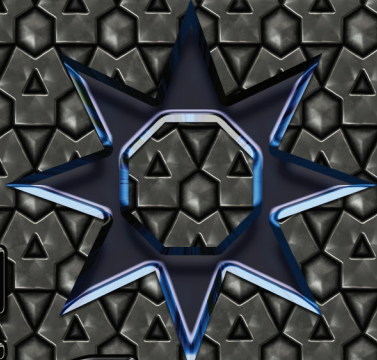
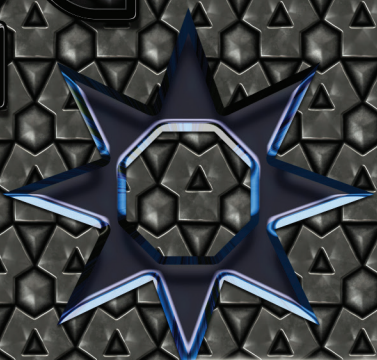




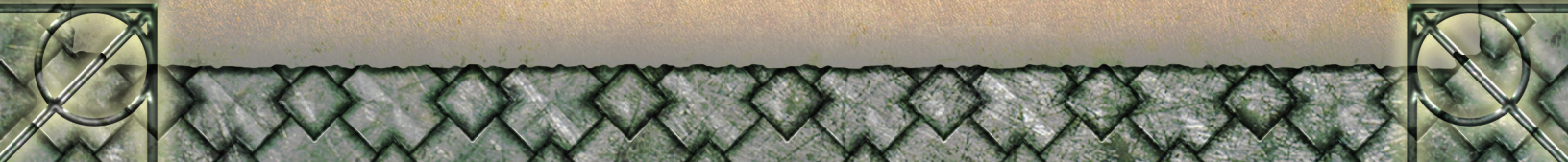
Player Paraphernalia

THE
WITCH
HUNTER
COMPENDIUM



PATHFINDER
ROLEPLAYING GAME COMPATIBLE





THE WITCH HUNTER COMPENDIUM

Designed, Developed, and Edited by John Buckley
The Knotty-Works

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THE WITCH HUNTER COMPENDIUM



INTRODUCTION

This product combines the various iterations of the Witch Hunter class options first presented in the Player Paraphernalias #11, #12, #12.5, #13, #14, and #66. This includes updates to refresh the class options as needed as well as adding new archetypes for classes that were not yet available during the initial series in issues #13 and #14. In addition, the magic sub-domains found in issue #15 Arcane School Sub-Domains as it works well with the cleric archetype for the witch hunter.

Inspired by popular movies of the time, the witch hunter concept is one geared for searching out the use of forbidden magics typically associated with the actual witch class, particularly focusing on hexes. However, some variants of the witch hunter were more generalized in searching for and dealing with users of arcane magics or those associated with the ability to summon outsiders to do their bidding. The concept of an individual specialized in the pursuit and judgment of those practicing the dark arts is not a new one, either in fantasy or history. In fact, the Inquisitor class in the Advanced Player's Guide is uniquely designed to provide a means to hunt those that prove heretical to their faith which may be suitably applied to the witch hunter. However, given the relative power of those that can cast arcane or divine spells beyond the simple hedge-mage, alchemy dabbler, or friar can prove troublesome to nearly impossible for other classes that cannot match the raw power granted magical spells and spell-like abilities.

Even the actual class of the witch can easily outmatch characters of equivalent class levels individually with her access to both hexes and spells unless the other class grants access to the same breadth of spells and power. In order to combat such powers, those that take on the role of witch hunter must find ways to circumvent such powers to at least a limited degree to succeed. But these roles are rarely limited to seek out actual individuals with class levels in the witch, but must be able to deal with any type of arcane or divine magical effect, be it from a fiendish bloodline sorcerer to an actual demon that relies on powerful spell-like abilities that can render foes helpless or dead with a single gesture.

Those that take on the mantle of the witch hunter can come from a multitude of backgrounds and specialize fully in the role or decide to take on the mantle while donning the role of another class such as a mundane fighter or bard. In addition, even classes that are perhaps designed with some skill in casting magics from arcane or divine sources can even specialize in the role of witch hunter, gaining special skills to fight fire with fire.

ARCHETYPES

The following archetypes allow various core, base, and hybrid classes to take on the role of the witch hunter while maintaining the essence of the original class.

