic levels you possess and be staggered for 1 minute.

Agonizing Wound (Su): At 16th level, whenever you confirm a critical hit against a creature during a mindrage, you can also make that creature frightened or sickened (your choice) for a number of rounds equal to your Charisma modifier. If you expend two uses of this ability, you can instead have the creature become dazed, nauseated, or panicked for 1 round. The creature can attempt a Will saving throw to negate this effect. This is a mind-affecting pain effect.

Conquered Pain (Su): At 20th level, you have won your internal battle with pain. You become immune to nonlethal damage inflicted by others and to magical pain effects. Whenever you confirm a critical hit against a creature, you inflict an amount of additional damage equal to $\frac{1}{2}$ your orphic level. You have these benefits constantly, even when not mindraging.

Psychodelia

Whether you began taking drugs to escape the voices in your head or used them to expand your perceptions, you soon found that your powers were inextricably tied to these substances. They nourish your mindrage and make you able to project the phantasmagoria you see on others, for good or bad.

Bonus Spells: *contact high* (7th), *mad hallucination* (10th), *synesthesia* (13th), *confusion* (16th).

Discipline Powers: You distort your own mind and perceptions, and can impress your altered states onto others.



SHATTERED SKIES

CAMPAIGN SETTING

Drugged Mindrage (Ex): At 1st level, while mindraging, you can assume a drug as a move action that does not provoke attacks of opportunity. The damage caused by the drug doesn't occur until the end of your mindrage, in addition to the normal fatigue suffered. You take only half as much ability damage (minimum 1) by all drugs consumed during a mindrage. You also gain a +4 bonus on saving throws to avoid becoming addicted to a drug or to overcome being addicted.

Toxic Body (Su): At 4th level, while mindraging, your body exudes any one drug you have ever consumed. You choose the drug at the beginning of your mindrage and cannot change it later. If the drug is inhaled, any creature adjacent to you must roll a successful save or be affected. If it is an ingested drug, it can affect every foe that injures you with a bite attack. If it is an injury drug, it can affect every foe you damage with a natural attack.

Warped Brain (Su): At 8th level, your mind becomes difficult to comprehend. When another creature uses a mind-affecting spell or ability against you, that creature must attempt a Will save. If it fails, it becomes nauseated for 1 round. This ability triggers even if you succeed at your save (or are otherwise unaffected by the spell or ability), but doesn't apply if you're a willing subject of the spell. This is a mind-affecting effect.

Substance Resistance (Ex): At 12th level, you become immune to poisons and drug addiction as long as you are mindraging.

Hallucinogenic Aura (Su): At 16th level, a mental field emanates from you, touching the minds of those nearby. Any creature within 30 feet of you must succeed at a Will save or be confused for 1d4 rounds. A creature that succeeds at its saving throw is immune to your hallucinogenic aura for 24 hours. A creature that fails its save doesn't need to continue making saves while it's confused by this aura, and becomes immune for 24 hours once its confusion ends. This is a mind-affecting effect. You're immune to your own hallucinogenic aura, as well as that of any other orphic or psychic.

Living Pharmakon (Su): At 20th level, you can control the effects of any addictive substance that enters your body. You no more suffer damage from consuming drugs, even when not mindraging. Your immunity to poison and drug damage becomes permanent. In addition, you may cast *alleviate addiction*, *imbue with addiction* and *create drug* (any drug you ever entered in contact with) at will.

Rapport

Instead of hearing the whispers of unearthly creatures, you rather hear the inner voices of sentient creatures around you. Through bonding your psyche with another person, you're able to be a better warrior and enhance your abilities and the abilities of the ones you care for.

Bonus Spells: *linked legacy* (7th), *shield other* (10th), *coordinated effort* (13th), *telepathy* (16th)

Discipline Powers: Your powers allow many persons to fight as one mind and one body.

Emotional Bond (Su): At 1st level, whenever you mindrage, you create an empathic link between yourself and your allies, allowing you to monitor their emotional states. All subjects of this ability must remain within 10 feet of you. You can link with a number of allies equal to your Charisma modifier. This bond lasts until the end of your mindrage, or until you go unconscious or voluntarily end the bond as a free action. If the bond ends, you can establish a new bond at will while you are still mindraging. This link allows you to monitor emotions, detecting when allies become angry, surprised, confused, fearful, or the like, but doesn't allow them to communicate specific details. You can also easily tell whether a subject is unconscious. If a subject dies or moves to a different plane than you, your bond with that creature is severed. The distance between you and the subjects doesn't affect the bond as long as you're on the same plane of existence.

When you or a subject of your emotional bond must attempt a saving throw, the person attempting the save can gain a bonus equal to your Charisma bonus on the save as an immediate action. This ability can be used once per mindrage. Allies using this ability don't need your permission, since the emotional connection is so direct, though you know when one of the uses has been expended. If the ally's saving throw is successful, you regain 1 point in your phrenic pool. At 4th level, the bond also gives you the benefits of the *status* spell with all subjects of the emotional bond.

Share Memory (Sp): At 4th level, you can use *share memory* at will, but only with a willing target.

Team Player (Ex): At 8th level and 16th level, you gain a bonus teamwork feat. You can use these feats only during a mindrage.

Life Shared (Su): At 12th level, you can redirect any damage taken by a subject of your emotional bond to another, up to a limit of 5 hp for each orphic level you possess. At 20th level, you can also transfer a condition from a subject of the



SHATTERED SKIES

CAMPAIGN SETTING

bond to another. The transferred condition returns to the original subject at the end of your mindrage, while the transferred damage remains to the subject who received it.

Shared Skill (Ex): At 16th level, each time you set up an emotional bond, you can choose one Intelligence- or Charisma- based skill from the list of orphic's class skills. Any subject of your bond can use your bonus instead of his own when attempting checks with that skill as long as the bond lasts.

All For One, One For All (Su): At 20th level, you can choose a number of allies equal to your Charisma modifier. With these allies, your emotional bond becomes permanent, even when you are not in a mindrage. In addition, once for mindrage, when you confirm a critical hit you can choose to cast *geas/quest* on the foe you damaged.

Self-Perfection

The voice you hear in your mind is your own- that of a future yourself, more evolved and next to the ascension to a superior state of being. You try to reach that condition by honing both your mental and physical attributes. The focus you find while exercising, fasting, and otherwise tending to your body enables you to show great physical power and resilience while mindraging.

Bonus Spells: *expeditious retreat* (7th), *bear's endurance* (10th), *haste* (13th), *freedom of movement* (16th).

Discipline Powers: Your powers alter your body through your force of will.

AC Bonus (Ex): At 1st level, while in a mindrage, if unarmored and unencumbered, you add your Charisma bonus to your AC and CMD. The bonus to AC applies even against touch attacks or when you're flat-footed. You lose these bonuses when you're immobilized or helpless, when you wear any armor, when you carry a shield, or when you carry a medium or heavy load.

Physical Push (Su): At 4th level, by channeling your psychic energy, you can make your body capable of greater physical feats. When you attempt a Strength-, Dexterity-, or Constitution- based ability check or skill check, you can gain a bonus on the check equal to your Charisma bonus. You can use this ability once for mindrage. Using this ability is part of the action used to attempt the skill check (if any). If you succeed at the check, you regain 1 point in your phrenic pool.

Bodily Purge (Su): You can heal your own wounds and maladies with the power of thought alone. At 8th level, you gain access to a daily pool of healing energy. This pool

starts with 3d8 dice per day, and gains 1 additional d8 for every 2 orphic levels you possess beyond 8th. Once per mindrage, you can use up any number of these dice to regain a number of hit points equal to the result of rolling that many d8s. For example, at 8th level you could regain 3d8 hit points all at once, 1d8 hit points three separate times, or 1d8 hit points once and 2d8 hit points at a different time.

In addition, you can expend 2 dice from this pool to instead gain the benefit of *lesser restoration* (affecting yourself only). At 12th level, you can expend 3 dice from this pool to instead gain the benefit of *neutralize poison*, *remove disease*, or *restoration* (affecting yourself only). To use restoration to dispel a permanent negative level, you must expend 4 dice from this pool instead of 3. Use your orphic level as your caster level for these effects.

Astonishing Reflexes (Ex): At 12th level, you gain the evasion ability. At 20th level, this upgrades to improved evasion. This ability only works when you are wearing light armor, medium armor, or no armor.

Pure Body (Ex): At 16th level, you gain immunity to diseases and poisons.

Arete (Ex): At 20th level, you have achieved the excellence of self. You gain spell resistance equal to your orphic level +10, and become immune to Strength, Dexterity and Constitution damage and drain. You have these benefits constantly, even while not mindraging.

Tranquility

You are a living paradox: a warrior capable to fight with a terrible, peaceful rage. While the voices in your mind became louder and louder, wilder and wilder with age, you were taught -or learned by yourself- how to seal them out to avoid becoming mad. You found a wonderful inner peace in this state of deep concentration. Now you use that same peace in battle, becoming a rock of serenity and stability when all the world around you becomes crazy.

Bonus Spells: *telepathic projection* (7th), *silence* (10th), *mantle of calm* (13th), *mass daze* (16th)

Discipline Powers: Your stable mind protects you and your allies.

Eye of the Storm (Su): At 1st level, you don't really enter a mindrage but rather achieve a state of absolute calm and lucidity that enables you to make great physical and mental deeds. Rather than the normal bonuses and penalties, when mindraging you gain a +4 morale bonus to any one ability score (your choice, made each time you enter a mindrage), or a +2 morale bonus to any two ability scores.



SHATTERED SKIES

CAMPAIGN SETTING

This bonus increases to +6 (or +4 on one ability score and +2 on another, or +2 to any three ability scores) when you gain greater mindrage, and to +8 (or +2/+2/+2/+2, or +4/+2/+2, or +4/+4) when you gain mighty mindrage. When mindraging this way, you take no penalties to AC. In addition, your Will bonus increases to +4 against enchantment spells or effects. If you succeed at the saving throw, you regain 1 point in your phrenic pool, up to a number of points equal to your Charisma bonus.

Beacon of Peace (Ex): At 4th level, you gain the Peacemaker feat as a bonus feat. You have not to meet the feat's prerequisites. You also add the following spells to your spell list (but not to your list of spells known) at the indicated levels. All these spells count for the purposes of the Peacemaker feat.

1st level: *calm animals, forbid action, peace bond, peacebond, sanctuary, veil of positive energy*

2nd level: *ablative barrier, admonishing ray, calm emotions, charitable impulse, miserable pity*

3rd level: *mantle of calm, marks of forbiddance*

4th level: *forbid action, greater, hymn of mercy, hymn of peace, joyful rapture, oath of peace, serenity, soothe construct, stay the hand*

Calming Presence (Su): At 8th level, you become a calming force. Once per mindrage, you can use calm emotions as a spell-like ability. The effects last until the end of your mindrage.

Lethal Placidity (Ex): At 12th level, you can attain a state of total fighting concentration, allowing you to notice all the weaknesses of an enemy. While mindraging, you may choose to focus on a single foe only; once chosen, the target of this ability cannot be changed. You gain a bonus on weapon attacks and damage rolls against your chosen adversary equal to half your orphic level. This effect remains until your target is dead or your mindrage expires.

Purge Disquiet (Su): At 16th level, you can banish mental distress. While mindraging, you become immune to fear spells and effects and to the confused condition. As a standard action, you can choose a willing creature that is either within 30 feet or in telepathic contact with you. For all the duration of your mindrage, you suppress any fear effect or confused, cowering, frightened, panicked, or shaken condition affecting that creature. You can suppress only one effect at a time with this ability.

Absolute Peace (Su): At 20th level, you have achieved total harmony with the universe. You are immune to all fear and emotion spells and effects. This immunity is constant, even

when you are not mindraging. Once per day during a mindrage, you can sequester yourself in your own mental "safe place" to meditate and heal. This functions as *psychic asylum*, except that both effects that are currently affecting your mind or your body expend their duration while you are in the safe place.

RACIAL FAVORED CLASS OPTIONS

Aasimar: Add $+\frac{1}{4}$ to the damage inflicted to undead or evil outsiders while mindraging.

Dhampir: Add $\frac{1}{2}$ to the orphic's effective class level when determining the power of her pain discipline powers.

Drow: Gain $\frac{1}{4}$ resist vs. mental control and fear effects.

Dwarf: Increase the orphic's total number of mindrage rounds per day by 1.

Elf: Add 1 foot to the orphic's base speed. In combat, this only has an effect for every five increases in base speed. This bonus stacks with the orphic's fast movement class feature, and applies under the same conditions and that feature.

Gnome: Increase the total number of points in the orphic's phrenic pool by $\frac{1}{3}$ point.

Half-Elf: Gain $\frac{1}{6}$ of a new phrenic amplification.

Halfling: Gain a $+\frac{1}{4}$ dodge bonus to AC while mindraging against creatures at least one size category larger than the orphic.

Half-Orc: Increase the orphic's total number of mindrage rounds per day by 1.

Human: Add $\frac{1}{4}$ to the orphic's effective class level when determining the power of her discipline powers.

Tiefling: Increase the orphic's total number of mindrage rounds per day by 1.



POACHER

While other adventurers battle monsters to claim heaps of treasure, it is the poacher that values the monsters above all else. Capturers of rare creatures, poachers combine magic and physical prowess to catch and retain monsters for their various purposes. Poachers travel the world to find monsters for profit and personal fulfillment, for just as he helps monsters grow and evolve, his monsters also teach him valuable life lessons.

Benevolent poachers usually seek to preserve endangered creatures that are beneficial to a local environment, and to steer such creatures to defend their homes from enemies. Enterprising poachers capture monsters for profit, selling their services to the highest bidder. Malevolent poachers usually exploit their captive monsters for personal gain, no matter what the cost or sacrifice.

It is common for when poachers meet to battle their monsters as a way of greeting, even if it's merely a playful sparring match. Some poachers form loose clubs or societies and stage grand gladiatorial combats.

Role: To find the rarest and most powerful monsters, to train these monsters for battle, and to be supreme at doing it.

Alignment: Any.

Hit Die: d8.

Parent Classes: Ranger and Unchained Summoner

CLASS SKILLS

The poacher's class skills are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the poacher.

Weapon and Armor Proficiency:

Poachers are proficient with all simple weapons, all ranged martial weapons, bolas, nets, lassos, mancatchers, whips, and light armor. A poacher can cast poacher spells while wearing light armor without incurring the normal arcane spell failure chance. Like any

other arcane spellcaster, a poacher wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A poacher still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

Spellcasting: A poacher casts arcane spells drawn from the poacher spell list. He can cast any spell he knows



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: POACHER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Cantrips, 1st studied monster, draw monster I, trap-lamp, track	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Evolution pool, poacher's pride	2	—	—	—	—	—
3rd	+2	+1	+3	+3	1st, favored terrain, draw monster II	3	—	—	—	—	—
4th	+3	+1	+4	+4	Capture conjurable creature, shield ally	3	1	—	—	—	—
5th	+3	+1	+4	+4	Bonus feat, draw monster III	4	2	—	—	—	—
6th	+4	+2	+5	+5	Retrained monster	4	3	—	—	—	—
7th	+5	+2	+5	+5	Draw monster IV	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	2nd Favored terrain, swift tracker	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Draw monster V, Evasion	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Bonus feat	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Draw monster VI	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Greater shield ally, retrained monster	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	3rd Favored terrain, draw monster VII	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Poacher's Paradise	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Bonus feat, draw monster VIII	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Improved Evasion	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Draw monster IX	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	4th Favored terrain	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Retrained monster	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Bonus feat, master poacher	5	5	5	5	5	5

Spellcasting: A poacher casts arcane spells drawn from the poacher spell list. He can cast any spell he knows without preparing it ahead of time. The spell list is at the back of this chapter.

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

A poacher can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table: Poacher. In addition, he gains bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

A poacher's selection of spells is limited. A poacher begins

play knowing four 0-level spells and two 1st-level spells of the poacher's choice. At each new poacher level, he gains one or more new spells as indicated on Table: Unchained poacher Spells Known. (Unlike spells per day, the number of spells a poacher knows is not affected by his Charisma score. The numbers on Table: Poacher Spells Known are fixed.)

Upon reaching 5th level, and at every third poacher level thereafter (8th, 11th, and so on), a poacher can choose to learn a new spell in place of one he already knows. In effect, the poacher "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level poacher spell the poacher can cast. A poacher can swap out only a single spell at any given level



and must choose whether or not to swap the spell at the same time that he gains new spells known.

A poacher doesn't need to prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his allotment of spells per day for the level.

Cantrips: A poacher learns a number of cantrips, or 0-level spells, as noted on Table: Poacher Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again. Cantrips prepared using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Draw Monster (Ex): At 1st level, a poacher can cast *summon monster I* or *summon nature's ally I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. He can cast this spell as a standard action, and the creatures remain for 1 minute per level (instead of 1 round per level).

