



# **PATHFINDER**

# **CONVERSIONS**

## **OF**

# **3.5 20 LEVEL**

# **CLASSES**

**TABLE 3-4: NINJA**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	AC/CMD Bonus	Special
1st	+0	+0	+2	+0	+0	Ghostly stealth, <i>ki</i> pool, sudden strike +1d6, trapfinding
2nd	+1	+0	+3	+0	+0	Ghostly step, ninja secret
3rd	+2	+1	+3	+1	+0	Poison use, sudden strike +2d6
4th	+3	+1	+4	+1	+1	High jump, ninja secret
5th	+3	+1	+4	+1	+1	Evasion, sudden strike +3d6
6th	+4	+2	+5	+2	+1	<i>ki</i> dodge, ninja secret
7th	+5	+2	+5	+2	+1	Sudden strike +4d6, swift climb
8th	+6/+1	+2	+6	+2	+2	Death strike, ninja secret
9th	+6/+1	+3	+6	+3	+2	Improved poison use, sudden strike +5d6
10th	+7/+2	+3	+7	+3	+2	Advanced secret, ninja secret
11th	+8/+3	+3	+7	+3	+2	Sudden strike +6d6
12th	+9/+4	+4	+8	+4	+3	Ninja secret, poison immunity
13th	+9/+4	+4	+8	+4	+3	Sudden strike +7d6
14th	+10/+5	+4	+9	+4	+3	Hide in plain sight, ninja secret
15th	+11/+6/+1	+5	+9	+5	+3	Sudden strike +8d6, swift poison use
16th	+12/+7/+2	+5	+10	+5	+4	Ninja secret, true death
17th	+12/+7/+2	+5	+10	+5	+4	Sudden strike +9d6
18th	+13/+8/+3	+6	+11	+6	+4	Greater <i>ki</i> dodge, ninja secret
19th	+14/+9/+4	+6	+11	+6	+4	Sudden strike +10d6
20th	+15/+10/+5	+6	+12	+6	+5	Ninja secret, swift death

## NINJA

Beings of stealth and shadow, ninjas strike down the unwary and vanish again with ease, and walk where others cannot. They blend their training in stealth and assassination with a focused mind. Their rigorous preparation sharpens their minds and bodies, giving them supernatural stealth, infiltration, and the ability to avoid blows. Ninjas typically belong to an isolated clan that train in secret villages and hidden training camps. Here they spend years perfecting their arts of stealth and subterfuge, establishing intricate spy networks, and concealing their identities. To a ninja, loyalty to one's clan is paramount, and to break that trust means certain death. However, whatever their clan, ninjas are dangerous and unpredictable combatants, who can disable foes with poison, seemingly strike from nowhere, and escape almost any situation by using their supernatural abilities.

**Role:** Ninjas have a fearsome and near mythical reputation as spies, assassins, and martial artists, often appearing and disappearing at a whim, and attacking their foes with devastating effect. Ninjas attack from nowhere, do massive damage, and then vanish from sight to avoid reprisal or capture. They are at their best when teamed with a fighter or some other frontline character to flank enemies.

**Alignment:** Any

**Hit Die:** d8

### Class Skills

The rogue's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

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

### Class Features

The following are class features of the ninja.

**Weapon and Armor Proficiency:** Ninjas are proficient with all simple weapons, plus the hand crossbow, kama, kukri, nunchaku, sai, shortbow, short sword, shuriken, and siagham. Ninjas are not proficient with any type of armor or shield.

**AC/CMD Bonus (Ex):** A ninja is highly trained at dodging blows, and he has a sixth sense that lets him avoid even unanticipated attacks. When unarmored and unencumbered, a ninja adds his Wisdom bonus (if any) to his AC and CMD. In addition, a ninja gains a +1 bonus to AC at 4th level. This bonus increases by 1 for every four ninja levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

**Ghostly Stealth (Ex):** A ninja adds his class level to stealth checks made when he is not wearing any type of armor, and is unencumbered. Also, by spending 1 point from his *ki* pool, a ninja can cause a momentary distraction that adds a +4 bonus to his Stealth check and allows the check to be made as a swift action. Using this ability does not provoke an attack of opportunity.

**Ki Pool (Su):** At 1st level, a ninja gains a pool of *ki*, supernatural energy he can channel to manifest amazing feats of stealth and mobility. A ninja's *ki* pool is equal to one half his ninja level plus his Wisdom modifier. *Ki* powers can be used only if a ninja is wearing no armor and

is unencumbered. As long as he has at least 1 point in his *ki* pool, a ninja gains a +2 bonus on his Will saves.

As a ninja can select additional powers that consume points from his *ki* pool as he gains levels (*ki* dodge, ghost strike, greater *ki* dodge, and ghost walk). Each of these powers is activated as a swift action.

The *ki* pool is replenished each morning after 8 hours of rest or meditation.

**Sudden Strike:** If a ninja can catch an opponent when he is unable to defend himself effectively from his attack, she can strike a vital spot for extra damage.

The ninja's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the ninja flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two ninja levels thereafter. Should the ninja score a critical hit with a sudden strike, this extra damage is not multiplied. Ranged attacks can count as sudden strikes only if the target is within 30 feet.

With a sap (blackjack), a ninja can make a sudden strike that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sudden strike, not even with the usual -4 penalty.

The ninja must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A ninja cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

The extra damage from the sudden strike ability stacks with the extra damage from sneak attacks whenever both would apply to the same target.

**Trapfinding:** A ninja adds 1/2 his level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A ninja can use Disable Device to disarm magic traps.

**Ghostly Step (Su):** At 2nd level, a ninja can spend 1 point from his *ki* pool as a swift action to become *invisible* for 1 round. Doing so does not provoke an attack of opportunity. At 10th level, a ninja can spend 1 *ki* point to become ethereal when using ghost step instead of becoming invisible.

**Ninja Secrets:** As a ninja gains experience, he learns a number of secrets that aid him in his role as an unseen assailant. Starting at 2nd level, a ninja gains one ninja secret, and an additional secret every even level thereafter. A ninja cannot select an individual ninja secret more than once. Only one of these secrets can be applied to an individual attack and the decision must be made before the attack roll is made.

**Acrobatic Expertise (Ex):** This secret improves a ninja's acrobatic ability, and thus gains a +2 bonus to all his Acrobatics skill checks. This secret can be selected multiple times, with each time increasing the ninja's Acrobatics skill check bonus by an additional +2.

**Advanced Martial Training:** This secret allows a ninja to deal damage with his unarmed strikes as a monk of equal level. If he has levels in monk they stack with all his class levels in ninja for the purpose of determining his unarmed damage, and BAB when executing a flurry of blows. Further more he may spend *ki* point from either his monk or his ninja *ki* pool to activate *ki* powers that are related to his unarmed strikes and flurry of blows. The ninja must have selected the Improved Martial Arts Training secret to select this secret.

**Fast Climb (Ex):** This secret allows a ninja to climb his normal speed as a move action with no penalty to his Climb check, but the ninja must end the round on a horizontal surface. If he does not end the round on a horizontal surface, he must succeed an additional Climb check (DC = wall's DC +5) to find a perch or take the appropriate falling damage for the distance he has fallen. In addition, a ninja only needs one free hand to climb. This ability can only be used if the ninja is wearing no armor and is carrying no more than a light load.

**Fast Stealth (Ex):** This secret allows a ninja to move at full speed while the stealth skill without penalty.

**Ghostly Strike (Su):** This secret allows a ninja to spend 1 point from his *ki* pool as a move action to strike incorporeal and ethereal creatures as if they were corporeal. The ninja can also use this ability to strike foes on the Material Plane normally while he is ethereal (for example, while using her ghost step ability). Activating the ghost strike ability does not provoke an attack of opportunity. It affects the next attack made by the ninja, as long as that attack is made before the end of his next turn.

**Improved Martial Arts Training:** This secret allows a ninja to deal damage with his unarmed strikes as a monk of half his ninja level. If he has levels in monk they stack with half his levels in ninja for determining his unarmed damage and BAB when executing a flurry of blows. The ninja must have the Improved Unarmed Strike feat to select this secret.

**Ledge Walker (Ex):** This secret allows a ninja to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a ninja with this secret is not flat-footed when using Acrobatics to move along narrow surfaces.

**Martial Arts Training:** This secret allows a ninja to learn the techniques of the ancient martial arts, and thus gains Improved Unarmed Strike as a bonus feat.

**Minor Ninja Magic (Sp):** A ninja with this secret gains the ability to cast a 0-level spell from the abjuration, divination, enchantment, illusion, and transmutation schools of the Sorcerer/Wizard spell list. This spell can be cast three times a day as a spell-like ability, with a caster level equal to the ninja's level. The save DC for this spell is 10 + the ninja's Wisdom modifier. The ninja must have a Wisdom of at least 10 to select this secret.

**Major Ninja Magic (Sp):** A ninja with this secret gains the ability to cast a 1st-level spell from the abjuration,

divination, enchantment, illusion, and transmutation schools of the Sorcerer/Wizard spell list. This spell can be cast two times a day as a spell-like ability, with a caster level equal to the ninja's level. The save DC for this spell is 11 + the ninja's Wisdom modifier. The ninja must have a Wisdom of at least 11, and must have the minor magic ninja secret to select this secret.

**Ninja Crawl (Ex):** While prone, a ninja with this ability can move at half speed. This movement provokes attacks of opportunity as normal. A ninja with this secret can take a 5-foot step while crawling.

**Ninja Weapon Specialist (Ex):** This secret allows a ninja to spend 1 *ki* point as a swift action to gain the appropriate improved combat maneuver feat while wielding a weapon with a special property, such as the kama, as described under the ninja's weapon and armor proficiencies, on his next attack. For example, a ninja using the kama (a weapon that can make trip attacks) that doesn't have the Improved Trip feat can spend 1 *ki* point and gain the benefit of the Improved Trip feat on his next attack. If the ninja does not perform the combat maneuver on his next attack action, the *ki* point is wasted.

**Shuriken Multi-Throw (Ex):** A ninja with this secret can throw multiple shuriken with one attack roll. The ninja may throw up to a number of shuriken equal to his Dexterity modifier. He makes one attack roll for all shuriken thrown vs. each individual opponent's Armor Class. Thus, it is possible to hit some opponents while missing others completely. He may target a number of opponents equal to the number of shuriken he throws, but each target cannot be more than 5 feet apart. The ninja can choose to assign multiple shuriken to individual targets, but this must be done prior to the attack roll. Thus, a ninja with a Dexterity of 17 who is facing three opponents, all who are within 5 feet of each other, can choose to throw 1 shuriken at each of her opponents, making one attack roll vs. their individual armor class to see if the shuriken hit, or he can choose to throw all three at a single opponent. If the ninja is applying precision based damage to his shuriken multi-throw ability, then he may only apply it once per valid target. Multiple shuriken thrown at one target do not individually gain precision based damage from the ninja's sudden strike. Thus, it could be possible for one target to be considered flat-footed while several others are not.

**Slow Fall (Ex):** This secret allows a ninja that is within arm's reach of a wall to use it to slow his descent. When first gaining this secret, he takes damage as if the fall were 20 feet shorter than it actually is. The ninja's ability to slow his fall (that is, to reduce the effective distance of the fall when next to a wall) improves by 10 feet every 2 levels thereafter. The ninja never gains the ability to slow his fall any distance without harm, like the monk. Also, if the ninja has levels in monk, use slow fall from the class with the greatest distance.

**Stand Up (Ex):** A ninja with this ability can stand up from the prone position as a free action. This still provokes

an attack of opportunity when standing up while being threatened by a foe.

**Surprise Attack (Ex):** This secret allows a ninja to gain a single surprise attack. During the surprise round, opponents are always considered flat-footed to the ninja, even if they've already acted.

**Trap Sense (Ex):** A ninja with this secret gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC/CMD to avoid attacks made by traps. A ninja may select this talent multiple times, each time increasing this bonus by +1.

**Water Skimmer (Ex):** this secret allows a ninja to run across water at his full movement rate. He must begin and end his movement on solid ground. If he cannot complete his movement or is unable to reach solid ground, he can make an Acrobatics check (DC 20 + the distance to solid ground) to jump and reach solid ground. If he fails, he immediately falls into the water. To run across any water surface, the ninja must be wearing no armor and carrying no more than a light load.

**Weapon Training (Ex):** A ninja with this secret gains Weapon Focus as a bonus feat with any one weapon listed under the ninja's Weapon and Armor Proficiency entry.

**Poison Use:** At 3rd level and higher, a ninja never risks accidentally poisoning himself when applying poison to a weapon.

**High Jump (Ex):** At 4th level, a ninja adds his level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, he always counts as having a running start when making jump checks using Acrobatics. By spending 1 point from his *ki* pool as a swift action, a ninja gains a +20 bonus on Acrobatics checks made to jump for 1 round.

**Evasion (Ex):** At 5th level, a ninja 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 ninja is wearing no armor and is carrying no more than a light load. A helpless ninja does not gain the benefit of evasion.

**Ki Dodge (Su):** At 6th level, a ninja can spend 1 point from his *ki* pool as a swift action to cause an attack against him to miss when it might otherwise hit. His outline shifts and wavers, granting him concealment (20% miss chance) against all attacks for 1 round. The ninja does not provoke an attack of opportunity. *See invisibility* has no effect on concealment granted by the *ki* dodge ability, but true seeing negates the miss chance. This concealment does not stack with that caused by other effects that grant concealment or by spells such as *blink* or *displacement*.

**Swift Climb (Ex):** A ninja of 7th level or higher can scramble up or down walls and slopes with great speed. He can climb at his speed as a move action with no penalty; however, he must begin and end the round on a horizontal surface (such as the ground or a rooftop). If he does not, he

falls, taking falling damage as appropriate for his distance above the ground. A ninja needs only one free hand to use this ability, which can only be used if the ninja is wearing no armor and is carrying no more than a light load.

**Death Strike (Ex):** At 8th level, if a ninja studies his victim for 3 rounds and then makes a sudden strike attack with a melee weapon that successfully deals damage, the sudden strike attack has the additional effect of possibly either paralyzing or killing the target (ninja's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the ninja as an enemy (although the attack might still be a sudden strike if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the ninja's class level + the ninja's Int modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the ninja. If the victim's saving throw succeeds, the attack is just a normal sudden strike attack. Once the ninja has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes his save) or if the ninja does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

**Improved Poison Use (Ex):** At 9th level, a ninja can apply poison to a weapon as a move action, instead of as a standard action.

**Advanced Secrets:** At 10th level, and every two levels thereafter, a ninja can select one of the following advanced talents as a ninja secret.

**Acrobatic Mastery (Ex):** A ninja who selects this secret can spend 1 *ki* point to take 10 on Acrobatics skill checks, even when stress or distraction would prevent him from doing so. This can only be done if he is wearing no armor and carrying no more than a heavy load.

**Blinding Stealth (Ex):** Whenever a ninja uses the Ghost Step ability to become invisible or ethereal, he can choose to spend 1 additional *ki* point to create a blinding flash of light. Any opponents within 10 feet of the ninja must make a Fortitude save (DC equal to 10 + 1/2 the ninja's class level + his Wisdom modifier) or be blinded for 1 full round. Anyone who makes their saving throw is *dazed*.

**Bonus Feat:** A ninja may substitute a bonus feat in place of gaining an Advanced Secret.

**Feign Death (Ex):** A ninja with this secret has mastered the art of controlling his body to the point where he can appear to be dead. Spells or effects that can normally detect life or thought are incapable of determining whether or not the ninja is alive. To use this ability the ninja must spend 1 *ki* point and concentrate for 1 full round, causing his mind and body enter into a catatonic state. While in this state, the ninja is completely aware of his surroundings.

If he has chosen to enter this trance with his eyes open he can see everything that is going on, though his pupils do not dilate if exposed to light. If someone closes his eyelids he is considered blind, but otherwise can hear, smell, and feel as normal. The ninja can remain in this state for a number of days equal to his ninja class level + his constitution modifier. Time passes more slowly for the ninja while he is in this state. For the purposes of determining starvation and thirst, one day for a ninja in this state is equal to 1 week. To anyone observing the ninja's body he appears to be lifeless and dead. His heart beat has slowed to the point where it is all but nonexistent and his skin is cool to the touch. The ninja can choose to end this effect at any time as a free action.

**Ghostly Mind (Su):** A ninja with this secret gains a special resistance to spells of the scrying subschool. To detect or see a ninja with such a spell, the caster must make a caster level check (DC 20 + the ninja's class level). In the case of scrying spells (such as *arcane eye*) that scan the ninja's area, a failed check indicates that the spell works but the ninja simply isn't detected. Scrying attempts targeted specifically at the ninja do not work at all if the check fails. The ninja must be at least 12th level to select this secret.

**Ghostly Sight (Su):** A ninja with this secret can see invisible and ethereal creatures as easily as she sees material creatures and objects. The ninja must be at least 14th level to select this secret.

**Ghostly Walk (Su):** A ninja with this secret can spend 2 points from his *ki* pool to enter the Ethereal Plane for an extended period of time. This ability functions as the *ethereal jaunt* spell with a caster level equal to the ninja's class level. The ninja must be at least 18th level to select this secret.

**Improved Evasion (Ex):** This works like evasion, except that while the ninja still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless ninja does not gain the benefit of improved evasion.

**Master Escape Artist (Ex):** By spending 1 *ki* point, the ninja can slip out of bonds, grapples and even the effects of confining or restraining spells more easily. This effect duplicates a *freedom of movement* spell with a caster level equal to the ninja's class level. This can only be done if he is wearing no armor and carrying no more than a heavy load.

**Slippery Mind (Ex):** This secret represents the ninja's ability to wriggle free from effects that would otherwise control or compel him. If a ninja with the slippery mind secret is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He only gets this one extra chance to reroll his saving throw.

**Poison Immunity (Ex):** At 12th level the ninja becomes immune to any and all poisons, allowing him to carry any contact, ingested, or inhaled poison in his mouth

with no risk of poisoning himself. As an attack action he can spit this poison at an opponent. To hit his opponent with this attack he only has to make an attack roll vs. his opponents touch AC.

**Hide in Plain Sight (Su):** At 14th level, a ninja can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, a ninja can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow. He can use this ability in combination with his Ghostly Stealth ability.

**Swift Poison Use (Ex):** At 15th level, a ninja can apply poison to a weapon as a swift action, instead of as a move action.

**True Death (Su):** At 16th level, anyone slain by a ninja's death strike becomes more difficult to bring back

from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the ninja's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the ninja's level.

**Greater Ki Dodge (Su):** At 18th level, a ninja's *ki* dodge ability grants total concealment (50% miss chance).

**Swift Death (Ex):** At 20th level, once per day, a ninja can make a death strike against a foe without studying the foe beforehand. He must still sudden strike his foe using a melee weapon that deals damage.