Bannjaeger (Witch Hunter)

While the battle against vile magics typically centers on witchcraft and those that make pacts with dark forces, there are times magic itself is harnessed for the detriment to those that would seek to use such energies recklessly. The bannjaeger seeks out those that would unleash such forces beyond their control that would cause harm to the innocent or environment.

Class Skills

The bannjaeger gains *Perception* as a class skill while losing access to *Sense Motive* as a class skill.

Magisforstance (Ex)

At 1st level, the bannjaeger can sense the very presence of magic within 5 ft. as a *standard action*. This requires a *Perception* skill check with a DC based on what is generating the magic aura. Magical spell effects and *spell-like abilities* have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The bannjaeger cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the bannjaeger possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane *spell-like abilities* also generate a magical aura that

may be sensed by the bannjaeger. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the bannjaeger detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the bannjaeger's class level, the bannjaeger must make a *Will* save (DC equal to level of spellcaster or creature's hit dice) or be *stunned* for one round.

At 5th level, the bannjaeger's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 10th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the *Detect Magic* spell. The bannjaeger may use *Perception* in place of *Knowledge* (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 13th level, the bannjaeger's effective range increases to 15 ft. and at 19th level it increases to 30 ft.

The bannjaeger cannot determine the school of magic involved when detecting

an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces the witch hunter's Hex Resistance, Disrupt Minor Affliction, Disrupt Major Affliction, and Disrupt Grand Affliction class features.

Evasive (Ex)

At 4th level, the bannjaeger is no longer subject to damage caused by area-effects spells or **spell-like abilities** that normally cause partial damage on a successful saving throw as long as the bannjaeger makes his save. At 10th level, the bannjaeger only suffers half damage if he fails his saving throw for the area-effect spell. At 18th level, the bannjaeger's Protective Circle also grants allies within the circle the ability to avoid all damage from an area-effect spell or **spell-like ability** that causes partial damage on a successful saving throw if they successfully make their saving throw.



This replaces the witch hunter's Disrupt the Bond, Sever the Bond, and Sever the Summoner Bond class features.

Dark Exorcist (Inquisitor)

Those that harness the darkest of magics are the enemy of the people, and more importantly, an enemy of the faith. While dedicated to a particular deity or faith, the dark exorcist sees her mission to eradicate the taint of magics upon the land of paramount importance above all else. The dark exorcist actively seeks out those antagonists that choose to desecrate the land with their foul energies, acting as both judge and executioner for those that have been deemed both heretical and tainted with the vilest energies.

Weapon and Armor Proficiency

The dark exorcist is proficient with all simple and martial weapons, the bola, lasso, net, and whip. She is also proficient with light armor and shields (including tower shields).

This alters the normal weapon and armor proficiencies granted a inquisitor.

Magic Focused

The dark exorcist must choose the Magic domain (or a suitable sub-domain) at 1st level. The dark exorcist gains the power granted at 1st level, but no bonus spells as normally granted a cleric that chose the same domain (or sub-domain). The dark exorcist uses her class level as her effective cleric level to determine the effects of the domain power gained.

This alters the inquisitor's Domain class feature.

Dark exorcist Judgments (Su)

The dark exorcist gains access to special judgments at 1st level, allowing her to



pronounce judgment upon her foes as a **swift action**. Once made, the judgment grants a bonus or special ability that lasts until combat ends, though the dark exorcist may change the type of judgment as a **swift action**. The dark exorcist may issue a judgment once a day, gaining an additional use per day at 4th level and every three levels thereafter (maximum of 7 at 19th level). Bonuses gained by the dark exorcist's judgment is sacred unless otherwise specified by the judgment description unless the dark exorcist is evil, in which case the bonuses are profane.

The dark exorcist must be engaged in the combat to gain the benefits of her judgment. If prevented (such as being under the effects of a negative condition that would prohibit an attack) from engaging in the combat, the effects of the dark exorcist's judgment become inactive until she may again enter the fray.

Destruction

The dark exorcist gains a +1 bonus on all damage rolls, increasing by +1 for every three class levels attained.

Healing

The dark exorcist gains fast **healing** 1 while the judgment is active. The fast **healing** increases by +1 for every three class levels attained.

Piercing

The dark exorcist gains a +1 bonus on concentration checks and caster level checks made to overcome a target's **spell resistance**. This bonus increases by +1 for every three class levels attained.

Protection

The dark exorcist gains a +1 bonus to her Armor Class. This bonus increases by +1 for every five class levels attained.