At 3rd level, and every 2 levels thereafter, the power of this ability increases by 1 spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* or *summon nature's ally IX* at 17th level). A poacher cannot have more than one *summon monster* or *summon nature's ally* spell active in this way at one time. If this ability is used again, any existing summon spell-like ability immediately ends. These summon spells are considered to be part of the poacher's spell list for the purposes of spell trigger and spell completion items. In addition, the poacher can expend uses of this ability to fulfill the construction requirements of any magic item he creates, so long as he can use this ability to cast the required spell. A poacher must be in possession of his trap-lamp in order to use this ability.

Studied Monster (Ex) : At 1st level, a poacher can spend 10 minutes researching a creature type from the poacher studied monsters table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A poacher may make Knowledge skill checks untrained when attempting to identify these creatures. He retains these bonuses for the next 24 hours or until he studies a different monster type. By expending one daily use of his draw monster ability, a poacher can study a monster type as a full round action instead of 10 minutes.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), this bonus against a studied monster increases by +2.

To research a monster, the poacher must possess the latest edition of *Archpoacher Quiglee's Stupendous Poaching Grimoire*. Because new monsters are always popping up, a copy of this book that is a year old or older is considered outdated and useless. Equivalent books can be used subject to GM approval.

If the poacher chooses outsiders as a studied monster, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of outsider to choose from—those called out specifically on the table below are merely the most common.)

Table: Poacher Studied Monster

Type (Subtype)	
Aberration	Outsider (earth)
Animal	Outsider (evil)
Construct	Outsider (fire)
Dragon	Outsider (good)
Fey	Outsider (lawful)
Magical beast	Outsider (native)
Monstrous humanoid	Outsider (water)
Ooze	Plant
Outsider (air)	Undead
Outsider (chaotic)	Vermin

Track (Ex): A poacher adds half his level (minimum 1) to Survival skill checks made to follow tracks.

Trap-Lamp (Su): A poacher begins his adventures with a magical contraption called a trap-lamp, which he uses to capture monsters. Similar to the magic lamps used to hold genies, a poacher's trap-lamp accesses an extra-dimensional environment where he keeps his captured targets. This same environment is also where his summoned monsters reside. Only creature types on the Poacher Studied Monster can be trapped with a trap-lamp.

To use his trap-lamp to capture a monster, the poacher must open the lamp, unleash its drawing power, and make a ray attack against the creature as a standard action (range increment 30 feet). A trap-lamp requires at least one hand to operate and can only be used in this manner once per round. Once successfully touched with the trap-lamp's ray attack, the targeted creature must make a Fortitude saving throw (DC 10 + 1/2 the poacher's level + the poacher's Charisma bonus). If a creature successfully saves against a trap-lamp's ray attack, it gains a +2 morale bonus to Fortitude saves against that trap-lamp's ray attack for the next 24 hours. If the creature is helpless or unconscious, they are automatically captured. If the creature is reduced to half its total hit point or less, it takes a -2 penalty to its save. Capturing a creature in a trap-lamp does not automatically make the creature an ally; the Diplomacy, Handle Animal, or Intimidate skills must still be used to influence the creature. Once captured, a creature can be held and transported for a number of days equal to the poacher's Charisma bonus, and released as a standard action in the same condition in which they were captured.

Alternatively, a captured creature can be killed instantly and consumed by the summonable monsters that dwell

SHATTERED SKIES

CAMPAIGN SETTING

within the extra-dimensional environment of the trap-lamp. It takes 4 hours for the captured creature's remains to be consumed in this manner.

Keeping intelligent creatures in a trap-lamp's extra-dimensional environment is risky, as they are capable of finding ways out. A captured creature with an intelligence score of 3 or higher is allowed one Fortitude save per day to try to escape (DC 10 + 1/2 the poacher's level + the poacher's Charisma bonus). If successful, the creature appears 30ft. away from the trap-lamp in a random direction and the poacher immediately becomes conscious and aware of the escape. Such a creature must have been conscious at the time of their capture to make these attempts.

If a trap-lamp is lost, stolen, or otherwise leaves the poacher's possession, it ceases to function and becomes worthless. A poacher can replace a missing trap-lamp (and all the creatures within it) in an 8 hour ritual replaced 1 week later through a specialized ritual that costs 200 gp per poacher level. The ritual takes 8 hours to complete.

A trap-lamp cannot be used to transport equipment; any equipment on a creature's person is dropped when the creature is captured by the trap-lamp. A trap-lamp can only trap a creature with a number of hit dice equal to or less than the poacher's level, and can only hold an amount of such creatures up to two times the poacher's level.

A trap-lamp weighs 1 pound, has a hardness of 8, and half as many hit points as its owner. A trap-lamp's look is purely cosmetic; it can look like a weapon, wand, or even a gleaming orb, but is shaped to be held in one hand.

Evolutions (Su): At 2nd, a poacher can enhance the creatures he can summon. When the poacher summons a creature, that creature can be enhanced with a number of evolution points equal to 1/4 the poacher's level (minimum 1); this includes his poacher's pride creature. A poacher cannot alter what evolutions a creature gains until he gains a new level. These evolutions can be selected in the evolutions section in the back of this chapter.

Poacher's Pride: At 2nd level, a poacher selects a single creature that he is able to draw from his draw monster list. This creature can stay out of the trap-lamp indefinitely, is loyal to the poacher, and cannot be dismissed like a normal summoned creature. The poacher can draw or dismiss this creature as a standard action without expending a daily use of his draw monster ability. A poacher cannot use his draw monster's ability while his pride is drawn. A poacher's pride does not gain XP or gain additional hit dice as a poacher progresses. A poacher's pride cannot be present when he uses his draw monster ability; it automatically returns to the trap-lamp environment when the poacher draws a monster.

At every new level, the poacher can select a different creature from his summoning options to be his new pride.

A poacher's pride cannot be slain; when reduced to negative hit points it returns to the poacher's trap-lamp and cannot be drawn again for 24 hours. At the end of this 24 hour period, the pride is restored to full hit points and loses any negative penalties and conditions.

Favored Terrain (Ex): At 3rd level, a poacher may select a type of terrain from Table: Poacher Favored Terrains. The poacher gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A poacher traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the poacher may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the poacher's bonuses do not stack; he simply uses whichever bonus is higher.

Table: Poacher Favored Terrains

Favored Terrains

Cold (ice, glaciers, snow, and tundra)

Desert (sand and wastelands)

Forest (coniferous and deciduous)

Jungle

Mountain (including hills)

Plains

Planes (pick one, other than Material Plane)

Swamp

Underground (caves and dungeons)

Urban (buildings, streets, and sewers)

Water (above and below the surface)

Capture Conjurable Creature (Su): At 4th level, the poacher is able to capture any kind of creature that he can summon from his draw monster summon spell-like ability with his trap-lamp, and not have it count as a stored creature. These captured creatures become a permanent part of the extra-dimensional environment along with the other such creatures residing within it. A poacher can capture a number of such creatures per day equal to his Charisma modifier. Familiars and animal companions cannot be targeted with this ability.

Shield Ally (Ex): At 4th level, whenever a poacher is within his poacher's pride's reach, the poacher gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the pride is grappled, helpless, paralyzed, stunned, or



SHATTERED SKIES

CAMPAIGN SETTING

Bonus Feats: At 5th, 10th, 15th, and 20th level, a poacher gains a bonus combat feat. He must meet the requirements to select these feats.

Retrained Monster (Su): At 6th level, the poacher can add one monster that he has captured with his trap-lamp to his list of choices of draw monster. This monster becomes a part of the trap-lamp's extra-dimensional environment, and no longer counts as being stored. The poacher can draw and control this creature just as if it under a constant dominate monster spell. The poacher can enhance this creature with a number of evolution points equal to 1/4 its hit dice. At 12th and 19th level, the poacher can gain an additional retrained monster. Retrained monsters do not gain XP or gain additional hit dice as a poacher progresses. A retrained monster can become a poacher's pride.

A poacher can release and dismiss a retrained monster as a full round action. However, he cannot replace it until he gains a new level. A released and dismissed retrained monster loses all its evolutions, but not the memory of what it went through.

If a poacher dies, he loses all retrained monsters; they are automatically released at his moment of death.

Swift Tracker (Ex): Beginning at 8th level, a poacher can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. He takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Evasion (Ex): When he reaches 9th level, a poacher can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the poacher is wearing light armor, medium armor, or no armor. A helpless poacher does not gain the benefit of evasion.

Greater Shield Ally (Su): At 12th level, whenever an ally is within reach of the poacher's pride, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the poacher, these bonuses increase to +4. This bonus does not apply if the pride is grappled, helpless, paralyzed, stunned, or unconscious.

Poacher's Paradise (Su): At 14th level, the poacher can safely enter and leave the extra-dimensional environment accessed by his trap-lamp. This functions like casting *mage's magnificent mansion* once per day as a spell-like ability, using his poacher level as his caster level.

Improved Evasion (Ex): At 16th level, a poacher's evasion

improves. This ability works like evasion, except that while the poacher still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless poacher does not gain the benefit of improved evasion.

Master Poacher (Ex): A poacher of 20th level becomes a master poacher. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a studied monster at his full attack bonus. If the attack hits, the target takes damage normally and must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the poacher's level + the poacher's Charisma modifier. A poacher can choose instead to deal an amount of nonlethal damage equal to the creature's current hit points. A successful save negates this damage. A poacher can use this ability once per day.

In addition, the poacher can use his draw monster ability once per day as a swift action, rather than a standard action.

POACHER SPELLS

0-Level-*acid splash, arcane mark, daze, detect magic, guidance, light, mage hand, mending, message, open/close, read magic, resistance.*

1st-Level-*alarm, ant haul, blurred movement, compel hostility, corrosive touch, daze monster, endure elements, enlarge person, expeditious retreat, feather fall, glue seal, grease, icicle dagger, identify, jump, jury-rig, long arm, mage armor, magic fang, magic mouth, mount, obscuring mist, protection from chaos/evil/good/law, ray of sickening, reduce person, shield, summon minor monster, summon monster I, summon nature's ally I, unseen servant, ventriloquism.*

2nd-Level-*alter self, ant haul (communal), barkskin, bear's endurance, blood armor, blur, bull's strength, cat's grace, create pit, cushioning bands, detect thoughts, eagle's splendor, fog cloud, fox's cunning, glide, glitterdust, invisibility, levitate, misdirection, mount (communal), owl's wisdom, phantom steed, protection from arrows, protection from chaos/evil/good/law (communal), resist energy, see invisibility, spider climb, summon monster II, summon nature's ally II, summon swarm, time shudder, twisted space, warding weapon, web shelter, whip of spiders.*

3rd-Level-*ablative barrier, aqueous orb, control summoned creature, dispel magic, displacement, fly, haste, heroism, invisibility sphere, mad monkeys, magic circle against chaos/evil/good/law, magic fang (greater), marionette possession, minor creation, nondetection, pellet blast, phantom steed (communal), protection from arrows (communal), protection from energy, rain of frogs, rage, resist energy (communal), seek thoughts, shield companion,*



slow, spider climb (communal), spiked pit, stinking cloud, summon monster IV, summon nature's ally IV, tongues, water breathing, wind wall.

4th-Level-*acid pit, adjustable polymorph, agonize, black tentacles, charm monster, creeping ice, daze (mass), dimension door, dimensional anchor, enlarge person (mass), fire shield, invisibility (greater), locate creature, major creation, obsidian flow, protection from energy (communal), purified calling, reduce person (mass), solid fog, stonewall, summon monster V, summon nature's ally V, summoner conduit, tongues (communal), transmogrify, vitriolic mist, wall of fire, wall of ice.*

5th-Level-*baleful polymorph, cloudkill, conjure black pudding, contact other plane, dismissal, dispel magic (greater), hold monster, hostile juxtaposition, hungry pit, insect plague, mage's faithful hound, magic jar, overland flight, planar adaptation, planar binding (lesser), sending, stonewall (communal), summon monster VI, summon nature's ally VI, teleport, wall of stone, whip of centipedes, wreath of blades.*

6th-Level-*acid fog, banishment, bear's endurance (mass), bull's strength (mass), cat's grace (mass), create demiplane (lesser), creeping doom, dimensional bounce, eagle aerie, eagle's splendor (mass), ethereal jaunt, fox's cunning (mass), heroism (greater), ice crystal teleport, invisibility (mass), owl's wisdom (mass), planar adaptation (mass), planar binding, plane shift, repulsion, sequester, spell turning, summon monster VII, summon nature's ally VII, tar pool, teleport (greater), true seeing, wall of iron, whip of ants.*

EVOLUTIONS

Each creature summoned by a poacher's draw monster ability gains a number of evolution points (equal to the spell level from which it was summoned) that can be spent to give the creature new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the poacher gains a new level, but they are otherwise set. Some evolutions require that the creature have a specific form or the poacher be of a specific level before they can be chosen. A number of evolutions grant the creature additional natural attacks. Natural attacks listed as primary are made using the creature's full base attack bonus and add the creature's Strength modifier on damage rolls. Natural attacks listed as secondary are made using the creature's base attack bonus - 5 and add 1/2 the creature's Strength modifier on damage rolls (if positive). If the creature has only a single natural attack, the attack is made using its full base attack bonus, and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the poacher gains a level. Unless otherwise noted, each evolution can be selected only once.

1 POINT EVOLUTIONS

The following evolutions cost 1 point from the creature's evolution pool.

Bite (Ex): The creature's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the creature already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): The creature has a pair of vicious claws at the ends of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The creature must have the limbs or the limbs evolution to take this evolution. This evolution can be selected more than once, up to the number of limbs or limbs evolutions the creature possesses. This evolution can be applied to any number of limbs (arms) evolutions, but no more than one limbs (legs) evolution.

Climb (Ex): The creature becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the creature's climb speed by 20 feet.

Gills (Ex): The creature has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the creature's natural attacks is particularly deadly. Select one natural attack form and increase the damage die by one step. This evolution can be selected more than once. Its effects do not stack. Each time the creature selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): The creature's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once, plus one additional time for every 5 hd the creature possesses. Each additional time it's taken, the bonus increases by 2.

Magic Attacks (Su): The creature is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the poacher is 10th level or higher, all of the creature's natural attacks are treated as the alignment of the creature for the purpose of overcoming damage reduction.

Mount (Ex): The creature is properly skilled and formed to serve as a combat-trained mount. The creature must be at least one size category larger than its rider.

Requirements: quadruped or serpentine form.



SHATTERED SKIES
CAMPAIGN SETTING



Pincers (Ex): The creature grows large pincers at the ends of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). creatures with the grab evolution linked to their pincers gain a +2 bonus on combat maneuver checks to grapple. The creature must have arms or the limbs (arms) evolution to take this evolution. Alternatively, the creature can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of arms or limbs (arms) evolutions the creature possesses.

Pull (Ex): The creature gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the creature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the creature succeeds at this check, it pulls the target of the attack 5 feet closer to it. This ability works only on creatures of a size category equal to or smaller than the creature. Creatures pulled in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an creature selects this evolution, it applies to a different natural attack. **Requirements:** Reach of 10 feet or more.

Push (Ex): The creature gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the creature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If the creature succeeds at this check, it pushes the target of the attack 5 feet directly away from it. This ability works only on creatures of a size category equal to or smaller than the creature. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an creature selects this evolution, it applies to a different natural attack.

Reach (Ex): One of the creature's attacks is capable of striking foes at a distance. Select one attack. The creature's reach with that attack increases by 5 feet.

Resistance (Ex): The creature's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Select one energy type (acid, cold, electricity, fire, or sonic). The creature gains resistance 5 against that energy type. This resistance increases by 5 for every 5 levels the poacher possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time the creature selects this evolution, it applies to a different energy type.

SHATTERED SKIES

CAMPAIGN SETTING

Scent (Ex): The creature's sense of smell becomes quite acute. The creature gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if the opponent is downwind, the range drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the creature to precisely locate the creature, only to detect its presence. It can detect the direction as a move action. The creature can pinpoint the creature's location if it is within 5 feet. The creature can use scent to track creatures.

Skilled (Ex): The creature becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time the creature selects this evolution, it applies to a different skill.

Slam (Ex): The creature can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The creature must have arms or the limbs (arms) evolution to take this evolution. Alternatively, the creature can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, up to the number of the creature's limbs (arms) evolutions.

Sting (Ex): The creature possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the creature possesses. **Requirements:** tail or tail evolution.

Swim (Ex): The creature gains webbed hands, webbed feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the creature the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the creature's swim speed by 20 feet.

Tail (Ex): The creature grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): The creature can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). This evolution can be selected more than once, up to the number of tail evolutions the creature possesses. **Requirements:** tail or tail evolution.

Tentacle (Ex): The creature possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

Tentacle Mass (Ex): The creature grows a thick mass of tentacles that can be used as a primary natural weapon. The tentacles deal 1d8 points of damage if the creature is Medium. creatures with the grab evolution that is linked to a tentacle mass can use that ability to grapple foes of up to the creature's size, and they can also use this evolution in place of the serpentine base form to qualify for the constrict evolution.

Wing Buffet (Ex): The creature learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge).

Requirements: Wings or Flight (wings) evolution.

2 POINT EVOLUTIONS

The following evolutions cost 2 points from the creature's evolution pool.

