

Player Paraphernalia

#124

BAD TO THE BONE
HORRIBLE HYBRID
CLASSES
VOLUME III

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15 COPYRIGHT NOTICE

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

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

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

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

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

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

Pathfinder Roleplaying Game Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

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

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

Anger of Angels. ©2003, Sean K Reynolds.

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

Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook.

Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

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

The Book of Hallowed Might. ©2002, Monte J. Cook.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Batsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Angel, Monadic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Angel, Movanic Deva from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Guardian from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian McDowall.

Daemon, Hydrodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Demon, Shadow from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Neville White.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ear Seeker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Batsley, based on original material by Gary Gygax.

Frogemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Necrophidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Poltergeist from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Lewis Pulsipher.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Player Paraphernalia #124 Bad to the Bone Horrible Hybrid Classes Volume III © 2017, The Knotty Works; Author: John Buckley.

d20pfsrd.com. © 2010, John Reyst.

PLAYER PARAPHERNALIA #124

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty-four of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.).

This issue introduces two more horribly mashed together hybrid classes. The mac tírian combines the druid's ability to take on the call of the wild with the barbarian's need to channel his wild side of rage. The second class—the dionysian—combines the alchemist's chemical expertise with the psychic's ability to harness the mind's hidden powers. While they may appear generic, they are by no means overpowered nor are they flavorless.

THE MAC TÍRIAN

Skinchangers, wolf-blooded, or lycanthrope, the mac tírian is non of these but is often mistaken for them. Unlocking the secrets of the wolf totem, the mac tírian allows her bestial nature to come to the surface, especially when facing any type of threat. Her blood boils and the surging adrenaline races through her body, increasing the tensile strength of her musculature and endowing her extraordinary stamina. Over time she learns to manifest the true spirit of

the wolf, even learning to take on its form and natural abilities as she earns the true title of Mac Tírian!

Role

The mac tírian excel in the midst of the chaos of battle, relying on her enhanced strength and fortitude to overcome any that would appose her. Her ability to take on the form and function of the wolf only enhances her ability to take down nearby opponents, relying on both scent and vision to identify those she wishes to hunt down.

She augments her skills and may also become a boon to her allies as she gains experience and the ability to draw upon the powers of nature to cast spells.

Alignment

Mac Tírian may not be lawful, but otherwise be of any desired alignment.

Hit Die

d10.

Parent Classes

Barbarian and Druid.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

Mac Tírian Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spells Per Day			
						1 st	2 nd	3 ^d	4 th
1	+1	+2	+0	+2	Minor shifting, rage	—	—	—	—
2	+2	+3	+0	+3	rage power, woodland stride	—	—	—	—
3	+3	+3	+1	+3	Uncanny dodge	—	—	—	—
4	+4	+4	+1	+4	Trackless step	1	—	—	—
5	+5	+4	+1	+4	Shifting (1/day)	1	—	—	—
6	+6/+1	+5	+2	+5	rage power	1	—	—	—
7	+7/+2	+5	+2	+5	improved uncanny dodge	1	1	—	—
8	+8/+3	+6	+2	+6	Shifting (2/day), wild rage	1	1	—	—
9	+9/+4	+6	+3	+6	Greater shift (dire wolf)	2	1	—	—
10	+10/+5	+7	+3	+7	Rage power	2	1	1	—
11	+11/+6/+1	+7	+3	+7	Shifting (3/day)	2	1	1	—
12	+12/+7/+2	+8	+4	+8	Greater rage	2	2	1	—
13	+13/+8/+3	+8	+4	+8		3	2	1	1
14	+14/+9/+4	+9	+4	+9	Rage power, shifting (4/day)	3	2	1	1
15	+15/+10/+5	+9	+5	+9	Greater shift (huge dire wolf)	3	2	2	1
16	+16/+11/+6/+1	+10	+5	+10	Tireless rage	3	3	2	1
17	+17/+12/+7/+2	+10	+5	+10	shifting (5/day)	4	3	2	1
18	+18/+13/+8/+3	+11	+6	+11	Rage power	4	3	2	2
19	+19/+14/+9/+4	+11	+6	+11		4	3	3	2
20	+20/+15/+10/+5	+12	+6	+12	Shifting (unlimited), unstoppable rage	4	4	3	3

Starting Wealth

3d6 X 10 gp (average 105 gp) plus one outfit worth 10 gp or less.