Resiliency

The dark exorcist gains **DR 1/magic**. The **damage reduction** increases by 1 point per five class levels of the dark exorcist. At 10th level, the dark exorcist may change the type from magic to aligned for one axis (chaotic, evil, good, or lawful) as long as it doesn't match the dark exorcist's own alignment. A Neutral dark exorcist may not choose to make the **DR** aligned.

Spell Resistance

The dark exorcist gains **Spell Resistance** with a DC of 10 + her class level. The dark exorcist may raise or lower this resistance as a **standard action** while this judgment is active.

Smiting

The dark exorcist's weapon counts as magic for purposes of **damage reduction**. At 3rd level, the weapon is also treated as silver and cold iron.

At 6th level, the dark exorcist's weapon is treated as aligned for one axis (chaotic, evil, good, or lawful) as long as it matches the dark exorcist's own alignment. If the

dark exorcist is Neutral, she does not gain the aligned effect.

At 10th level, the dark exorcist's weapon is also treated as adamantite for the purpose of damage reduction (but not for the purpose of hardness).

Wrathful striking

The dark exorcist's weapon gains a +1 **enhancement bonus** (this does stack with any inherent enhancement bonuses of her weapon to a maximum of +5). This bonus increases by +1 at 5th level and every five levels thereafter. Any bonuses granted the weapon disappear if the dark exorcist relinquishes contact with the weapon for whatever reason; however, once the dark exorcist regains the weapon the bonuses automatically reactivate. If the weapon is thrown or uses ammunition, the bonuses disappear once the weapon strikes an object so they still apply for the strike.

At 5th level, the dark exorcist may choose to expend one of the bonuses to grant her weapon either the **Limning**, or **Planar** special ability. At 10th level, the dark exorcist may expend a +2 **enhancement bonus** granted by this judgment to grant the weapon the **Negating** or Phase Locking special ability. At 15th level, the dark exorcist may expend a +3 **enhancement bonus** granted by this judgment to grant the weapon the **Nullifying** or **Spell Stealing** special abilities. The weapon must adhere to any limitations based on the special ability.

This alters the inquisitor's normal Judgment class feature.

Distracting Gaze (Ex)

At 1st level, any opposing spell caster that can see the dark exorcist finds it more

difficult to cast spells in her presence. If the spell caster must make a concentration check, the DC is increased by ½ the dark exorcist's class level. This ability is negated if the dark exorcist is **helpless**, **unconscious**, or dead. This ability does not force a spell caster to make a concentration check, but of the spell caster must make a concentration check for any reason, the increase in DC applies.

This replaces the inquisitor's Stern Gaze class feature.

Caster's Bane (Sp)

At 5th level, the dark exorcist may imbue one of her weapons with the **Bane** special ability as a **swift action**. However, instead of choosing a particular creature type, the bonuses and damage of the bane apply when attacking a creature that can cast spells. At 10th level, the dark exorcist may choose to target creatures using **spell-like abilities** instead and may switch between the two types with a **swift action**. The dark exorcist may use this ability a total number of rounds per day equal to her class level (though they do not need to be consecutive).

If the dark exorcist relinquishes control of the weapon, the effect immediately ends. Though the effect automatically resumes if the dark exorcist regains contact with the weapon before the duration expires.

At 12th level, the damage caused by weapon against the specified target of the bane increases to 4d6.

This alters the inquisitor's **Bane** and **Greater Bane** class features.

Eldritch Stalker (Ranger)

Magic has its own scent, a taint that overpowers the natural orders of the world about it. This scent can be perceived and tracked by those versed in its existence and lingering effects. The eldritch stalker uses this knowledge to hunt down those that would use magics for their own perverse pleasures. While the thrill of the hunt is its own reward, the eldritch stalker also learns to counter the magical energies that those he pursues would use against him.

Class Skills

The eldritch stalker gains **Knowledge** (arcana) as a class skill while losing access to **Knowledge** (dungeoneering) as a class skill.

Weapon and Armor Proficiency

The eldritch stalker is proficient with all simple and martial weapons, the bola, lasso, net, and whip. He is also proficient with light armor and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a ranger.