Ability Increase (Ex): The creature grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the creature's ability scores by 2. This evolution can be selected more than once. It can be applied only once to an individual ability score, plus one additional time for every 6 hd the creature possesses.

Blood Frenzy (Ex): When the creature is dealt damage, it enters a blood frenzy. It gains a +2 morale bonus on attack rolls and weapon damage rolls and attacks the nearest creature each round, friend or foe, although it ceases attacking its poacher after hitting once. The frenzy lasts for 5 rounds or until the creature can perceive no creatures. At the end of that time, the creature is fatigued for 1 minute. It cannot enter a blood frenzy while fatigued.

Requirements: Poacher level 7th.

Constrict (Ex): The creature gains powerful muscles that allow it to crush those it grapples. Whenever the creature successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack the grab evolution is tied to.

Requirements: Serpentine form, grab or grab evolution.

Energy Attacks (Su): The creature's attacks become charged with energy. Select one energy type: acid, cold, electricity, or fire. All of the creature's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. **Requirements:** Poacher level 5th.

Flight (Ex or Su): The creature grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The creature gains a fly speed equal to its base speed. The creature's maneuverability depends on its size. Medium or smaller creatures have good maneuverability. Large creatures have average maneuverability, while Huge creatures have poor maneuverability. For 2 additional evolution points, the creature flies by means of magic. It



SHATTERED SKIES

CAMPAIGN SETTING

loses its wings, but its maneuverability increases to perfect. If the creature flies by magic, this is a supernatural ability. The creature can increase its fly speed by spending additional evolution points, gaining a 20-foot increase to its fly speed for each additional point spent.

Requirements: Poacher level 5th.

Gore (Ex): The creature grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex): The creature becomes adept at grappling foes, gaining the grab ability. Select one of the following attacks: bite, claw, pincers, slam, tail slap, or tentacle. Whenever the creature makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the creature grapples the target. This ability works only on creatures at least one size category smaller than the creature. creatures with this evolution gain a +4 bonus on combat maneuver checks to grapple.

Immunity (Su): The creature's body becomes extremely resilient to one energy type. Select one energy type: acid, cold, electricity, fire, or sonic. The creature gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. **Requirements:** Poacher level 7th.

Limbs (Ex): The creature grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the creature's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The creature does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or slam). Arms that have hands can be used to wield weapons, if the creature is proficient. This evolution can be selected more than once.

Poison (Ex): The creature secretes toxic venom, gaining a poison attack. Select one bite or sting attack. Whenever the selected attack hits, the target is poisoned.

Creature Poison: Injury; save Fort negates; frequency 1/round for 4 rounds; effect 1d4 Str damage; cure 1 save. The save DC is equal to 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. **Requirements:** Poacher level 7th; bite or sting or bite or sting evolution.

Rake (Ex): The creature grows dangerous claws on its feet, allowing it to make two rake attacks against foes it is grappling. These attacks are primary attacks. The creature can make these additional attacks each time it succeeds at a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution counts as one natural attack toward the

creature's maximum. **Requirements:** Poacher level 4th, quadruped form.

Rend (Ex): The creature learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability. Whenever the creature makes two successful claw attacks against the same target in 1 round, its claws latch on to the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the creature's Strength modifier. **Requirements:** Poacher level 6th, claws or claws evolution.

Trample (Ex): The creature gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the creature can overrun any creature that is at least one size category smaller than itself. This works like the overrun combat maneuver, but the creature does not need to attempt a check; it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the creature's Strength modifier. Targets of the trample can make attacks of opportunity at a -4 penalty. If a target forgoes this attack of opportunity, it can attempt a Reflex save for half damage. The DC of this save is 10 + 1/2 the creature's Hit Dice + the creature's Strength modifier. A trampling creature can deal trampling damage to a specific creature only once per round. **Requirements:** Biped or quadruped form.

Tremorsense (Ex): The creature becomes attuned to vibrations in the ground, gaining tremorsense with a range of 30 feet. This works like the blindsense evolution, but only if both the creature and the creature to be pinpointed are in contact with the ground. **Requirements:** Poacher level 7th.

Trip (Ex): The creature becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the creature makes a successful bite attack, it can attempt a free combat maneuver check. If the creature succeeds at this check, the target is knocked prone. If the creature fails, it is not tripped in return. This ability works only on creatures of a size category equal to or smaller than the creature. **Requirements:** bite or bite evolution.

Weapon Training (Ex): The creature learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.

3 POINT EVOLUTIONS

The following evolutions cost 3 points from the creature's evolution pool.

Alien Consciousness (Ex): The creature's mind is dangerously incomprehensible to mortals who contact it. Non-aberrations that read the creature's mind or make mental contact with it take 1d4 points of Wisdom damage



SHATTERED SKIES

CAMPAIGN SETTING

(or 1d8 points of sanity damage, if you use the sanity rules). This contact also includes communication via telepathy—an creature that has telepathic capability must initiate this particular contact as a swift action against a single target in order to force its alien consciousness on another creature. A successful Will saving throw (DC = 10 + 1/2 the creature's HD + the creature's Charisma modifier) halves the damage. Once a creature has been subjected to the creature's alien consciousness, it is immune to further damage from that creature's alien consciousness for 24 hours. The creature's poacher is immune to his own creature's alien consciousness, but he can still be affected by other creatures' alien consciousnesses. This is a mind-affecting effect.

Requirements: Poacher level 9th.

Blindsense (Ex): The creature's senses become incredibly acute, giving it blindsense with a range of 30 feet. This ability allows the creature to pinpoint the location of creatures that it can't see without having to attempt a Perception check, but such creatures still have total concealment from the creature. Visibility still affects the creature's movement, and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. **Requirements:** Poacher level 9th.

Burrow (Ex): The creature grows thick and gnarled claws, allowing it to move through the earth. The creature gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through clay, dirt, earth, and sand. It does not leave a hole behind, nor is its passage marked on the surface. **Requirements:** Poacher level 9th.

Damage Reduction (Su): The creature's body becomes more resistant to harm. Increase the damage reduction granted by the creature's subtype by 5. **Requirements:** Poacher level 15th, damage reduction granted by the creature's subtype.

Frightful Presence (Ex): The creature becomes unsettling to its foes, gaining the frightful presence ability. The creature can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the creature must succeed at a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the creature's Hit Dice + the creature's Charisma modifier. If the creature has at least 4 more Hit Dice than an opponent that fails this save, that opponent becomes frightened instead. Foes with more Hit Dice than the creature are immune to this effect. **Requirements:** Poacher level 11th.

Pounce (Ex): The creature gains quick reflexes, allowing it to make a full attack after a charge. **Requirements:** Poacher level 7th, quadruped base form.

Swallow Whole (Ex): The creature gains the swallow whole ability, giving it the ability to consume its foes. If the creature begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a

combat maneuver check to swallow the creature. The creature must be at least one size category smaller than the creature. Swallowed creatures take an amount of bludgeoning damage equal to the creature's bite damage each round + 1d6 points of damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light piercing or slashing weapon. The amount of damage needed to cut free is equal to 1/10 the creature's total hit points. The creature's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the creature loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the creature's mouth, where it can attempt to escape or can be swallowed again. **Requirements:** grab or grab (bite) evolution.

Web (Ex): The creature gains a pair of spinnerets, giving it the ability to spin webs. The creature can use these webs to support itself plus one creature of up to the same size. It can throw webbing as a ranged touch attack up to eight times per day, entangling a creature up to one size larger than the creature. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with a successful Escape Artist check, or with a Strength check at a -4 penalty. The DC of these checks is equal to 10 + 1/2 the creature's Hit Dice + the creature's Constitution modifier. The webs have a hardness of 0 and a number of hit points equal to the creature's total Hit Dice. The creature can climb its own webs at its climb speed and can pinpoint the location of any creature touching its webs. **Requirements:** Poacher level 7th; climb or climb evolution.

4 POINT EVOLUTIONS

The following evolutions cost 4 points from the creature's evolution pool.

Amorphous (Ex): The creature's biology lacks discernible weak points. It is not subject to critical hits and sneak attacks.

Blindsight (Ex): The creature's senses sharpen even further, granting it blindsight with a range of 30 feet. The creature can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. **Requirements:** Poacher level 11th, blindsense or blindsense evolution.

Breath Weapon (Su): The creature learns to exhale a cone or line of magical energy, gaining a breath weapon. Select acid, cold, electricity, or fire. The creature can breathe a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per Hit Dice it possesses. Those caught in the breath weapon can attempt a Reflex



save for half damage. The DC is equal to $10 + 1/2$ the creature's Hit Dice + the creature's Constitution modifier. The creature can use this ability once per day. The creature can gain additional uses of this ability per day by spending 1 evolution point per additional use (to a maximum of three total uses per day). **Requirements:** Poacher level 9th.

Disease (Ex): One of the creature's natural weapons carries a disease chosen from the following list: bubonic plague, filth fever, leprosy, red ache, or shakes. Each hit forces a saving throw against the disease's normal effects. The disease has no onset, however. The save DC equals $10 + 1/2$ the creature's Hit Dice + the creature's Constitution modifier. The creature can expose a creature to its disease no more than once per round. By spending 2 additional evolution points, you can instead choose the following additional diseases: demon fever (only if the creature has the demon subtype), devil chills (only if the creature has the devil subtype), or slimy doom.

Requirements: Poacher level 7th.

Fast Healing (Su): The creature's body gains the ability to heal wounds very quickly, giving it fast healing 1. The creature heals 1 point of damage per round, just like via natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the creature to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the creature is alive. This fast healing does not function when the creature is not on the same plane as its poacher. This healing can be increased by 1 point per round for every 2 additional evolution points spent (to a maximum of 5 points per round). **Requirements:** Poacher level 11th.

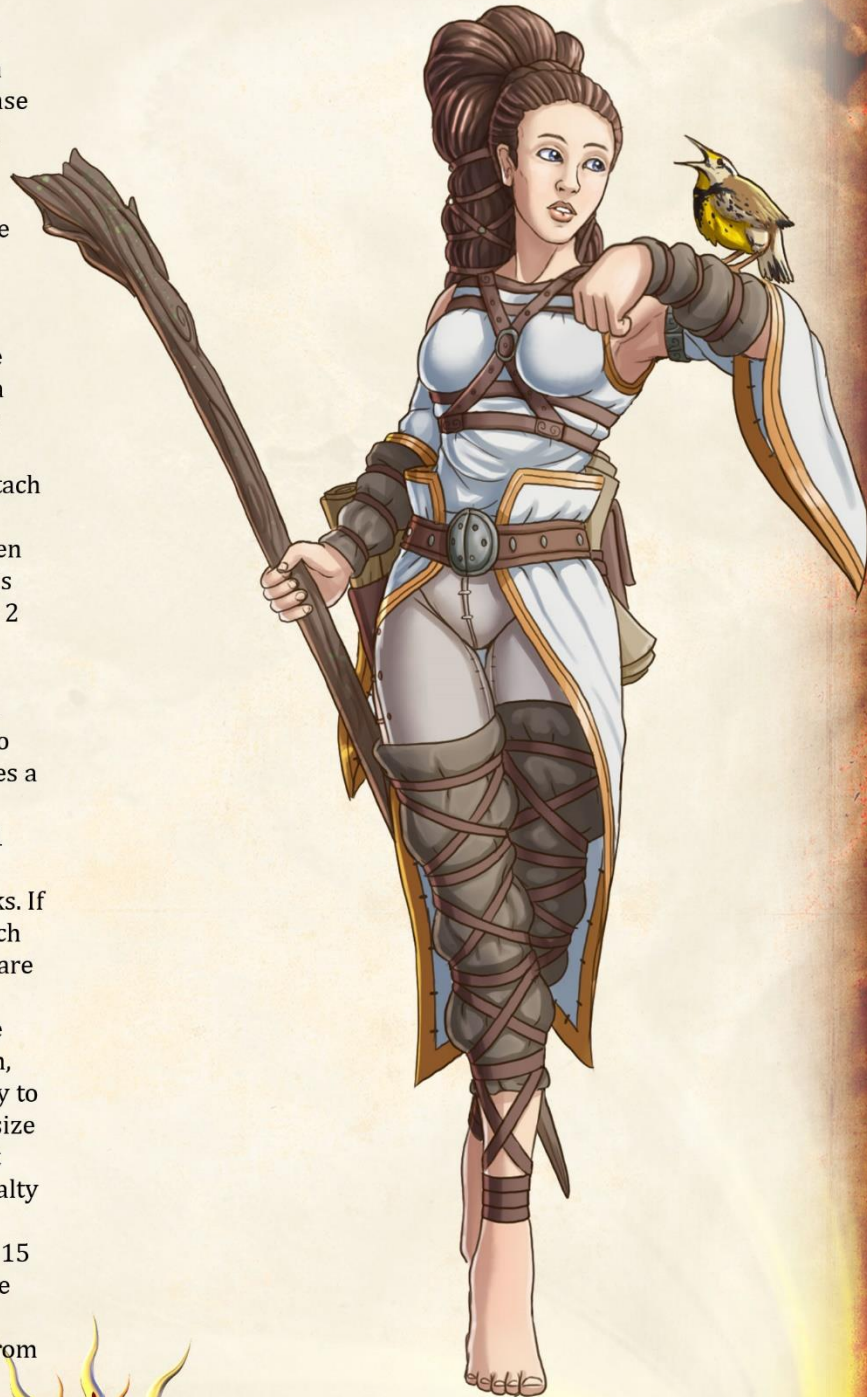
Large (Ex): The creature grows in size, becoming Large. The creature gains a +4 bonus to Strength, a +2 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to Dexterity. This size change also gives the creature a -1 size penalty to AC and on attack rolls, a +1 bonus on combat maneuver checks and to CMD, a -2 penalty on Fly checks, and a -4 penalty on Stealth checks. If the creature has the biped base form, it also gains a reach of 10 feet. Any reach evolutions the creature possesses are added to this total. If 6 additional evolution points are spent, the creature instead becomes Huge. The creature gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +5 bonus to its natural armor. It takes a -4 penalty to Dexterity. This size change also gives the creature a -2 size penalty to AC and on attack rolls, a +2 bonus on combat maneuver checks and to CMD, a 10-foot reach, a -4 penalty on Fly checks, and a -8 penalty on Stealth checks. If the creature has the biped base form, its reach increases to 15 feet instead of 10 feet. Any reach evolutions the creature possesses are added to this total. These bonuses and penalties replace, and do not stack with, those gained from

becoming Large. The ability increase evolution costs twice as much (4 evolution points) when adding to the Strength or Constitution scores of a Large or Huge creature.

Requirements: Poacher level 8th (13th for Huge), Medium size.

Spell Resistance (Ex): The creature is protected against magic, gaining spell resistance. The creature's spell resistance is equal to $11 +$ the poacher's level. This spell resistance does not apply to spells cast by the poacher.

Requirements: Poacher level 9th.



PRODIGY

The greatest artists seek inspiration beyond their imagination.

At birth, a lucky few—often those from lineages of magical performers or those with connections to the Outer Planes—are bonded to an ethereal spirit called a muse. Using their talents and connection to psychic magic, muses guide their selected students, known as prodigies, in harnessing and augmenting their innate artistic gifts.

The muse and its prodigy's inseparable bond transcends that of master and protégé. While some prodigies willfully test the boundaries of their magical abilities, most respect the powerful inspiration of their muse and practice diligently to earn its praise. With the support of their muse, a prodigy often seeks the company of adventurers who can appreciate the otherworldly beauty of the Outer Planes.

Role: The prodigy is an uncompromising aesthete and expert on a mission to imbue the Material Plane with otherworldly beauty in all its forms. Though capable with a blade, she is most useful as an adept spell caster. With the expertise of a genius and the confidence of an entertainer, the prodigy and her muse bolster companions in combat, dazzling and confusing foes with their creative tactics.

Alignment: Any.

Hit Die: d8.

Parent Classes: Bard and spiritualist.

Starting Wealth: 2d6 x 10 gp (average 70 gp).

CLASS SKILLS

The Prodigy's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the prodigy.

Weapon and Armor Proficiency: A prodigy is proficient with all simple weapons, saps, rapiers, as well as with light armor.

Spellcasting: A prodigy casts psychic spells drawn from the bard spell list, plus any spell from the spiritualist spell list that has a verbal component. All of these spells are cast as psychic spells. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level. To learn or cast a spell, a prodigy must have



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: PRODIGY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Knacks, muse, patronage, wunderkind	1	—	—	—	—	—
2nd	+1	+0	+3	+3	—	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Incorporeal bonded manifestation	3	—	—	—	—	—
4th	+3	+1	+4	+4	Bonus feat (Deceitful or Persuasive)	3	1	—	—	—	—
5th	+3	+1	+4	+4	—	4	2	—	—	—	—
6th	+4	+2	+5	+5	Masterpiece adept	4	3	—	—	—	—
7th	+5	+2	+5	+5	Bonus spell	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Incorporeal bonded manifestation increase	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Artistic focus ability	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	—	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Arcadian shelter	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Masterpiece adept increase	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Incorporeal bonded manifestation increase	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Constant patronage	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Arcadian shelter increase	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Emblem possession	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Arcadian shelter increase	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Incorporeal bonded manifestation increase	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	—	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Masterpiece adept increase	5	5	5	5	5	5

a Charisma score equal to at least 10 + the spell level. The difficulty class for a saving throw against a prodigy's spell equals 10 + the spell level + the prodigy's Charisma modifier. A prodigy can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Prodigy**. In addition, she receives bonus spells per day if she has a high Charisma score.