Class Skills

The mac tírian is skilled in Acrobatics, Climb, Craft (any), Handle Animal, Intimidate, Knowledge (local), Knowledge (nature), Perception, Ride, Spellcraft, Survival, and Swim.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The mac tírian gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The mac tírian is proficient with simple and martial weapons. She is proficient with light and medium armor, as well as shields (except tower shields).

The mac tírian may not use her ability to shift while wearing metal armor, while organic armor (made of leather, wood, or bone) does not restrict those abilities to alter her form.

Minor Shifting (Su)

Beginning at 1st level, the mac tírian gains the ability to alter her form to take on animalistic aspects of the wolf as a **swift action**. She gains scent and a +4 **competence bonus** to her Perception skill.

She may use this ability a total number of minutes per day equal to her class level, though they need not be



consecutive. However, when used multiple times, the duration consumed is broken into minutes, rounding up to the nearest minute when she ends the alteration.

Rage (Ex)

The mac tÍrian gains the ability to call upon her bestial side beginning at 1st level. She may rage for a number of rounds per day equal to 4 + her Constitution modifier (temporary bonuses to Constitution—including enhancement bonuses—do not grant her additional rounds per day), gaining 2 additional rounds per day each class level thereafter. She may initiate or end a rage as a **free action**.

This rage grants her a +4 **morale bonus** to Strength and Constitution, a +2 **morale bonus** to her Will saves, while suffering a -2 penalty to her Armor Class. She gains additional hit points from the **morale bonus** to her Constitution, but these are not temporary hit points, they are

deducted from her hit points once she ends the rage.

The mac tÍrian may not use any Charisma, Dexterity, or Intelligence based ability checks or skills (except for **Acrobatics**, **Intimidate**, and **Ride**) while raging. Once the rage is ended, she is **fatigued** for a number of rounds equal to twice the number of rounds the mac tÍrian spent raging. The mac tÍrian may not enter a rage while **fatigued**, **exhausted**, **unconscious**, or dead. However, she may enter a rage multiple times in an extended combat situation.

The mac tÍrian regains her ability to rage (including the number of rounds granted per day) after 8 hours of rest, and this time need not be consecutive. This class ability is treated as the barbarian's rage in regards to meeting feat prerequisites.

Rage Power

At 2nd level, the mac tírían may choose from a limited set of rage powers normally available to the barbarian. She must meet any requirements listed for the rage power, treating her class level as her effective barbarian level if required.

Available rage powers include: **Animal Fury** (including **Greater Animal Fury**), **Beast Totem** (including both **Lesser Beast Totem** and **Greater Beast Totem**), **Bestial Climber**, **Fearless Rage**, **Low-Light Vision**, **Night Vision**, **Powerful Blow**, **Primal Scent**, **Raging Climber**, **Raging Swimmer**, **Renewed Vigor**, and **Renewed Vitality**.

Woodland Stride (Ex)

The mac tírían may travel through any sort of non-magical undergrowth at her normal movement rate without suffering any damage at 2nd level. Magically enhanced areas impede and damage her as normal.

Uncanny Dodge (Ex)

The mac tírían gains an intuitive edge that grants her the ability to avoid immediate threats beginning at 3rd level. The mac tírían cannot be caught flat-footed, nor does she lose her Dexterity modifier to her AC when being attacked by an invisible attacker. If she is immobilized or otherwise denied her Dexterity modifier (such as being successfully feinted by the opponent) she loses the benefits of this ability.

If the mac tírían gains uncanny dodge from another class, she automatically gains the improved uncanny dodge feature instead.

Spells

Beginning at 4th level, the mac tírían gains the ability to cast druid spells, treating her effective caster level equal to her class level - 3. She must have a Wisdom score of at least 10 + the spell level in order to cast a spell of that level. Any associated saving throw DC is equal to 10 + the spell level + the mac tírían's Wisdom modifier.