Mage Foe (Ex)

At 1st level, the eldritch stalker gains a +2 bonus on **Bluff**, **Knowledge**, **Perception**, **Sense Motive**, and **Survival** checks against any individual that cast spells. He also gains a +2 bonus on weapon attack and damage rolls against such individuals. The eldritch stalker must be able to identify such targets, typically by identifying the act of casting a spell or through his **magisforstance** class ability. This does not initially include psychic magic or **spell-like abilities**. However, at 5th level, the eldritch stalker may target psychic spell casters (including those that use psionic energy). At 10th level, the eldritch stalker may target creatures with **spell-like abilities** as well, and at 15th level, any type of outside that is not of the native subtype. The eldritch stalker's bonus increases by +2

at 5th level and every five levels thereafter (through 20th level).

This replaces the ranger's **Favored Enemy** class feature.

Uncanny Dodge (Ex)

At 2nd level, the eldritch stalker's senses become attuned to his environs at a preternatural level to the point that he cannot be caught flat-footed while conscious and not in a **helpless** state of condition. In addition, he also keeps his Dexterity modifier to his AC when the attacker is concealed or **invisible**. The eldritch stalker may still be feinted by an opponent.

If the eldritch stalker already has **uncanny dodge** from another class, he gains improved **uncanny dodge** instead.

This replaces the ranger's **Wild Empathy** class feature.

Magisforstance (Ex)

At 3rd level, the eldritch stalker can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The eldritch stalker cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the eldritch stalker possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).



In addition to items, arcane spellcasters or creatures that can cast arcane spell-like abilities also generate a magical aura that may be sensed by the eldritch stalker. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the eldritch stalker detects a spellcaster or creature with an overwhelming aura and

its hit dice or level is at least twice that of the eldritch stalker's class level, the eldritch stalker must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 8th level, the eldritch stalker's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 13th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the *Detect Magic* spell. The eldritch stalker may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 18th level, the eldritch stalker's effective range increases to 30 ft.

The eldritch stalker cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This replaces the ranger's Favored Terrain class feature.

Spell Resistance

At 4th level, the eldritch stalker gains **spell resistance** with a DC equal to 10 + his class level.

This replaces the ranger's Hunter's Bond class feature.

Improved Uncanny Dodge (Ex)

At 7th level, the eldritch stalker can no longer be **flanked**, also denying any precision damage (such as sneak attack) that relies on the **flanking** position unless the attacker has at least four class levels more than the eldritch stalker's class level.

If the eldritch stalker has class levels in another class that grants uncanny dodge, those class levels stack in regard to an attacker's class level that may cause precision damage to the eldritch stalker.

This replaces the ranger's Woodland Stride class feature.

Eldsman (Paladin)

Those that would use the dark arts to harm the innocent draws a special punishment from the powers above through the use of special agents known as the eldsmen. These holy hunters relentlessly hunt down and punish those nefarious spell casters that would desecrate the land and those that dwell within it with their vile magics.

Class Skills

The eldsman gains **Knowledge** (arcana) and **Perception** as class skills while losing access to **Diplomacy** and **Knowledge** (nobility) as class skills.

Weapon and Armor Proficiency

The eldsman is proficient with all simple and martial weapons, the bola, lasso, net, and whip. She is also proficient with light and medium armors and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a paladin.

Magisforstance (Ex)

At 1st level, the eldsman can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The eldsman cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the eldsman possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the eldsman. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the eldsman detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the eldsman's class level, the eldsman must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 4th level, the eldsman's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 9th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The eldsman may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 14th level, the eldsman's effective range increases to 15 ft. and at 19th level it increases to 30 ft.

The eldsman cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.



This ability replaces the paladin's **Detect Evil** and **Channel Positive Energy** class features.

Smite Eldritch

Once per day the eldsman may use her resolve to smite an eldritch opponent. The opponent must either be a wielder of eldritch magics (as detected by the **magisforstance** ability) or currently be under a magical effect (an individual wielding or wearing magic items does not meet the criteria for this power).

As a **swift action**, the eldsman designates the eldritch opponent and if the opponent

meets the criteria above the eldsman adds her Charisma adjustment to her attack and damage rolls against the target of the smite. If the target is of the dragon, outsider, or undead type then the bonus damage of the first successful attack increases by twice the eldsman's class level. In addition, the eldsman's attack automatically bypasses the target's **DR** possessed.

The eldsman also gains a **deflection bonus** equal to the attack bonus from the smite made against her by the targeted opponent as long as the smite applies as well as a **Resistance** bonus to any saving throws for spells or **spell-like abilities** cast by the target against the eldsman. If the target does not meet the criteria of being an eldritch opponent, no bonuses to attacks or defense are granted.