A prodigy's selection of spells is limited. A spiritualist begins play knowing four 0-level spells and two 1st-level spells of the prodigy's choice. At each new prodigy level, she learns one or more new spells as indicated on **Table: Prodigy Spells Known**. Unlike her number of spells per day, the number of spells a prodigy knows does not affect her Charisma score. The numbers on **Table: Prodigy Spells Known** are fixed.

Upon reaching 5th level, and at every third prodigy level thereafter (8th, 11th, and so on), a prodigy can learn a single new spell in place of one she already knows.

In effect, the prodigy loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level bard or spiritualist spell she can cast. A prodigy can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

Knacks: A prodigy learns a number of knacks, or 0-level psychic spells, as noted on **Table: Prodigy Spells Known** under Spells Known. These spells are cast like any other spell, but they can be cast any number of times per day. Knacks prepared using another spell slot, because of



SHATTERED SKIES

CAMPAIGN SETTING

metamagic feats applied to them, for example, consume spell slots as normal.

Muse: A prodigy begins play with the aid of a spirit from the Outer Planes called a muse. After selecting its prodigy through a mysterious process involving psychic magic, a muse is drawn from its Outer Plane to inhabit the Ethereal or Material Plane in which the prodigy resides. The muse forms a permanent bond with its prodigy, who thereafter can harbor the creature within her consciousness or manifest it as an incorporeal entity. A muse has the same alignment as the prodigy, and it can speak all the languages its master can. A prodigy can harbor her muse in her consciousness (see the muse's influence class feature), manifest it partially (which duplicates incorporeal bonded manifestation of a spiritualist of the same level), or fully manifest it. A fully manifested muse is treated as a summoned creature from the Outer Planes; however, it is not sent back to the Outer Planes until it is reduced to a negative amount of hit points equal to or greater than its Constitution score.

A prodigy can fully manifest her muse through a ritual that takes 1 minute to perform. When the muse manifests, its hit points are unchanged from the last time it manifested, unless the muse was slain and returned to the Outer Planes; in this case, the muse manifests with half its maximum number of hit points.

The muse does not heal naturally, and can be healed only with magic. A muse's abilities to heal, to return to its home plane, and to use items function the same as a spiritualist's phantom's abilities.

A muse can refuse to manifest (either fully or as part of an incorporeal bonded manifestation) in the presence of an eidolon, shadow, or phantom summoned by the muse's master. Furthermore, if a muse manifests when such a creature is summoned, it immediately retreats into its prodigy's consciousness, and will not manifest again until the eidolon, shadow, or phantom is dismissed.

A fully manifested muse's abilities, feats, Hit Dice, saving throws, and skills are tied to the prodigy's class level and increase as the prodigy gains levels. See the Muse section for more information.

Patronage (Su): At 1st level, while the muse is confined in its prodigy's consciousness, but not while it is fully manifested or banished to the Outer Planes, the muse grants the prodigy the Skill Focus feat in a specific Knowledge and Perform skill. These two skills are determined by the muse's artistic focus. To get the bonus from the Skill Focus feat the prodigy cannot already have Skill Focus in those skills.

Wunderkind (Su): At 1st level, if a prodigy is a creature with the young template, the abilities of her muse are calculated as though it is 2 class levels higher, to a maximum effective prodigy level equal to her character level.

Incorporeal Bonded Manifestation (Su): At 3rd level, a prodigy gains the ability to create a bonded manifestation with its muse. This ability functions as the bonded manifestation ability of the spiritualist of her prodigy level, but unlike the phantom, the muse may only manifest in an incorporeal form.

Bonus Feat: At 4th level, a prodigy can choose either Deceitful or Persuasive as a bonus feat.

Masterpiece Adept (Su): At 6th level, during bonded manifestation, a prodigy can skillfully perform bardic masterpieces.

A prodigy is able to perform bardic masterpieces at 5th level using her prodigy level as the bard level, and may only do so during incorporeal bonded manifestation with her muse. She may spend prodigy spells known to meet the cost to learn a bardic masterpiece. At 12th level, she may perform a bardic masterpiece without spending the associated cost to learn it. By 20th level, the prodigy is so inextricably bonded to her muse that she may use any perform skill her muse has ranks in to meet the prerequisite for the masterpiece. She must meet the number of ranks to fill the prerequisite, but may use any perform skill.

A prodigy must remain in the incorporeal bonded manifestation form during the action required to activate the masterpiece. If the effect of the masterpiece continues after this action, the prodigy does not need to remain in the manifested form.

The prodigy may use the muse's bardic performance rounds to complete the masterpiece, or use her own, if she gains rounds of bardic performance from another source. These rounds can stack with each other while the muse is in the incorporeal bonded manifestation form.

Bonus Spell: At 7th level, a prodigy learns an additional spell corresponding with her muse's alignment. This spell is in addition to the number of spells shown on Table: Prodigy Spells known. These spells cannot be exchanged for different spells at higher levels. An evil muse grants magic circle against good to her prodigy, adding it to her spells known. A good muse grants magic circle against evil to her prodigy, adding it to her spells known. A neutral muse grants remove curse to her prodigy, adding it to her spells known.



TABLE: PRODIGY SPELLS KNOWN

Level 0 1st 2nd 3rd 4th 5th 6th

1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	5	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	5	5	5

Arcadian Shelter (Su): At 11th level, once per day, a prodigy's connection to her muse allows her to be able to summon a small dwelling in the style of her muse's Outer Plane. This functions as *secure shelter* with a caster level equal to the prodigy's level. The cottage's exterior and interior, in both appearance and construction, evoke the art, music, and architecture from the muse's home plane.

At 15th level, a single melee weapon of a creature that spends 8 hours in the shelter begin to assume an unfamiliar shape and texture that mimics a weapon of the connected muse's Outer Plane. Up to 8 creatures can share in this bonus per day. For 12 hours after an 8 hour stay in the shelter, any of these 8 creatures is granted a +1 enhancement to one of their melee weapons. Granting a weapon with this bonus is a swift action. Any creatures with enhanced weapons can use this ability a number of

rounds per day equal to the prodigy's level. These rounds need to be consecutive. This bonus stacks with any existing bonuses the weapon might have.

At 17th level, in addition to the +1 bonus to 1 melee weapon, these creatures may add 1 special ability dependent on the alignment of the prodigy. If the prodigy is chaotic, the creatures can add anarchic. If the prodigy is evil, the creatures can add unholy. If the prodigy is good, the creatures may add holy. If the prodigy is lawful, the creatures may add axiomatic. If the prodigy is neutral (with no other alignment components), creatures can add thundering. Duplicate special abilities do not stack.

Constant Patronage (Su): At 14th level, a prodigy gains the skill ranks gained by the muse's artistic focus, even when her muse is fully manifested.

Emblem Possession (Sp): At 17th level, the prodigy is able to cast her muse's emblem's corresponding spell as a spell like ability, 5 times per day, using her prodigy level as her caster level. See the **Muse Emblem Spell table**.

Muses

A muse's abilities are determined by the prodigy's level. The Manifested Muse's Base Statistics determines many of the base statistics of the muse. Each muse possesses an artistic focus that modifies these base statistics and abilities. Muses are considered outsiders for the purpose of determining which spells affect them.

All muses hail from the Outer Planes, their origins and lives as enigmatic as their artistry. Even less is known about how or why a particular muse selects its prodigy. Muses take tremendous pride in their mission, knowing that is only through their guidance that their prodigies can produce the sophisticated caliber of performances that would take denizens of the Material Plane millennia to craft.

Though small creatures, muses exhibit a stubborn determination in their quest of replicating artistic perfection on the Material Plane. They require the prodigy to commune with them routinely before aiding them in their performances. Patient but exacting, a muse may be reluctant to perform with a prodigy who it feels lacks dedication or passion.

Class Level: This is the prodigy's class level.

HD: This is the number of d10 Hit Dice the muse possesses, each of which is modified by the muse's Constitution, as normal.

BAB: This is the muse's base attack bonus. A muse's base attack bonus is equal to its Hit Dice, and muses do not gain additional attacks using their natural weapons at



higher base attack bonuses. As an incorporeal creature, a muse has no Strength score, so her Dexterity modifier applies to her attacks and CMB.

Base Saving Throws: These are the muse's base saving throw bonuses.

Skills: This lists the muse's total skill ranks. A muse can assign skill ranks to any skill, but it must possess the appropriate appendage to use some skills.

Muses with Intelligence scores above the base value modify these totals as normal (a muse gains a number of skill ranks equal to 2 + its Intelligence modifier per Hit Die). A muse cannot have more ranks in a skill than it has Hit Dice. Muse skill ranks are set once chosen.

Feats: This is the total number of feats possessed by a muse. A muse can select any feat it qualifies for, but it must possess the appropriate appendage in order to use some feats. Muse feats are set once chosen.

Armor Bonus: As an incorporeal creature, a muse starts with its deflection bonus to AC equal to its Charisma modifier. The number noted here is the increase to the muse's deflection bonus. A muse cannot wear armor of any kind, even magic armor.

Cha/Wis Bonus: Add this bonus to the muse's Charisma and Wisdom scores.

Slam Damage: Muses have two slam natural weapon attacks.

Special: This column includes a number of abilities gained by all muses as they increase in power. Each of these abilities is described below.

Darkvision (Ex): The muse has darkvision out to a range of 60 feet.

Muse Performance: A muse can assist her allies with performances and recitations reminiscent of its Outer Plane's aesthetic sensibilities. These performances duplicate the effect of the countersong, fascinate, or inspire courage bardic performances of a bard of its muse level. At 12th level, the muse can choose to duplicate the effects of inspire greatness. A muse must be fully manifested in order to start or maintain a bardic performance.

The muse can use bardic performance for the same number of rounds as a bard of its muse level, but the number of rounds are adjusted by the prodigy's ability to perform the perform skill that corresponds to the muse's artistic focus.

Each day, the prodigy must spend 1 hour communing with her muse before her muse is able to use its muse performance. Immediately afterward, the prodigy must make a perform check in order to impress her muse with her progress. If the prodigy fails to make a DC 10 Perform check, the muse loses 1 round of bardic performance. If

the prodigy makes a DC 20 Perform check, the muse gains 2 round of bardic performance. The prodigy must make a DC 30 Perform check for the muse to gain 5 rounds of bardic performance.

A prodigy cannot make this perform check while in the incorporeal bonded manifestation or while the muse is confined to its prodigy's consciousness.



SHATTERED SKIES

CAMPAIGN SETTING

TABLE: MANIFESTED MUSE'S BASE STATISTICS

Level	Base Atk Bonus	HD	Fort Save	Ref Save	Will Save	Skills	Feats	Armor Bonus	Cha/Wis Bonus	Slam Dmg	Special
1st	+1	1	+0	+2	+2	2	1	+0	+0	1d4	Darkvision, link, muse performance, (countersong, fascinate, inspire courage +1)
2nd	+2	2	+0	+3	+3	4	1	+2	+1	1d4	Share spells
3rd	+3	3	+1	+3	+3	6	2	+2	+1	1d4	Deliver touch spells (30 ft.)
4th	+3	3	+1	+3	+3	6	2	+2	+1	1d4	—
5th	+4	4	+1	+4	+4	8	2	+4	+2	1d6	Ability score increase, inspire courage +2
6th	+5	5	+1	+4	+4	10	3	+4	+2	1d6	Flight
7th	+6	6	+2	+5	+5	12	3	+6	+2	1d6	Magic attacks
8th	+6	6	+2	+5	+5	12	3	+6	+3	1d6	—
9th	+7	7	+2	+5	+5	14	4	+6	+3	1d8	—
10th	+8	8	+2	+6	+6	16	4	+8	+4	1d8	Ability score increase, emblem spell
11th	+9	9	+3	+6	+6	18	5	+8	+4	1d8	Inspire courage +3
12th	+9	9	+3	+6	+6	18	5	+10	+5	1d8	Deliver touch spells (50 ft.)
13th	+10	10	+3	+7	+7	20	5	+10	+5	1d10	—
14th	+11	11	+3	+7	+7	22	6	+10	+5	1d10	—
15th	+12	12	+4	+8	+8	24	6	+12	+6	1d10	Ability score increase
16th	+12	12	+4	+8	+8	24	6	+12	+6	1d10	—
17th	+13	13	+4	+8	+8	26	7	+14	+7	2d6	Inspire courage +4
18th	+14	14	+4	+9	+9	28	7	+14	+7	2d6	—
19th	+15	15	+5	+9	+9	30	8	+14	+7	2d6	—
20th	+15	15	+5	+9	+9	30	8	+16	+8	2d6	—

the prodigy makes a DC 20 Perform check, the muse gains 2 round of bardic performance. The prodigy must make a DC 30 Perform check for the muse to gain 5 rounds of bardic performance.

A prodigy cannot make this perform check while in the incorporeal bonded manifestation or while the muse is confined to its prodigy's consciousness.

Link (Su): This function duplicates the link ability of the spiritualist's phantom.

Share Spells (Su): This function duplicates the share spells ability of the spiritualist's phantom.

Deliver Touch Spells (Su): This function duplicates the deliver touch spells ability of the spiritualist's phantom.

Ability Score Increase (Ex): The muse adds 1 to one of its ability scores.

Flight (Su): The muse has a fly speed of 50 feet (good).

Magic Attacks (Su): The muses slam attacks are treated as magic and the alignment of the muse for the purpose of overcoming damage reduction.



Emblem Spell (Sp): Each artistic focus is associated with a specific emblem that is always in the muse's possession. At 4th level, once per day, this emblem allows the muse to cast one spell as a spell-like ability with a caster level equal to its muse level. The emblems and spells are listed on the **Muse Emblem Spell table**.

MUSE STATISTICS

A muse is a small humanoid-shaped outsider who always manifests in alluring female form. To enemies and those who are not its prodigy's allies, its appearance conforms to the beholder's ideal of beauty. Though muses always manifest as radiant creatures to all who witness them, their true forms reflect the aesthetic ethos of their Outer Plane—some of which defy any cultural conceptualizations of beauty.

Each muse bears an iconic item known as an emblem that represents its artistic focus. These artisanal tools and objects are always carried by the muse or are imprinted on its resplendent robes.

Every muse has the following base statistics, which are then modified by its artistic focus.

Muse Starting Statistics:

Type Outsider (incorporeal, muse); **Size** small; **Speed** 30ft.; **AC** +2 dodge; **Attack** 2 slams (1d4); **Ability Scores** Str—, Dex 14, Con 10, Int 7, Wis 10, Cha 15.

MUSE SKILLS

The following skills are class skills for the muse: Bluff (Cha), Diplomacy (Cha), Fly (Dex), Knowledge (planes), Sense Motive (Wis), Stealth (Dex). In addition, at 1st level, the prodigy can choose one additional skill as a class skill for her muse. The muse also gains a Knowledge skill and a Perform skill based on its artistic focus. The muse automatically gains bonus ranks in these two skills as the prodigy increases in level. Its number of ranks in these skills is always equal to its number of Hit Dice.

ARTISTIC FOCUS

Every muse has an artistic focus that impels its actions and influences its natural appearance. The direction this artistic focus provides also gives the prodigy abilities as she gains levels. These artistic focuses are rooted in specific forms of expression from which a muse draws in order to convey the splendor of its Outer Plane to the

Knowledge skill. The muse gains bonus skill ranks in these skills and the prodigy gains Skill Focus (see below).

CALLIE (EPIC POETRY)

The silvery voice of a callie brings tales of valiant heroes, terrifying monsters, and nefarious villains to life. Always adorned with a crown and attired in long-trained robes, callie bear a regal beauty that evokes the ancient epics they perform. The stone tablets callie hold, often cracked with age, are engraved with stories of the great deeds of old that the muses hope will inspire adventurers to victory.

Skills: The muse gains a number of ranks in Perform (sing) and Knowledge (local) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Bulwark of the Epic Hero (Su): The influence of the callie muse helps the prodigy, and those around her, gain the morale to storm bravely into battle. At 9th level, the prodigy can, as a swift action, emit a 30-foot aura of heroism for a number of rounds equal to her prodigy level. Allies in the area and the prodigy are treated as if they were under the effect of heroism. These rounds do not need to be consecutive.

LIYO (HISTORY)

Though youthful in appearance like all other muses, liyo's eyes appear bottomless with the wisdom of antiquity. However, they sparkle to life when reciting passages from the scrolls they carry, each one bearing faintly scrawled scripts in various languages. A liyo's voluminous robes are adorned with unusually large embroidered pockets, allowing them to carry the annals of history with them wherever they may go.