The mac tírían must prepare her spells daily after getting 8 hours

of uninterrupted sleep and focusing her energies for an hour in meditation. She chooses her spells from the Druid Spell List and may only prepare the number of spells granted by the number of spell slots she has available as listed in the Mac Tírían Progression Table. She does gain additional spells if she has a high Wisdom modifier as listed in the Ability Modifier and Bonus Spells table found within the Pathfinder Roleplaying Game Core Rule Book™.

The mac tírían does not gain orisons (0-level spells) by default, but she may choose to prepare 2 orisons in place of a single first level spell slot. Orisons gained in this fashion may be cast as desired without expending the spell slot they were chosen from.

Trackless Step (Ex)

The mac tírían gains the ability to move through a natural setting without leaving a trail at 4th level. Thus, she cannot be tracked using the **Survival** skill. However, she can choose to consciously leave a trail of her passing if she desires.

Shifting (Su)

Beginning at 5th level, the mac tírían may take on the form of a medium sized normal wolf as the **Beast Shape I** spell. She may take on this transformation once a day for a number of hours equal to her class level, though she may change back at any time. Transforming into the wolf or back is a **standard action** that doesn't provoke **attacks of opportunity**.

While in the form of a wolf, the mac tírían may not speak normally, but may freely communicate with other wolves (with conversation being limited based on their Intelligence score). She may not cast spells while in wolf form, or enter into a rage.

At 8th level the mac tírían may shift up to two times a day, and gains an additional use every three levels thereafter. At 20th level, the mac tírían may transform back and forth as desired with no limit on usage or duration.

The mac tírian's shifting ability is equivalent to the druid's wild shape in regards to meeting any prerequisites for feats that enhance or modify the wild shape class feature.

Improved Uncanny Dodge (Ex)

At 7th level, the mac tírian may no longer be **flanked**, except by those much more skilled than herself. Unless the attacker has at least four or more levels that grant it uncanny dodge and improved uncanny dodge.

If the mac tírian has levels in another class that grants uncanny dodge and improved uncanny dodge, the class levels stack when determining the whether or not the attacker can actually **flank** the mac tírian.

Wild Rage (Ex)

At 8th level, the mac tírian may employ her rage while she has taken the form of a wolf. The benefits and penalties for raging still apply. The mac tírian may only rage while shifted into her wolf form a total number of rounds per day equal to her class level. She still becomes **fatigued** once she ends the rage, requiring 2 rounds per round of spent in rage to recover. Other class features that modify her rage apply as well.

At 20th level, the mac tírian may employ the entire duration of her rage while shifted into her wolf form.

Greater Shift (Su)

At 9th level, the mac tírian may shift into a large dire wolf rather than a normal wolf. The benefits of the **Beast Shape II** spell are applied for being large.

At 15th level, the mac tírian may choose to become a huge dire wolf. She gains the benefits of the **Beast Shape III** spell for being huge and the damage from her bite attack increases to 2d6 points.

Greater Rage (Ex)

The mac tírian's Strength and Constitution scores gain a +6 **morale bonus** when she enters a rage at 12th level. The

morale bonus to her Will save increases to +3.

Tireless Rage (Ex)

At 16th level, the mac tírian no longer becomes **fatigued** when she ends her rage.

Unstoppable Rage (Ex)

At 20th level, the mac tírian's Strength and Constitution moral bonuses increase to +8 and the **morale bonus** to her Will save increases to +4.

Ex-Mac Tírians

If the mac tírian ever becomes lawful, she loses the ability to rage and can no longer advance in mac tírian class levels. She does keep other aspects of her class up to that point that do not rely on her rage.

Alternate Versions

The following options are available to the mac tírian. These are archetypes that change the wolf form granted the mac tírian to another animal form.

The Iompródhian

The iompródhian focuses on the form and spirit of the bear.

Shifting (Su)

The iompródhian may shift into a medium sized black bear at 5th level.