**TABLE 3-7: SAMURAI**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Ancestral daisho, daisho proficiency
2nd	+2	+3	+0	+0	Two swords as one
3rd	+3	+3	+1	+1	Kiai smite 1/day
4th	+4	+4	+1	+1	Ancestral daisho
5th	+5	+4	+1	+1	Iaijutsu master
6th	+6/+1	+5	+2	+2	Ki daisho (keen), staredown
7th	+7/+2	+5	+2	+2	Kiai smite 2/day
8th	+8/+3	+6	+2	+2	Ancestral daisho, Improved Initiative
9th	+9/+4	+6	+3	+3	Off-hand expertise
10th	+10/+5	+7	+3	+3	Ki daisho (lawful), mass staredown
11th	+11/+6/+1	+7	+3	+3	Improved two swords as one, kiai smite 3/day
12th	+12/+7/+2	+8	+4	+4	Ancestral daisho
13th	+13/+8/+3	+8	+4	+4	Razor's edge
14th	+14/+9/+4	+9	+4	+4	Ki daisho (great cleave), improved staredown
15th	+15/+10/+5	+9	+5	+5	Kiai smite 4/day
16th	+16/+11/+6/+1	+10	+5	+5	Ancestral daisho, greater two swords as one
17th	+17/+12/+7/+2	+10	+5	+5	Lethal strike
18th	+18/+13/+8/+3	+11	+6	+6	Ki daisho (adamantine),
19th	+19/+14/+9/+4	+11	+6	+6	Kiai smite 5/day
20th	+20/+15/+10/+5	+12	+6	+6	Ancestral daisho, frightful presence

## SAMURAI

Stalwart warriors, matchless bravery, and a strict code of honor; these are the heritage of the samurai warrior. Samurai are noble soldiers, who with courage and honor, are often in the service of a lord, general, or other leader worthy of their loyalty. They have a reputation for being tenacious in battle, and their mere presence is often enough to make dishonorable enemies slink away in the darkness. A samurai is perhaps best known for their legendary skill with the blade. They spend untold hours learning to use the katana and wakizashi with precision and deadly skill, lessons in manners and etiquette, and relentless instruction in the tenets of bushido—the “Way of the Warrior”. This code demands total obedience to one’s lord, bravery in the face of utmost peril, and honor and respect to superiors, peers, and lesser alike. They rely upon this code for guidance on moral and ethical issues, and are stoic in demeanor and implacable where matters of honor and justice are concerned. Duty, loyalty, heroic courage, sincerity, courtesy, and compassion are other principles to which a samurai strives to uphold.

**Role:** Samurai are skilled combatants who cow their enemies with their dazzling display of swordsmanship, fixed stares, and indomitable force of personality. Adherence to the way of the warrior, in conjunction with their martial training makes the samurai formidable opponents with a singular purpose of mind.

**Alignment:** Any lawful

**Hit Die:** d10

### Class Skills

The samurai’s class skills are Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility) (Int), Ride (Dex), and Sense Motive (Wis).

**Skill Ranks Per Level:** 2 + Int modifier.

### Class Features

All the following are class features of the samurai.

**Weapon and Armor Proficiency:** Samurai are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), but not with shields.

**Ancestral Daisho:** All samurai begin play with the ancestral daisho—a masterwork katana and wakizashi. These are typically heirlooms that once belonged to their ancient ancestors and passed down from generation to generation, though some are more recent and specially crafted to the specifications of a samurai who is just beginning this ancient tradition. When first crafted, these weapons were invoked with the spirits of the samurai’s family ancestors. Thus, protecting them is a point of great personal honor to the samurai.

As a samurai gains experience, his ancestral spirits begin to awaken the latent supernatural abilities of his ancestral daisho, as long as he has remained true to his honor and the path of bushido.

Beginning at 4th level, a samurai’s ancestral daisho become +1 weapons, and are treated as magic weapons for the purpose of overcoming damage reduction. Every four levels thereafter, the katana’s magical enhancement improves by +1, to a maximum of +5 at 20th level. Subsequently, every eight levels thereafter, the wakizashi’s magical enhancement increases by +1, to a maximum of +3 at 20th level. In the hands of anyone but the samurai to whom the daisho is attuned, these weapons function only as masterwork weapons.

Should at anytime the samurai break his personal code of honor, or lose his status as a samurai, his ancestral

daisho loses their magical enchantments and revert back to masterwork weapons.

**Daisho Proficiency (Ex):** In melee combat, a samurai favors their ancestral daisho— the katana (a masterwork bastard sword) and the wakizashi (a masterwork shortsword). Because a samurai is trained in their use, he gains the Exotic Weapon Proficiency (bastard sword) as a bonus feat.

**Two Swords as One (Ex):** At 2nd level, a samurai has learned to wield the katana and wakizashi together. He is treated as having the Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Kiai Smite (Ex):** Once per day, a samurai of 3rd level or higher can give a great cry during combat that invigorates him. When a samurai shouts (a free action), his next attack gains a bonus on both the attack and damage rolls equal to his Charisma modifier (minimum +1).

At 7th level, and at every four levels thereafter, the samurai may kiai smite one additional time per day, as indicated on **Table 3-7**, to a maximum of five times per day at 19th level.

**Iaijutsu Master (Ex):** By 5th level, a samurai has become adept at iaijutsu, a fighting technique that concentrates on drawing his weapon and striking a foe in one fluid motion. He is treated as having the Quick Draw feat, but only when he draws his katana or wakizashi.

**Ki Daisho (Su):** At 6th level, a samurai's daisho becomes enhanced through his own *ki*, supernatural energy bestowed upon him by his ancestral spirits which enhances his ancestral daisho's power. At 6th level, a samurai's *ki* allows his daisho attacks to be treated as keen, doubling his daisho's threat range. His *ki* daisho improve with the character's samurai level. At 10th level, his daisho are treated as lawful (axiomatic) weapons for the purpose of overcoming damage reduction. At 14th level, a samurai is considered to have the Great Cleave feat when making attacks with his daisho, even if he does not meet the prerequisites for that feat. At 18th level, his daisho are treated as adamantine weapons for the purpose of overcoming damage reduction and bypassing hardness.

**Staredown (Ex):** At 6th level, a samurai becomes able to strike fear into his foes by his mere presence. He gains a +4 bonus on Intimidate skill checks and can demoralize an opponent (as described in the Intimidate skill description).

**Improved Initiative (Ex):** At 8th level, the samurai has practiced iaijutsu techniques used in ritual duels between two samurai, and he is able to anticipate when any enemy will attack. He now has the Improved Initiative feat. If he already has this feat, he can select another combat feat that he qualifies for.

**Off-Hand Expertise (Ex):** At 9th level, a samurai becomes more skilled with his off-handed weapon. He is treated as having the Double Slice feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Mass Staredown (Ex):** At 10th level, a samurai has sufficient presence that he can cow multiple foes. Using an Intimidate skill check, the samurai can demoralize all opponents within 30 feet with a single standard action.

**Improved Two Swords as One (Ex):** At 11th level, a samurai's prowess with the katana and wakizashi improves. He is treated as having the Improved Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Razor's Edge (Ex):** At 13th level, a samurai sacrifices an attack to increase his overall precision. He is treated as having the Vital Strike feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Improved Staredown (Ex):** At 14th level, even a glance from the hard eyes of a samurai is enough to give his foes pause. The samurai can demoralize opponents within 30 feet as a move action, not a standard action.

**Greater Two Sword as One (Ex):** At 16th level, fighting with a katana and wakizashi becomes second nature for a samurai. He is treated as having the Greater Two-Weapon Fighting feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Lethal Strike (Ex):** At 17th level, a samurai's attacks become life threatening to everyone he hits. He is treated as having the Improved Vital Strike feat when wielding a katana and wakizashi, even if he does not meet the prerequisites for that feat.

**Frightful Strike (Ex):** A 20th-level samurai's bravery, honor, and fighting prowess have become legendary. When the samurai draws his blade, opponents within 30 feet must succeed on a Will save (DC 20 + samurai's Cha modifier) or become panicked for 4d6 rounds (if they have 4 or fewer Hit Dice) or shaken for 4d6 rounds (if they have from 5 to 19 Hit Dice). Creatures with 20 or more Hit Dice are not affected. Any foe that successfully resists the effect cannot be affected again by the same samurai's frightful presence for 24 hours.

In addition, the samurai gains a +2 bonus on attack rolls made to confirm critical hits with his katana and wakizashi. If the samurai has the Critical Focus feat with either of these weapons, the effects stack.

## Ex-Samurai

A samurai who ceases to be lawful or who commits an act of grave dishonor loses all samurai class features that depend on Charisma or Charisma-based checks. Minor embarrassments don't count, but major breaks with the code of bushido do. Acts that could lose a samurai his status include disobeying an order from a superior officer or feudal lord, fleeing in cowardice from an important battle, being caught in a major lie or other breach of integrity, and appallingly rude behavior. A disgraced character may not progress any farther as a samurai. He



regains his class features and the ability to advance in the class if he atones for his violations (see the *atonement* spell), assuming the feudal lord offers a chance at redemption. (Some feudal lords demand seppuku or ritual suicide as the only act that cleanses the stain of dishonor).

Like a member of any other class, a samurai may be a multiclass character, but multiclass samurai face a special restriction. A samurai who gains a level in any class other than samurai may never again raise his samurai level, though he retains all his current samurai abilities. The way

of the samurai demands constant adherence to the code of bushido. Samurai may sometimes take levels in particular prestige classes without violation of this code (such as the kensai, the knight protector, or the dwarven defender). The DM may also designate other prestige classes available to the samurai.

Some disgraced samurai take levels in the ronin prestige class, which gives them a chance to regain their lost class features.

**TABLE 3-8: SCOUT**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skirmish +1d6, trapfinding
2nd	+1	+0	+3	+0	Battle fortitude +1, uncanny dodge
3rd	+2	+1	+3	+1	Fast movement +10 ft., skirmish (+1 AC), trackless step
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Evasion, skirmish (+2d6)
6th	+4	+2	+5	+2	Flawless stride
7th	+5	+2	+5	+2	Skirmish (+2 AC)
8th	+6/+1	+2	+6	+2	Camouflage, bonus feat
9th	+6/+1	+3	+6	+3	Skirmish (+3d6)
10th	+7/+2	+3	+7	+3	Blindsense 30 ft.
11th	+8/+3	+3	+7	+3	Battle fortitude +2, fast movement +20 ft., skirmish (+3 AC)
12th	+9/+4	+4	+8	+4	Bonus feat
13th	+9/+4	+4	+8	+4	Skirmish (+4d6)
14th	+10/+5	+4	+9	+4	Hide in plain sight
15th	+11/+6/+1	+5	+9	+5	Skirmish (+4 AC)
16th	+12/+7/+2	+5	+10	+5	Bonus feat
17th	+12/+7/+2	+5	+10	+5	Skirmish (+5d6)
18th	+13/+8/+3	+6	+11	+6	Free movement
19th	+14/+9/+4	+6	+11	+6	Blindsight 30 ft., Skirmish (+5 AC)
20th	+15/+10/+5	+6	+12	+6	Battle fortitude +3, bonus feat, master reconnoiter

## SCOUT

Scouts excel in performing during running battles, which allow him to maximize his special fighting techniques and high movement rate. Although a scout can hold his own in a fight, he's at his best before combat begins, when he can use his powers of stealth and observation to find an enemy and give his companions accurate information about what they face. A scout's adaptable nature allows them to perfect a wide variety of skills, such as trying to spot and hide from large groups of foes. They often move ahead of a group for brief periods, stealthily checking the next room or forest clearing for foes, and then circling back again to ensure that enemies are not sneaking up on their group members from behind. When combat is joined however, the group remains as a stable base to which a scout can fall back when pressed.

**Role:** Scouts excel at hit-and-run tactics, finding the enemy before they find him, advanced reconnaissance, and serving as a rear guard. They provide support for fighters by confusing and distracts the enemy through their use of stealth and subterfuge.

**Alignment:** Any. Scouts in military service are usually lawful.

**Hit Die:** d8

### Class Skills

A scout's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Linguistics (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Rope (Dex).

**Skill Points per Level:** 8 + Int modifier.

### Class Features

All of the following are class features of the scout.

**Weapon and Armor Proficiency:** Scouts are proficient with all simple weapons, plus the handaxe, throwing axe, short sword, and shortbow. Scouts are proficient with light armor, but not with shields.

**Skirmish (Ex):** A scout relies on mobility to deal extra damage and improve his defense. He deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (+2d6 at 5th, +3d6 at 9th, +4d6 at 13th, and +5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armor Class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of his next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armor or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

**Trapfinding (Ex):** Scouts can use the Perception skill to locate traps with a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 10, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Scouts can use Disable Device to disarm a trap or magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

**Battle Fortitude (Ex):** At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Uncanny Dodge (Ex):** At 2nd level, a scout retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. He still loses his Dexterity bonus to AC if immobilized. If a scout already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

**Fast Movement (Ex):** Starting at 3rd level, a scout gains a +10 foot enhancement bonus to his base land speed. At 11th level, this bonus increases to +20 feet. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load. Apply this bonus before modifying the scout's speed because of any load carried or armor worn.

**Trackless Step (Ex):** At 3rd level, a scout leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

**Bonus Feats:** At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile Maneuvers, Alertness, Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Deadly Aim, Dodge, Endurance, Far Shot, Great Fortitude, Improved Initiative, Improved Precise Shot, Iron Will, Lightning Reflexes, Lightning Stance, Many Shot, Mobility, Pinpoint Targeting, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Weapon Finesse, Wind Stance. He must meet all the prerequisites for the feat.

**Evasion (Ex):** At 5th level, a scout 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 scout is wearing no armor and is carrying no more than a light load. A helpless scout does not gain the benefit of evasion.

**Flawless Stride (Ex):** At 6th level, a scout can move through any sort of terrain that slows movement (such as

undergrowth, rubble, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. This ability does not let him move more quickly through terrain that requires a Climb or Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Camouflage (Ex):** A scout of 8th level or higher can use the Stealth skill to hide in any sort of natural terrain, even if the terrain doesn't grant cover or concealment. He loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Blindsense (Ex):** At 10th level, a scout gains the blindsense ability out to 30 feet. This ability functions as described on page 306 of the *Monster Manual*.

**Hide in Plain Sight (Ex):** While in any sort of natural terrain, a scout of 14th level or higher can use the Stealth skill even while being observed. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Free Movement (Ex):** At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a *freedom of movement* spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armor or when carrying a medium or heavy load.

**Blindsight (Ex):** A 19th-level scout gains the blindsight ability out to 30 feet. His senses become so acute that he can maneuver and fight flawlessly even in total darkness. *Invisibility*, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

**Master Reconnoiter (Ex):** A scout of 20th level becomes a master reconnoiter. He can always move at full speed while using Stealth to follow enemy forces without penalty. He gains a +5 competence bonus on all Perception and Knowledge checks. He can, as a standard action, make a single attack against one enemy at his full attack bonus. If the attack hits, the target takes double the scout's skirmish damage (+10d6), and must make a Fortitude save or take 1d6 Constitution damage. The DC of this save is equal to 20 plus the scout's Wisdom modifier. A scout can choose instead to deal an amount of nonlethal damage equal to his current hit points. A successful save negates this damage. A scout can use this ability a number of times per day equal to his Wisdom modifier, but may not use it against the same creature more than once in a 24-hour period.

**TABLE 3-9: SHAMAN**

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	+2	+0	+2	Affinity power, detect spirits, orisons spirit guide, wild empathy	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Affinity power, chastise spirits	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Blessing of the spirits	5	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Affinity power	6	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Follow the guide	6	4	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Ghost warrior	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+5	Warding of the spirits	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Affinity power	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+6		6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Guide magic	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+7	Recall spirit	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+4	+8	Affinity power	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+8	Exorcism	6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+4	+9		6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+9	Weaken spirits	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+5	+10	Affinity power	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+10	Spirit journey	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+11		6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+11	Favored of the spirits	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+12	Affinity power, spirit who walks	6	6	6	6	6	6	6	6	6

## SHAMAN

Master of the spirit world, the shaman follows a nontraditional path to divine power. His world is filled with powerful, living spirits, some helpful and some malign. By bargaining with these spirits, the shaman gains power over the natural world and mighty, divine magic with which to aid his comrades or smite his enemies. Shamans perceive a world that no other class truly understands. As such, they feel it is their duty to advise their comrades and protect them from the wrath of the spirits. He pursues a mystic spirituality of transcendent union with nature rather than devoting himself to a divine entity. He combines ancestral worship with animal and nature worship. Shamans serve as mediators between the human world and the spirit world and ensure that humans and other humanoids respect the spirits as is only right and proper.

**Role:** Shamans draw their divine magic from the world of spirits, allowing them to shore up their allies and strike down their foes. Those who seek to venerate helpful spirits seek to assist and protect others, while those who revere dark and vengeful spirits promote chaos and suffering. In any case, shamans prefer to maximize their power toward offense and aid for their companions in battle.

**Alignment:** Any

**Hit Die:** d8

## Class Skills

The shaman's class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All the following are class features of the shaman.

**Weapon and Armor Proficiency:** Shamans are proficient with club, dagger, dart, handaxe, javelin, longspear, quarterstaff, shortspear, spear, sling, short bow, throwing axe, and with light armor and shields (but not tower).

**Spells:** A shaman casts divine spells, which are drawn from the druid spell list. He can cast any spell he has retrieved, much like a bard or sorcerer can cast any spell he knows without preparing it ahead of time.

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

Like other spellcasters, a shaman can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on the Shaman Spells Retrieved per Day table. In addition, he receives bonus spells per day if he has a high Wisdom score. He does not have access to any domain spells or granted powers.

A shaman's selection of spells is extremely limited. However, each day a shaman may change the spells he knows. When a shaman meditates to regain his daily allotment of spells, he sends forth his spirit guide to bargain with the spirits and retrieve knowledge of the specific spells he will be able to use that day. He can cast any spell he has retrieved at any time, assuming he has not yet used up his spells per day for the spell level.

**TABLE 3-10: SHAMAN SPELLS RETREIVED**

Shaman Level	Spells Retrieved Per Day									
	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	3	2	—	—	—	—	—	—	—	—
2nd	4	2	—	—	—	—	—	—	—	—
3rd	4	3	—	—	—	—	—	—	—	—
4th	4	3	1	—	—	—	—	—	—	—
5th	4	3	1	—	—	—	—	—	—	—
6th	4	4	2	1	—	—	—	—	—	—
7th	4	4	2	1	—	—	—	—	—	—
8th	4	4	2	2	1	—	—	—	—	—
9th	4	4	3	2	1	—	—	—	—	—
10th	4	4	3	2	2	1	—	—	—	—
11th	4	4	3	3	2	1	—	—	—	—
12th	4	4	4	3	2	2	1	—	—	—
13th	4	4	4	3	3	2	1	—	—	—
14th	4	4	4	3	3	2	2	1	—	—
15th	4	4	4	4	3	3	2	1	—	—
16th	4	4	4	4	4	3	2	2	1	—
17th	4	4	4	4	4	3	3	2	1	—
18th	4	4	4	4	4	4	3	3	2	1
19th	4	4	4	4	4	4	3	3	3	2
20th	4	4	4	4	4	4	4	3	3	3

If a shaman knows any metamagic feats, he applies them to his spells when he retrieves his spells for the day. A shaman cannot choose to alter his spells with metamagic feats on the fly, as other spontaneous casters do. They also do not have an increased casting time when using metamagic feats, as sorcerers do.

Each shaman must choose a time at which he must spend 1 hour in quiet meditation to regain his daily allotment of spells and bargain with the spirits for the specific spells he knows on that day.

**Orisons:** Shaman can prepare a number of orisons, or 0-level spells, each day, as noted on Table 3–10 under “Shaman Spells Retrieved.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

**Bonus Languages:** A shaman’s bonus language options include Sylvan, the language of woodland creatures and fey, and Elemental, the language of the elemental planes. These choices are in addition to the bonus languages available to the character because of his race.

**Detect Spirits (Sp):** A shaman’s spirit guide perceives nearby spirits. At will, the shaman can use detect spirits as a spell-like ability. It functions just like detect undead, except it detects creatures that are considered spirits (see Spirits Defined).