Skills: The muse gains a number of ranks in Perform (oratory) and Knowledge (history) equal to its number of Hit Dice. While restricted to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Liyo's Lore (Ex): At 9th level, the influence of the liyo muse gives the prodigy access to the lore master ability of a bard of her prodigy level. In addition to the lore master ability, once per day, the prodigy may take a 20 on any Knowledge (history) check as a standard action.



TABLE: MUSE EMBLEM SPELL

Muse	Emblem	Spell
Callie (Epic poetry)	Writing tablet	<i>Moment of greatness</i>
Liyo (History)	Scroll	<i>Comprehend languages</i>
Euralia (Music)	Panpipes	<i>Charm person</i>
Ernoe (Love poetry)	Cithara	<i>Charm person</i>
Mellemene (Tragedy)	Tragic mask	<i>Cause fear</i>
Pollia (Hymns)	Veil	<i>See alignment</i>
Eusilade (Dance)	Lyre	<i>Flare burst</i>
Thaldia (Comedy)	Comic mask	<i>Ventriloquism</i>
Ula (Astronomy)	Globe and compass	<i>Lesser confusion</i>

Skills: The muse gains a number of ranks in Perform (wind instruments) and Knowledge (local) equal to her number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Kalopsic Gift (Su): At 9th level, the prodigy can with the support of her muse create an illusionary object that appears as an enticing artifact from the muse's Outer Plane. This object functions as a minor image that cannot extend beyond a 5-ft. by 5-ft. cube, and can be moved within a 30-ft. area of the prodigy. This image lasts for

10 minutes unless someone interacts with it and makes a Will save equal to $10 + \frac{1}{2}$ the prodigy's level + the prodigy's Charisma modifier to disbelieve it. The image is a visual illusion of a piece of art from the ernoe muse's own plane. Any creature that is in the same square as the image is granted a +4 enhancement bonus to Charisma. This ability can be used once per day.

EURALIA (MUSIC)

Whether playing a baleful dirge or a frenetic jig, the tune of euralia's panpipes is irresistible. Euralia in true form wear loose robes fashioned from sashes in an array of vibrant colors, a unique hue for every note of their panpipes. As euralia perform, the friction of their sashes creates a magical harmony with the panpipes' melody.

Skills: The muse gains a number of ranks in Perform (wind instruments) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Melodious Suggestion (Su): At 9th level, the prodigy is able to sing a song of musical suggestion with her muse's assistance. If the prodigy's muse has a creature fascinated using its bardic performance, the prodigy is able to make a suggestion to that creature. Melodious suggestion functions as the suggestion ability of a bard of her prodigy level. A prodigy can use this ability more than once as long as the creature is under the effect of her muse's fascinate ability.

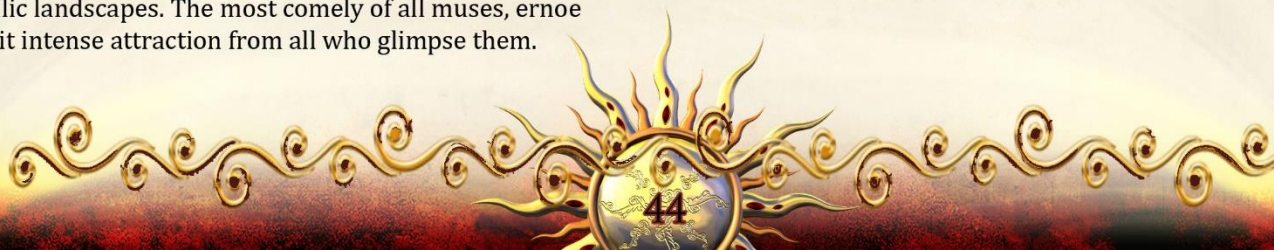
ERNOE (LOVE POETRY)

Performed to the tune of the cithara, ernoe's poems glorify both the passion of budding romance and timeless love that holds true. Ernoe's heavy satin robes are intricately adorned with scenes of embracing lovers in idyllic landscapes. The most comely of all muses, ernoe elicit intense attraction from all who glimpse them.

MELLEMENE (TRAGEDY)

Few have ever gazed upon the unclad faces of mellemene muses. Adorned with black feathers and seeded diamonds that mimic tears, mellemene's tragic masks symbolize their mission to find beauty even in sorrow. Swathed in inky silk, their formidable robes trail a melancholic aura that moves even the most battle-hardened warriors to tears.

Skills: The muse gains a number of ranks in Perform (act) and Knowledge (nobility) equal to its number of Hit Dice. While confined in the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills. **Dramaturgical Doom (Sp):** At 9th level, the prodigy's connection with her mellemene muse allows her to channel its centuries of sorrow, overwhelming enemies with a premonitory sense of doom. The prodigy gains the ability to use aura of doom once per day as a spell-like ability with a duration of 10 minutes and a caster level equal to her prodigy level.



POLLIA (HYMNS)

The quintessence of piety, pollia are the most reserved of all muses. Often found in poses of contemplative prayer, they compose and perform reverent hymns to honor the deities of their Outer Plane. Pollia often wear simple but well-made robes in somber colors and conceal their noble, aquiline beauty with diaphanous veils that symbolize their unwavering devotion.

Skills: The muse gains a number of ranks in Perform (sing) and Knowledge (religion) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Paean Energy (Su): Starting at 9th level, a prodigy can release a wave of energy by harnessing the power of her pollia muse's triumphant invocations. This energy can be used to deal or heal damage, depending on the type of energy channeled and the creatures targeted.

Using this ability is a standard action that can be used a number of times per day equal to the prodigy's Wisdom modifier. This action does not provoke an attack of opportunity. The prodigy's muse must be confined to her consciousness in order to use this ability. A prodigy who has a good

muse can channel positive energy and can choose to heal living creatures or to deal damage to undead creatures. A prodigy who has an evil muse can channel negative energy and can choose to deal damage to living creatures or heal undead creatures. A prodigy who has a neutral muse must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the prodigy. The amount of damage

dealt or healed is 4d6 at 9th level and increases to 5d6 at 17th level. Creatures that take damage from channeled energy must succeed at a Will saving throw to halve the damage. The save DC is 10 + 1/2 the prodigy's level + the prodigy's Wisdom modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total; all excess healing is lost. A prodigy can choose whether or not to include herself in this effect.



EUSILADE (DANCE)

Nimble eusilade muses can always be found swaying to the beat, their airy robes streaming and fluttering as they dance. Whether twirling with fluid grace or plucking harmonies with their lyres, eusilade inspire even the shyest creatures—from writhing demons to merry revelers—to move in perfect rhythm.

Skills: The muse gains a number of ranks in Perform (dance) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Improved Evasion (Ex): At 9th level, a prodigy with a eusilade muse takes no damage on successful Reflex saving throws against attacks and takes only half damage on failed saves. A helpless prodigy does not gain the benefit of improved evasion. The prodigy's muse must be confined to her consciousness in order to use this ability.

THALDIA (COMEDY)

Thaldia muses' zest for adventure is matched only by their delight at others' laughter. They exuberantly traverse even the roughest terrain, their robes gradually becoming adorned with leaves, twigs, and other colorful artifacts of nature. Often concealing their ruddy glow beneath comic masks, thaldia will go to extremes for a laugh, captivating their audiences with bawdy songs and uproarious antics.

Skills: The muse gains a number of ranks in Perform (comedy) and Knowledge (nature) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Bewildering Hilarity (Ex): At 9th level, once per day as a swift action, a prodigy can use the influence of her thaldia muse to perplex and distract creatures with her bizarre comedic stunts. For a number of rounds equal to the prodigy's level, casting a spell in a 30-ft. area around the prodigy requires a concentration check (DC 15 + the level of the spell being cast). Any other concentration checks that need to be made in the area have their DC's increased by 5.

ULA (ASTRONOMY)

Quixotic spirits, ula yearn to explore the starry expanses of the heavens. Ula always wear midnight robes flecked

with tiny fragments of starlight and carry a constantly rotating globe that maps all celestial bodies. Their gleaming metallic compasses never falter, guiding them and their prodigies to discover and chart astral formations.

Skills: The muse gains a number of ranks in Perform (oratory) and Knowledge (geography) equal to its number of Hit Dice. While confined to the prodigy's consciousness, the muse grants the prodigy Skill Focus in each of these skills.

Astronomy Domine (Ex): A prodigy with an ula muse gains access to the eternal knowledge of the stars. Once per day, she may spend 10 minutes contemplating the cloudless night sky to gain the benefit of the spell commune.



WONDERWORKER

There are works of magic that defy explanation, that captivate the spirit, and fill onlookers with awe-inspiring wonder. These often singular works of the arcane are authored by wonderworkers, peculiar folk with flighty habits and odd humor. Wonderworkers stand on the blurred border of the natural and the arcane, the logical and the mad. Born with mystically powerful imaginations, they wield the most awesome and primordial of spells. Usually dismissed as daft hedge mages or eccentric charlatans, wonderworkers are endowed with creative intellects that weave the impossible with the mundane world.

Role: To explore one's self and the wide world about. To ponder the habits of of all things living and elemental, dead and contrived. To behold the many wonders of existence and add to them.

Parent Classes: Druid and Wizard

Alignment: Any

Hit Die: d6

Starting Wealth: 2d6 × 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The wonderworker's class skills are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the wonderworker.

Weapon and Armor Proficiency

Wonderworkers are proficient with the club, dagger, sling, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wonderworker's movements, which can cause her spells with somatic components to fail.

Spells

A wonderworker arcane casts spells drawn from the druid and sorcerer/wizard spell lists, with the druid spells becoming arcane spells. A wonderworker must choose and prepare her spells ahead of time.

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

A wonderworker can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: wonderworker. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

A wonderworker may know any number of spells. She



TABLE: WONDERWORKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Craft wondrous item, wonderful bond, wonderwork	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Wonderwork	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Wonderwork	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Wonderwork	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Wonderwork	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Wonderwork	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Wonderwork	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Wonderwork	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Wonderwork	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Wonderwork	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Wonderwork	4	4	4	4	4	4	4	4	4

must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour musing or some other frivolous activity. She must stay within the same general area during this hour, and cannot get any work done. While musing, the wonderworker decides which spells to prepare.

A wonderworker creates and stores her spells in her imagination, a part of her mind which contains latent forms of inventive genius and preternatural creativity.

If anyone knew exactly how wonderworkers work their magic, there would be nothing left to wonder.

Starting Spells A wonderworker begins play with an imagination containing all 0-level wonderworker spells plus three 1st-level spells of her choice. The wonderworker also selects a number of additional 1st-level spells equal to her

Intelligence modifier to add to her imagination. At each new wonderworker level, she gains two new spells of any spell level or levels that she can cast (based on her new wonderworker level) for her imagination.

Spells Gained at a New Level: Wonderworkers perform a certain amount of peculiar musing between adventures. Each time a character attains a new wonderworker level, she gains two spells of her choice to add to her imagination. The two free spells must be of spell levels she can cast.

Craft Wondrous Item: The wonderworker begins with Craft Wondrous Item as a bonus feat. The wonderworker does not need to meet the prerequisites for this feat. The

wonderworker treats her caster level as if it were two levels higher when creating wondrous items.

Wonderful Bond (Su): At 1st level, a wonderworker forms a bond with the wonders of the world. This bond can take one of two forms. The first is the possession of a special bonded item, granting the wonderworker one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. Wonderworkers also have access to a set of Animal and Terrain Domains. When determining the powers and bonus spells granted by this domain, the wonderworker's effective cleric level is equal to her wonderworker level. A wonderworker that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously.

Wonderworkers who select a bonded object begin play with one at no cost. Objects that are the subject of a wonderful bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wonderworker attempts to cast a spell without her bonded object worn or in hand, she must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A wonderworker can add additional magic abilities to her bonded object as if she has the required Item Creation Feats and if she meets the level prerequisites of the feat. For example, a wonderworker with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see Craft Magic Arms and Armor feat). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wonderworker who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wonderworker prepares her spells. If the object of a wonderful bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wonderworker level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wonderworker can designate an

existing magic item as her bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

The second option is to form a close bond with an magical beast companion. A wonderworker may begin play with any of the magical beasts listed in **Magical Beast Choices**. This magical beast is a loyal companion that accompanies the wonderworker on her adventures.

Unlike normal magical beasts of its kind, a magical beast's companion's Hit Dice, abilities, skills, and feats advance as the wonderworker advances in level. If a wonderworker receives an animal companion, familiar, eidolon, or phantom from another source, her magical beast will abandon her until the creature is dismissed from the wonderworker's presence.

Most magical beasts increase in size when their wonderworker reaches 4th or 7th level, depending on the companion. If a wonderworker releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of frivolous activity in the environment where the new companion typically lives. This ceremony can also replace a magical beast companion that has perished.



TABLE: MAGICAL BEAST COMPANION BASE STATISTICS

Class Level	HD	BAB	Fort Save	Ref Save	Will Save	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Bonus Tricks	Special
1st	1	+1	+3	+3	+0	2	1	+0	+0	1	Link, spell-like ability
2nd	1	+1	+3	+3	+1	3	2	+0	+0	1	-
3rd	2	+2	+3	+3	+1	3	2	+2	+1	2	Spell-like ability
4th	2	+2	+4	+4	+1	4	2	+2	+1	2	Ability score increase
5th	3	+3	+4	+4	+1	5	3	+2	+1	2	-
6th	4	+4	+5	+5	+2	6	3	+4	+2	3	Magic attacks
7th	4	+4	+5	+5	+2	6	3	+4	+2	3	-
8th	5	+5	+5	+5	+2	7	4	+4	+2	3	-
9th	6	+6	+6	+6	+2	8	4	+6	+3	4	Ability score increase, spell-like ability
10th	7	+7	+6	+6	+3	9	5	+6	+3	4	-
11th	7	+7	+6	+6	+3	9	5	+6	+3	4	-
12th	8	+8	+7	+7	+3	10	5	+8	+4	5	-
13th	9	+9	+7	+7	+3	11	6	+8	+4	5	-
14th	9	+9	+8	+8	+4	12	6	+8	+4	5	Ability score increase
15th	10	+10	+8	+8	+4	12	6	+10	+5	6	Spell-like ability
16th	11	+11	+8	+8	+4	13	7	+10	+5	6	-
17th	11	+11	+9	+9	+4	14	7	+10	+5	6	-
18th	12	+12	+9	+9	+5	15	8	+12	+6	7	-
19th	13	+13	+9	+9	+5	15	8	+12	+6	7	-
20th	14	+14	+10	+10	+5	16	8	+12	+6	7	Ability score increase

Class Level

The character's wonderworker level.

HD

This is the total number of ten-sided (d10) Hit Dice the magical beast companion possesses, each of which gains a Constitution modifier, as normal.

BAB

This is the magical beast companion's base attack bonus. A magical beast companion's base attack bonus is the same as the magical beast's HD. Magical beast companions do not gain additional attacks using their natural weapons for a high base attack bonus.

Fort/Ref/Will

These are the magical beast companion's base saving throw bonuses. A magical beast companion has good Fortitude and Reflex saves.

Skills

This lists the magical beast's total skill ranks. Magical beast companions can assign skill ranks to any skill listed under Magical Beast Skills. If a magical beast companion increases its Intelligence to 10 or higher, it gains bonus skill ranks as normal. Magical beast companions with an Intelligence of 3 or higher can purchase ranks in any skill. A magical beast companion cannot have more ranks in a skill than it has Hit Dice.

SHATTERED SKIES

CAMPAIGN SETTING

Magical beast companions can have ranks in any of the following skills:

Acrobatics* (Dex), Climb* (Str), Escape Artist (Dex), Fly* (Dex), Intimidate (Cha), Perception* (Wis), Stealth* (Dex), Survival (Wis), and Swim* (Str).

All of the skills marked with an (*) are class skills for magical beast companions. Magical beast companions with an Intelligence of 3 or higher can put ranks into any skill.

Feats

This is the total number of feats possessed by a magical beast companion. Magical beast companions should select their feats from those listed under Animal Feats. Magical beast companions can select other feats, although they are unable to utilize some feats (such as Martial Weapon Proficiency).

Magical beast companions can select from the following feats:

Acrobatic, Agile Maneuvers, Armor Proficiency (light, medium, and heavy), Athletic, Blind-Fight, Combat Reflexes, Diehard, Dodge, Endurance, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Natural Attack, Improved Overrun, Intimidating Prowess, Iron Will, Lightning Reflexes, Mobility, Multiattack, Power Attack, Run, Skill Focus, Spring Attack, Stealthy, Toughness, Weapon Finesse, and Weapon Focus.

Magical beast companions with an Intelligence of 3 or higher can select any feat they are physically capable of using. GMs might expand this list to include feats from other sources.

Natural Armor Bonus

The number noted here is an improvement to the magical beast's companion's existing natural armor bonus.

Str/Dex Bonus

Add this value to the magical beast's companion's Strength and Dexterity scores.

Bonus Tricks

The value given in this column is the total number of "bonus" tricks that the magical beast knows in addition to any that the wonderworker 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

magical beast. The wonderworker selects these bonus tricks, and once selected, they can't be changed. A wonderworker can use the Handle Animal skill on magical beasts as if it were a normal animal.