Greater Shifting (Su)

The iompródhian may shift into a brown bear at 9th level, gaining the grab ability with its claws.

At 15th level, the iompródhian may choose to become a huge cave bear. Her claws cause 1d8 points of damage and her bite cause 2d6 points of damage.

The Tíogairian

The Tíogairian focuses on the form and spirit of the great cat.

Shifting (Su)

The tíogairian may shift into a medium sized leopard at 5th level.

Greater Shift (Su)

The tíogairian may shift into a tiger at 9th level, gaining the tiger's ability to pounce and grab as well.

At 15th level, the tíogairian may choose to become a huge tiger. Her claws cause 2d6 points of damage that may also be used to rake opponents, and her bite causes 2d8 points of damage.

THE DIONYSIAN

Tripping the light fantastic to open the mind and spirit is the main focus of the dionysian. While some spend time in meditation or prayer, the dionysian chooses a more liberal approach through the use of mind-altering substances that they have mastered in creating and consuming. While side effects are common, the dionysian learns to mitigate their effects in his ever pressing quest to truly unlock his mind and spirit with chemical enhancements.

Role

The dionysian's drive to expand his own mind allows him to provide specific skills that may be used to influence others or enhance allies and himself physically or mentally. His abilities focus on his use of drugs and other substances to enhance is consciousness and awareness, and this may cause some dissention with others that may have their own opinion as to the use of such substances.

Alignment

Dionysians may be of any alignment. Most dionysians tend toward the chaotic and neutral spectrum as they value their own individual freedoms to pursue their own interests and generally tend to be apathetic to others or their plights while engrossed in his own endeavours.

Hit Die

d8.

Parent Classes

Alchemist and Psychic

Starting Wealth

3d6 X 10 gp (average 105 gp) plus one outfit worth 10 gp or less.

Class Skills

The dionysian is skilled in Bluff, Craft (any), Diplomacy, Fly, Heal, Intimidate, Knowledge (arcana), Knowledge (nature), Linguistics, Perception, Profession, Sleight of Hand, Sense Motive, and Spellcraft.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The dionysian gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The dionysian is proficient with simple weapons. He is not proficient with any type of armor or shield.

Alchemy (Su)

The dionysian gains a competence bonus to any Craft (alchemy) skill checks equal to his class level as long as he has at least 1 rank in the skill. He also gains the same bonus when attempting to identify a potion or alchemical magic item using the Spellcraft skill as long as he invests at least 1 rank. The dionysian may attempt a Spellcraft check to identify potions and alchemical magic items even if he has no skill ranks invested; however, he gains no bonuses based on this class ability.

Brew Potion (Ex)

The dionysian gains the Brew Potion item creation feat at 1st level without need to meet the minimum caster level prerequisite. He may create a potion from any psychic

Dionysian Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spells Per Day					
						1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Alchemy, brew potion, knacks, Psychedelia discipline	1	—	—	—	—	—
2	+1	+3	+0	+3	Discipline spell, poison resistance +2	2	—	—	—	—	—
3	+2	+3	+1	+3	Detect thoughts	3	—	—	—	—	—
4	+3	+4	+1	+4	Discipline spell	3	1	—	—	—	—
5	+3	+4	+1	+4	Discipline power	4	2	—	—	—	—
6	+4	+5	+2	+5	Mutagen, poison resistance +4	4	3	—	—	—	—
7	+5	+5	+2	+5	Discipline spell	4	3	1	—	—	—
8	+6/+1	+6	+2	+6	Psychedelic secret, swift alchemy	4	4	2	—	—	—
9	+6/+1	+6	+3	+6	Telepathic bond	5	4	3	—	—	—
10	+7/+2	+7	+3	+7	Discipline spell, poison resistance +6	5	4	3	1	—	—
11	+8/+3	+7	+3	+7	Persistent elixir	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Psychedelic secret	5	5	4	3	—	—
13	+9/+4	+8	+4	+8	Discipline power, discipline spell	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Poison immunity	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Psychedelic secret	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10	Discipline spell	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Telepathy	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Discipline spell	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	Psychedelic secret	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Expanded consciousness	5	5	5	5	5	5

spell he knows up through third level as long as it qualifies as a potion effect.