This ability may be used one additional time per day at 4th level and every three levels thereafter. The smite remains in effect until the target is dead, the eldritch effect is lost (such as a spell effect expiring), or the eldsman rests and regains her uses of this ability.

This replaces the paladin's **Smite Evil** class feature.

Hex Resistance (Ex)

At 2nd level the eldsman adds her Charisma modifier to all saving throws versus hexes as a **sacred bonus**. This is in addition to the saving throw bonus granted by **Divine Grace**.

At 3rd level, the eldsman becomes immune to one of the following hexes: **Blight**, **Cursed Wound**, **Evil Eye**, **Misfortune**, and **Scar**. The eldsman may choose another hex every level thereafter until **Aura of Eldritch Resolve** is gained (see below). This replaces the immunities granted by the paladin's **Divine Health** class feature.

Evasive (Ex)

At 3rd level, the eldsman suffers no damage when making a successful **Reflex** save against a spell or **spell-like ability** area-effect that normally causes partial damage on a successful **Reflex** saving throw.

At 11th level, the eldsman suffers only half damage from an area-effect damaging spell or **spell-like ability** when she fails her **Reflex** save. If the eldsman is **helpless** or **unconscious**, she does not gain the benefits of this ability.

This replaces the paladin's Aura of Courage and Aura of Justice class features.

Hexxen Mercies (Su)

In addition to the mercies normally granted, the eldsman may choose from the following mercies.

Normal Hex: At 9th level, the eldsman may attempt to remove the effects of a normal hex with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the eldsman's Hex Resistance (the recipient does not gain any immunities to hexes however). If the saving throw fails, the eldsman may not attempt this mercy on the same individual again for 24 hours.

Major Hex: At 15th level, the eldsman may attempt to remove the effects of a major hex with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the eldsman's Hex Resistance. If the saving throw fails, the eldsman may not attempt this mercy on the same individual again for 24 hours.

Grand Hex: At 18th level, the eldsman may attempt to remove the effects of a grand hex with her lay on hands ability, granting the recipient a new saving throw against the hex with the same bonus as granted by the eldsman's Hex Resistance. If the saving throw fails, the eldsman may not attempt this mercy on the same individual again for 24 hours.

Divine Protection

At 5th level, the eldsman may either choose one of the normal options for the paladin's Divine Bond class feature or she may choose to gain **Spell Resistance** equal to 10 + her class level. The eldsman may lower or initiate this ability at will as a standard

action. Once chosen, this option cannot be changed.

This alters the paladin's Divine Bond class feature.

Aura of Eldritch Resolve (Su)

At 8th level, the eldsman is immune to all normal hexes. All allies within 10 feet of the eldsman gains a +4 **morale bonus** against normal hexes cast on them as long as the eldsman is conscious and not **disabled**.

This replaces the paladin's Aura of Resolve class ability.

Eldritch Aura (Su)

At 14th level the eldsman's weapons (including unarmed attacks) are considered magic for purposes of ignoring **damage reduction**. Ally attacks made against enemies within 10 feet of the eldsman are also considered magical for the same purpose of ignoring **damage reduction**. This effect does not function if the eldsman is **unconscious**, **disabled**, or dead.

At 17th level this aura increases, granting the eldsman a **DR 5/magic** and **immunity** to major hexes. All allies within 10 feet of the eldsman gains a +4 **morale bonus** against major hexes cast on them as long as the eldsman is conscious and not **disabled**.

This ability replaces the paladin's Aura of Faith and Aura of Righteousness class abilities.

Eldritch Champion (Su)

At 20th level, the eldsman's **DR/magic** increases to 10 and if her smite eldritch is used against an outsider type, a successful strike subjects the creature to the banishment spell effect.

In addition, her lay on hand effects always heal the maximum allowed for the effect.

This ability modifies the paladin's **Holy Champion** class ability.

As with normal paladins, the eldsman must abide by the code of conduct including her association with others.

Mage Slayer (Fighter)

Fighting those wielding arcane energies can be difficult for the mundane sword swinging shield toting sod. But there are secret sects of warriors that strive to develop techniques and abilities to take out those that would use such foul dark arts against the masses or as a means to wipe the field of battle with a single action. The mage slayer is the result of such arduous training and dedication to stave off the stain of detested energies that would unfairly turn the tide of battle for honest metal laden lads that swing a sword or pike for a living.