**Spirit Guide:** All shamans have a spirit guide, a personification of the spirit world. In some sense, a shaman and his spirit guide are one being, each knowing, seeing and experiencing the same things. Unlike a familiar, a spirit guide is not a separate entity from a shaman. He is the only one who can perceive or interact with his guide. It exists only inside his mind and soul. The shaman’s spirit guide confers greater awareness, and grants him the Alertness feat. The spirit guide grants additional abilities at 5th and 10th level.

The exact form of the spirit guide is chosen by the shaman at 1st level, usually for the qualities it represents, as shown on the Spirit Guide table. The exact form of a spirit guide is purely personal preference, and confers no special advantages or disadvantages. A shaman will often regard real world animals he encounters that are the same as his spirit guide as sacred, serving as a sign or omen of its blessing upon him.

**SPIRIT GUIDE TABLE**

Animal	Qualities
Badger	orderliness, tenacity
Bear	strength, endurance
Buffalo	abundance, good fortune
Cougar	balance, leadership
Coyote	humor, trickiness
Crane	balance, majesty
Crow	Intelligence, resourcefulness
Eagle	perception, illumination
Elk	pride, power, majesty
Fox	cleverness, discretion
Hawk	awareness, truth
Lizard	elusiveness
Otter	joy, laughter
Owl	wisdom, night
Rabbit	conquering fear, safety
Raccoon	curiosity
Scorpion	defense, self-protection
Snake	power, life force, potency
Spider	interconnectedness, industry
Turtle	love, protection
Vulture	vigilance, death
Wolf	loyalty, interdependence

**Affinity Power:** A shaman must choose one spirit type (ancestral, animal, or nature) with which they have a special affinity. Each affinity grants the shaman powers associated with their spirit affinity from which they can draw upon. A shaman gains additional powers at each level shown on the Spirit Affinity Power list. These powers are similar to a cleric’s domain powers.

**Wild Empathy (Ex):** Guided by his insight into animal spirits, a shaman can use body language, vocalizations, and demeanor to improve the attitude of an animal (a monster of the animal type). This ability functions just like a Diplomacy check made to improve the attitude of a person. The shaman rolls 1d20 and adds his shaman level and his Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the shaman and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute (as with influencing people, use of this ability might make more or less time).

A shaman cannot use this ability to influence a magical beast.

**Chastise Spirits (Su):** Beginning at 2nd level, a shaman can use divine energy granted by his patrons in the spirit world to damage hostile spirits.

Chastising spirits is a standard action that deals 1d6 points of damage per shaman level to all spirits within 30 feet of the shaman. The affected spirits get a Will save (DC 10 + shaman level + Cha modifier) for half damage.

When using this ability against incorporeal creatures, a shaman does not have to roll the normal 50% miss chance—the effect hits the spirits automatically. A shaman can use this ability a number of times per day equal to 3 + his Charisma modifier.

**Blessing of the Spirits (Sp):** Starting at 3rd level, a shaman can perform a special rite to gain a special blessing. The shaman goes into a meditative state in which he travels to the spirit world. Performing the rite requires 10 minutes; the shaman can only ward himself with this ability and cannot perform the rite for anyone else. The blessing functions just like *protection from evil*, except it protects against spirits until it is dismissed or dispelled. If this ability is dispelled, the shaman can recreate it simply by taking 10 minutes to do so.

**Follow the Guide (Su):** At 5th level and higher, a shaman's spirit guide helps him maintain control of his mind. If a shaman is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He only gets this one extra chance to succeed on his saving throw.

**Ghost Warrior (Su):** Beginning at 6th level, a shaman confers the *ghost touch* special ability to any weapon he holds for as long as he holds it. He also becomes resistant to the touch attacks of incorporeal creatures, and may use his normal Armor Class (not his touch AC) against any touch attack delivered by an incorporeal creature.

**Warding of the Spirits (Sp):** Starting at 7th level, a shaman can perform a special rite once per day to ward himself and his companions against hostile spirits. Performing the rite requires 1 minute. The warding lasts for 10 minutes per level, but otherwise functions like *magic circle against evil*, except it protects against spirits.

**Guide Magic (Su):** Starting at 10th level, as a free action, a shaman can assign his spirit guide the task of concentrating on a spell or spell-like ability that is maintained through concentration. The shaman can act normally while his spirit guide does so. A spirit guide can concentrate on only one spell at a time. If necessary to maintain the spell, the spirit guide makes Spellcraft checks for the shaman, using the shaman's normal Spellcraft modifier. A spirit guide does not have to make Spellcraft checks for circumstances such as the shaman taking damage. The spirit guide itself is not present for anyone to interrupt or otherwise interact with.

**Recall Spirit (Sp):** At 11th level, a shaman gains the ability to call back the spirit of a dead creature before the spirit of the deceased has completely left the body. Once per week, he can reconnect a spirit to its body, restoring

life to a recently deceased creature. The ability must be used within 1 round of the victim's death. This ability functions like *raise dead*, except that the raised creature receives no level loss, no Constitution loss, and no loss of spells. The creature is only restored to -1 hit points (but is stabilized).

**Exorcism (Su):** Starting at 13th level, as a full-round action, a shaman can force a possessing creature or spirit out of the body it inhabits (such as a ghost with a malevolence ability). To exorcise a possessing creature, he makes a class level check (adding his Charisma modifier, if any), against a DC of 10 + the possessing creature's HD + its Charisma modifier (if any). If his result equals or exceeds the DC, he succeeds in forcing the possessor from the body, with normal results based on its method of possession. A spirit so exorcised cannot attempt to possess the same victim for 24 hours.

**Weaken Spirits (Su):** At 15th level and higher, a shaman can choose to strip spirits of their defenses instead of damaging them with his chastise spirits ability. When a spirit is weakened, it loses its spell resistance and any damage reduction overcome by magic, silver, cold iron, and aligned weapons (but not damage reduction overcome by adamantine weapons, or not overcome by anything). In addition, an incorporeal spirit loses its immunity to nonmagical attacks, its 50% chance to ignore damage from corporeal sources, and its ability to move into or through objects.

To weaken spirits, a shaman uses his chastise spirits ability but chooses to do less damage in exchange for weakening the spirits for a short time. For each 3d6 of chastise spirit damage the shaman foregoes, the affected spirits are weakened for 1 round. Spirits that make their Will save against the chastise spirits damage are unaffected by the weakening effect (but still take half the damage).

**Spirit Journey (Sp):** At 17th level, a shaman knows how to vanish bodily into the spirit world, once per day. This ability functions like the spell *shadow walk*, except that a shaman can only transport himself. He need not use the ability in a shadowy area, and he travels through the Plane of Spirits, not the Plane of Shadows.

**Favored of the Spirits (Sp):** At 19th level, a shaman learns how to perform a special rite that guards him from death. Performing the rite requires 8 hours, and the shaman must bargain away part of his life force, expending 1,000 experience points. The rite's effect lasts until it is dismissed or discharged.

While under the protection of this rite, a shaman instantly receives the benefit of a *heal* spell (caster level equal to his shaman level) if he is reduced to 0 hit points or lower or has any ability score reduced to 0. The shaman receives the spell's effect immediately, even if reduced to -10 hit points or lower by an enemy attack, and thus may survive a blow that otherwise would have killed him. The

rite’s protection is discharged once it is triggered, and the shaman must perform a new rite to use this ability again.

**Spirit Who Walks (Ex):** At 20th level, a shaman becomes one with the spirit world. He is thereafter, treated as a fey instead of humanoid for purpose of spells and magical effects. Additionally, he gains damage reduction 5/cold iron, and becomes immune to all compulsion spells and effects.

**Spirits Defined**

Several of the shaman’s abilities affect spirits. For the purposes of the shaman’s abilities, a “spirit” encompasses a variety of creatures. These include: all incorporeal undead, all fey, all elementals, creatures in astral form or with astral bodies (but not a creature physically present on the Astral Plane), all creatures of the spirit subtype (see *Oriental Adventures*), Spirit folk and telthors (see *Unapproachable East*), and spirit creatures created by such as *dream sight* or *wood wose*. In the shaman’s worldview, elementals and fey are simply spirits of nature, and incorporeal undead are the spirits of the dead.

**SHAMAN AFFINITY POWERS**

Shaman chose one spirit subtype with which they are more in tune with than the others. Due to this special kinship, they gain a number of abilities based on the spirit subtype.

Affinity powers grant one ability at 1st level, 2nd level, 4th level, 8th level, 12th level, 16th level, and 20th level, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action.

The shaman’s level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell’s level + the caster’s Charisma modifier. Affinity powers that mimic spells are spell-like abilities, while the others are supernatural.

**Ancestral Spirit Affinity**

**Granted Power:** Gain a +2 competence bonus on Diplomacy and Knowledge (history) checks.

**Caster**

**Level    Ability**

**1st**    *Ancestral Enlightenment* (Su): You can summon an ancestral spirit and channel some of the ancestor’s karmic power into yourself a number of times per day equal to your Charisma bonus (minimum once, even with a Charisma penalty). This guidance grants you a +2 insight bonus on any skill check. This bonus increases to +4 at 8th level, and +6 at 16th level.

**2nd**    *Speak with Dead* (Sp): You can cast *Speak with Dead* 1/day per 2 caster levels you possess.

**4th**    *Ancestral Wrath* (Su): An ancestral spirit aids you by smiting your foes. Once per day you can deal 1d6 damage per 2 levels you possess (maximum 5d6) against a single foe. Against undead, your

ancestral spirit deals 1d6 damage per level to a maximum of 10d6.

**8th**    *Spirit Form* (Su): You can assume the form of a spirit, an incorporeal entity that appears as you do, for a number of rounds equal to your caster level. These rounds do not need to be consecutive. While incorporeal, you gain all the advantages of the incorporeal subtype, including immunity to all nonmagical attack forms, a 50% chance to ignore damage from any corporeal source, and the ability to enter or pass through solid objects. You lose any armor or natural armor bonuses to AC, but gain a deflection bonus equal to your Charisma modifier (minimum +1). You have no Strength score against corporeal creatures or objects and cannot make physical attacks against them, but you do gain the ability to make a melee touch attack (add your Dexterity modifier to your attack roll) that deals 1d6 points of damage to a corporeal target. This effect is treated as a magic weapon for the purpose of overcoming damage reduction.

**12th**    *Commune with Ancestral Spirits* (Su): You send your mind to another plane of existence (specifically the Plane of Spirits) in order to receive advice and information from the spirit of an ancestor or some other individual creature who has departed from the mortal world. This ability can be used 1/day, and otherwise functions as the *contact other plane* spell, except for the following alterations:

First, you can only contact three types of spirits: ancestral (whether recently or long ago departed), a recently departed creature (up to 50 years ago), or a long ago departed creature (more than 50 years ago). To determine the probability of each spirit giving a correct answer, use the following entries from the Plane Contacted table of the *contact other plane* spell.

*Ancestral spirit:* Outer Plane, lesser  
*Recently departed spirit:* Outer Plane, demideity  
*Long ago departed spirit:* Astral Plane

In addition, when using this ability, you receive no Intelligence and Charisma decrease as you might when using the *contact other plane* spell.

**16th**    *Legend Lore* (Sp): You can cast *legend lore* 1/day.  
**20th**    *Astral Projection* (Sp): You can cast *astral projection* 1/day.

**Animal Spirit Affinity**

**Granted Power:** Gain a +2 competence bonus on Handle Animal and Knowledge (nature) checks.

**Caster**

**Level    Ability**

<b>1st</b>	<i>Summon Companion</i> (Su): As a standard action, you can summon one animal to aid you as per <i>summon nature's ally I</i> . The creature remains until you dismiss it, and you can never have more than one such creature in your service at one time. Once the creature dies or is dismissed, you must wait 1 hour before summoning another. At 6th level, and every four levels thereafter, you may summon a more powerful companion, increasing the <i>summon nature's ally</i> spell by 1 (II at 6th level, III at 10th, IV at 14th, and V at 18th).
<b>2nd</b>	<i>Speak with Animals</i> (Sp): You can cast <i>speak with animals</i> 1/day per 2 caster levels you possess.
<b>4th</b>	<i>Bestial Vigor</i> (Sp): You can cast either <i>bear's endurance</i> , <i>bull's strength</i> , <i>cat's grace</i> , <i>eagle's splendor</i> , <i>fox's cunning</i> , or <i>owl's wisdom</i> 1/day.
<b>8th</b>	<i>Animal Form</i> (Su): You can assume the form of any animal you can summon using your <i>summon companion</i> ability for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as <i>beast shape III</i> .
<b>12th</b>	<i>Commune with Animal Spirits</i> (Sp): You can commune with a great animal spirit from the Plane of Spirits and ask it questions. This ability otherwise functions as <i>commune</i> .
<b>16th</b>	<i>Animal Shapes</i> (Sp): You can cast <i>animal shapes</i> 1/day.
<b>20th</b>	<i>Shapechange</i> (Sp): You can cast <i>shapechange</i> 1/day.

### Nature Spirit Affinity

**Granted Power:** Gain a +2 competence bonus on Knowledge (nature) and Survival checks.

### Caster

#### Level Ability

<b>1st</b>	<i>Endure Nature's Wrath</i> (Su): As a standard action, you can cast <i>endure elements</i> . At 4th level, when you activate this ability, you also gain resistance 10 to cold or fire, depending upon your initial choice of enduring a hot or cold environment, for 10 minutes per level. The value of this energy resistance increases to 20 at 8th level, 30 at 12th level.
<b>2nd</b>	<i>Speak with Plants</i> (Sp): You can cast <i>speak with plants</i> 1/day per 2 caster levels you possess.
<b>4th</b>	<i>Nature's Warden</i> (Su): You call upon the spirits of the natural world to make you more at one with them. Your land base speed increases by 10 feet, you can move through any type of terrain and leave neither footprints nor scent, and you gain a +2 natural armor bonus that stacks with other natural armor bonuses. This ability has a duration of 10 minutes per level. This ability can be used 1/day, and otherwise functions as the <i>barkskin</i> , <i>longstider</i> , and <i>pass without trace</i> spells.
<b>8th</b>	<i>Elemental Form</i> (Su): You can assume the form of any elemental of your choice (air, earth, fire, or water), for a number of rounds per day equal to your caster level. These rounds do not need to be consecutive. This ability otherwise functions as <i>elemental body III</i> .
<b>12th</b>	<i>Commune with Nature</i> (Sp): You can cast <i>commune with nature</i> 1/day.
<b>16th</b>	<i>Control Weather</i> (Sp): You can cast <i>control weather</i> 1/day.
<b>20th</b>	<i>Summon Nature's Ally IX</i> (Sp): You can cast <i>summon nature's ally IX</i> 1/day.



**TABLE 3-11: SWASHBUCKLER**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Weapon Finesse
2nd	+2	+3	+3	+0	Grace +1, swashbuckling technique
3rd	+3	+3	+3	+1	Insightful strike
4th	+4	+4	+4	+1	Dodge bonus +1
5th	+5	+4	+4	+1	Combat Reflexes
6th	+6/+1	+5	+5	+2	Swashbuckling technique
7th	+7/+2	+5	+5	+2	Acrobatic charge
8th	+8/+3	+6	+6	+2	Dodge bonus +2, grace +2
9th	+9/+4	+6	+6	+3	Advanced technique
10th	+10/+5	+7	+7	+3	Improved flanking, swashbuckling technique
11th	+11/+6/+1	+7	+7	+3	Lucky
12th	+12/+7/+2	+8	+8	+4	Dodge bonus +3
13th	+13/+8/+3	+8	+8	+4	Acrobatics expert, advanced technique
14th	+14/+9/+4	+9	+9	+4	Grace +3, swashbuckling technique
15th	+15/+10/+5	+9	+9	+5	Weakening critical
16th	+16/+11/+6/+1	+10	+10	+5	Dodge bonus +4
17th	+17/+12/+7/+2	+10	+10	+5	Advanced technique, wounding critical
18th	+18/+13/+8/+3	+11	+11	+6	Swashbuckling technique
19th	+19/+14/+9/+4	+11	+11	+6	Acrobatics master
20th	+20/+15/+10/+5	+12	+12	+6	Crippling critical, dodge bonus +5, grace +4

## SWASHBUCKLER

The swashbuckler embodies agility, rapier wit, daring do and panache. He excels in both combat situations and social interaction, making his highly versatile in any given situation. The swashbuckler has a tendency to leap into action when the call comes, regardless of his personal views. He combines skill and finesse with sheer combat prowess, though he can't dish out quite as much damage as other melee combatants. When able to pick his battles carefully, a swashbuckler becomes a very deadly opponent in combat, who can also hold his own in social situations. Many swashbucklers come from affluent backgrounds, having sought for a more adventurous life style. They often share the element of an urban life, whether the back alleys of a slum or the cultured halls of nobility. Though they tend to view one another as rivals rather than allies, with their need for attention often outweighing their better judgment, such encounters will typically result in friendly competition, sword duels, and occasionally open and heart felt camaraderie.

**Role:** Swashbucklers are able melee combatants who use their silver tongue, speed, agility, and skill with the blade to carve their foes to pieces. They possess natural grace and a magnetic personality, and prefers to work along side those who appreciate agility, and are clever in their approaches to combat and social situations.

**Alignment:** Any

**Hit Die:** d10

### Class Skills

The swashbuckler's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Profession (Wis), Sense Motive (Wis), Swim (Str), and Rope Use (Dex).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

All the following are class features of the swashbuckler.

**Weapon and Armor Proficiency:** Swashbucklers are proficient with all simple and martial weapons, and with light armor, but not with shields.

**Weapon Finesse (Ex):** A swashbuckler gains Weapon Finesse as a bonus feat at 1st level.

**Grace (Ex):** A swashbuckler gains a +1 competence bonus on Reflex saves at 2nd level. This bonus increases to +2 at 8th level, +3 at 14th level, and to +4 at 20th level. A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

**Swashbuckling Technique:** As a swashbuckler gains experience he learns a number of combat maneuvers that aid him and confound his foes. Starting at 2nd level, a swashbuckler gains one swashbuckling technique. He gains an additional swashbuckling technique for every four levels of swashbuckler attained after 2nd level. A swashbuckler cannot select an individual technique more than once.

**Combative Flair:** A swashbuckler may gain a combat feat that he qualifies for in place of a swashbuckler technique.

**Evasion (Ex):** This ability allows a swashbuckler to 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 swashbuckler is wearing light armor or no armor. A helpless swashbuckler does not gain the benefit of evasion.

**Deadly Thrust:** A swashbuckler may take the Vital Strike feat in place of a swashbuckler technique.

*Fast Hand:* A swashbuckler may gain the Quick Draw feat in place of a swashbuckler technique.

*Ledge Walker (Ex):* This ability allows a swashbuckler to move along narrow surfaces at full speed using Acrobatics without penalty.

*Swift Disarm (Ex):* This ability allows a swashbuckler to make any disarm attempt as a swift action.

*Quick Step (Ex):* This ability allows a swashbuckler to take a 5-foot step before and after he makes a full attack.

*Surprise Attacks (Ex):* During the surprise round, opponents are always considered flat-footed to a swashbuckler with this ability, even if they have acted. Opponents who cannot be caught flat-footed (such as through improved uncanny dodge) are immune.

*Weapon Training:* A swashbuckler may gain the Weapon Focus feat in place of a swashbuckler technique.

**Insightful Strike (Ex):** At 3rd level, a swashbuckler becomes able to place his finesse attacks where they deal greater damage. He applies his Intelligence bonus (if any) as a bonus on damage rolls (in addition to any Strength bonus he may have) with any light weapon, as well as any other weapon that can be used with Weapon Finesse, such as rapier, whip, or spiked chain. Targets immune to sneak attacks and critical hits are immune to the swashbuckler's insightful strike. A swashbuckler cannot use this ability when wearing medium or heavy armor or when carrying a medium or heavy load.