Psychedelia Discipline

The dionysian gains access to the Psychedelia psychic discipline at 1st level. He gains the bonus first level *Polypurpose Panacea* spell at 2nd level rather than 1st level, and then gains the other spells at the level he first gains access to the spell slot for the second through sixth level spells; i.e. *Mad Hallucination* at 4th level, *Synesthesia* at 7th level, *Confusion* at 10th level, *Mirage Arcana* at 13th level, and *Joyful Rapture* at 16th level.

As the dionysian does not gain access to a phrenic pool, he gains no benefit from the phrenic pool ability.

He gains the following pschic powers granted by the psychedelia discipline as presented in *Occult Adventures*™.

Drug Resistance (Ex)

The dionysian gains this discipline power at 1st level.

Cognatogen (Su)

The dionysian gains the ability to create a cognatogen as the discipline power at 1st level. He may create more than one cognatogen a day, but may only have one cognatogen at a time —

if he creates a second dose the first dose immediately spoils. It takes the dionysian an hour to create the cognatogen and he must have access to a small alchemy lab to create the cognatogen. Unlike the normal effects of the cognatogen for the Psychedelia discipline, the dionysian's cognatogen lasts 10 minutes per class level.

Minor Drug Boost (Ex)

At 3rd level, the Dionysian may consume a drug that may result in a minor addiction as a **swift action** without suffering the damage normally associated with the drug as long as he hasn't formed an addiction to it. If he is currently under the effects of another drug, he does take the damage associated with the new drug and any associated addiction saves. This power does not prevent the dionysian from becoming addicted to the drug.

Warped Brain (Su)

The dionysian gains the Warped Brain power at 5th level based on the Psychedelia discipline power's description.

Moderate Drug Boost (Ex)

At 7th level, the Dionysian may consume a drug that may result in a moderate addiction as a **swift action** without suffering the damage normally associated with the drug as long as he hasn't formed an addiction to it. If he is currently under the effects of another drug, he does take the damage associated with the new drug and any associated addiction saves. This power does not prevent the dionysian from becoming addicted to the drug.

Discorporate Cognition (Su)

At 9th level, the dionysian may alter the fundamental thought process of a touched creature as a **standard action** requiring a melee **touch attack**. The victim of the **touch attack** must incorporate a thought component to any spell or **spell-like ability** as well as any other components normally required to cast the spell or **spell-like ability**. Also, the DC of



any concentration check increases by +10 for the victim. If the victim already incorporates the thought component, the DC for concentration checks increases from +10 to +15.

The effect lasts for a number of rounds equal to the dionysian's class level. Once a creature is affected by this power, it is immune from the dionysian's Discorporate Cognition for 24 hours.

Major Drug Boost (Ex)

At 11th level, the dionysian may consume a drug that may result in a severe addiction as a **swift action** without suffering the damage normally associated with the drug as long as he hasn't formed an addiction to it. If he is currently under the effects of another drug, he does take the damage associated with the new drug and any associated addiction saves. This power does not prevent the dionysian from becoming addicted to the drug.

Hallucinogenic Aura (Su)

The dionysian gains this discipline at 13th level. You may brew an antidote to your aura in ten minutes instead of the normal hour proscribed and your Alchemy class feature applies to the Craft (alchemy) check.

Dream Projection (Su)

At 15th level, the dionysian may enter a state of drug induced transcendence and enter the dimension of dreams as the *Dream Travel* spell. He requires a minute to gain the desired cognitive state and the dionysian may take others as allowed by the spell, but they must participate in the process including the use of any drugs the dionysian is using to alter his consciousness.