Class Skills

The mage slayer gains **Knowledge** (arcana) and **Perception** as class skills while losing access to **Knowledge** (dungeoneering) and **Knowledge** (engineering) as class skills.

Weapon and Armor Proficiency

The mage slayer is proficient with all simple and martial weapons, the bola, lasso, net, and whip. He is also proficient with light and medium armors and shields (including tower shields). This alters the normal weapon and armor proficiencies granted a fighter.

Magisforstance (Ex)

At 1st level, the mage slayer can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The mage slayer cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the mage slayer possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or

based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the mage slayer. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the mage slayer detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the mage slayer's class level, the mage slayer must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 6th level, the mage slayer's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 10th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The mage slayer may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 14th level, the mage slayer's effective range increases to 15 ft. and at 18th level it increases to 30 ft.

The mage slayer cannot determine the school of magic involved when detecting

an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces the bonus feats gained at 1st, 6th, 10th, 14th, and 18th levels by the fighter.

Bonus Feats

The mage slayer gains **Disruptive** at 4th level and **Spellbreaker** at 8th level as his bonus feats without meeting the listed prerequisites for them. The mage slayer may choose the **Teleport Tactician** feat once he gains **Spellbreaker** as a bonus combat feat without needing to meet the **Combat Reflexes** prerequisite.

These replace the bonus feats the fighter normally may choose at 4th and 8th level.

Modstandskraft (Ex)

At 2nd level, the mage slayer may choose one arcane school and gains a +1 bonus to any saving throws against spells and **spell-like abilities** from that school. This bonus increases every 4 levels after 2nd. At 10th level the mage slayer may choose another school and gain a +1 bonus to any saving throws against spells from that school as well. This bonus also increases every 4 levels beyond 10th level.

This ability replaces the fighter's Bravery class feature.

Spell Resistance

At 3rd level the mage slayer gains an innate **spell resistance** equal to 10 + his class level. The mage slayer may lower or initiate this ability at will as a **standard action**.

This ability replaces the fighter's Armor Training class feature.

Evasive (Ex)

At 5th level, the mage slayer is no longer subject to damage caused by area-effects spells or **spell-like abilities** that normally cause partial damage on a successful saving throw as long as the mage slayer makes his save. At 13th level, the mage slayer only suffers half damage if he fails his saving throw for the area-effect spell.



This replaces the fighter's Weapon Training class feature gained at 5th level and 13th level. The mage slayer still gains access to the Weapon Training class, but the first weapon group bonus isn't granted until 9th level and the second weapon group bonus isn't granted until 17th level. The incremental bonus for the chosen weapon groups do continue to increment every four levels after the initial group is chosen at 9th level.

Magis Medingent (Cleric)

Those that practice the dark arts are always a threat to the true of faith and the truly penitent are sought for their ability to contend with those that would use such arcane energies to defy and desecrate the sacred and spiritual world around them. The magis medingent takes up the mantle of revelation to expose the evils subjected on the faithful by those versed in the arcane arts. While the magis medingent's goal isn't to meet out judgment or punishment, she has the power to do so in times of need when others are not able.

Class Skills

The magis medingent gains *Intimidate* and *Perception* as class skills while losing *Diplomacy* and *Knowledge* (nobility) as class skills. The magis medingent adds her class level to any *Spellcraft* skill checks to identify spells cast, identify magic item auras and properties, and any lingering spell or spell-like ability effects.

Weapon and Armor Proficiency

The magis medingent is proficient with all simple weapons, the bola, lasso, net, and whip. She is also proficient with light armors and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a cleric.

Eldritch Feedback (Sp)

The magis medingent may use her channel energy class ability in an attempt to temporarily block spells or spell-like abilities until the beginning of her next turn. The magis medingent must declare that she is specifically using her channel energy for this effect and it does not cause or heal damage as its effect to anyone within the 30 ft. range. However, anyone attempting to cast a spell within 30 ft. of the magis medingent until the beginning of her next turn must make a concentration check with

a DC equal to 10 + the magis medingent's class level. If the concentration check fails, the spell or spell-like ability automatically fails. The magis medingent may still use her channel energy to heal or harm based on the energy type being channeled without using this effect.

This alters the cleric's Channel Energy class feature.