**Dodge Bonus (Ex):** At 4th level, a swashbuckler is trained at focusing his defenses on a single opponent in melee. During his action, he may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. He can select a new opponent on any action. This bonus increases by +1 at every five levels after 4th (+2 at 8th level, +3 at 12th, +4 at 16th, and +5 at 20th). A swashbuckler loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

If the swashbuckler also has the Dodge feat he need not designate the same target for this ability as for the Dodge feat. (If he designates the same target, the bonuses stack.)

**Combat Reflexes (Ex):** A swashbuckler gains Combat Reflexes as a bonus feat at 5th level.

**Acrobatic Charge (Ex):** At 7th level, a swashbuckler gains the ability to charge in situations where others cannot. He may charge over difficult terrain that normally slows movement. This ability enables him to run down steep stairs, leap down from a balcony, or to tumble over tables to get to his target. Depending on the circumstance, he may still need to make appropriate checks to successfully move over the terrain.

**Advanced Technique:** At 9th level, and every four levels thereafter, a swashbuckler can choose one of the following techniques in place of a swashbuckler technique.

*Bonus Feat:* A swashbuckler may gain any feat that he qualifies for in place of a swashbuckling technique.

*Defensive Roll (Ex):* The swashbuckler can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the swashbuckler can attempt to roll with the damage. To use this ability, the swashbuckler must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if he is denied his Dexterity bonus to AC, he can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, the swashbuckler's evasion ability does not apply to the defensive roll.

*Deft Combat:* A swashbuckler may gain either the Spring Attack, Stunning Defense, or Whirlwind Attack combat feat, even if he does not meet the prerequisites for that feat.

*Improved Evasion (Ex):* This ability works like evasion, except that while the swashbuckler still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless swashbuckler does not gain the benefit of improved evasion.

*Opportunist (Ex):* Once per round, the swashbuckler can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character. This attack counts as the swashbuckler's attack of opportunity for that round. Even a swashbuckler with the Combat Reflexes feat can't use the opportunist ability more than once per round.

*Slippery Mind (Ex):* This ability represents the swashbuckler's ability to wriggle free from magical effects that would otherwise control or compel him. If a swashbuckler with slippery mind is affected by an enchantment spell or effect and fails his saving throw, he can attempt it again 1 round later at the same DC. He gets only this one extra chance to succeed on his saving throw.

**Improved Flanking (Ex):** A swashbuckler of 10th level or higher who is flanking an opponent gains a +4 bonus on attacks instead of a +2 bonus. (Other characters flanking with the swashbuckler don't gain this increased bonus.)

**Lucky (Ex):** Many swashbucklers live by the credo "Better lucky than good." Once per day, a swashbuckler of 11th level or higher may reroll any failed attack roll, skill check, or saving throw. The character must take the result of the reroll, even if it's worse than the original roll.

**Acrobatics Expert (Ex):** At 13th level, a swashbuckler becomes so certain in the use of his Acrobatics skill that he can use it reliably even under adverse conditions. When making an Acrobatics check, a swashbuckler may take 10 even if stress and distractions would normally prevent him from doing so.

**Weakening Critical (Ex):** A swashbuckler of 15th level or higher who scores a critical hit against a creature also deals 2 points of Strength damage to the creature. Creatures immune to critical hits are immune to this effect.

**Wounding Critical (Ex):** A swashbuckler of 17th level or higher who scores a critical hit against a creature also deals 2 points of Constitution damage to the creature. (This damage is in addition to the Strength damage dealt by the swashbuckler's weakening critical class feature.) Creatures immune to critical hits are immune to this effect.

**Acrobatics Master (Ex):** At 19th level, a swashbuckler becomes so skilled in the use of his Acrobatics skill that he

can take 10 even when he is not normally allowed to do so. If you are allowed to take 10, you take 20 instead.

**Crippling Critical (Ex):** At 20th level, whenever a swashbuckler successfully confirms a critical hit using a light or one-handed piercing weapon, he can apply one of the following penalties in addition to the damage dealt: reduce all of the target's speeds by 10 feet (minimum 5 feet), 1d4 points of Strength or Dexterity damage, -4 penalty on all saving throws, -4 penalty to Armor Class, or 2d6 points of bleed damage. These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

**TABLE 3-12: WARLOCK**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Invocations Known
1st	+0	+0	+0	+2	Eldritch blast 1d6, eldritch bond, eldritch pact, invocation (least)	2
2nd	+1	+0	+0	+3	Detect magic	3
3rd	+2	+1	+1	+3	Damage reduction 1/cold iron, eldritch blast 2d6	3
4th	+3	+1	+1	+4	Deceive item, pact power	4
5th	+3	+1	+1	+4	Eldritch blast 3d6	4
6th	+4	+2	+2	+5	New invocation (lesser)	5
7th	+5	+2	+2	+5	Damage reduction 2/cold iron, eldritch blast 4d6	5
8th	+6/+1	+2	+2	+6	Pact power, planar resilience 1,	6
9th	+6/+1	+3	+3	+6	Eldritch blast 5d6	6
10th	+7/+2	+3	+3	+7	Energy resistance 5	7
11th	+8/+3	+3	+3	+7	Damage reduction 3/cold iron, eldritch blast 6d6, new invocation (greater)	7
12th	+9/+4	+4	+4	+8	Imbue item, pact power	8
13th	+9/+4	+4	+4	+8	Eldritch blast 7d6, planar resilience 2	8
14th	+10/+5	+4	+4	+9	Analyze dweomer	9
15th	+11/+6/+1	+5	+5	+9	Damage reduction 4/cold iron, eldritch blast 8d6	9
16th	+12/+7/+2	+5	+5	+10	New invocation (dark), pact power	10
17th	+12/+7/+2	+5	+5	+10	Eldritch blast 9d6	10
18th	+13/+8/+3	+6	+6	+11	Planar resilience 5	11
19th	+14/+9/+4	+6	+6	+11	Damage reduction 5/cold iron, eldritch blast 10d6	11
20th	+15/+10/+5	+6	+6	+12	Eldritch master, pact power	12

## WARLOCK

Born of supernatural bloodlines, warlocks seek to master the perilous magic that suffuses their souls. Unlike sorcerers or wizards, who approach arcane magic through the medium of spells, a warlock invokes powerful magic, wrested from primeval entities and harnessed through fearsome determination and force of will. In so doing, a warlock can perform feats of supernatural stealth, beguile the weak-minded, or scour his foes with blasts of eldritch power. Armed with esoteric secrets and dangerous lore, warlocks are clever and resourceful foes, and come from a variety of backgrounds. They can be a libram-toting scholar captivated by ominous lore, a foot-loose wanderer searching for elusive ultimate truths, a devil-touched hunter using infernal spells to eliminate evil, or even a black-clad mercenary who uses sinister trappings to discourage prying strangers and unwanted attention.

**Role:** Warlocks wield powers that are highly damaging and often weaken or hamper the target in some way. They can also elude attacks by flying, teleporting, or turning invisible. Some warlocks are champions of dark and chaotic powers, who forge grim pacts with dangerous extraplanar powers in exchange for supernatural power. Others seek to undo the wrongs of their former colleagues, though they remain chained by the old pacts through which they acquired their powers.

**Alignment:** Any chaotic or any evil

**Hit Die:** d8

### Class Skills

The warlock's class skills are Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense

Motive (Wis), and Spellcraft (Int), Use Magical Device (Cha).

**Skill Ranks Per Level:** 2 + Int modifier.

### Class Features

All the following are class features of the warlock.

**Weapon and Armor Proficiency:** Warlocks are proficient with all simple and martial weapons, with light armor, but not with shields.

Because the somatic components required for warlock invocations are relatively simple, a warlock can use any of his invocations while wearing light armor without incurring the normal arcane spell failure chance. However, like arcane spellcasters, a warlock wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure (all invocations, including *eldritch blast*, have a somatic component). A multiclass warlock still incurs the normal arcane spell failure chance for arcane spells received from levels in other classes.

**Invocations:** A warlock does not prepare or cast spells as other wielders of arcane magic do. Instead, he possesses a repertoire of attacks, defenses, and abilities known as invocations that require him to focus the wild energy that suffuses his soul. A warlock can use any invocation he knows at will, with the following qualifications.

A warlock's invocations are spell-like abilities; using an invocation is therefore a standard action that provokes an attack of opportunity. An invocation can be disrupted, just as a spell can be ruined during casting. A warlock is entitled to a Spellcraft check to successfully use an invocation if he is hit by an attack while invoking, just as a spellcaster would be. A warlock can choose to use an invocation defensively, by making a successful Spellcraft check, to avoid provoking attacks of opportunity. A warlock's invocations are subject to spell resistance unless

an invocation's description specifically states otherwise. A warlock's caster level with his invocations is equal to his warlock level.

The save DC for an invocation (if it allows a save) is 10 + equivalent spell level + the warlock's Charisma modifier.

Since spell-like abilities are not actually spells, a warlock cannot benefit from the Spell Focus feat. He can, however, benefit from the Ability Focus feat (see below), as well as from feats that emulate metamagic effects for spell-like abilities, such as Quicken Spell-Like Ability and Empower Spell-Like Ability (see pages 303 and 304 in the *Monster Manual* 3.5).

The four grades of invocations, in order of their relative power, are least, lesser, greater, and dark. A warlock begins with knowledge of two invocations, which must be of the lowest grade (least). As a warlock gains levels, he learns new invocations, as summarized on **Table 3-12** and described below. A list of available invocations can be found following the warlock class description, and a complete description of each invocation can be found in a subsequent chapter.

At any level when a warlock learns a new invocation (2nd, 4th, 6th, etc.), he can also replace an invocation he already knows with another invocation of the same or lower grade (lesser for lesser, or lesser for least, and so on). Thus, at 6th level, a warlock can replace a least invocation he knows with another invocation of the same grade (in addition to learning a new invocation, which could be least or lesser). The same occurs at 11th and 16th level, but with varied grades available to the warlock for exchanges and learning new invocations.

Finally, unlike other spell-like abilities, invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency above. Warlocks can qualify for some prestige classes usually intended for spellcasters.

**Eldritch Blast (Sp):** The first ability a warlock learns is *eldritch blast*. A warlock attacks his foes with eldritch power, using baleful magical energy to deal damage and sometimes impart other debilitating effects.

An *eldritch blast* is a ray with a range of 60 feet. It is a ranged touch attack that affects a single target, allowing no saving throw. An *eldritch blast* deals 1d6 points of damage, with an additional 1d6 points of damage every two levels thereafter (3rd, 5th, 7th, etc.). An *eldritch blast* is the equivalent of a spell whose level is equal to one-half the warlock's class level (rounded down) with a minimum spell level of 1st and a maximum of 9th when a warlock reaches 18th level or higher.

An *eldritch blast* is subject to spell resistance, although the Spell Penetration feat and other effects that improve caster level checks to overcome spell resistance also apply to *eldritch blast*. An *eldritch blast* deals half damage to objects. Metamagic feats cannot improve a warlock's *eldritch blast* (because it is a spell-like ability, not a spell), but does benefit from feat like Ability Focus (*eldritch*

*blast*), which increases the DC for all saving throws (if any) associated with a warlock's *eldritch blast* by 2, and spell-like ability feats, like Quicken Spell-Like Ability.

**Eldritch Bond (Su):** At 1st level, warlocks forge a powerful bond with an object, and must fall into one of the following categories: amulet, cloak, ring, rod, wand, or weapon. These objects are always masterwork and must be wielded or worn. If a warlock attempts to cast an invocation without his bonded object in hand or upon his person, he must make a Spellcraft check or lose the invocation. The DC for this check is equal to 20 + the invocation's level.

A bonded object can be used once per day to cast any pact invocation that the warlock knows and can invoke at +2 caster levels.

A warlock can enchant his bonded object according to his imbue items class feature. The bonded object, whether a rod or a wand is not destroyed when its last charge is consumed, but it does lose its enchantment and retains all of its bonded object properties. Bonded objects only function for their creator, including any magic abilities added to the object. This means that they cannot be sold.

If a bonded object is damaged, it is restored to full hit points after 8 hours of rest. If the object is lost or destroyed, it can be replaced after 1 week's time in a special ritual that costs 200 gp per warlock level. This ritual takes 8 hours to complete.

**Eldritch Pact:** Warlocks must forge a binding pact with a mysterious extraplanar power from whom they obtain their eldritch energies. The sort of pact is dependant upon the type of planar entity they form this contract with, which also determines the type of pact powers a warlock will receive. The warlock must make one of the following pacts: elemental pact (power of the Elemental Planes), fey pact (power of the natural world), infernal pact (power of the Nine Hells), or shadow pact (power of the Plane of Shadows). The warlock's pact selection only determines his pact related powers, and in no way restricts his access to invocations latently associated with a particular pact.

**Celestial Pact:** The warlock has forged a mutual pact with an assemblage of benevolent azatas from the Upper Planes. It is from them that he gleans knowledge of the heavenly powers and secrets of the planes of light. As such, he is given the charge to spread the words and powers of the celestial realm and combat those who would subvert, corrupt, and destroy the natural order of the world through dark and sinister means.

**Elemental Pact:** The warlock has forged a pact with entities from one of the four elemental planes; air (electricity), earth (acid), fire (fire), or water (cold). By so doing, the warlock gains elemental-based power, which allows him to scour his foes with showers of icy shards or a storm of fiery motes, to deadly whirlwinds or terrible earthly tremors.

*Fey Pact:* The warlock has forged a pact with ancient and powerful spirits of the natural world. Some are primitive earth spirits, grim and menacing; some are capricious wood, sky, or water spirits; and others are incarnations of seasons or natural forces who roam the fey realm like wild gods. They bestow magic that ranges from the feral and savage to the wondrous and enchanting.

*Infernal Pact:* The warlock has forged a dangerous pact with an ancient order of devils from the Nine Hells, and dares to study their secrets under their tutelage. It was these devils who first created the secret path of the warlock in an attempt to unleash their hellish knowledge and power upon the world. If a warlock has not determined its pact type, it is considered to have the infernal pact.

*Shadow Pact:* The warlock has forged a pact with a deadly and fearsome entity from the Plane of Shadow. This entity has imparted to the warlock the secret knowledge of the shadow realm and the use of negative energy to enhance his power.

**Pact Powers:** At 1st level, a warlock must choose one pact type (elemental, fey, infernal or shadow), that designates the type of planar entities they draw their powers from. Each pact grants the warlock powers associated with their pact type from which they can draw upon. A warlock gains additional pact powers at each level as shown on the Pact Power list. These powers are similar to a sorcerer's bloodline powers.

**Detect Magic (Sp):** At will, a warlock can use *detect magic*, as the spell.

**Damage Reduction (Su):** Fortified by the supernatural power flowing through his body, a 3rd level warlock becomes resistant to physical attacks and gains damage reduction 1/cold iron. At 7th level and every four levels thereafter, a warlock's damage reduction improves by 1.

**Deceive Item (Ex):** At 4th level, a warlock gains the ability to more easily commandeer magic items made for use of other characters. When making a Use Magic Device check, a warlock can take 10 even if distracted or threatened.

**Planar Resilience (Su):** At 8th level, a warlock knows the trick of planar resilience. Once per day, as a free action, he can enter a meditative state that lasts for 2 minutes (20 rounds). While in this state, the warlock gains fast healing 1. At 13th level, a warlock's planar resilience improves to fast healing 2, and at 18th level, it improves to fast healing 5.

**Energy Resistance (Su):** At 10th level, a warlock has resistance 5 against any two of the following energy types: acid, cold, electricity, fire, and sonic. Once the types are chosen, they cannot be changed. At 20th level, a warlock gains resistance 10 against the two selected energy types through his Eldritch Master ability.

**Imbue Item (Su):** At 12th level, warlock can use his supernatural power to create magic items, even if he does not know the spells required to make an item (although he must know the appropriate item creation feat). He can

substitute a Use Magic Device check (DC 15 + spell level) in place of a required spell he know or cannot cast.

If the check succeeds, the warlock can create the item as if he had cast the required spell. If it fails, he cannot complete the item. He does not expend the XP or gp costs for making the item; his progress is simply arrested. He cannot try his Use Magic Device check for that spell again until he gains a new level.

**Analyze Dweomer (Sp):** Once per day, a 14th level warlock can use *analyze dveomer*, as the spell.

**Eldritch Master (Su):** At 20th level, a warlock gains resistance 10 against the two energy types chosen at 10th level. Also, the warlock is forevermore treated as an outsider (native) rather than as a humanoid (or whatever the warlock's creature type was) for the purpose of spells and magical effects. Unlike other outsiders, the warlock can still be brought back from the dead as if he were a member of his previous creature type. Additionally, warlocks gain special qualities that relate to their pact as follows:

*Celestial pact:* gains immunity to petrification, +4 to saves vs. poison, use *tongues* at-will as a supernatural ability, and resistance 5 to a third energy type.

*Elemental pact:* gains darkvision 60 feet, immunity to poison, sleep, paralysis, or stunning effects, and resistance 5 to a third energy type.

*Fey pact:* gains darkvision 60 feet and low-light vision, immunity to illusions, sleep, and compulsion effects,

*Infernal pact:* gains telepathy 60 feet, immunity to poison, and the ability to see in darkness (including *deeper darkness*).

*Shadow pact:* gains a +5 bonus to his Stealth skill checks, and a 50% chance of ignoring any damage received from a corporeal source (see *incorporeal* type description).

## WARLOCK INVOCATIONS

Warlocks choose the invocations they learn as they gain levels, much like bards or sorcerers choose which spells to learn. However, a warlock's arcane repertoire is even more limited than that of a sorcerer, and his invocations are spell-like abilities, not spells.

In addition to its grade (least, lesser, greater, or dark), every invocation has a spell level equivalent, which is used in the calculation of save DCs and for other purposes. A least invocation has a level equivalent of 1st or 2nd; a lesser, 3rd or 4th; a greater, 5th or 6th; and a dark invocation has a level equivalent of 6th or higher (maximum 9th). The level equivalent for each invocation is given in its description.

A warlock can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

**Invocations and Eldritch Blast:** *Eldritch blast* is not an invocation, but some invocations provide a warlock with the ability to modify his *eldritch blast* or add new eldritch attacks.

## ELDRITCH ESSENCE INVOCATIONS

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Some of a warlock's invocations, such as *frightful blast*, modify the damage or other effects of the warlock's *eldritch blast*. These are called eldritch essence invocations. Unless noted otherwise, *eldritch blasts* modified by eldritch essence invocations deal damage normally in addition to imparting the effects described in the invocation description.

A warlock can apply only one eldritch essence invocation to a single *eldritch blast*, choosing from any of the eldritch essence invocations that he knows. When a warlock applies an eldritch essence invocation to his *eldritch blast*, the spell level equivalent of the modified blast is equal to the spell level of the *eldritch blast* or of the eldritch essence invocation, whichever is higher. If a warlock targets a creature with an eldritch essence blast that has immunity to the invocation's effect, it still takes the damage from the blast normally (provided it isn't also immune to the *eldritch blast*).

A warlock can apply an eldritch essence invocation and a blast shape invocation (see below) to the same blast. When a warlock uses both kinds of invocations to alter an *eldritch blast*, the spell level equivalent is equal to the spell level of the *eldritch blast*, the level of the eldritch essence invocation, or the level of the blast shape invocation, whichever is higher.