The dionysian may use any type of drug to initiate this power (including his cognatogen or mutagen), but the duration of the travel is limited by the addiction of the drug. Drugs that may induce a minor addiction allow travel for 1 hour plus a number of minutes equal to the dionysian's class level. Drugs that may induce a moderate addiction grant travel for an hour per level of the dionysian. Drugs that may induce a severe addiction grant travel for 2 hours per level of the dionysian's class level. If the dionysian uses his cognatogen or mutagen, the duration is equal to 1 hour per level of the dionysian and others cannot be taken unless they also possess the cognatogen or mutagen class feature and they consume their own cognatogen or mutagen. The dionysian may dismiss the effect at any time as a standard action.

Astral Projection (Su)

At 17th level, the dionysian gains the ability to enter the astral plane as if casting the *Astral Projection* spell other than noted below. The dionysian must spend 10 minutes and consume a drug in order to expand his consciousness to reach the level required to reach the astral plane. He may take another individual with him per 2 class levels, though those participating must also consume the same drug the dionysian is using and remain within 10 ft. of the dionysian during the process of reaching the astral plane.

The duration of this effect is limited by the drug used to enter the altered consciousness to enter the astral

plane. Drugs that may induce a minor addiction allow travel for 1 hour equal to the dionysian's class level. Drugs that may induce a moderate addiction grant travel for up to 12 hours per level of the dionysian. Drugs that may induce a severe addiction grant travel for 1 day per level of the dionysian's class level. The dionysian may dismiss the effect at any time as a **standard action**.

The dionysian may use his cognatogen or mutagen as the drug of choice when initiating this power, which allows him to maintain the duration indefinitely as the spell. Only those that also have the cognatogen or mutagen class feature and consume their own elixir during the ritual to enter the astral plane may go with the dionysian when he uses this power in conjunction with his cognatogen or mutagen.

Drug Addiction Immunity (Ex)

At 19th level, the dionysian is immune to the damage from drugs that form a minor addiction and is immune to the addictive effects of those drugs. The dionysian drug **resistance bonus** to drugs that form a moderate or severe addiction increases to +6.

Spells

The dionysian casts psychic spells drawn from the *Psychic spell list*. The dionysian must have an Intelligence of 10 + the level of the spell in order to learn and cast the spell. He is limited to the level of spells and the number of spells per day he may cast as listed on the dionysian progression table. The dionysian does gain bonus spells per day based upon his Intelligence score as given from the Ability Modifier and Bonus Spells table found within the *Pathfinder Roleplaying Game Core Rule Book™*.

Any saving throws associated with spells cast by the dionysian have a DC equal to 10 + the spell's level + the dionysian's Intelligence modifier.

Dionysian Spells Known

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

The dionysian does gain knacks (0-level spells) beginning at 1st level. Unlike other spells, knacks do not consume a spell slot once cast, so that all known knacks may be cast as desired by the dionysian.

The dionysian does not have to prepare his spells ahead of time, but only gains a limited number of spells (and knacks) as he progresses in level. The Dionysian Spells Known table lists the number of spells he may know at each level, and once chosen may not be changed other than by the process listed below. The dionysian gains no additional known spells due to his Intelligence score, but he does gain bonus spells as granted by the Psychedelia discipline (see description above). The dionysian is a spontaneous spell caster, and suffers the extended-casting time when using metamagic feats with his own spells.

The dionysian regains his spell slots on a daily basis after getting 8 hours

of rest, though they do not need to be consecutive.

The dionysian may choose to learn a different spell at 4th level and every third level thereafter. The new spell must be of the same level as the spell being exchanged and at least one level lower than the highest level that the dionysian may cast (with the exception at 19th level, where the dionysian may choose to exchange a sixth level spell if so desired). Only one spell may be exchanged when the dionysian reaches a level where it is permitted and it must be done when he first gains the new level.

Poison Resistance (Ex)

At 2nd level, the dionysian gains a +2 bonus on all saving throws versus poison. This bonus increases to +4 at 6th level and +8 at 10th level. The dionysian is completely immune to poison of any sort once he reaches 14th level. Note that this bonus is not applied versus drugs or their effects. The dionysian's Psychedelia discipline grant benefits to deal with the harmful effects of his consumption of drugs.

Detect Thoughts (Sp)

At 3rd level, the dionysian can use *Detect Thoughts* as a spell-like ability once a day while he is under the effects of a drug (including his cognatogen or mutagen when he gains that feature).