Link (Ex): A wonderworker can handle her magical beast 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 wonderworker gains a +4 circumstance bonus on all Handle Animal checks made regarding an magical beast companion.

Spell-like Ability (Su): Magical beast companions do not gain the supernatural special abilities or special attacks of normal magical beasts (such as a basilisk's gaze attack). Instead, they gain spell-like abilities as manifestations of their powers as they progress.

As the magical beast gains hit dice, it gains spell-like abilities that reflect its own magical nature. At 1st level, the magical beast companion can use a spell-like ability, at will. This spell can be selected from any 0-level druid or wizard spell (orison or cantrip). Once this spell is selected, it cannot be changed.

At 3rd, 9th, and 15th level, the magical beast companion gains new spell-like abilities selected from the druid or wizard spell lists, each usable three times per day. The selected spell's level cannot exceed more than half the magical beast companion's hit dice. A magical beast companion's spell-like abilities are Constitution-based. The DC to save against a magical beast companion's spell-like abilities is 10 + 1/2 the creature's hd + Con bonus

Magic Attacks (Su): A magical beast companion's natural attacks now counts as magic for the purpose of overcoming damage reduction.

Ability Score Increase (Ex): The magical beast companion adds +1 to any one of its ability scores.

Magical Beast Descriptions

Each magical beast companion has different starting sizes, speed, attacks, ability scores, and special qualities. All magical beast attacks are made using the creature's full base attack bonus unless otherwise noted. Magical beast attacks add the magical beast's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 its Strength modifier. Some have special abilities, such as scent. As you gain levels, your magical beast companion improves as well, usually at 4th or 7th level, in addition to the standard bonuses noted on **Table: Magical beast Companion Base Statistics**. Instead of taking the listed benefit at 4th or 7th level, you can instead choose to increase the companion's Dexterity and Constitution by 2.



A wonderworker can select the starting statistics of a standard animal companion to advance as a magical beast.

Ankheg

Starting Statistics

Size Small; **Speed** 30 ft., burrow 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus grab); **Ability Scores** Str 10, Dex 12, Con 15, Int 2, Wis 12, Cha 10; **Special Qualities** Darkvision low-light vision, scent; **CMD** trip +2.

4th-Level Advancement

Size Medium; **Attack** bite (1d6 plus 1d4 acid and grab); **Ability Scores** Str +4, Dex -2, Con +2.

Basilisk

Starting Statistics

Size Small; **Speed** 20 ft., swim 30 ft.; **AC** +4 natural armor; **Attack** bite (1d6); **Ability Scores** Str 15, Dex 14, Con 15, Int 1, Wis 12, Cha 2

4th-Level Advancement

Size Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex -2, Con +2

Bulette

Starting Statistics

Size Medium, **Speed** 40 ft. Burrow 20ft; **AC** +4 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4

Chimera

Starting Statistics

Size Medium; **Speed** 30 ft; **AC** +1 natural armor; **Attack** 3 bites (1d4); **Ability Scores** Str 13, Dex 17, Con 13, Int 2, Wis 15, Cha 10; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Size Large; **Speed** 30 ft Fly 50ft (poor); **AC** +2 natural armor; **Attack** 3 bites (1d6,) 2 claws (1d4); **Ability Scores** Str +8, Dex -2, Con +4

Cockatrice

Starting Statistics

Size Small; **Speed** 20 ft., fly 60 ft. (poor); **AC** +1 natural armor; **Attack** bite (1d4), 2 talons (1d4); **Ability Scores**

Str 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement

Ability Scores Str +2, Con +2.

Girallon

Starting Statistics

Size Medium; **Speed** 30 ft., climb 30 ft.; **AC** +1 natural armor; **Attack** bite (1d4), 4 claws (1d4); **Ability Scores** Str 13, Dex 17, Con 10, Int 2, Wis 12, Cha 7; **Special Qualities** Darkvision 60 ft., low-light vision, scent.



SHATTERED SKIES

CAMPAIGN SETTING

4th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** bite (1d6), 4 claws (1d6); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4.

Griffon

Starting Statistics

Size Medium; **Speed** 40 ft. Fly 40ft (good); **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4); **Ability Scores** **Str** 13, **Dex** 17, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10; **Special Attacks** rake (1d4); **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4; **Special Attacks** grab, pounce, rake (1d6).

Kraken

Starting Statistics

Size Medium; **AC** +1 natural armor; **Speed** swim 60 ft., jet 240 ft.; **Attack** tentacles (1d4 plus grab), bite (1d4); **Ability Scores** **Str** 14, **Dex** 15, **Con** 11, **Int** 2, **Wis** 12, **Cha** 2; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement

Ability Scores **Str** +2, **Con** +2.

Manticore

Starting Statistics

Size Medium; **Speed** 40 ft. Fly 40ft (poor); **AC** +1 natural armor; **Attack** bite (1d6), 2 claws (1d4), sting (1d4); **Ability Scores** **Str** 13, **Dex** 17, **Con** 13, **Int** 2, **Wis** 15, **Cha** 10; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Size Large; **AC** +2 natural armor; **Attack** bite (1d8), 2 claws (1d6), sting 1d6; **Ability Scores** **Str** +8, **Dex** -2, **Con** +4; **Special Attacks** grab, pounce.

Owlbear

Starting Statistics

Size Small; **Speed** 40 ft.; **AC** +2 natural armor; **Attack** bite (1d4), 2 claws (1d4); **Ability Scores** **Str** 15, **Dex** 15, **Con** 13, **Int** 2, **Wis** 12, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

4th-Level Advancement

Size Medium; **Attack** bite (1d6), 2 claws (1d6); **Ability Scores** **Str** +4, **Dex** -2, **Con** +2.

Rust Monster

Starting Statistics

Size Small; **Speed** 20 ft.; **AC** +6 natural armor; **Attack** bite

(1d6); **Ability Scores** **Str** 13, **Dex** 12, **Con** 13, **Int** 2, **Wis** 11, **Cha** 4; **Special Qualities** Darkvision 60 ft., low light vision; **CMD** trip +8.

4th-Level Advancement

Size Medium; **Attack** bite (1d8); **Ability Scores** **Str** +4, **Dex** -2, **Con** +2.

Sea Serpent

Starting Statistics

Size Medium; **AC** +5 natural armor; **Speed** Swim 30 ft.; **Attack** bite (1d8 plus grab); **Ability Scores** **Str** 14, **Dex** 16, **Con** 12, **Int** 1, **Wis** 12, **Cha** 8; **Special Qualities** Darkvision 60 ft., low-light vision.

7th-Level Advancement

Size Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** **Str** +8, **Dex** -2, **Con** +4.

Stirge

Starting Statistics

Size Small; **Speed** 10 ft., Fly 80 ft. (average); **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** **Str** 10, **Dex** 15, **Con** 12, **Int** 2, **Wis** 14, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision.

4th-Level Advancement

Ability Scores **Str** +2, **Con** +2.

Unicorn

Starting Statistics

Size Large; **Speed** 50 ft.; **AC** +4 natural armor; **Attack** gore (1d8), 2 hooves (1d4); **Ability Scores** **Str** 16, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

4th-Level Advancement

Ability Scores **Str** +2, **Con** +2

Warg

Starting Statistics

Size Large; **Speed** 40 ft.; **AC** +3 natural armor; **Attack** bite (1d6); **Ability Scores** **Str** 17, **Dex** 12, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8; **Special Qualities** Darkvision 60 ft., low-light vision, scent.

7th-Level Advancement

Ability Scores **Str** +2, **Dex** +2



Wonderwork (Su): At 1st, 2nd, and every even level thereafter, the wonderworker can create a wonderwork, which is a magical composition that comes in two forms. The first form of wonderwork is the creation a hybrid spell, effectively combining and amalgamating two spells into something new. The wonderworker adds this new spell to her list of spells known. Despite her number of spell slots, she can only cast this hybrid spell once per day. The rules for creating a hybrid spell are as follows:

The two spells must be of the same school, hereafter referred to as the “parent spells”. Whichever spell's level is the highest determines the level of the new spell. Whichever spell's casting time is the longest determines the casting time of the new spell. The components of both spells are required to cast the new spell. Whichever spell's range is the shortest determines the range of the new spell. The type of target for the new spell must be selected from one of the two parent spells. Once the type of target is chosen, it cannot be changed. Whichever spell's duration is the shortest determines the duration of the new spell. The saving throw for the new spell can only be negated as denoted by the one parent spells (Fort, Reflex, or Will; choose one). If spell resistance applies to one of the parent spells, then spell resistance also applies to the new hybrid spell. The target is subjected to the combined effects of both spells. Note that magical increases to ability scores do not stack.

The following is an example of a hybrid spell combining Air Walk + Beast Shape II. (Note: Players are welcome to come up with creative names for their hybrid spells.)

Parent Spells: Air Walk and Beast Shape II

HOWLING WIND WALK

School transmutation [air and polymorph]; **Level** wonderworker 4

Casting Time 1 standard action

Components V, S, DF, M (a piece of the creature whose form you plan to assume)

Range touch

Target creature (Gargantuan or smaller) touched

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

The subject can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the air walker's normal speed.

A strong wind (21+ miles per hour) can push the subject along or hold it back. At the end of a creature's turn each round, the wind blows the air walker 5 feet for each 5 miles per hour of wind speed. The creature may be subject to

additional penalties in exceptionally strong or turbulent winds, such as loss of control over movement or physical damage from being buffeted about.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 60 feet per round for 1d6 rounds. If it reaches the ground in that amount of time, it lands safely. If not, it falls the rest of the distance, taking 1d6 points of damage per 10 feet of fall. Since dispelling a spell effectively ends it, the subject also descends in this way if the air walk spell is dispelled, but not if it is negated by an antimagic field.

You can cast air walk on a specially trained mount so it can be ridden through the air. You can train a mount to move with the aid of air walk (counts as a trick; see Handle Animal skill) with 1 week of work and a DC 25 Handle Animal check.

In addition, this spell also functions as beast shape I, except that it also allows the subject to assume the form of a Tiny or Large creature of the animal type. If the form the subject assumes has any of the following abilities, they gain the listed ability: climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, darkvision 60 feet, low-light vision, scent, grab, pounce, and trip.

Tiny animal: If the form the subject takes is that of a Tiny animal, they gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus. **Large animal:** If the form the subject takes is that of a Large animal, they gain a +4 size bonus to your Strength, a -2 penalty to your Dexterity, and a +4 natural armor bonus. The second form of wonderwork is the creation of a single wondrous item at only 50% the cost and 25% the time.





CHAPTER TWO
ARCHETYPES

NEW ARCHETYPES

COMEDIAN ARCHETYPE: VENTRILOQUIST

Some comedians master the art of creating hauntingly lifelike puppets, which they infuse with dark energies before exploiting them as twisted servitors.

Horrid Puppetry (Sp): At 1st level, a ventriloquist gains a +2 profane bonus on Craft (puppet) and Perform (puppetry) skill checks, and both are always considered class skills for him. He also gains *ventriloquism* as an at-will spell like ability. His puppets can be any creature resembling a small monster from the *summon monster I* list and count as constructs. At 4th level and every 3 levels thereafter, the level of *summon monster* spell which he may choose from increases by 1, to a maximum of *summon monster VII* at 19th level. At 3rd level he is no longer limited to creating small creatures. The cost of creating the puppet is 2 x the relevant *summon monster* spell level x 50 gp. The Craft (puppet) DC is equal to 14 plus 3 x the CR of the creature. The ventriloquist must spend 24 hours crafting the puppet in order to animate it. Once animated, the ventriloquist directs the puppet with unseen strings of mental force as a free action and can channel his heckle powers through it. The puppet must be within 25 feet + 5 feet per 2 comedian levels of the ventriloquist. If it moves out of this range, the puppet immediately collapses to the ground. The ventriloquist can maintain as many puppets as listed in the appropriate *summon monster* spell.

This ability replaces Comedic Performance

EMPATH ARCHETYPE: CENTRAL MIND

Sometimes, an empath learns that the deep bond he creates with others can be shared, and he begins training as a central mind, a being capable of transferring the feelings from one person to another.

Mental Communication (Su): At 1st level, the central mind may communicate telepathically at-will with a single willing creature within 30 feet. The central mind may only communicate messages if he and the creature share at least one language, otherwise the central mind may only share emotions and a single still mental image.

At 5th level, the central mind may expand the range at which he can communicate telepathically. This range increases to 50 feet + 25 feet for every 4 central mind levels attained. These telepathic messages may now be more involved feelings or images that are similar to the *silent image* spell.



At 10th level, the central mind may cast spells through the telepathic link. The spells cast through the link count as if the target is within touch range.

At 15th level, the central mind may communicate telepathically as if the empath were under effect of the *tongues* spell.

At 20th level, the central mind needs only the name of a creature, and a clear mental image to communicate telepathically.

This replaces the Emotional Sensitivity and Emotive Master class features.

Branching Node (Su): At 2nd level, the central mind can place a single node on another willing creature as a full-round action. This node grants a connection to every other creature the central mind has placed a node on. The nodes may share thoughts and opinions. Creatures that have a node cannot be surprised unless all creatures with nodes through that central mind are surprised.

The central mind can move hit points from any creature with one of his nodes to another, as a standard action. Any hit points moved in such a way may not incapacitate a

SHATTERED SKIES

CAMPAIGN SETTING

creature, and the central mind may only move up to his central mind level in hit points from one creature to another in a single action.

The central mind may place one node plus his wisdom modifier for every two levels he attains. The central mind is always considered connected to all creatures with a node. A single node will last 1 hour per central mind level.

This replaces the Deep Bond class feature.

POACHER ARCHETYPES: ACCOMPANIED POACHER

Accompanied poachers prefer the constant company of a trusted creature to ensure his safety and to stave off loneliness.

Monstrous Companion: At 2nd level, the accompanied poacher gains an animal companion, treating his class level as his effective druid level. This animal companion is exceptional; it possesses an evolution pool and gains 1 point of evolution for every 2 hit dice it gains (minimum 1). Like an eidolon, it must spend all points on evolutions and these points can be redistributed for new evolutions each time the accompanied poacher gains a new level.

A monstrous companion is loyal to its master, but becomes distrustful and uneasy around certain creatures. Whenever the accompanied poacher summons a creature with his draw monster ability, the monstrous companion cannot take attack actions until the summon spell ends.

This replaces the Evolution Pool and Poacher's Pride class features gained at 2nd level.

Retrained Monster: At 6th level, an accompanied poacher's retrained monsters do not gain evolutions. This alters Retrained Monster.

ARCANE ENSLAVER

Outright kidnapppers and capturers of people, arcane enslavers seek out humanoids to condemn to an existence of harsh labor, or worse. Some arcane enslavers work for tyrants to round up certain racial groups for deportment or genocide. Other more honorable arcane enslavers might rent out their services as bounty hunters.

Alignment: Any evil.

Studied Humanoid (Ex): At 1st level, an arcane enslaver selects a specific type of humanoid (such as elf, dwarf, orc, etc.). He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against humanoids of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. An arcane enslaver may make

Knowledge skill checks untrained when attempting to identify these humanoids.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the arcane enslaver may select an additional studied humanoid. In addition, at each such interval, the bonus against any one studied humanoid (including the one just selected, if so desired) increases by +2.

This replaces Studied Monster and the bonus feats gained at 5th, 10th, 15th, and 20th level.

Trap-lamp (Su): An arcane enslaver can only be used to target and trap humanoids. When a humanoid is captured in this way, their worn items and carried equipment go with them into the trap-lamp's extra-dimensional environment. Leaving this environment is a jarring experience; whenever a humanoid is released from an arcane enslaver's trap-lamp, the humanoid is sickened for the next 1d6 rounds.

This alters Trap-Lamp.

Retrained Servant (Su): At 6th level, the arcane enslaver can add one humanoid that he has captured with his trap-lamp to his list of choices of draw monster. This monster becomes a part of the trap-lamp's extra-dimensional environment, and no longer counts as being stored. The poacher can draw and control this creature just as if it under a constant dominate monster spell. The poacher can enhance this humanoid with a number of evolution points equal to 1/2 its hit dice. At 12th and 19th level, the poacher can gain an additional retrained monster. A retrained servant can become a poacher's pride.

An arcane enslaver can release and dismiss a retrained servant as a full round action. However, he cannot replace it until he gains a new level. A released and dismissed retrained servant loses all its evolutions, but not the memory of what it went through. If an arcane enslaver dies, he loses all retrained monsters; they are automatically released at his moment of death.

This alters and replaces Retrained Monster.

Domination (Ex): At 9th level, the arcane enslaver can cast dominate person once per day as a spell-like ability, using his poacher level as his caster level.

At 16th level, the arcane enslaver can cast *dominate monster* once per day as a spell-like ability, using his poacher level as his caster level.

This replaces evasion gained at 9th level and Improved Evasion gained at 16th level.