### Least Eldritch Essence Invocations

**Dazing Blast:** Target must make a Will save or become dazed, as the *daze monster* spell.

**Exhausting Blast:** Target must make a Fortitude save or become fatigued.

**Frightful Blast:** Target must make Will save or become shaken.

**Sickening Blast:** Target must make Fortitude save or become sickened.

### Lesser Eldritch Essence Invocations

**Beshadowed Blast:** Target must make a Fortitude save or become blind for 1 round.

**Brimstone Blast:** Blast deals fire damage and target must make Reflex save or catch fire.

**Electrifying Blast:** Blast deals electrical damage and target must make Reflex save or be slowed.

**Hellrime Blast:** Blast deals cold damage and target must make Fortitude save or take -2 penalty to Dexterity.

**Pealing Blast:** Blast deals sonic damage and target must make Fortitude save or be deafened for 2 rounds.

### Greater Eldritch Essence Invocations

**Bewitching Blast:** Target must make Will save or be *confused* for 1 round.

**Noxious Blast:** Target must make Fortitude save or be nauseated.

**Repelling Blast:** Target must make Reflex save or be knocked back.

**Vitriolic Blast:** Blast ignores spell resistance and deals acid damage for several rounds.

### Dark Eldritch Essence Invocations

**Utterdark Blast:** Target must make Fortitude save or gain two negative levels.

## BLAST SHAPE INVOCATIONS

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Some of a warlock's invocations, such as *eldritch spear*, modify the range, target(s), or area of a warlock's *eldritch blast*. These are called blast shape invocations. Unless noted otherwise, *eldritch blasts* subject to blast shape invocations deal damage normally in addition to imparting the effects described in the invocation description. A warlock can apply only one blast shape at a time to an *eldritch blast*, and he can choose from any of the blast shape invocations that he knows. A warlock need not apply a blast shape invocation to his *eldritch blast*.

When a warlock applies a blast shape invocation to his *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast* or of the blast shape invocation, whichever is higher.

A warlock can apply a blast shape invocation and an eldritch essence invocation (see Eldritch Essence Invocations above) to the same blast. When a warlock uses an eldritch essence and a blast shape to alter an *eldritch blast*, the spell-level equivalent is equal to the spell level of the *eldritch blast*, the eldritch essence invocation, or the blast shape invocation, whichever is higher.

### Least Blast Shape Invocations

**Eldritch Spear:** Blast range increases to 250 feet.

**Hideous Blow:** Melee attack channels *eldritch blast*.

### Lesser Blast Shape Invocations

**Eldritch Chain:** Blast jumps from initial target to secondary targets.

### Greater Blast Shape Invocations

**Eldritch Cone:** Blast takes the shape of a cone.

### Dark Blast Shape Invocations

**Eldritch Doom:** Blast affects all enemies within 20 feet.

## OTHER INVOCATIONS

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In addition to the potent blast shape and eldritch essence invocations, warlocks learn a number of others that enable them to perform many tricks and attacks. These invocations are briefly described below, and their full descriptions can be found in the Spells and Invocations section of this book.

## Least Invocations

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### All

**Hammer Blast\*:** *Eldritch blast* deals normal damage to objects.

### Celestial

**All-Seeing Eyes\*:** As *comprehend languages* on written material, bonus on Perception checks.

**Dark One's Own Luck:** Gain a luck bonus on one type of saves.

**Otherworldly Whispers\*:** Gain bonus on Knowledge checks.

### Elemental

**Earthen Grasp:** Use *earthen grasp* as the spell.

**Spiderwalk:** Gain *spider climb* as the spell and you are immune to webs.

**Swimming the Styx\*:** Gain swim speed and ability to breathe water.

**Wings of Speed:** Use *expeditious retreat* as the spell.

### Fey

**Beguiling Influence:** Gain bonus on Bluff, Diplomacy, and Intimidate checks.

**Call of the Beast\*:** Speak with animals and influence their behavior.

**Curse of Morpheus:** Gain *sleep* as the spell.

**Leaps and Bounds:** Gain bonus on Balance, Jump, and Tumble checks.

**See the Unseen:** Gain *see invisibility* as the spell and darkvision.

**Serpent's Tongue\*:** Gain the scent ability, +5 bonus on saves against poison.

### Infernal

**Baleful Utterance:** Speak word of the Dark Speech and shatter objects as the *shatter* spell.

**Devil's Sight:** See normally in darkness and magical darkness.

**Fires of Damnation:** Deal fire damage and target must make Will save or be shaken for 1 round.

**Summon Swarm:** Use *summon swarm* as the spell.

### Shadow

**Breath of the Night:** Create a *fog cloud* as the spell.

**Chill of Death:** Target must make a Fortitude save or take 1d6 Strength damage and become paralyzed for 1 round.

**Entropic Warding:** Deflect incoming ranged attacks, leave no trail, and prevent being tracked by scent.

**Miasmic Cloud:** Create a cloud of mist that grants concealment and fatigues those who enter.

**Soulreaving Aura\*:** As *reaving aura*\*, plus gain temporary hit points if nearby creature dies.

## Lesser Invocations

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### All

**Baneful Blast\*:** *Eldritch blast* deals extra damage against specified creature type.

**Relentless Dispelling\*:** As targeted *dispel magic*, with additional targeted *dispel magic* the next turn.

### Celestial

**Mantle of Heaven:** Aura deals 1d6 heavenly fire damage + 1 point per level to evil foes, but heals the same damage to allies of good alignment.

**Silver Wings:** Gain silver wings that enable you to *fly* as the spell.

**Unbearable Countenance:** Gaze causes foes to be *shaken*.

### Elemental

**Aura of Icy Flames:** Aura deals 1d6 fire and cold damage + 1 point per level to anyone that attacks you.

**Cold Comfort\*:** You and nearby allies protected by *endure elements*.

**Fell Flight:** Gain a *fly* spell with good maneuverability.

**Skin of the Gargoyle:** Gain *stoneskin* as the spell, and deal 5d6 damage in a blast of stony shards once the spell expires.

**Stony Grasp:** Use *stony grasp* as the spell.

**Witchwood Step\*:** Walk on water and move through some obstacles unimpeded.

### Fey

**Charm:** Cause a single creature to regard you as a friend.

**Crawling Eye\*:** Your eye leaves your head and grows spidery legs, enabling it to scout for you.

**Flee the Scene:** Use short-range *dimension door* as the spell, and leave behind a *major image*.

**Mask of Flesh\*:** Touch attack imposes 1d6 Cha penalty and transforms you to look like target.

**Mirror Image:** Gain *mirror image* as the spell.

**Suggestion:** Compel a single subject to follow a stated course of action.

### Infernal

**Curse of Despair:** Curse one creature as the *bestow curse* spell, or hinder their attack.

**Paralyzing Dread:** Target must make a Will save; if it fails, target is paralyzed for 1 round, if it succeeds, target is frightened for 3 rounds.

**Voracious Dispelling:** Use *dispel magic* as the spell, causing damage to creatures whose effects are dispelled.

**Walk Unseen:** Use *invisibility* (self only) as the spell.

**Voidsense:** Gain blindsense 30 feet.



## Shadow

**Disembodied Hand\*:** Detach one of your hands and send it forth to manipulate objects or attack.

**Hungry Darkness:** Create shadows filled with a swarm of bats.

**Siphon the Living:** Touch deals 6d6 damage and you gain damage as hp.

**The Dead Walk:** Create undead as the *animate dead* spell.

**Wall of Gloom:** Use *wall of gloom* as the spell.

## Greater Invocations

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### All

**Hindering Blast\*:** Target of your *eldritch blast* must succeed on a Will save or be *slowed* for 1 round.

### Celestial

**Healing Slumber:** Gain the benefit of *cure critical wounds* as the spell, but target falls asleep for 30 minutes.

**Soldier of Light:** Gain the benefit of *greater heroism* as the spell, but target sheds light as the *light* spell.

**Vision of Truth:** Use *true seeing* as the spell, and gaze causes foes to be *dazed*.

### Elemental

**Caustic Mire\*:** Acidic sludge slows progress, deals damage.

**Chilling Tentacles:** Use *black tentacles* as the spell, and deal cold damage to creatures in the area.

**Energy Warding:** Gain *protection from energy* (self only) against a single energy type and deal 2d6 damage of the same energy type against those who attack you.

**Wall of Perilous Flame:** Create a *wall of fire* as the spell, but half the damage from the wall results from supernatural power.

### Fey

**Nature's Fury:** Gain +2 to Str and Con, +1 on Will saves, -2 to AC, and deal +1d6 damage on a successful melee attack.

**Painful Slumber of Ages\*:** Creature falls asleep, takes damage when awakened.

**Persuasive Eye:** Gain *charm monster* as the spell, but as a gaze attack.

**Tenacious Plague:** Use *insect plague* as the spell, but the summoned locust swarm deals damage as a magic weapon.

### Infernal

**Devour Magic:** Use targeted *greater dispel magic* with a touch and gain temporary hit points based on the level of spells successfully dispelled.

**Hellspawned Grace\*:** Transform into a hellcat for 1 round/2 warlock levels.

**Warlock's Call:** Use *sending* as the spell, but risk damage from the recipient.

## Shadow

**Enervating Shadow:** Gain total concealment in dark areas and impose a Strength penalty on adjacent living creatures.

**Nightmares Made Real\*:** Create illusory terrain that damages foes and allows you to hide.

**Wave of Shadowy Darkness:** Create a wave of *darkness* that causes several targets to become exhausted for 3 rounds, and to make a Fortitude save or take 6d6 damage.

## Dark Invocations

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### All

**Binding Blast\*:** Target of your *eldritch blast* must make Will save or be stunned for 1 round.

**Steal Summoning\*:** Take control of another caster's summoned monster.

### Celestial

**Dark Foresight:** Use *foresight* as the spell, and communicate telepathically with a close target of the effect.

**Caster's Lament\*:** Your touch can *break enchantment*, and you can counterspell.

### Elemental

**Mists of Doom:** Gain *acid fog* as the spell, but deal damage of any single energy type of your choice.

### Fey

**Retributive Invisibility:** Use *greater invisibility* as the spell (self only) that deals damage in a burst if dispelled.

**Word of Changing:** Use *baleful polymorph* as the spell, but the effect could become permanent.

### Infernal

**Baleful Teleportation:** Use *greater teleport* as the spell, and deal fire damage to enemies within a 10-foot radius.

## Shadow

**Dark Discorporation:** Become a swarm of bat-like shadows, gaining many benefits of the swarm subtype.

**Path of Shadow:** Use *shadow walk* as the spell and speed up natural healing.

*\*Complete Mage*

## ELDRITCH PACT POWERS

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Warlocks choose one pact that indicates the extraplanar source of their eldritch power. Because of this pact, they gain a number of abilities based on the pact chosen. Warlocks who do not choose an eldritch pact are

considered to have the infernal pact and gain the bonus abilities connected to that pact.

Eldritch pacts grant one ability at 4th level, 8th level, 8th level, 8th level, and 20th level, as noted in their description. Unless otherwise noted, these abilities are activated by using a standard action.

The warlock’s level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell’s level + the caster’s Charisma modifier.

Eldritch powers that mimic spells are spell-like abilities, while the others are supernatural.

Celestial Pact

Warlocks of the celestial pact gain the following abilities.

Class Level	Ability
4th	<i>Holy Sight</i> (Su): You permanently gain darkvision with a range of 60 feet and low-light vision. If the warlock already possesses darkvision, his range permanently doubles.
8th	<i>Divine Retribution</i> (Su): Once per day, you can call down a column of heavenly fire in a 20-foot radius, and up to 20 feet high. Anyone caught in the blast takes 1d6 points of fire damage per two warlock levels, to a maximum of 10d6 at 20th level. Half the damage is fire damage, but the other half results directly from heavenly divine power and is therefore not subject to being reduced by resistance to fire-based attacks. Therefore, creatures within the blast can make a Reflex save for only one-quarter damage. The power is equal to a 4th level spell, has a DC equal to 10 + your level, and otherwise functions as <i>flame strike</i> .
12th	<i>Celestial Protection</i> (Su): You gain a +4 deflection bonus to AC and a +4 resistance bonus saving throws against attacks made or effects created by evil creatures. Allies within a 5-foot radius of you gain a +2 deflection bonus to AC and a +2 resistance bonus to saving throws against such attacks.
16th	<i>Regenerative Teleportation</i> (Su): Once per day, you can teleport yourself and a number of willing creatures instantaneously to another place upon your current plane of residence. Creatures thus teleported, including yourself, instantly benefit from a <i>cure serious wounds</i> spell, granted as a boon by your eldritch patrons. This power otherwise functions as <i>greater teleport</i> .
20th	<i>Heavenly Blast</i> (Su): Once per day, you can use infuse your eldritch blast with divine power from the celestial realm. Your eldritch blast becomes a blast effect with a 10-foot radius, its range doubles to 120 feet, and it still require a ranged touch attack against a single target. Any creature struck

by your heavenly blast takes 20d6 points of heavenly fire damage. Half the damage is fire damage, but the other half results directly from heavenly divine power and is therefore not subject to being reduced by resistance to fire-based attacks. All creatures struck by the blast, including the target, can make a Reflex save for only one-quarter damage.

Elemental Pact

Warlocks of the elemental pact gain the following abilities.

Class Level	Ability
4th	<i>Elemental Ray</i> (Su): As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The energy ray deals 1d6 points of damage + 1 for every two warlock levels, to a maximum of 1d6 +10 at 20th level. The type of damage is acid, cold, electricity, or fire, chosen by the warlock when the ray is unleashed. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
8th	<i>Elemental Burst</i> (Su): Once per day, you can unleash a blast of elemental power. This 10-foot-radius burst does 1d6 points of damage for every two warlock levels, to a maximum of 10d6 at 20th level. The type of damage is acid, cold, electricity, or fire, chosen by the warlock when the burst is released. Those caught in the area of your blast receive a Reflex save for half damage. Creatures that fail their save gain vulnerability to the chosen energy type for 1 round. The DC of this save is equal to 10 + 1/2 your warlock level + your Constitution modifier. At 16th level, you can use this ability twice per day. This power has a range of 60 feet.
12th	<i>Elemental Shield</i> (Su): Once per day, you can shroud yourself in elemental energy that causes damage to those who strike you. Anyone that does so takes 1d6 points of damage +1 point per warlock level (maximum +20). The type of damage is acid, cold, electricity, or fire, chosen by the warlock when the shield is activated. In addition, you only take half damage from attacks of the same energy type as the shield. If such an attack allows a Reflex save for half, you take no damage on a successful save. This power otherwise functions as <i>fire shield</i> .
16th	<i>Elemental Form</i> (Su): Once per day, you assume the form of a large elemental. The type of element (air, earth, fire or water) is chosen by the warlock when he assumes the form. This power otherwise functions like <i>elemental body III</i> .
20th	<i>Elemental Storm</i> (Su): Once per day, you blanket an area with raging elemental energy. Any

creature within the area takes 1d6 points of damage per warlock level (maximum 20d6). If they fail their Reflex save they take 4d6 points of damage each round until the energies are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save. This storm deals acid, cold, electricity, or fire damage, determined when you create it. This power otherwise functions like *fire storm*.

### Fey Pact Powers

Warlocks of the fey pact gain the following abilities.

#### Class

#### Level Ability

<b>4th</b>	<i>Fey Shift</i> (Su): As a standard action, you can displace yourself, making yourself appear to be two feet from your actual position. This power otherwise functions as <i>displacement</i> .
<b>8th</b>	<i>Fey Allure</i> (Su): Once per day, your words become so enchanting that you can make a humanoid creature regard you as its trusted friend and ally. You cannot control this individual, but it perceives your words and actions in a most favorable way. This power otherwise functions as <i>charm monster</i> .
<b>12th</b>	<i>Fey Step</i> (Su): You can teleport yourself up to 30 feet per warlock level per day as a standard action, leaving an illusory double in your place that acts as you direct. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity.
<b>16th</b>	<i>Fey Dance</i> (Su): Once per day, you instill with an undeniable urge to dance and makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a –4 penalty to Armor Class and a –10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing subject provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round. This power otherwise functions as <i>irresistible dance</i> .
<b>20th</b>	<i>Fey Utterance</i> (Su): Once per day, you blanket an area with raging elemental energy. Any creature within the area takes 1d6 points of damage per warlock level (maximum 20d6). If they fail their Reflex save they take 4d6 points of damage each round until the energies are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save. This storm deals acid, cold, electricity, or fire damage, determined when you create it. This power otherwise functions like <i>dominate monster</i> .

### Infernal Pact Powers

Warlocks of the infernal pact gain the following abilities.

#### Class

#### Level Ability

<b>4th</b>	<i>Hellish Sight</i> (Su): You permanently gain darkvision with a range of 60 feet, which replaces low-light vision if the warlock has it. If the warlock already possesses darkvision, his range permanently doubles.
<b>8th</b>	<i>Hellish Rebuke</i> (Su): Once per day, you can unleash a blast of hellfire in a 20-foot radius. Anyone caught in the blast takes 1d6 points of fire damage per two warlock levels, to a maximum of 10d6 at 20th level. Half the damage is fire damage, but the other half results directly from hellish divine power and is therefore not subject to being reduced by resistance to fire-based attacks. Therefore, creatures within the blast can make a Reflex save for only one-quarter damage. The power is equal to a 4th level spell, has a DC equal to 10 + your level, and otherwise functions as <i>fireball</i> .
<b>12th</b>	<i>Hellish Bond</i> (Su): You forge a telepathic bond between yourself and a number of willing creatures, allowing all to communicate with each other telepathically regardless of language or distance. This power otherwise functions as <i>telepathic bond</i> .
<b>16th</b>	<i>Hellish Transposition</i> (Su): Once per day, you can move yourself, some other creature, or a number of creatures instantaneously to another plane of existence. This power otherwise functions as <i>planeshift</i> .
<b>20th</b>	<i>Hellfire Storm</i> (Su): Once per day, you instantaneously blanket an area with crackling hellish black flames. Any creature within the area takes 20d6 points of hellfire damage. Half the damage is fire damage, but the other half results directly from hellish divine power and is therefore not subject to being reduced by resistance to fire-based attacks. Therefore, creatures within the storm area can make a Reflex save for only one-quarter damage. This power otherwise functions like <i>fire storm</i> .

### Shadow Pact

Warlocks of the shadow pact gain the following abilities.

#### Class

#### Level Ability

<b>4th</b>	<i>Shadow Shift</i> (Su): Once per day, you can appear as a shifting and wavering shadowy form. This distortion grants you concealment (20% miss chance). In conditions of darkness, whether natural
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or magical, this concealment improves (35% miss chance). This power otherwise functions as *blur*. You also gain darkvision 60 feet to allow you to see in the darkness you have embraced.

**8th** *Shadow Touch* (Su): Once per day, you can make a melee touch attack that deals damage, and gives you temporary hit points in return. This power otherwise functions as *vampiric touch*.

**12th** *Shadow Walk* (Su): Once per day, you can use the shadows to travel rapidly. This power functions as *shadow walk*.

**16th** *Shadow Form* (Su): Once per day, you can take the form of a shadow (not the creature), while retaining your general appearance. You become insubstantial, and capable of moving in any direction, even through solid objects. While in this state you are in a place called the Plane of Shadow, and considered to be incorporeal. When this ability expires, you return to material existence and are no longer considered to be incorporeal. This power otherwise functions as *ethereal jaunt*.

**20th** *Shadow Double* (Su): Once per day, you can create a shadow double of yourself, which appears just like you, but has only one-half your levels (and the appropriate hit points, feats, skill ranks, and special abilities for you at that level). This power otherwise functions as *simulacrum*.