The dionysian may also expend a spell slot of first level or higher to cast *Detect Thoughts*, using the level of the spell slot sacrificed to determine the DC of the Will save. If the dionysian already has the *Detect Thoughts*, he may immediately replace it with another spell of the same level when this ability is first gained. When expending a spell slot to initiate this power, the dionysian does not need to be under the influence of a consumed drug.

Mutagen (Su)

At 6th level, the dionysian may choose to create a mutagen in place of his

cognatogen. The mutagen enhances the dionysian's physical being rather than his mental or emotional awareness. It takes the same amount of time creating a mutagen as it does a cognatogen and the dionysian may only have one such elixir at a time (either mutagen or cognatogen). If the dionysian creates another cognatogen or mutagen while he still has an unused one, the previous one immediately spoils and becomes worthless.

The dionysian must choose which physical attribute is going to be enhanced by the mutagen during the **creation** process. Upon consuming the mutagen as a **standard action**, the dionysian gains a +2 **natural armor bonus** to his **AC** and a +4 **alchemical bonus** to the chosen ability score for 10 minutes per level of the dionysian. While the mutagen is in effect, the dionysian suffers a -2 penalty to the associated mental attribute. If Strength is enhanced, Intelligence is diminished. If Dexterity is enhanced, Wisdom is diminished. And if Constitution is enhanced, Charisma is diminished.

The mutagen (or cognatogen) becomes inert when it leaves the dionysian's possession. Anyone other than the dionysian attempts to consume the mutagen or cognatogen must make a **Fortitude** save (DC 10 + $\frac{1}{2}$ the dionysian's class level + his Intelligence modifier) or become **nauseated** for 1 hour. If the imbiber has the mutagen (or cognatogen) class feature, they may consume the elixir and gain the benefits of the mutagen (or cognatogen) based on the level of the imbiber.

The effects of the mutagen do not stack or combine with the effects of a cognatogen. If the dionysian consumes a mutagen (or cognatogen), the effects of the previous mutagen (or cognatogen) immediately ends.

Psychedelic Secret (Su)

At 8th level, the dionysian learns a method of expanding his cosmic awareness through exotic and unique drugs

he creates with his alchemical gift. These secrets are identical to the alchemist's discoveries and the dionysian may choose from the following discoveries, treating his class level as the effective alchemist level in regards to any requirements required to qualify for the discovery: **Dilution**, **Elixir of Life**, **Enhance Potion**, **Greater Cognatogen**, **Greater Mutagen**, **Grand Cognatogen**, **Grand Mutagen**, **Healing Touch**, **Infuse Mutagen** *, **Lingering Spirit**, **Preserve Organs**, **Spontaneous Healing**. Unless otherwise noted, the dionysian may only choose a single psychedelic secret one. *The dionysian may also use this secret with his cognatogen.

Swift Alchemy (Ex)

At 8th level, the dionysian may create alchemical items (including drugs) at half the normal time required.

Telepathic Bond (Sp)