Master Enslaver (Ex): A poacher of 20th level becomes a master enslaver. He can always move at full speed while using Survival to follow tracks without penalty. He can, as a standard action, make a single attack against a studied humanoid at his full attack bonus. If the attack hits, the target



SHATTERED SKIES

CAMPAIGN SETTING

takes damage normally and must make a Fortitude save or die. The DC of this save is equal to $10 + 1/2$ the poacher's level + the poacher's Charisma modifier. A poacher can choose instead to deal an amount of nonlethal damage equal to the humanoid's current hit points. A successful save negates this damage. A ranger can use this ability once per day against each studied humanoid type he possesses, but not against the same creature more than once in a 24-hour period. This alters and replaces Master Poacher.

HELLHOLDER

Armed with puzzle boxes that baffle minds and flay flesh, hellholders seek to capture and condemn overly curious creatures to an eternity of pain and horror in their dungeon-like pocket dimensions.

Alignment: Lawful Evil

Weapon and Armor Proficiencies: A hellholder is proficient with all simple weapons, melee martial weapons, the spiked chain, and light armor. This alters Weapon and Armor Proficiencies.

Select Victim (Ex): A hellholder can select an opponent she can see as a move action. The hellholder then gains a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that opponent, and a +1 bonus on weapon attack and damage rolls against it. The DCs of hellholder class abilities (such as puzzle trap) against that opponent increase by 1. A hellholder can only maintain these bonuses against one opponent at a time; these bonuses remain in effect until either the opponent is dead or the hellholder select a new target.

At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to hellholder DCs against a studied target increase by 1. In addition, at each such interval, the hellholder is able to maintain these bonuses against an additional selected target at the same time. The hellholder may discard this connection to a selected target as a free action, allowing her to select another target in its place.

At 7th level, a hellholder can study an opponent as a move or swift action.

This replaces Studied Monster.

Puzzle-trap (Su) : A hellholder's trap-lamp comes in the form of an ornate puzzle box. Instead of making a ranged touch attack with a ray, the hellholder makes a ranged touch attack with a hooked chain that springs from the puzzle box. Touched targets must make a Reflex saving throw to resist being pulled in, instead of a Fortitude saving throw.

A hellholder can capture any living creature with his puzzle-trap, so long the target is a selected victim. A subject other than the hellholder can attempt to release a single, specific creature from a hellholder's puzzle-trap. Doing so requires holding the puzzle-trap in two hands and making a Use Magic Device check (DC = $10 + 1/2$ hellholder's level + hellholder's Charisma bonus). Success means the intended creature is freed. Failure means the subject is automatically pulled into the puzzle-trap's extra-dimensional environment where it and all others trapped by the hellholder are subjected to myriad tortures and torments. Destroying a puzzle-trap does not release captured creatures; only solving the puzzle-trap or slaying the hellholder does.

This alters Trap-Lamp.

Mutilations (Su): At second level, the evolutions gained by a hellholder's drawn monsters always appear disturbing and horrific. Such creatures treat the Frightful Presence evolution as a 2 point evolution instead of a 3 point evolution. If the drawn monster has an evolution pool of at least 2, it must select Frightful Presence as an evolution.

This alters Evolutions.

Paincraft (Su): At 3rd level, the hellholder becomes an expert in pain. When a hellholder confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 1d6 points of nonlethal damage and the target must succeed at a Fortitude save (DC = $10 + 1/2$ hellholder's level + hellholder's Charisma bonus) or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. At 8th, 13th, and 18th levels, the non-lethal damage increases by 1d6.

This replaces the Favored Terrain class feature.

Retrained Monster (Su): At sixth level, a hellholder can retrain any living creature she has captured in her puzzle-trap as a retrained monster.

This alters Retrained Monster.

TROPHY HUNTER

Why capture entire monsters, when a mere part of them will suffice? Trophy hunters poach monsters for body parts in order to increase their own prestige and power. Drawing upon the residual supernatural energies of a slain monster's remains, trophy hunters appropriate a monster's fantastic abilities for their own gain and glory.

Weapon and Armor Proficiencies: Trophy hunters are proficient with all simple weapons and martial weapons, and light armor. A trophy hunter can cast poacher spells



while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a trophy hunter wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A trophy hunter still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

This alters Weapon and Armor Proficiencies.

Evolving Fetishes (Su): At 2nd level, a trophy hunter fashions parts of his kills into wearable items that bond to his body and grant him monstrous powers. He gains an evolution pool equal to his poacher level. For each separate evolution he selects, he uses up 1 magic item body slot on his person. At each new level, he can redistribute the points in his evolution pool to grant himself new evolutions.

This replaces Evolutions.

Natural Crafter (Ex): A trophy hunter adds half his level (minimum 1) to all Craft skill checks.

This replaces Poacher's Pride.

From Bone and Fur (Su): At 3rd, 8th, 13th, and 18th level, a trophy hunter can select any Item Creation feat as a bonus feat. He must meet the requirements to select these feats.

This replaces the Favored Terrain class feature.

Monster Mask (Su): At 6th level, a trophy hunter can take on the forms of animals. He can cast *beast shape I* once per day as a spell-like ability, using his poacher level as his caster level. At 12th level, this functions like *beast shape II*. At 19th level, this functions like *beast shape III*.

This replaces the Retrained Monster class feature.

MEDDLESOME MAGICIAN

Even the most powerful spellcaster recognizes the power of social intrigue and mundane influence. Meddlesome magicians are ever involved in political affairs and warring conflicts, persuading heads of state and captains of industry to shape history itself. Many meddlesome magicians serve as grand advisors to kings or mayors. Others take more covert agency in the underbelly of society, utilizing trickery and guile to achieve their ends.

Skills: The meddlesome magician adds Bluff, Diplomacy, Intimidate, Sense Motive, and Sleight of Hand to his list of class skills.

Wondrous Skill (Ex): At 1st, 4th, 8th, 12th, 16th, and 20th level, the meddlesome magician gains 6 bonus skill points.

This replaces the Wonderwork gained at these levels.

Consummate Meddler (Ex): Whenever a target of a meddlesome magician's spell is threatened by an ally of the meddlesome magician, that target takes a -1 penalty to saves against that spell. This penalty increases by -1 at 5th, 10th, 15th, and 20th level. If the target is being flanked by at least two of the meddlesome magician's allies, this penalty increases by -1.

This replaces Wonderful Bond.





CHAPTER THREE
EQUIPMENT, FEATS,
& SPELLS

NEW EQUIPMENT

ARCHPOACHER QUIGLEE'S STUPENDOUS POACHING GRIMOIRE

This annually-updated publication is a book on understanding monsters. Full of complex tactics, dizzying statistics, and oddly condensed jargon, only a poacher can make sense of it.

Weight: 2 lbs. **Price:** 20 gp

TRAP-ORBS

These handheld metallic spheres deploy magical or mechanical traps wherever they are thrown. If a trap-orb is thrown in an empty space, an armed trap instantly appears in that space. The trap remains in that area for the next 24 hours before dissipating into useless junk. If a trap-orb is thrown at a creature as a ranged touch attack and hits the creature, the trap forms around the creature, and the creature is treated as having triggered the trap.

Trap-orbs are quite delicate; after they are triggered once, they cannot be reset.

The price of a trap-orb is 3 times the price of the mechanical trap it deploys.

Note: Trap-orbs can be presented as magic items or hyper-advanced technology, depending on the style of game being run. The DC of the skill check required to create a trap-orb is 5 higher than the trap used in conjunction with it.

Weight: 3 lbs (undeployed)

DIMENSIONAL BOLAS

These +1 *masterwork bolas* are enchanted with magic that warps space. When the bolas are successfully used in a trip attempt, the prone target's legs seem to disappear; the legs are actually stuck in an extra-dimensional space. The target cannot get up from being prone without making a successful Escape Artist check DC 16.

This is considered a +1 enhancement that can only be applied to bolas.

Price: 2,305 gp. **Weight:** 2 lbs.

Moderate conjuration; **CL** 10th; Craft Magic Arms and Armor and twisted space; **Price** +1 bonus.

MONSTER BAIT

This smelly lump of alchemically-created material is used to lure the attention of one type of creature from the poacher's studied monster list. When placed in a triggered mechanical or magical trap, monster bait grants a +2 circumstance bonus to the DC of Perception check to detect the trap for monsters of the selected type.

Alternatively, a dose of monster bait will grant a +2 circumstance bonus to a single Handle Animal or Diplomacy check toward a monster of the selected type

(the bait is used up in the attempt). Monsters typically eat the bait once they get it. Monsters that do not eat (such as constructs), will destroy it in some way.

Poisoning a dose of monster bait reduces its circumstance bonuses by 1.

Price: 50 gp. **Weight:** (1 dose) 1lb.

PELT-PELTING

This enhancement ruptures the natural armor of living creatures. The wielder can make a sunder attempt against a single living creature with natural armor. If successful, the creature permanently loses one point of natural armor. Any spell or magic that restores lost ability points can also restore these lost natural armor points. Moderate conjuration; **CL** 10th; Craft Magic Arms and Armor and mage armor; **Price:** +1 bonus.

NEW FEATS

CUSTOM BAG OF TRICKS

You get the animal you need, when you need it.

Prerequisites: Poacher 3rd, Create Wondrous Item, Handle Animal 3 ranks, must have created a bag of tricks.

Benefit: You can remove the random element of a bag of tricks that you have created when throwing the fuzzy balls they produce. You can choose what kind of animal it becomes instead of leaving it to chance. This only works when you alone use the bag. Additionally, if you have the Augment Summoning feat, these animals are affected by the feat as if you had summoned them.

EXTRA IMAGINATION SPELLS

Prerequisites: Wonderworker 3rd

Benefit: When a wonderworker selects this feat, he can select one spell from the druid or wizard spell lists that is of a wonderworker spell level he can cast.

He adds this spell to his imagination and list of wonderworker spells known as a wonderworker spell of its druid or wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level wonderworker spell he can cast. **Special:** A wonderworker can select this feat more than once.

HIGHER EVOLUTION

The monsters you draw are more evolved.

Prerequisites: Poacher 5th, draw monster class feature

Benefit: Add 1 to the evolution pools of the creatures you summon with your draw monster ability.



PROTO-ELECTRIC RAY

You weaponize your trap-lamp's ray.

Prerequisites: Poacher 3rd, Trap-lamp class feature
Benefit: Your trap-lamp's ray attack deals 1d6 electricity damage. In addition, it ignores the 50% miss chance when attacking incorporeal creatures. This feat can be selected up to 2 more times. Each time, it adds another 1d6 electricity damage to the ray attack.

QUADRUPED BANE

You are adept at besting four-legged creatures.

Prerequisites: Base attack bonus +3, Skill Focus (Handle Animal or Knowledge Nature), any "Improved" combat maneuver feat.
Benefit: You gain a +1 bonus to all combat maneuvers made against quadrupedal creatures.

RANGER MAGIC

You learn to mimic the spells of rangers.

Prerequisites: Poacher 1
Benefit: When you select this feat, you can select one spell from the ranger spell list that is of a poacher spell level you can cast. You add this spell to your list of poacher spells known as an arcane poacher spell of its ranger spell level. You can instead select two spells to add in this way, but both must be at least one level lower than the highest-level poacher spell you can cast.
Special: A poacher can select this feat more than once.

STUDIED MONSTER MAGIC

You magic more easily overtakes your studied monsters.

Prerequisites: Poacher 1
Benefit: The difficulty class of your poacher spells increases by 1 when you target your studied monsters.

WEAPONIZED TRAP-LAMP

You refashion your trap-lamp into a dangerous weapon.

Prerequisites: Base attack bonus +5, trap-lamp class feature, Craft (weapons) 5 ranks.
Benefit: You turn your trap-lamp into a one-handed masterwork melee weapon, firearm, or thrown weapon. Whenever you confirm a critical hit with this weapon against a creature that can be captured by your trap-lamp, you can activate the trap-lamp's ray attack to attempt to capture the creature as an immediate action that does not provoke attacks of opportunity.

NEW SPELLS

AMAZING SOUNDTRACK

School illusion (figment); **Level** bard 0, bloodrager 1, cleric/oracle 0, inquisitor 0, magus 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

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

Target creature touched

Duration 1 minute/level

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

This spell functions as *ghost sound*, except that the target creature is constantly accompanied by a music that changes in speed, melody, volume and rhythm according to its feelings and actions, and moves with it. You don't need to decide consciously the music's characteristics or maintain concentration to keep it coming. This spell can reveal the target creature's presence or emotions to others.

BACKGROUND LAUGHTER

School illusion (figment); **Level** bard 1, magus 1, medium 1, mesmerist 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a chicken feather)

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

Effect illusory laughters

Duration 1 min./level (D)

Saving Throw Will disbelief; **Spell Resistance** no

This spell functions as *ghost sound*, except it creates a sound of loud laughing voices mixed with some intelligible speech of your choice expressing approval, like "How fun", "Great" or "Bravo". You can decide to make the laughter sound continuously for all the spell's duration, or make it sound just in some moments, like when you speak a certain word or make another signal. You gain a +2 bonus on Diplomacy skill checks and on the DC of any spell or effect that enhances the attitude of any creature who hears the laughter and fails to disbelieve it.

BADGE OF PROTECTION

School abjuration **Level** librarian 3, occultist 3, orphic 3, paladin 2, psychic 3, wonderworker 2 (Force)

Casting Time 1 standard action

Components V, M, S

Range close (25 ft. + 5 ft./level)

Target one creature

Duration 1 minute/level

Saving Throw Reflex negates (harmless); **Spell Resistance** yes (harmless)

You create a single badge that affixes to a person in range. The Badge of Protection has 1 charge per caster



SHATTERED SKIES

CAMPAIGN SETTING

level (Maximum 10). The wearer can spend any number of charges as an immediate action when targeted by an attack. For each charge spent in this way, the attacking creature suffers a 10% miss chance per charge expended.

Once all the charges of the badge are consumed, the spell ends.

CATCHPHRASE

School enchantment [language-dependent]; **Level** bard 2

Casting Time 1 standard action

Components V

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

Target self

Duration *see text*

Saving Throw none; **Spell Resistance** no

You have developed a personal catchphrase, one that lets people identify you immediately wherever you go and captivates your fans' sympathies. This spell grants you the Signature Skill feat (Perform/Comedy) for the next skill check you attempt in the following 24 hours. You must speak your catchphrase to someone who already knows it for the spell to work. If you already possess the feat, you gain the benefits of the Celebrity Discount and Celebrity Perks vigilante social talents, but just to obtain one advantage in the following 24 hours. You don't have to match the feat or talents' prerequisites to gain them.

COMIC DUO

School illusion (shadow) [shadow]; **Level** bard 3

Casting Time 1 standard action

Components V, S, M

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

Effect phantom sidekick

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

You conjure up an illusory sidekick that assists in your performance. You choose the sidekick's appearance, though it always seems a creature of your same type. The sidekick stays within the spell's range, following as you move. It can only speak, move or sing as you direct, but counts as your ally for all skill checks and prerequisites. While the phantom sidekick assists you, you gain a +2 competence bonus on your Perform skill checks and the save DCs to resist your performances, masterpieces and spells.

FINAL PUNCHLINE

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 4

Casting Time 1 standard action

Components V

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

Target 1 creature/3 levels no two of which can be more

than 30 ft. apart

Duration 1 round/level

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

You must have a bardic performance in effect to cast this spell. With a final joke, you immediately end the performance, affecting each target as with hideous laughter. The spell has no effect on creatures that don't understand your language.

MASTERFUL RECHARGE

School abjuration **Level** wonderworker 2

Casting Time 1 standard action

Components V, M, S

Range touch

Target an object touched

Duration instantaneous

Saving Throw none (harmless); **Spell Resistance** no

This spell can restore 1d4 charges of a wand, staff, or ring. This spell can recharge a rod's full allotment of uses for the day. Wondrous Items or worn items recharge 1 use of any ability for the day.

If an object has an effect that may be used in minutes per day, this restores one minute.

If the magical item has an effect that may be used in rounds per day, this restores a single round of use.

MIRACLE OBJECT

School conjuration; **Level** bard 4, druid 3, incarnate 3, librarian 3, summoner 2, witch 3, wonderworker 2

Casting Time 1 round

Components V, M, S

Range close (25 ft. + 5 ft./level)

Area 10-ft.-radius spread

Duration 1 round/level

Saving Throw Reflex negates **Spell Resistance** yes

The caster creates a simple cage then throws it into a space within range. The spell emanates from the area creating a swarm of animals that dance and swirl around the area in a parade of dazzling action.

Creatures within the area must succeed at a Reflex save to evade the dizzying mass of animals. Creatures that fail the reflex save are stuck inside the mass of animals. The creature must make a Reflex save as a Full-Round Action to exit the herd. Large Sized Creatures get a +2 bonus on this saving throw. Larger sized creatures are immune. Small sized creatures suffer a -2 penalty to this saving throw, but smaller creatures are immune.

The material component for this spell is typically a small cage.



MIRACLE OBJECT

School illusion; **Level** wonderworker 6 (Shadow)

Casting Time 1 standard action

Components V, M, S

Range personal

Target you

Duration 1 round/level

Saving Throw Will negates (See Below); **Spell**

Resistance no

You create an illusory duplicate of a single magical item that you know of. To create the magical Item's effects you must make a Spellcraft check with a DC of 15 + the caster level of the object you are trying to create. The illusory item operates just like the item that you wish to create. It duplicates the effects of the object exactly.