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## FEAT

### Ability Focus (General)

You choose one of your special attacks, which become more potent.

**Prerequisites:** Special attack.

**Benefit:** Add +2 to the DC for all saving throws against the special attack on which you have focused.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you choose the feat, it applies to a different special attack.

**TABLE 3-14: WARMAGE**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Armored mage (light), warmage edge	5	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	1st favored spell	6	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Sculpt Magic	6	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Swift caster	6	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Advanced learning	6	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	2nd favored spell,	6	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Sudden Empower	6	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Armored mage (medium)	6	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Advanced learning	6	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	3rd favored spell	6	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Sudden Enlarge	6	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Battle magic specialist	6	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Advanced learning	6	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	4th favored spell	6	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Sudden Widen	6	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Sword and spell	6	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Advanced learning	6	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	5th favored spell	6	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Sudden Maximize	6	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Battle magus	6	6	6	6	6	6	6	6	6	5

## WARMAGE

Among arcane spellcasters, there are those trained in the art of war and employing battle magic with devastating effect. These aficionados of combat and offensive spells have name that instills fear in the hearts of every enemy—the warmage. Warmages attend special war colleges, where they learn spells that confuse enemies, screen allied action, or cause the most destruction. Such institutes are no place for the weak of spirit, for the rigors of both body and mind that warmages endure would break the apprentices of regular wizards, or the self-taught fumbling of sorcerers. Throughout their training, warmages are forced to wear ponderous garments while drilling constantly with spells which are often too high in level to be cast by the student. Doing so instills these spells into the unconscious mind, so that as the warmages grows in power they become available for his use without the need of a spellbook. Once graduated, warmages must hone and develop their arts through action, not study, for without the prolonged use of their powers in combat they cannot reach the pinnacle of their power. They care only for success on the battlefield, and therefore will join adventuring companies or causes that require straightforward, military-style blasting magic to perfect their art.

**Role:** Warmages are arcane spellcasters that function as magical artillery, unleashing their destruction upon the battlefield. Due to their military training, they are ready for battle at all times. Whether they are hampering the movement of enemy forces, or blasting the enemy from afar, those nearby will witness the epitome of destructive power.

**Alignment:** Any

**Hit Die:** d6

## Class Skills

The warmage's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Jump (Str), Knowledge (arcana) (Int), Knowledge (history) (Int), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points Per Level:** 2 + Int modifier.

## Class Features

All the following are class features of the warmage.

**Weapon and Armor Proficiency:** Warmages are proficient with all simple and martial weapons, light armor, and light shields. At 8th level, a warmage gains proficiency with medium armor (see *Armored Mage*, below).

**Spells:** A warmage casts arcane spells drawn from the warmage spell list presented in Chapter 6. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a warmage must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a warmage's spell is 10 + the spell level + the warmage's Charisma modifier.

Like other spellcasters, a warmage can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 3–14. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1–3 in the *Pathfinder Core Rulebook*).

A warmage's selection of spells is extremely limited. When a warmage gains access to a new level of spells, he automatically knows all the spells for that level, as listed on the warmage's spell list. Essentially, his spell list is the same as his spells known list. A warmage also has the option of adding to his existing spell list through his advanced learning ability as he increases in level (see below).

Unlike a wizard or a cleric, a warmage 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 spells per day for that spell level.

**Armored Mage (Ex):** Normally, armor of any type interferes with an arcane spellcaster's gestures, which can cause his spells to fail (if those spells have somatic components). A warmage's limited focus and specialized training, however, allows him to avoid arcane spell failure as long as he sticks to light armor and light shields. This training does not extend to medium or heavier armors, nor to heavy shields. Nor does this ability apply to spells gained from a different spellcasting class.

At 8th level, a warmage learns to use medium armor with no chance of arcane spell failure.

**Warmage Edge (Ex):** A warmage is specialized in dealing damage with his spells. Whenever a warmage casts a spell that deals hit point damage, he adds his Intelligence bonus (if any) to the amount of damage dealt. For instance, if a 1st-level warmage with 17 Intelligence casts *magic missile*, he deals 1d4+1 points of damage normally, plus an extra 3 points of damage due to his Intelligence bonus. The bonus from the warmage edge special ability applies only to spells that he casts as a warmage, not to those he might have by virtue of levels in another class.

A single spell can never gain this extra damage more than once per casting. For instance, a *fireball* deals the extra damage to all creatures in the area it affects. However, if a 3rd-level warmage casts *magic missile* and produces two missiles, only one of them (of the warmage's choice) gains the extra damage, even if both missiles are directed at the same target. If a spell deals damage for more than 1 round, it deals this extra damage in each round.

Scrolls scribed by a warmage do not gain any benefit from warmage edge. Scrolls activated by a warmage also gain no benefit from warmage edge. The same is true for most other magic items, such as wands and potions. However, staffs activated by a warmage use not only the warmage's caster level but also gain the benefits of the warmage edge, if applicable.

**Favored Spell (Sp):** At 2nd level, a warmage selects one spell from the warmage spell list that he is able to cast 1/day, as a spell-like ability. Likewise, he deals an amount of bonus damage with this spell (and all other favored spells) equal to his warmage level + his Intelligence modifier (if any).

At every four levels thereafter (6th, 10th, 14th and 18th level), the warmage may select an additional spell from the warmage spell list. In addition, at each such interval, the number of times per day a single favored spell can be cast increases by 1 (including the one just selected, if so desired). Thus, at 6th level, a warmage can choose to cast his 1st favored spell 1/day, and his 2nd favored spell 2/day.

A favored spell chosen by the warmage cannot exceed the highest spell level he can cast. Therefore, a 2nd level warmage may select his 1st favored spell only from his

1st-level spells. In addition, favored spells can be affected by any metamagic feat known by the warmage, but not those duplicated by his class abilities. However, metamagic feats that enhance spell-like abilities do affect favored spells.

**Sculpt Spell:** At 3rd level, a warmage gains Sculpt Spell as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

**Swift Caster (Ex):** At 4th level, a warmage adds his Intelligence bonus (if any) to his Initiative when casting a spell. This is due to his regimented casting practice and heightened battle senses.

**Advanced Learning (Ex):** At 5th, 9th, 13th, and 17th level, a warmage can add a new spell to his list, representing the result of personal study and experimentation. The spell must be a wizard spell of the evocation school, and of a level no higher than that of the highest-level spell the warmage already knows. Once a new spell is selected, it is forever added to that warmage's spell list and can be cast just like any other spell on the warmage's list.

**Sudden Empower:** At 7th level, a warmage gains Sudden Empower as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

**Sudden Enlarge:** At 11th level, a warmage gains Sudden Enlarge as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

**Battle Magic Specialist (Su):** At 12th level, a warmage becomes an expert at recognizing and learning magic related to battle. The warmage gains a +2 bonus on Spellcraft skill checks to identify spells cast during combat, craft or ascertain the properties of magical armor and weapons (but not artifacts or legacy weapons), and to learn new evocation spells. This bonus increases to +4 at 18th level.

**Sudden Widen:** At 15th level, a warmage gains Sudden Widen as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

**Sword and Spell (Ex):** At 16th level, a warmage deftly combines spellcasting with melee combat. If a warmage makes a successful attack with his first melee attack, he can sacrifice his second attack and instantly cast any spell that has a casting time of 1 standard action or less.

**Sudden Maximize:** At 19th level, a warmage gains Sudden Maximize as a bonus feat. If he already has the feat, he can choose a different metamagic feat.

**Battle Magus (Su):** At 20th level, a warmage gains Battle Caster as a bonus feat, enabling him to cast spells in heavy armor and ignore any arcane spell failure. All damage die on spells that deal damage increase to the next higher die (d4 to d6, d8 to d10, and so forth). If he already has the feat, he can choose a different metamagic or item creation feat. In addition, the warmage can take 10 on his Knowledge (arcana) checks related to war or combat, even if he can't normally do so.

### **Sculpt Spell [Metamagic]\***

You can alter the area of your spells.

**Prerequisite:** Any metamagic feat.

**Benefit:** You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

### **Sudden Empower [Metamagic]\***

You can cast a spell to greater effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

You can still use Empower Spell normally if you have it.

### **Sudden Enlarge [Metamagic]\***

You can cast a spell to maximum effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Enlarge Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

You can still use Enlarge Spell normally if you have it.

### **Sudden Maximize [Metamagic]\***

You can cast a spell to maximum effect without special preparation.

**Prerequisite:** Any metamagic feat.

**Benefit:** Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

You can still use Maximize Spell normally if you have it.

### **Sudden Widen [Metamagic]\***

You can increase a spell's area without special preparation.

**Benefit:** Once per day, you can apply the effect of the Widen Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time.

You can still use Widen Spell normally if you have it.

## **WARMAGE SPELLS**

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### **0-Level Warmage Spells (Cantrips)**

**Acid Splash:** Orb deals 1d3 acid damage.

**Disrupt Undead:** Deals 1d6 damage to one undead.

**Light:** Object shines like a torch.

**Ray of Frost:** Ray deals 1d3 cold damage.

### **1st-Level Warmage Spells**

**Accuracy\*:** Doubles weapon's range increment.

**Burning Hands:** 1d4/level fire damage (max 5d4).

**Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.

**Fist of Stone\*:** Gain +6 Str and natural slam attack.

**Hail of Stone<sup>M</sup>:** Rain of stone deals 1d4/level damage (max 5d4).

**Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).

**Orb of Acid, Lesser\*:** Ranged touch attack deals 1d8 acid damage + 1d8/two levels beyond 1st (max 5d8).

**Orb of Cold, Lesser\*:** Ranged touch attack deals 1d8 cold damage + 1d8/two levels beyond 1st (max 5d8).

**Orb of Electricity, Lesser\*:** Ranged touch attack deals 1d8 electricity damage + 1d8/two levels beyond 1st (max 5d8).

**Orb of Fire, Lesser\*:** Ranged touch attack deals 1d8 fire damage + 1d8/two levels beyond 1st (max 5d8).

**Orb of Sound, Lesser\*:** Ranged touch attack deals 1d6 sonic damage + 1d6/two levels beyond 1st (max 5d6).

**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).

**True Strike:** +20 on your next attack roll.

### **2nd-Level Warmage Spells**

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

**Blades of Fire\*:** Your melee weapons deal +1d6 fire damage for 1 round.

**Continual Flame<sup>M</sup>:** Makes a permanent, heatless torch.

**Fire Trap<sup>M</sup>:** Opened object deals 1d4 +1/level fire damage.

**Fireburst\*:** Adjacent subjects take 1d8/level fire damage.

**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Ice Knife\*:** Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10-ft.-radius burst.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

**Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Whirling Blade<sup>F</sup>:** Hurling slashing weapon magically attacks all foes in 60-ft. line.

### **3rd-Level Warmage Spells**

**Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

**Fireball:** 1d6 damage per level, 20-ft. radius.

**Flame Arrow:** Arrows deal +1d6 fire damage.

**Gust of Wind:** Blows away or knocks down smaller creatures.

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Poison:** Touch deals 1d10 Con damage, repeats in 1 min.

**Ring of Blades\*:** Blades surround you, damaging other creatures (1d6+1/level damage).

**Sleet Storm:** Hampers vision and movement.

**Stinking Cloud:** Nauseating vapors, 1 round/level.

#### 4th-Level Warmage Spells

**Black Tentacles:** Tentacles grapple all within 20-ft. spread.

**Blast of Flame\*:** 60-ft. cone of fire (1d6/level damage).

**Contagion:** Infects subject with chosen disease.

**Orb of Acid\*:** Ranged touch, 1d6/level acid damage and target might be sickened.

**Orb of Cold\*:** Ranged touch, 1d6/level cold damage and target might be blinded.

**Orb of Electricity\*:** Ranged touch, 1d6/level electricity damage and target might be entangled.

**Orb of Fire\*:** Ranged touch, 1d6/level fire damage and target might be dazed.

**Orb of Force\*:** Globe of force deals 1d6/level damage (max 10d6).

**Orb of Sound\*:** Ranged touch, 1d4/level sonic damage and target might be deafened.

**Phantasmal Killer:** Fearsome illusion kills subject or deals 3d6 damage.

**Shout:** Deafens all within cone and deals 5d6 sonic damage.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.

#### 5th-Level Warmage Spells

**Arc of Lightning\*:** Line of electricity between two creatures (1d6/level damage).

**Cloudkill:** Kills 3 HD or less; 4–6 HD save or die; 6+ HD take Con damage.

**Cone of Cold:** 1d6/level cold damage.

**Fire Shield, Mass\*:** Creatures attacking allies take damage; allies are protected from fire or cold.

**Fireburst, Greater\*:** Subjects within 10 ft. take 1d8/level fire damage.

**Flame Strike:** Smite foes with divine fire (1d6/level damage).

**Prismatic Ray\*:** Ray of light blinds target, deals random effect.

#### 6th-Level Warmage Spells

**Acid Fog:** Fog deals acid damage.

**Blade Barrier:** Wall of blades deals 1d6/level damage.

**Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage.

**Circle of Death<sup>M</sup>:** Kills 1d4/level HD of creatures.

**Disintegrate:** Makes one creature or object vanish.

**Fire Seeds:** Acorns and berries become grenades and bombs.

**Freezing Sphere:** Freezes water or deals cold damage.

**Transformation<sup>M</sup>:** You gain combat bonuses.

#### 7th-Level Warmage Spells

**Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.

**Earthquake:** Intense tremor shakes 80-ft. radius.

**Finger of Death:** Kills one subject.

**Fire Storm:** Deals 1d6/level fire damage.

**Mage's Sword<sup>F</sup>:** Floating magic blade strikes opponents.

**Prismatic Spray:** Rays hit subjects with variety of effects.

**Sunbeam:** Beam blinds and deals 4d6 damage.

**Waves of Exhaustion:** Several targets become exhausted.

#### 8th-Level Warmage Spells

**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

**Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

**Polar Ray:** Ranged touch attack deals 1d6/level cold damage.

**Prismatic Wall:** Wall's colors have array of effects.

**Scintillating Pattern:** Twisting colors make target *confused*, stunned, or unconscious.

**Shout, Greater:** Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects.

**Sunburst:** Blinds all within 10 ft., deals 6d6 damage.

#### 9th-Level Warmage Spells

**Elemental Swarm:** Summons multiple elementals.

**Implosion:** Kills one creature/round.

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

**Prismatic Sphere:** Rays hit subjects with variety of effects.

**Wail of the Banshee:** Kills one creature/level.

**Weird:** As *phantasmal killer*, but affects all within 30 ft.

\*New spells found in *Complete Arcane*.



**Table 3-15: WU JEN**

Level	Base	Fort	Ref	Will	Special	Spells per Day									
	Attack Bonus					0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bonus feat, elemental power, spirit guardian	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Spell secret, taboo	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Elemental familiar	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Elemental adept, spell secret	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Elemental power	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Spell secret, taboo	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7		4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Elemental expert	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Spell secret	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Elemental power	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Spell secret, taboo	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Elemental master	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12		4	4	4	4	4	4	4	4	4	4

## WU JEN

Masters of elemental energies and spirits, wu jens draws their power from one of the five elements, either earth, fire, metal, water, or wood. They tend to live as hermits in the wilderness, where they purify their bodies and minds.

Doing so enables them to contact the various natural and supernatural powers of the world, for it is from these entities that they learn their spells—which are a magical means to control the invisible forces of the world. Such forces include the five elements, spirit forces, and the powers of nature itself. Most wu jen are trained by a single mentor, an outcast from proper society and set apart by their fearsome supernatural powers. As such, wu jens tend to dislike members of the other classes. However, they are painfully aware that without warriors to defeat enemy soldiers, divine spellcasters to heal their wounds, and perhaps rogues to deal with locks and traps, their path to the knowledge they seek might be hampered by insurmountable and possibly fatal obstacles. This realization of their reliance on other classes can either make them accept them or resent them more.

**Role:** Wu jens are mysterious wizards of the eastern world who have mastered their control over the elements and the forces of nature. They are adept at manipulating their spells by increasing their range, duration, or effect, or eliminating verbal or somatic components through permanent metamagic effects.

**Alignment:** Any nonlawful

**Hit Die:** d6

## Class Skills

The wu jen's class skills are Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all skills, taken individually) (Int), Linguistics (Int), and Spellcraft (Int).

**Skill Ranks Per Level:** 2 + Int modifier.

## Class Features

All the following are class features of the wu jen.

**Weapon and Armor Proficiency:** Wu jens are proficient with all simple weapons, but not with armor or shields.

**Spells:** A wu jen casts arcane spells, which are drawn from the wu jen spell list. She is limited to a certain number of spells of each spell level per day, according to her class level. A wu jen must choose and prepare spells ahead of time like a wizard.

To learn, prepare, or cast a spell, a wu jen must have an Intelligence score of at least 10 + the spell's level. A wu jen's bonus spells are based on Intelligence. The Difficulty Class for saving throws against wu jen spells is 10 + the spell's level + the wu jen's Intelligence modifier.

A wu jen's base daily spell allotment is given on Table 3-15. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1-3 in the *Pathfinder Core Rulebook*).

**Bonus Languages:** A wu jen can substitute Draconic or Giant for one of the bonus languages available to the character because of her race, since many ancient tomes of magic are written in these languages and apprentice wu jen often learn them as part of their studies.

**Bonus Feat:** A wu jen begins play with a bonus metamagic feat.

**Elemental Power:** At 1st level, a wu jen must choose one element (earth, fire, metal, water, or wood) as their focus, and ignore all others (called prohibited elements). Wu jens that prepare and cast spells from their focus element gain the same bonus as do specialist wizards who cast specialist school spells.

Each elemental focus grants a number of elemental focus powers dependent upon the level of the wu jen. In addition, each element of focus also grants an elemental

focus bonus power so long as the wu jen has not violated any taboos. These elemental powers are described hereafter.

**Spirit Guardian:** A wu jen's mystical connection to the world of elemental energies grants her a spirit guardian. She may call upon her spirit guardian a number of times per day equal to  $1/2$  her class level + her Intelligence modifier (minimum once per day). A wu jen may call upon different aspects of her guardian to perform various functions as she gains experience. Each aspect and their descriptions are described below.

*Watchful Spirit:* As a free action, a 1st level wu jen may spend 1 spirit calling to reroll her initiative in combat. She adds one-quarter of her class level to the roll, but can only attempt this immediately after rolling initiative. The wu jen may choose to use the result of either roll, but the class level bonus only applies to the second roll.

*Wrathful Spirit:* At 5th level, a wu jen may call upon her spirit guardian to increase the potency of her spells. As a swift action, a wu jen may spend a 1 spirit calling and 1 additional calling for every six levels thereafter (11th and 17th) to raise the DC of the next spell she casts by an equal amount. If she does not cast a spell by the beginning of her next turn, the spent spirit callings are lost with no effect.

*Protective Spirit:* At 9th level, a wu jen's spirit guardian may take a more active roll in her safety. Whenever she spends a spirit calling to reroll her initiative, she expends a second spirit calling and gains a +1 circumstance bonus to her saving throws for the remainder of the encounter. In addition, whenever she uses her *wrathful spirit* aspect she expends a second spirit calling and gains a +1 dodge bonus to Armor Class until the beginning of her next turn.

*Vengeful Spirit:* At 13th level, a wu jen's spirit guardian becomes highly aggressive in its defense of its master. When a wu jen is struck by a weapon attack (including natural weapons), she may spend 3 spirit callings to make a touch attack (melee or ranged, whichever type of attack is required to reach the attacker) against her attacker. On a successful hit, the wu jen deals 1d6 points of damage per two wu jen levels to the target. The target may make a Fortitude save (DC =  $10 + 1/2$  the wu jen's level + her Intelligence modifier) for half damage.