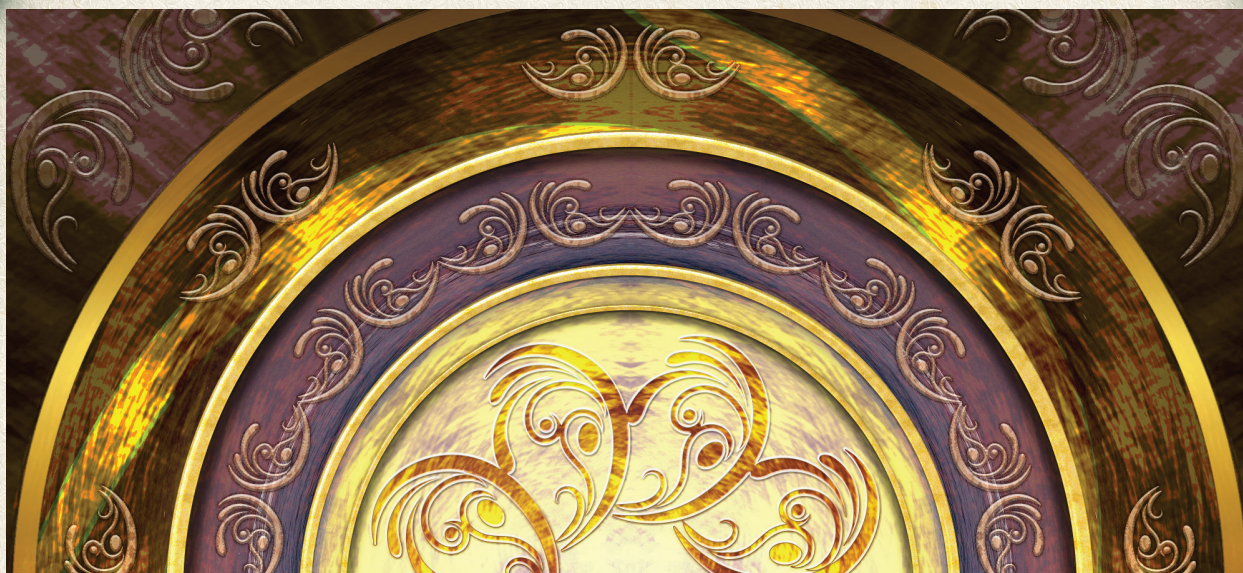
At 9th level, the dionysian may use **Telepathic Bond** as a **spell-like ability** once per day as long as he is under the influence of some sort of drug (including his cognatogen or mutagen). The dionysian must be part of the bond created.

The dionysian may expend a fourth level or higher spell slot to initiate this **spell-like ability**, though no additional benefit is gained from higher level spell slots, though he may apply a known meta-magic feat as long as the effective class level is equal to or less than the spell level sacrificed. The dionysian does not need to be under the influence of a drug when expending a spell slot to empower this class ability.

If the dionysian already possess the **Telepathic Bond** spell when he gains this power, he may immediately change out the spell for another one of the same level.

Persistent Elixir (Su)

At 11th level, the dionysian's cognatogen or mutagen lasts for an hour per class level rather than 10 minutes per level.



Telepathy (Sp)

At 17th level, the dionysian may use *Telepathy* as a spell-like ability once per day as long as he is under the influence of some sort of drug (including his cognatogen or mutagen).

The dionysian may expend a fifth level or higher spell slot to initiate this spell-like ability, though no additional benefit is gained from higher level spell slots, though he may apply a known meta-magic feat as long as the effective class level is equal to or less than the spell level sacrificed. The dionysian does not need to be under the influence of a drug when expending a spell slot to empower this class ability.

If the dionysian already possess the *Telepathy* spell when he gains this power, he may immediately change out the spell for another one of the same level.

Expanded Consciousness (Su)

At 20th level, the dionysian no longer suffers from any negative effects of taking drugs (either damage from consuming the drug or becoming addicted). He may also choose either the *Eternal Youth* or *Fast Healing* grand discovery and immediately apply it's effects.

The dionysian also expands his own consciousness to the point where it

is nearly impossible to mentally damage or dominate him. The dionysian gains a spell resistance of 10 + his class level when targeted by a spell or spell-like ability that has mind-affecting effects. Any spells or spell-like abilities cast by the dionysian gain a +4 bonus to any DCs involved with Will saves that involve mind-affecting effects as well as a +4 bonus to overcome spell resistance when casting such a spell or spell-like ability.

Public Service Announcement

The dionysian is based on the trippy-hippy character trope. It is a fictional character and as a result, the use of drugs may seem inconsequential and even comedic in effect. In the real world, the recreational use of illicit or even prescription based drugs have physical, psychological, and legal consequences. We at the Knotty-Works do not advocate or condone the use of such drugs for purely recreational use and believe addiction is a real problem for those that habitually use such substances. If you or someone you know is dealing with a drug addiction, please reach out to others. A good place to start is DrugAbuse.com. We are not affiliated with that site or those that run it and are not responsible for any results for those that reach out to them.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