Creatures that are subject to the effects of the object may make a Will Save against this spell to disbelieve the spell. If the creature succeeds at the Will save they realize the object is not real, and do not suffer the repercussions of the items effects. If the creature fails the save, they must make a saving throw against the item as normal or suffer the effects.

SEQUESTER RIBBON

School transmutation; **Level** antipaladin 3, bard 3, bloodrager 3, druid 3, incarnate 3, orphic 3, paladin 3, summoner 3, wonderworker 3

Casting Time 1 round

Components V, S

Range touch

Target an object touched

Duration 1 hour/level (D)

Saving Throw none; **Spell Resistance** yes (harmless)

You can turn a single magical item into a simple ribbon. The magical item's effects are suppressed while it remains a ribbon. The object remains a ribbon for 1 hour per caster level. The creature wearing the ribbon can pull the ribbon as a standard action to turn it into the original object. Pulling on the ribbon dismisses the magic. The ribbon can be tied around a magic equipment slot. When pulled on while tied in such a way, the equipment appears worn by the wearer. Weapons and shields, when pulled are in hand ready to be used.

TEMPORARY WAND

School abjuration; **Level** wonderworker 5

Casting Time 10 minutes

Components V, M, S

Range touch

Target an object touched

Duration 1 hour/level

Saving Throw Will Save (harmless) (See Below);

Spell Resistance no

When you cast this spell you turn a single object into a Temporary Wand. The Temporary Wand may retain a single spell. To retain a spell a spellcaster need only cast a spell while holding the Temporary Wand. The Wand has a single charge. The Temporary Wand can only retain spells of 3rd level or lower. The wand may be used by any creature holding it as a standard action. The spell is then immediately cast as if the original caster had cast the spell. If the Temporary Wand has a spell that requires the use of a special material component, the wielder of the Temporary Wand must have the Special materials in their inventory to use the wand.

If the duration of the spell is not expended, and someone uses the spell held within the Temporary Wand, the user of the wand may attempt a Will Save with a DC of the original spell + the number of times they have made this will save. If the user succeeds in the will save, the spell charge is not expended and the wand may be used again. Failing the save expends the wand's charge and destroys the object.

The material component for this spell is a birch stick.

TOKEN OF PEACE

School enchantment; **Level** cleric/oracle 1, druid 1, empath 1, librarian 1, mesmerist 1, occultist 1, wonderworker 1 (Mind-Affecting)

Casting Time 1 standard action

Components V, M, S

Range touch

Target an object touched

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell**

Resistance no

When you cast this spell you turn a single object in your hands into a *Token of Peace* for the duration of the spell. At the end of the spell's duration, the token loses all magic and burns away into ash. You may hand this token to a single creature. If they take the object they must succeed a Will save DC 13 or suffer the effects of the spell. Letting go of or dropping the *Token of Peace* requires a full-round action. It is impossible to draw a weapon or cast a spell that isn't part of the divination school while holding the *Token of Peace*. Creatures holding a *Token of Peace* are granted a +5 circumstance bonus to Diplomacy skill checks. If a creature voluntarily foregoes the saving throw against this spell, the *Token of Peace* the token emits a soothing, comforting breeze.

The material component for a Token of Peace is an olive branch or a palm leaf.

WITHERING SATIRE

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 6

Casting Time 1 standard action

Components V, S, M (a rattle)

Range see text

Targets all fascinated creatures within range

Duration see text

Saving Throw see text; **Spell Resistance** yes

You mock and tease a specific creature present in your audience, often an important and influential personage, revealing uneasy truths or infamous lies about him or her and rousing his or her shame and anger. You can instantaneously plant an unflattering rumor (see the Ultimate Intrigue rules) against the chosen creature in an audience you already fascinated by rolling a successful Perform (comedy) skill check as your Propaganda check. You can apply the usual modifiers to this check for each assistant participating to the show, etc.

The satirized personage, whether he or she was already fascinated or not, must attempt a Will save check to avoid being overwhelmed by the your performance and behaving in an erratic way for 1 round per bard level you possess. This spell causes confusion in the targets, making them unable to determine their actions. Roll on the following table at the start of each subject's turn each round to see what it does in that round.

Table: Withering Satire Effects

01-25	Acts normally
26-50	Does nothing but laughing nervously and keeps looking around
51-75	Is shaken for 1 round as if demoralized (see the Intimidate skill)
76-100	Tries to attack the bard or her nearest assistant with item in hand

A character affected by *withering satire* who is unable to carry out the indicated action flees shouting insults at you and menacing revenge.



SHATTERED SKIES

CAMPAIGN SETTING

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content you are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify or distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenyon, Hal MacLean, Martin Mason, Rob McCreary, Eric Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Turk Shaw, and Russ Taylor.

Pathfinder Roleplaying Game GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cape, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenyon, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teewynn Woodruff.

Pathfinder Roleplaying Game Advanced Class Guide. © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Turk Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Monster Codex. © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Turk Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game NPC Codex. © 2012, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, Alex Greenshields, Rob McCreary, Mark Moreland, Jason Nelson, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Towashend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Jason Nelson, Jason Nelson, Turk Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

Anger of Angels. © 2005, Sean K Reynolds.

Advanced Bestiary. © 2014, Green Ronin Publishing, LLC; Author: Matt Sernett.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hollowed Might. © 2002, Monte J. Cook.

Monte Cook's Arcana Underneath. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. © 2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Time of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Base, Casey Christopherson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Kobold Quarterly Issue 7. © 2008, Open Design LLC, www.koboldquarterly.com; Authors: John Baichtal, Wolfgang Baur, Russ Byers, Matthew Cici, John Fleming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

The Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Adherer from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Amphisbaena from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Monadic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Animal Lord from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Ascomid from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Atomide from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Aurumvorax from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Axe Beak from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Baphomet from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Bat, Mobat from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Authors Scott Peterson and Clark Peterson, based on original material by Gary Gygax.

Beetle, Slicer from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Blindheim from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Basidiron from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Buinyip from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Dermot Jackson.

Carbuncle from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albite Fire.

Carystad Column from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Cave Fisher from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Lawrence Schick.

Crypt Thing from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Crystal Ooze from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Daemone, Custodiaem (Guardian Daemone) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemone, Derghodaem from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemone, Guardian from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemone, Hydrodaemone from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemone, Piscodaemone from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Dark Creeper from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Rik Sheppard.

Dark Stalker from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Muth.

Death Dog from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Underworld Oracle.

Death Worm from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley.

Decapus from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jean Wells.

Demodand, Shaggy from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demon, Nabasu from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Demon Lord, Kostchtchie from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon Lord, Pazuzu from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Dire Catby from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Jeff Wyndham.

Disenchanter from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Dragon, Faerie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Brian Jaeger and Gary Gygax.

Dragon Horse from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dracolisk from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Dust Digger from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Executioner's Hood from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Flail Snail from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook.

Flood and Flindbar from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by J.D. Morris.

Flumph from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian McDowell and Douglas Naismith.

Frogemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Frog Creature from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Forlaren from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Ian Livingstone.

Genie, Marid from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Glooming from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Gripli from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax. Nered from the Tome of Horrors Complete. © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Gryph from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Peter Brown.

Hangman Tree from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Hippocampus from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene and Erica Balsley, based on original material by Gary Gygax.

Huecuva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Underworld Oracle.

Ice Golem from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Jackalwere from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Jubiles from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

Kamanian from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Nick Louth.

Kech from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Gary Gygax.

SHATTERED SKIES CAMPAIGN SETTING

Gygax.
Kelpie from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.
Korred from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Leprechaun from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Lurker Above from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Magma ooze from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.
Mihstu from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.
Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.
Mongrelman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Necrophidius from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.
Nereid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Nesh from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Phycomid from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Poltergeist from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lewis Pulsipher.
Quickling from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Quickwood from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.
Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Sandman from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Scarecrow from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.
Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.
Skulk from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.
Slime Mold from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Slithering Tracker from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Soul Eater from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by David Cook.
Spriggan from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Baisley, based on original material by Roger Moore and Gary Gygax.
Tenebrous Worm from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Tentamort from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Mike Roberts.
Tick, Giant & Dragon from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Trapper from the Tome of Horrors Complete, © 2011, Necromancer Games, Inc.; published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.
Troll, Ice from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Russell Cole.
Troll, Rock from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene.
Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Wolf-in-Sheep's-Clothing from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.
Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.
Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Zombie, Juju from the Tome of Horrors, Revised, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.
Monte Cook's Arcana Unearthed, © 2003, Monte J. Cook.
Pathfinder Campaign Setting: Paths of Prestige © 2012, Paizo Publishing, LLC; Authors: Benjamin Bruck, Jason Bulmahn, Matt Goodall, and Jason Nelson.
The Diamond Throne, © 2003, Monte J. Cook.
Legacy of the Dragons, © 2004, Monte J. Cook.
Mystic Secrets: The Lore of Word and Rune, © 2004, Monte J. Cook.
Akashic Nodes: The Home of Memory, © 2005, Justin D. Jacobson
Wild Spellcraft, © 2002 EN World.
Castlemourn Campaign Setting, © 2007 Margret Weis Productions Ltd.
E.N. Guild-Monster Hunters' Guild, © 2005, E.N. Publishing; Author Aeryn Rudel.
Dynasties and Demagogues, © 2003, Trident, Inc. d/b/a Atlas Games; Author Chris Aylott.
Occult Lore, © 2002, Trident, Inc. d/b/a Atlas Games; Authors Keith Baker, Adam Bank, Chris Jones, Scott Reeves, and Elton Robb.
Crime and Punishment © 2003, Trident, Inc. d/b/a Atlas Games; Author Keith Baker.
Fading Suns: d20, © 2001, Holistic Design, Inc.; Authors Bill Bridges and Andy Harmon.
Traps and Treachery, © Fantasy Flight Inc; Authors Greg Benage, Kurt Brown, Mark Chance, Brian Ferrenz, Lizard, David Lyons, Brian Patterson, Scott Stroeker, Wil Upchurch.
Modern System Reference Document 2002, © Wizards of the Coast, Inc.; Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.
Love and War, © 2004, Trident, Inc. d/b/a Atlas Games; Author David Chart.
Poisoncraft: The Dark Art, © 2004, Justin D. Jacobson.
The Book of Eldritch Might, Book of Eldritch Might II: Songs and Souls of Power, and The Book of Eldritch Might III: The Nexus, © 2001, 2002, Monte J. Cook.
50 New Ways to turn things into other things: Transmutation, © Silven Publishing and Matthew J Hanson.
50 New Ways to Blow Things Up: Evocation, © Silven Publishing and Matthew J Hanson.
Curses! © 2002 Kosala Ubayasekara. All Rights Reserved. Author Eytan Bernstein.
Encyclopedia Arcane: Necromancy- Beyond the Grave, © 2001 Mongoose Publishing.
The Complete Librum of Garl'doks Necromantic Arts © 2002 Ambient Inc; Authors M Jason Parent, Denise Robinson, Chester Douglas II
Spells & Spellcraft © 2002, Fantasy Flight, Inc.
Joex Book of Enchantment, © 2002 Joseph Macchiello, Jr. Published by Throwing Dice Games.
Plexus-Potent Portals © 2002 Mark Alexander Clover
Plexus-Open Spells Collection, © 2002 Mark Alexander Clover.
Interludes: Brief Expeditions to Bluffsides © 2001, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
Bluffsides: City on the Edge, © 2002, Thunderhead Games, Inc., and Mystic Eye Games, LLC.
Original Spell Name Compendium © Clark Petersen; based on NPC-named spells from the Players Handbook that were renamed in the System Reference Document. The compendium can be found on the legal page of www.NecromancerGames.com
Eldritch Sorcery © Necromancer Games Inc; Authors Patrick Lawinger, Scott Greene, and David Mannes, with Erica Baisley, Chris Bernhardt, Casey Casey W. Christofferson, Bill Collins, Jim Collura, Chad Coulter, Patrick Goulah, Skeeter Green, Jeff Harkness, Lance Hawvermale, Travis Hawvermale, Richard Hughes, Robert Hunter, Al Krombach, Rob Mason, Matt McGege, Clark Petersen, Michael Proteau, Greg Ragland, Gary Schotter, Joe Walmisley, and Bill Webb.
Oathbound: Mysteries of Arena, © 2004, Bastion Press
Wildwood, © 2004, Bastion Press Inc.
Minions; Fearsome Foes, © 2001, Bastion Press.
Oathbound: Domains of the Forge, © 2002, Bastion Press
Oathbound: Arena, © 2004, Bastion Press
Oathbound: Wrack and Ruin, © 2003, Bastion Press.
Pantheon and Pagan Faiths, © 2004 Mystic Eye Games.
Advanced Players Guide, Player's Guide to Monks and Paladins, Relics & Rituals: Excalibur, Relics & Rituals: Olympus, and Strange Lands:

Pathfinder Roleplaying Game Mythic Adventures © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macclin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Valsee.
Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwab, Mark Seifter, and Russ Taylor.
Honeymoon of Horror © 2015 Wayward Rogues Publishing; Authors Robert Gresham, Liz Smith
Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Pathfinders Adventure Path #46: Wake of the Watcher, © 2011, Paizo Publishing, LLC; Author: Greg A. Vaughan.
Pathfinder Campaign Setting: Lands of the Linnorm Kings © 2011, Paizo Publishing, LLC; Authors: Matthew Goodall, Jonathan Keith, Colin McComb, and Rob McCreary.
The Genius Guide To: Simple Monster Templates. Copyright 2011, Super Genius Games. Author: Owen K.C. Stephens
Statistics from Pathfinder Roleplaying Game Bestiary 4 © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.
The Genius Guide To: Air Magic. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens
101 1st Level Spells. Copyright 2011, Steven D. Russell; Author: Steven D. Russell.
Empath Hybrid Class © 2016 Wayward Rogues Publishing. Author: Jarrett Sigler
Incarnate Hybrid Class © 2016 Wayward Rogues Publishing. Author: Rodney Sloan
Reranchist Hybrid Class © 2016 Wayward Rogues Publishing. Author: Robert Gresham
Vivisectionist Hybrid Class © 2015 Wayward Rogues Publishing. Author: Robert Gresham
New Paths Compendium, © 2013 Open Design LLC; Authors: Marc Radle, Crystal Frasier, John Ling, Jr., and Jerall Toi.
Kitsune Compendium © 2014, Everyman Gaming, LLC; Authors: Alexander Augunas.
Pathfinder Player Companion: Blood of the Beast © 2016, Paizo Inc.; Authors: Alexander Augunas, John Compton, and Crystal Frasier.
Pathfinder Player Companion: Champions of Purity © 2013, Paizo Publishing, LLC; Authors: Jessica Blomstrom, Adam Daigle, Shaun Hocking, Daniel Marthaler, Tork Shaw, and Christina Stiles.
Pathfinder Player Companion: Heroes of the High Court © 2017, Paizo Inc.; Authors: Isabelle Lee, Luis Loza, Ron Lundeen, and Jacob W. Michaels.
Prodigy Hybrid Class © 2016 Wayward Rogues Publishing. Author: Beth Breitmair, Dave Breitmair
Orphic Hybrid Class © 2016 Wayward Rogues Publishing. Author: Margherita Tramontano
Wordevorker Hybrid Class © 2016 Wayward Rogues Publishing. Author: Aaron Hollingsworth
Hybrid Classes Vol.3 Heroes of Wonder © 2017 Wayward Rogues Publishing. Author: Robert Gresham, Margherita Tramontano, Jarrett Sigler, Aaron Hollingsworth



NOW AVAILABLE

HEROES OF WONDER

HYBRID CLASSES VOL. III

BRING THESE SIX HYBRID CLASSES
FILLED WITH WONDER TO YOUR
TABLETOP GAME TODAY!

COMEDIAN-A BARD/WITCH THAT USES
HECKLES TO DEMORALIZE HIS FOES AND
ENTERTAIN HIS ALLIES

EMPATH- A CLERIC/PSYCHIC THAT
HARNESSES RAW EMOTION TO POWER HER
ABILITIES

ORPHIC-BARBARIAN/PSYCHIC WHOSE
POTENT MIND RAGES, STRENGTHENING HIS
MIGHT

POACHER-A RANGER/SUMMONER WHO
BEFRIENDS AND TRAINS MAGICAL BEASTS TO
FIGHT ALONGSIDE HIM

PRODIGY-A BARD/SPIRITUALIST WHOSE
GHOSTLY MUSE DRIVES HER TO GREATER
INSPIRATIONAL FEATS

WONDERWORKER-DRUID/WIZARD WHO
CREATES TANGIBLE WONDERWORKS TO AMAZE
AND DEFEAT HER ENEMIES.

NEW ARCHETYPES
NEW EQUIPMENT, FEATS, SPELLS
AND MORE!

VISIT US AT
WAYWARDROGUES.COM



PUBLISHING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OGL
3.5 SYSTEM COMPATIBLE