*Fortuitous Spirit:* At 17th level, a wu jen's spirit guardian gains the ability to warp fate in favor of its master. As an immediate action, a wu jen may spend 2 spirit callings to reroll a saving throw, adding one-quarter of her wu jen level to the roll. She may choose either result, but the class level bonus applies only to the reroll. She must decide to use this reroll before she knows whether her save has succeeded or failed.

**Spell Secret:** At 2nd level, and every four levels thereafter, a wu jen can choose one spell known to her that then becomes permanently modified as though affected by one of the following metamagic feats: Enlarge Spell, Extend Spell, Silent Spell, and Still Spell.

At 8th level, a wu jen adds Empower Spell and Widen Spell to her list of spell secret metamagic feats. At 16th level, a wu jen adds Heighten Spell, Maximize Spell, and Quicken Spell to her list of spell secret metamagic feats.

The spell's level does not change, and once the choice of spell and modification are chosen, they cannot be changed. As the wu jen goes up in level, she can choose the same spell to be modified in different ways with multiple spell secrets. She does not need to know the feat she applies to the spell.

**Taboos:** To maintain their supernatural power, wu jen must abide by certain taboos. These prohibitions might seem inconsequential to other characters but are vitally important to the wu jen. She must select one taboo at 2nd level, and an additional one every 8 levels thereafter (10th, and 18th). By adhering to each subsequent taboo, a wu jen increases the DC of all spells related to their chosen element of focus by +1, to a maximum of +3 at 16th level.

If a wu jen violates any one of her chosen taboos, she loses the entire bonus to her spell DC for the day. In addition, for each taboo that is violated, the wu jen loses the ability to cast their highest level of spells for the day. This penalty stacks with each subsequent taboo that is violated. For example, a 15th level wu jen who violates one of her taboos loses her 8th level spells for the day. If she violates a second taboo, she loses access to her 7th level spells, while a third violated taboo would prohibit her from casting 6th level spells of the day.

Though additional taboos may be created with the consent of the DM, the following are possible taboos:

- Cannot eat meat.
- Cannot own more than she can carry.
- Must make a daily offering (such as food, flowers, or incense) to one or many spirit powers.
- Cannot bathe.
- Cannot cut her hair.
- Cannot touch a dead body.
- Cannot drink alcohol.
- Cannot wear a certain color.
- Cannot light a fire.
- Cannot sit facing in a certain direction.

**Elemental Familiar:** At 4th level, a wu jen may chose to gain a tiny elemental as a familiar. The type of elemental is the same as the wu jen's element of focus. Tiny elementals for the earth, fire, and water elements are the same as small elementals of their type, except for the following adjustments: Size becomes tiny, HD decreases to 1d8, Good saves -1, Strength -4, Dex +2, Con -2, size bonus of +1 to Armor Class and attacks, natural armor -2, grapple -4, and attack damage decreases to next lower die. Adjustments related to familiar advancement are then made to the base creature, as per a 4th level wu jen. Metal and wood elementals are only found in this book, and the Tiny versions of these creatures are described hereafter.

If the wu jen already has a familiar, it gains the elemental type, native subtype, and its related elemental subtype. The metal and wood subtypes have the same traits as the earth subtype. The familiar’s melee attacks deal an additional 1d3 points of energy damage on a successful hit, and it gains all the special qualities of the equivalent elemental type, but not its special attacks.

**Elemental Adept:** At 6th level, a wu jen becomes more adept with magic associated with her element of focus as the essence of this element infuses her body. Whenever a wu jen casts a spell from her element of focus, her effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by two. This bonus also pertains to spells on the wu jen spell list that are designated “All”, since they belong to all elemental groups.

**Elemental Expert:** At 12th level, a wu jen’s body gains greater infusion of the essence of her element of focus. As such, she gains a +1 damage bonus per damage die on all her element of focus spells. In addition, a wu jen may expend a portion of this elemental essence to cast extra spells beyond her daily allotment. She may cast one extra spell of each spell level she can cast per day (one 1st level spell, one 2nd level spell, etc.). To do so, she must expend 1 hit point per level of the spell, and may only select from her element of focus spells. Thus, a 17th level wu jen of earth could cast one spell each of levels one through nine by expending a total of 45 of her hit points. Hit points expended in this manner may only be recovered through natural means (see the rules on natural healing in the *Pathfinder Core Rulebook*). Spells such as *cure light wounds* have no effect, though special abilities like fast healing can speed up the healing process. Magical items that duplicate such special abilities also have no effect.

**Elemental Master:** At 20th level, a wu jen becomes a magical creature. She is forevermore treated as a (native) outsider rather than as a humanoid (or whatever the wu jen’s creature type was) for the purpose of spells and magical effects. Unlike other outsiders, the wu jen can still be brought back from the dead as if she were a member of her previous creature type. Her damage bonus per damage die on element of focus spells increases to +2. Also, the wu jen gain immunity to the energy type associated to her element of focus (acid, cold, electricity, fire, or sonic).

In addition, a wu jen radiates an aura of elemental energy as per her element of focus. The aura deals 5d4 points of energy damage to anyone that comes in physical contact with her, whether accidental or as a result from melee attacks. Unless noted otherwise, this aura is always active, but may be deactivated as a free action. The wu jen also gain immunity to the energy type associated with her element of focus.

**Spellbooks:** A wu jen must study her spellbooks each day to prepare her spells, much like a wizard. She cannot prepare any spell not recorded in her spellbook (except for *read magic*, which all wu jen can prepare from memory).

A wu jen begins play with a spellbook containing all 0-level wu jen spells plus three 1st-level spells of her choice. For each point of Intelligence bonus the wu jen has (see the Ability Score Table in the *Pathfinder Core Rulebook*), the spellbook holds one additional 1st-level spell of her choice. At each new wu jen level, she gains two new spells of any spell level or levels that she can cast (based on her new wu jen level). For example, when Hide-yori achieves 5th level, she can cast 3rd-level spells. At this point, she can add two 3rd-level spells to her spellbook, or one 2nd-level spell and one 3rd-level spell, or any combination of two spells between 1st and 3rd level.

At anytime, a wu jen can add spells found in another wu jen’s spellbooks to her own.

ELEMENTAL POWERS

Wu jens must chose one element (earth, fire, metal, water, or wood) as their focus, in exclusion to all others. As a reward for this dedication, they gain a number of abilities based on their elemental focus. In addition, each element grants the wu jen an elemental focus bonus long as she has not violated any taboos. An elemental focus grants one ability at 1st level, 8th level, and 16th level. Unless otherwise noted, these abilities are activated by using a standard action.

The wu jen’s level is used when determining the caster level of these effects. The DC for any save is equal to 10 + the spell’s level + the caster’s Intelligence modifier. Elemental focus powers that mimic spells are spell-like abilities, while the others are supernatural.

Earth Focus

**Focus Element Bonus:** A wu jen gains a +2 competence bonus on saving throws against earth-based spells and effects. At 6th level, the wu jen gains acid resistance 5. This increases to acid resistance 10 at 12th level, and acid resistance 20 at 18th level.

Caster

Level	Ability
1st	<i>Elemental Ray (Su):</i> As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid (earth), cold (water), electricity (metal), fire (fire), or sonic (wood), depending upon your element of focus chosen by the caster at 1st level. Your element of focus bonus does not apply to this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
8th	<i>Wall of Caustic Stone (Sp):</i> You can create a <i>wall of stone</i> that deals 1d6 points of acid damage to anyone who comes in contact with it. This ability otherwise functions like <i>wall of stone</i> .

**16th** *Earthform (Sp)*: You can assume the form of a Huge earth elemental and gain a +8 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus. You also gain darkvision 60 feet, the push ability, and the ability to earthglide. This ability otherwise functions as *elemental body IV*.

### Fire Focus

**Focus Element Bonus:** A wu jen gains a +2 competence bonus on saving throws against fire-based spells and effects. At 6th level, the wu jen gains fire resistance 5. This increases to fire resistance 10 at 12th level, and fire resistance 20 at 18th level.

### Caster

#### Level Ability

<b>1st</b>	<i>Elemental Ray (Su)</i> : As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid (earth), cold (water), electricity (metal), fire (fire), or sonic (wood), depending upon your element of focus chosen by the caster at 1st level. Your element of focus bonus does not apply to this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
<b>8th</b>	<i>Wall of Fire (Sp)</i> : You can create a <i>wall of fire</i> as the spell.
<b>16th</b>	<i>Fireform (Sp)</i> : You can assume the form of a Huge fire elemental and gain a +6 enhancement bonus to your Dexterity, a +4 enhancement bonus to your Constitution, and a +4 natural armor bonus. Your base land speed also increases by 20 feet, and you gain darkvision 60 feet, resist fire 20, vulnerability to cold, and the burn ability. This ability otherwise functions as <i>elemental body IV</i> .

### Metal Focus

**Focus Element Bonus:** A wu jen gains a +2 competence bonus on saving throws against metal-based spells and effects. At 6th level, the wu jen gains electricity resistance 5. This increases to electricity resistance 10 at 12th level, and electricity resistance 20 at 18th level.

### Caster

#### Level Ability

<b>1st</b>	<i>Elemental Ray (Su)</i> : As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid (earth), cold (water), electricity (metal), fire (fire), or sonic (wood), depending upon your element of focus
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chosen by the caster at 1st level. Your element of focus bonus does not apply to this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**8th** *Wall of Electrified Iron (Sp)*: You can create a *wall of iron* that deals 1d6 points of electricity damage to anyone who comes in contact with it. This ability otherwise functions like *wall of iron*.

**16th** *Metalform (Sp)*: You can assume the form of a Huge metal elemental and gain a +8 enhancement bonus to your Strength, a –4 penalty on your Dexterity, a +4 enhancement bonus to your Constitution, and a +8 natural armor bonus. You also gain darkvision 60 feet, the magnetic burst ability, and the ability to metalmorph. This ability otherwise functions as *elemental body IV*.

### Water Focus

**Focus Element Bonus:** A wu jen gains a +2 competence bonus on saving throws against water-based spells and effects. At 6th level, the wu jen gains cold resistance 5. This increases to cold resistance 10 at 12th level, and cold resistance 20 at 18th level.

### Caster

#### Level Ability

<b>1st</b>	<i>Elemental Ray (Su)</i> : As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid (earth), cold (water), electricity (metal), fire (fire), or sonic (wood), depending upon your element of focus chosen by the caster at 1st level. Your element of focus bonus does not apply to this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
<b>8th</b>	<i>Wall of Glacial Ice (Sp)</i> : You can create a <i>wall of ice</i> that deals 1d6 points of cold damage to anyone who comes in contact with it. This ability otherwise functions like <i>wall of ice</i> .
<b>16th</b>	<i>Waterform (Sp)</i> : You can assume the form of a Huge water elemental and gain a +4 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +8 enhancement bonus to your Constitution, and a +6 natural armor bonus. You also gain swim 120 feet, darkvision 60 feet, and the ability to create a vortex. This ability otherwise functions as <i>elemental body IV</i> .

### Wood Focus

**Focus Element Bonus:** A wu jen gains a +2 competence bonus on saving throws against wood-based spells and effects. At 6th level, the wu jen gains sonic resistance 5. This increases to sonic resistance 10 at 12th level, and sonic resistance 20 at 18th level.

Caster  
Level Ability

1st	<i>Elemental Ray</i> (Su): As a standard action, you can unleash an energy ray targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two caster levels you possess. The type of damage is acid (earth), cold (water), electricity (metal), fire (fire), or sonic (wood), depending upon your element of focus chosen by the caster at 1st level. Your element of focus bonus does not apply to this ability. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
8th	<i>Wall of Noxious Thorns</i> (Sp): You can create a <i>wall of thorns</i> that deals poison damage to anyone who tries to move through it, in addition to any slashing damage from the thorns. Thorn poison has the following properties—Type: injury DC 12, Initial Damage: 1 Dex, Secondary Damage: Unconsciousness for 2d6 minutes. This ability otherwise functions like <i>wall of thorns</i> .
16th	<i>Woodform</i> (Sp): You can assume the form of a Huge wood elemental and gain a +6 enhancement bonus to your Strength, a –2 penalty on your Dexterity, a +4 enhancement bonus to your Constitution, and a +6 natural armor bonus. You also gain darkvision 60 feet, the thorny vines ability, and the ability of trackless step, trip, <i>vanishing woods</i> , woodland stride. This ability otherwise functions as <i>elemental body IV</i> .

NEW ELEMENTALS

ELEMENTAL, METAL

*A steely gray humanoid strides forward on two lumbering metallic legs, its arms and hands set to attack, while its rough-hewn face and sunken black hollow eyes stare threateningly in your direction.*

Metal elementals are a subtype of earth elementals, due to their composition of metallic minerals. They are not as strong as their earth counterparts but are tough like the metals they are made of. They are more subtle and graceful in combat, employing their more slender appendages with devastating precision. Like other elementals, they seldom leave their home plane, except when summoned elsewhere by a spell.

When on the Material Plane, a metal elemental consists of any common metals native to the world upon which they appear, such as iron, gold, copper, and occasionally even steel.

Metal elementals speak Dwarven, Elemental, and Giant. A metal elemental’s voice sounds like the hissing of steam

from hot metals being cooled in oils, or the sliding sound of a metal blade being pulled from its sheath.

**Metal Elemental, Tiny****CR ½**

Usually N Tiny outsider (earth, elemental, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., Perception +3

**Languages** Dwarven, Elemental, Giant

DEFENSE

**AC** 17, **touch** 12, **flat-footed** 17 (size +2, +5 natural)

**hp** 5 (1 HD)

**Immune** electricity, elemental immunities

**Fort** +3, **Ref** +0, **Will** +0

**Weakness** vulnerability to *rust* attacks, such as spells and the attack of a rust monster

OFFENSE

**Speed** 20 ft. (4 squares)

**Melee** 2 slams +3 (1d4+1 plus 1d3 electricity)

**Space** 2½ ft.; **Reach** 0 ft.

**Base Atk** +3; **Grp** –5

**Atk Options** magnetic burst, metal mastery, metalmorph, Improved Initiative

STATISTICS

**Abilities** Str 13, Dex 10, Con 13, Int 4, Wis 11, Cha 11

**SA** magnetic burst

**SQ** elemental traits

**Feats** Improved Initiative

**Skills** Appraise +1, Climb +4, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +3, Stealth +4

EGOLOGY

**Environment** any (Plane of Earth)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

SPECIAL ABILITIES

**Magnetic Burst (Sp):** The body of a metal elemental harbors natural electromagnetic energies. By releasing bursts of this energy, a metal elemental creates a zone of magnetism for a short time. This ability functions in all ways as the *magnetism* spell, but has a burst effect. The *magnetism* spell is described below for convenience.

**Metalmorph (Su):** Metal elementals have the ability to assume the shape of any object or creature of up to one size larger or smaller as a swift action. It can remain in its new form indefinitely, but retains its statistics and metallic appearance.

**Metal Mastery:** All attacks made by metal weapons, even adamantine, suffer a -1 penalty to attack and damage rolls against metal elementals.

MAGNETISM

**Transmutation**

**Level:** Wu jen 3 (metal)

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** Burst

**Duration:** 1 round/level

**Saving Throw:** See text

**Spell Resistance:** No

A shimmering magnetic ray springs from your hand and pulls iron or steel objects to your grasp. Once per round on a successful ranged touch attack, the magnetic ray can draw an object toward you with an effective Strength score of 30 (and so can target items weighing up to 8,000 pounds). Any unattended and unsecured item flies directly and safely to your hand (or to the edge of your space if too large to be wielded), but drawing an item toward you that another creature is holding (such as a weapon) requires a successful disarm attempt (see the Disarm entry under Combat Maneuvers in the Pathfinder Core Rulebook).

You use the ray's Strength modifier (+10) in place of your own, and such attempts do not provoke attacks of opportunity, even if you use *magnetism* against a creature in an adjacent square, although casting the spell might still provoke attacks of opportunity. If you succeed on the disarm attempt, the weapon flies from your opponent's hand to your own.

If you target an item that is attended but not held, such as a weapon at someone's belt, the creature bearing the item gets a Reflex save to hang onto it, dropping whatever else is in one hand at the time unless it has a free hand. On a failed save, the item flies from the creature's hand to your own. Otherwise, make a disarm attempt as above.

If an item is secured in some way, you can make a Strength check (using the ray's +10 bonus) to break or burst whatever holds it.

ELEMENTAL, WOOD

*A mossy treelike creature emerges from the woods, its body is covered in knots, thorns, and vines that creak as it moves, its head in rough semblance of a face and topped with branches and sparse leaves that rustle in the wind glances in your direction with glowing green eyes.*

Wood elementals are considered another subtype of earth elementals, but are composed of the natural woods and trees of the land. They less strong than their earth counterparts but tough as mighty oaks and more nimble. They use their leafy limbs to club its enemies, or whip and entangle them in its thorny vines. Like other elementals, they seldom leave their home plane, except when summoned elsewhere by a spell.

When on the Material Plane, a wood elemental consists of the trees, foliage and vegetation native to the world upon which they appear.

Wood elementals speak Elemental and Elven, but prefer to use Sylvan. A wood elemental's voice sounds like the crackling of twigs breaking underfoot, or the rustling of leaves in a strong breeze.

Wood Elemental, Tiny

CR 1/2

Usually N Tiny outsider (elemental, extraplanar, plant)

Init +1; Senses darkvision 60 ft., Perception +3

Languages Elven, Elemental, Sylvan

DEFENSE

AC 16, touch 13, flat-footed 15 (size +2, +1 Dex, +3 natural)

hp 5 (1 HD)

Immune cold, sonic, elemental immunities

Fort +2, Ref +1, Will +0

Weakness vulnerability to fire

OFFENSE

Speed 20 ft. (4 squares)

Melee 2 slams +2 (1d4 + 1d4 sonic)

Space 2 1/2 ft.; Reach 0 ft.

Base Atk +2; Grp -6

Atk Options thorny vines, trip, Power Attack

Special Actions trackless step, vanishing woods, woodland

STATISTICS

Abilities Str 11, Dex 12, Con 10, Int 4, Wis 11, Cha 11

SA thorny vines, trip

SQ elemental traits

Feats Power Attack

Skills Appraise +1, Climb +9, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +3, Stealth +9

EGOLOGY

Environment any (Plane of Earth)

Organization solitary, pair, or gang (3-8)

Treasure none

SPECIAL ABILITIES

Trackless Step (Ex): A wood elemental leaves no trail in natural surroundings and cannot be tracked. It may choose to leave a trail if it so desired.

Trip (Ex): A wood elemental who makes a successful thorny vines attack may attempt to trip its opponent. It can only trip an opponent who is one size category larger than it or smaller, which does not initiate a trip provokes an attack of opportunity from the target. If the attack is successful, the target is knocked prone. If the attack fails by 10 or more, the wood elemental is knocked prone instead. If the target has more than two legs, add +2 to the DC of the combat maneuver attack roll for each additional leg it has. Some creatures, such as oozes without legs and flying creatures, cannot be tripped.

Thorny Vines (Ex): A wood elemental can employ his thorny vines like whips and deals 1d4 points of piercing damage. Consequently, on a successful strike, the target must make a Fortitude saving throw or be slowed for 1d4 +2 rounds. In addition, if a wood elemental makes a successful hit with its vines it entangles its victim (see above).

Vanishing Woods (Sp): Once per day, a wood elemental can enter a nearby tree or bush and instantly transfer itself from it's current location to any other spot within range by exiting another tree or bush. It always arrive at exactly the spot desired, and can't take any other actions until its next turn. This ability otherwise functions as *dimension door*, but requires a tree or some other shrub to be employed.

Woodland Stride (Ex): A wood elemental may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at its normal speed and without taking damage or suffering any other impairment, even thorns, briars, and overgrown areas that have been magically manipulated to impede motion.

WU JEN SPELL LIST

0-Level Wu Jen Spells (Cantrips)

Fire

Dancing Lights: Creates torches or other lights.

Flare: Dazzles one creature (-1 on attack rolls).

Water

Ray of Frost: Ray deals 1d3 cold damage.

Arcane Mark: Inscribes a personal rune (visible or invisible).

Daze: Humanoid creature of 4 HD or less loses next action.

Detect Magic: Detects spells and magic items within 60 ft.

Detect Poison: Detects poison in one creature or small object.

Disrupt Undead: Deals 1d6 damage to one undead.

Ghost Sound: Figment sounds.

Light: Object shines like a torch.

Magical Hand: 5-pound telekinesis.

Mending: Makes minor repairs on an object.

Message: Whispered conversation at distance.

**Open/Close:** Opens or closes small or light things.

**Prestidigitation:** Performs minor tricks.

**Read Magic:** Read scrolls and spellbooks.

**Resistance:** Subject gains +1 on saving throws.

## 1st-Level Wu Jen Spells

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### All

**Elemental Burst\*:** Elemental target explodes with varying effects.

**Endure Elements:** Exist comfortably in hot or cold environments.

### Earth

**Earth Hail of Stone<sup>M</sup>\*:** Rain of stone deals 1d4/level damage (max 5d4).

### Fire

**Fiery Eyes\*:** Your glowing eyes illuminate area and can ignite combustible items.

**Melt\*:** Melt ice and snow or deal 2/level damage max 10) to magical ice or cold creatures.

**Smoke Ladder<sup>F</sup>\*:** Smoke transforms into ladder up to 10 ft. long/level.

### Metal

**Iron Scarf\*:** Ranged attack deals 1d8 damage +1/level.

**Magic Weapon:** Weapon gains +1 bonus.

### Water

**Animate Water\*:** Turn Small or smaller quantity of water into animated object.

**Cobra's Breath\*:** Cone of poison deals 1d3 Con damage.

**Obscuring Mist:** Fog surrounds you.

### Wood

**Animate Wood\*:** Turn Small or smaller wooden item into animated object.

**Backbiter\*:** Wooden-hafted weapon strikes wielder.

**Animate Rope:** Makes a rope move at your command.

**Charm Person:** Makes one person your friend.

**Comprehend Languages:** You understand all spoken and written languages.

**Detect Chaos/Evil/Good/Law:** Reveals creatures, spells, or objects of selected alignment.

**Disguise Self:** Changes your appearance.

**Ghost Light\*:** Ghostly green radiance can be shaped and manipulated, causes fear.

**Hold Portal:** Holds door shut.

**Hypnotism:** Fascinates 2d4 HD of creatures.

**Jump:** Subject gets bonus on Jump checks.

**Magic Missile:** 1d4+1 damage; +1 missile/two levels above 1st (max 5).

**Protection from Chaos/Evil/Good/Law:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Scales of the Lizard\*:** Grants +2 or higher enhancement bonus to natural armor.

**Secret Signs\*:** Communicate a simple nonverbal message to one intelligent creature.

**Shield:** Invisible disc gives +4 to AC, blocks magic missiles.

**Silent Image:** Creates minor illusion of your design.

**Sleep:** Puts 4 HD of creatures into magical slumber.

**Summon Monster I:** Calls extraplanar creature to fight for you.

**True Strike:** +20 on your next attack roll.

**Unseen Servant:** Invisible force obeys your commands.

**Ventriloquism:** Throws voice for 1 min./level.

## 2nd-Level Wu Jen Spells

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### All

**Resist Energy:** Ignores 10 or more points of damage/attack from specified energy type.

### Earth

**Bear's Endurance:** Subject gains +4 to Con for 1 min./level.

**Bull's Strength:** Subject gains +4 to Str for 1 min./level.

### Fire

**Animate Fire\*:** Turn Small or smaller fire into animated object.

**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.

**Fire Shuriken\*:** Magical shuriken deal 3d6 fire damage.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

### Metal

**Entangling Scarf\*:** Successful ranged touch attack entangles a foe.

**Protection from Arrows:** Subject immune to most ranged attacks.

**Rain of Needles\*:** Ranged attacks deal total 1d4/level damage (max 5d4).

### Water

**Fog Cloud:** Fog obscures vision.

**Ice Blast\*:** Spray of ice crystals deals 1d6/two levels cold damage (max 10d6) and makes targets fatigued.

**Ice Knife\*:** Magical shard of ice deals 2d8 cold damage plus 2 Dex damage, or deals 1d8 cold damage in 10-ft.-radius burst.

**Swim\*:** Subject gains swim speed, +8 bonus on Swim checks.

### Wood

**Warp Wood:** Bends wood (shaft, handle, door, plank).

**Wood Shape:** Rearranges wooden objects to suit you.

**Alter Self:** Assume form of a similar creature.

**Apparition\*:** Subject's face takes on appearance, viewers may become shaken.

**Arcane Lock<sup>M</sup>:** Magically locks a portal or chest.

**Blur:** Attacks miss subject 20% of the time.

**Chameleon\*:** Subject gets +10 on Hide checks.

**Detect Thoughts:** Allows “listening” of surface thoughts.

**Force Whip\*:** Whip of magical force keeps animals at bay and can frighten animals as ranged touch attack.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Hypnotic Pattern:** Fascinates 2d4 + level HD of creatures.

**Invisibility:** Subject is invisible for 1 min./level or until it attacks.

**Kiss of the Toad\*:** Touch deals 1d6 Con damage, repeats in 1 min.

**Knock:** Opens locked or magically sealed door.

**Lightning Blade\*:** Blade of electricity energy deals total 1d6 damage/level as touch attack or ranged touch attack.

**Locate Object:** Senses direction toward object (specific or type).

**Minor Image:** As silent image, plus some sound.

**Misdirection:** Misleads divinations for one creature or object.

**Protection from Charm\*:** Subject gains +1/three levels bonus (max +5) on saves against charm and compulsion.

**Rope Trick:** As many as eight creatures hide in extradimensional space.

**See Invisibility:** Reveals invisible creatures or objects.

**Spider Climb:** Grants ability to walk on walls and ceilings.

**Summon Monster II:** Calls extraplanar creature to fight for you.

**Wall of Gloom\*:** Shadow barrier obscures vision and deters passage.

**Whispering Wind:** Sends a short message 1 mile/level.

### 3rd- Level Wu Jen Spells

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#### All

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

#### Earth

**Earthbolt\*:** Seismic pulse deals 1d6/level damage to creatures along its path.

**Terra Cotta Warrior<sup>M</sup>\*:** Statuette becomes a Medium animated object which fights for you.

#### Fire

**Fire Wings\*:** Your arms become flaming wings capable of flight and dealing +2d6 fire damage on unarmed attacks.

**Fireball:** 1d6 damage per level, 20-ft. radius.

#### Metal

**Keen Edge:** Doubles normal weapon’s threat range.

**Magic Weapon, Greater:** +1/four levels (max +5).

**Magnetism\*:** Draw iron or steel objects to yourself with effective Str 30.

#### Water

**Gaseous Form:** Subject becomes insubstantial and can fly slowly.

**Steam Breath\*:** Superheated steam deals 1d6/level fire damage (max 10d6).

**Stinking Cloud:** Nauseating vapors, 1 round/level.

#### Water

**Breathing:** Subjects can breathe underwater.

#### Wood

**Plant Growth:** Grows vegetation, improves crops.

**Thornskin\*:** Your unarmed attacks deal +1d6 damage; natural and unarmed attacks against you take 1d4 damage.

**Commune with Lesser Spirit<sup>M</sup>\*:** Lesser spirit creature answers one question/two levels.

**Corpse Candle\*:** Ghostly hand and candle sheds light, affects incorporeal creatures.

**Discern Shapechanger\*:** Penetrates disguises and identifies shapechanging creatures.

**Dispel Magic:** Cancels magical spells and effects.

**Displacement:** Attacks miss subject 50%.

**Haste:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Illusory Script<sup>M</sup>:** Only intended reader can decipher.

**Magic Circle against Chaos/evil/Good/Law:** As protection spells, but 10-ft. radius and 10 min./level.

**Major Image:** As silent image, plus sound, smell, and thermal effects.

**Remove Curse:** Frees object or person from curse.

**Suggestion:** Compels subject to follow stated course of action.

**Summon Monster III:** Calls extraplanar creature to fight for you.

**Tongues:** Speak any language.

### 4th- Level Wu Jen Spells

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#### All

**Elemental Ward\*:** Drives elementals away.

**Scrying<sup>F</sup>:** Spies on subject from a distance.

#### Earth

**Dimension Door:** Teleports you short distance.

**Stoneskin<sup>M</sup>:** Ignore 10 points of damage per attack.

#### Fire

**Fire Shield:** Creatures attacking you take fire damage; you’re protected from heat or cold.

**Fire Trap<sup>M</sup>:** Opened object deals 1d4 damage +1/level.

**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 fire damage.

#### Metal

**Dancing Blade\*:** Target sword fights independently.

**Poison Needles\*:** Hail of poison needles deals range of effects to target.

**Rusting Grasp:** Your touch corrodes iron and alloys.

#### Water

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Solid Fog:** Blocks vision and slows movement.



**Wall of Ice:** Ice plane creates wall with 15 hp +1/level, or hemisphere can trap creatures inside.

**Water to Poison<sup>M</sup>:** Transform water into ingested poison.

## **Wood**

**Antiplant Shell:** Keeps animated plants at bay.

**Command Plants:** Sway the actions of one or more plant creatures.

**Animate Dead<sup>M</sup>:** Creates undead skeletons and zombies.

**Charm Monster:** Makes monster believe it is your ally.

**Confusion:** Subjects behave oddly for 1 round/level.

**Creeping Darkness\*:** Cloud of inky blackness moves at your command.

**Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.

**Dismissal:** Forces a creature to return to native plane.

**Globe of Invulnerability, Lesser:** Stops 1st- through 3rdlevel spell effects.

**Good Hope:** Subjects gain +2 on attack rolls, damage rolls, saves, and checks.

**Heart Ripper\*:** Kills living creatures with less than 4 HD.

**Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.

**Locate Creature:** Indicates direction to familiar creature.

**Minor Creation:** Creates one cloth or wood object.

**Pain\*:** Wracking pain gives targets -4 on attack rolls, skill and ability checks.

**Polymorph:** Gives one willing subject a new form.

**Resist Energy, Mass\*:** Targeted creatures ignore damage from specified energy type.

**Shout:** Deafens all within cone and deals 5d6 sonic damage.

**Snake Darts\*:** Two snakes hit one or two targets, deal 3d6 damage and inject poison (1d6 Con damage, repeats in 1 min.)

**Spirit Binding, Lesser\*:** Traps spirit creature of 8 HD or less until it performs a task.

**Summon Monster IV:** Calls extraplanar creature to fight for you.

**Wall of Bones\*:** Shapeable wall grants cover and concealment, deals damage to anyone who tries to pass.

## **5th- Level Wu Jen Spells**

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### **Earth**

**Stone Shape:** Sculpts stone into any shape.

**Terra Cotta Lion<sup>M</sup>:** Statuette becomes a Huge animated object which fights for you.

**Wall of Stone:** Creates a stone wall that can be shaped.

### **Fire**

**Fire Breath\*:** Ranged touch attack deals 1d8/two levels fire damage (max 10d8) for 1 round/level.

### **Metal**

**Metal Skin\*:** Grants +8 natural armor bonus, -2 to Dex.

### **Water**

**Cone of Cold:** 1d6/level cold damage.

### **Wood**

**Wood Rot\*:** Destroy wooden items or deal 3d6 + 1/level damage (max +15) to plant creatures.

**Aiming at the Target\*:** +10 bonus on Concentration checks for previously cast spell.

**Animal Growth:** One animal/two levels doubles in size.

**Arc of Lightning\*:** Line of electricity between two ceatures (1d6/level damage).

**Baleful Polymorph:** Transforms subject into harmless animal.

**Dominate Person:** Controls humanoid telepathically.

**Dream:** Sends message to anyone sleeping.

**Fabricate:** Transforms raw materials into finished items.

**Feeblemind:** Subject's Int and Cha drop to 1.

**Hold Monster:** As hold person, but any creature.

**Major Creation:** As minor creation, plus stone and metal.

**Nightmare:** Sends vision dealing 1d10 damage, fatigue.

**Passwall:** Creates passage through wood or stone wall.

**Permanency<sup>X</sup>:** Makes certain spells permanent.

**Persistent Image:** As major image, but no concentration required.

**Servant Horde\*:** Create 2d6 unseen servants +1/level (max +15).

**Spirit Self\*:** Your incorporeal spirit separates from your body.

**Summon Monster V:** Calls extraplanar creature to fight for you.

**Summoning Wind\*:** Send a short message to 10 creatures/level.

**Sword of Deception\*:** Blade of energy attacks independently, deals 1d4 damage, penalizes subsequent save.

**Symbol of Pain<sup>M</sup>:** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep<sup>M</sup>:** Triggered rune puts nearby creatures into catatonic slumber.

**Telekinesis:** Moves object, attacks creature, or hurls object or creature.

**Teleport:** Instantly transports you as far as 100 miles/level.

**Vitriolic Sphere\*:** Potent acid deals 1d4/level damage (max 15d4) plus possible damage in following two rounds.

**Wall of Force:** Wall is immune to damage.

## **6th- Level Wu Jen Spells**

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### **Earth**

**Flesh to Stone:** Turns subject creature into statue.

**Move Earth:** Digs trenches and builds hills.

**Stone to Flesh:** Restores petrified creature.

### **Fire**

**Fire Seeds:** Acorns and berries become grenades and bombs.

## Metal

**Spirit Needle\*:** Needle pins spirit in place in corporeal form.

**Wall of Iron<sup>M</sup>:** 30 hp/four levels, can topple onto foes.

## Water

**Control Water:** Raises or lowers bodies of water.

## Wood

**Ironwood:** Magic wood is strong as steel.

**Repel Wood:** Pushes away wooden objects.

**Control Weather:** Changes weather in local area.

**Dispel Magic, Greater:** As dispel magic, but +20 on check.

**Geas/Quest:** As lesser geas, plus it affects any creature.

**Globe of Invulnerability:** As lesser globe of invulnerability, plus 4th-level spell effects.

**Permanent Image:** Includes sight sound and smell.

**Programmed Image<sup>M</sup>:** As major image, plus triggered by event.

**Repulsion:** Creatures can't approach you.

**Speak with Dead:** Corpse answers one question/two levels.

**Spirit Binding\*:** As lesser spirit binding, but traps up to 16 HD of spirits.

**Suggestion, Mass:** As suggestion, plus one subject/level.

**Summon Monster VI:** Calls extraplanar creature to fight for you.

**Symbol of Fear<sup>M</sup>:** Triggered rune panics nearby creatures.

**Symbol of Persuasion<sup>M</sup>:** Triggered rune charms nearby creatures.

**Transfix\*:** Humanoids freeze in place until condition you specify is met.

**True Seeing<sup>M</sup>:** Lets you see all things as they really are.

**Veil:** Changes appearance of group of creatures.

## 7th- Level Wu Jen Spells

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### All

**Scrying, Greater:** As scrying, but faster and longer.

### Earth

**Statue:** Subject can become a statue at will.

### Fire

**Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for 5 rounds.

### Metal

**Decapitating Scarf\*:** Ranged attack decapitates target or deals 1d4 damage/level (max 20d4).

### Wood

**Transmute Metal to Wood:** Metal within 40 ft. becomes wood.

**Body Outside Body\*:** Create one duplicate of yourself/ five levels.

**Commune with Greater Spirit<sup>MX</sup>\*:** Any spirit creature answers one question/level.

**Disintegrate:** Makes one creature or object vanish.

**Energy Immunity\*:** Subject and equipment are gain immunity to damage of specified energy type.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Giant Size\*:** You grow to Huge or larger size.

**Limited Wish<sup>X</sup>:** Alters reality—within spell limits.

**Power Word Blind:** Blinds creature with 200 hp or less.

**Reanimation\*:** Dead creature restored to functional half life with 1 hp.

**Summon Monster VII:** Calls extraplanar creature to fight for you.

**Sword of Darkness<sup>M</sup>\*:** Blade of negative energy attacks independently, deals 1d4 damage, bestows one negative level.

**Symbol of Stunning<sup>M</sup>:** Triggered rune stuns nearby creatures.

**Symbol of Weakness<sup>M</sup>:** Triggered rune weakens nearby creatures.

**Teleport, Greater:** As teleport, but no range limit and no off-target arrival.

**Teleport Object:** As teleport, but affects a touched object.

**Withering Palm\*:** Touch attack deals 1 point Str damage plus 1 point Con damage/two levels.

## 8th- Level Wu Jen Spells

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### Earth

**Earthquake:** Intense tremor shakes 80-ft. radius.

### Fire

**Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

### Metal

**Repel Metal or Stone:** Pushes away metal and stone.

### Water

**Cloud Chariot\*:** You and allies fly on a fast-moving cloud.

**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

### Wood

**Control Plants:** Control actions of one or more plant creatures.

**Antipathy:** Object or location affected by spell repels certain creatures.

**Finding the Center\*:** Automatically maintain concentration on previously cast spell.

**Mind Blank:** Subject is immune to mental/emotional magic and scrying.

**Minute Form\*:** You shrink to Tiny or smaller size.

**Polymorph Any Object:** Changes any subject into anything else.

**Power Word Stun:** Stuns creature with 150 hp or less.

**Spirit Binding, Greater\*:** As lesser spirit binding, but traps up to 24 HD of spirits.

**Summon Monster VIII:** Calls extraplanar creature to fight for you.

**Symbol of Death<sup>M</sup>:** Triggered rune slays nearby creatures.

**Symbol of Insanity<sup>M</sup>:** Triggered rune renders nearby creatures insane.

**Sympathy<sup>M</sup>:** Object or location attracts certain creatures.

**Whirlwind:** Cyclone deals damage and can pick up creatures.

## **9th- Level Wu Jen Spells**

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### **Fire**

**Internal Fire<sup>F\*</sup>:** Targets die instantly or take 6d6 + 1/level fire damage.

**Absorption\*:** You absorb targeted spell energy to power spells of your own.

**Astral Projection<sup>M</sup>:** Projects you and companions onto

Astral Plane.

**Dominate Monster:** As dominate person, but any creature.

**Etherealness:** Travel to Ethereal Plane with companions.

**Freedom:** Releases creature from imprisonment.

**Gate<sup>X</sup>:** Connects two planes for travel or summoning.

**Imprisonment:** Entombs subject beneath the earth.

**Power Word Kill:** Kills one creature with 100 hp or less.

**Shapechange<sup>F</sup>:** Transforms you into any creature, and change forms once/round.

**Summon Elemental Monolith<sup>M\*</sup>:** Calls powerful elemental creature to fight for you.

**Summon Monster IX:** Calls extraplanar creature to fight for you.

**Teleportation Circle<sup>M</sup>:** Circle teleports any creature inside to designated spot.

**Time Stop:** You act freely for 1d4+1 rounds.

**Transmute Rock to Lava\*:** Transforms one 10-ft. cube with subsequent fire damage and effects.

**Wish<sup>X</sup>:** As limited wish, but with fewer limits.