Contentious Dispel (Sp)

Beginning at 1st level, the magis medingent may sacrifice a prepared spell in an attempt to counter a spell whose level is one less than the spell being sacrificed similar in effect to the *Dispel Magic* spell. The magis medingent must make a dispel caster level check (1d20 + magis



medingent's class level) with a DC equal to 11 + the spell's caster level. The magis medingent must prepare an action to use this ability and successfully identify the spell before attempting to counter it.

At 6th level, the magis medingent may attempt to counter a spell by sacrificing his **attack of opportunity** until her next turn without readying an action. The magis medingent may only attempt to counter one spell per turn, even if she can make multiple **attacks of opportunity**.

This replaces the cleric's Spontaneous Casting class feature. As with the cleric's normal Spontaneous Casting feature, the magis medingent may not sacrifice her bonus spell for this effect.

Domains

The magis medingent must select Magic or one of its sub-domains for one of his two domains. See the listing of Domains below for possible alternatives for the Magic domain.

Mystic Mauler (Monk)

Magics dark and vile corrupt are the anathema to the true path of enlightenment, twisting man's very nature to one of subversive decrepitude. Only a disciplined and dedicated individual can hope to effectively battle and overcome such forces, and the mystic mauler focuses both his mind and body to take up the mantle of guardian and eradicator of such black energies. The mystic mauler hones his senses to detect even the faintest of traces of magical energies and becomes resistant to such energies while pursuing those that would evoke such energies for fiendish means.

Class Skills

The mystic mauler gains **Knowledge** (arcana) and **Spellcraft** as class skills while losing access to the **Knowledge** (religion) and **Stealth** as class skills.

Weapon and Armor Proficiency

The mystic mauler is proficient with all simple weapons, the bola, lasso, net, and whip. He is not proficient with any type of armor or shield. If the mystic mauler wears armor or carrying a shield or carrying a medium or heavy load loses his **AC** bonus, fast movement, and flurry of blows abilities. This alters the normal weapon and armor proficiencies granted a ranger.

Magisforstance (Ex)

At 1st level, the mystic mauler can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The mystic mauler cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the mystic mauler possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the mystic mauler. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or

less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the mystic mauler detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the mystic mauler's class level, the mystic mauler must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 6th level, the mystic mauler's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 10th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The mystic mauler may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 14th level, the mystic mauler's effective range increases to 15 ft. and at 18th level it increases to 30 ft.

The mystic mauler cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

This ability replaces the monk's bonus feat class feature.

Spell Resistance

At 5th level, the mystic mauler gains **spell resistance** with a DC equal to 10 + his class level. The mystic mauler may lower or raise this resistance as a **standard action**.



This replaces the monk's Purity of Body class feature.

Magis Redirection (Sp)

At 13th level, the mystic mauler may attempt to redirect a targeted spell or **spell-like ability** if it fails to penetrate his **spell resistance** as an **immediate action** as long as he has at least 1 ki point in his ki pool. The mystic mauler must make a ranged **touch attack** and expend 1 ki point, and the spell attack can only be redirected back to the caster. Only individual rays or attacks may be redirected in this manner, any additional rays or attacks targeting the mystic mauler are lost.

This ability replaces the monk's Diamond Soul class feature.

Rune Striker (Barbarian)

Magic is an abomination leashed upon the earth that must be eradicated. The rune striker believes it is their destiny to rid the world of such malignant energies, especially those used to harm or bring woe upon those around them. The rune striker becomes so attuned to such energies that he can smell its stench and taste its after-effects upon the air itself.

Class Skills

The rune striker gains **Knowledge** (arcana) and **Spellcraft** as class skills while losing access to **Handle Animal** and **Knowledge** (nature) as class skills.

Weapon and Armor Proficiency

The rune striker is proficient with all simple and martial weapons, the bola, lasso, net, and whip. He is also proficient with light armors and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a barbarian.

Rage Powers

The rune striker gains the Superstition rage power at 1st level and must choose the Witch Hunter rage power at 2nd level. At 4th level, the rune striker must choose either the Spell Sunder or Hex Marked rage power. At 6th level, the rune striker must choose the Disruptive rage power and at 8th level he may choose from Sunder Enchantment or Hex Slayer rage powers. At 10th level, the rune striker must choose between the spellbreaker or arcane harrier rage powers. The rune striker does not need to meet any requirements for these rage powers listed above. The hex marked, hex slayer, and arcane harrier rage powers are listed below. This alters the rage powers granted the barbarian through 10th level.

Magisforstance (Ex)

At 1st level the rune striker can make a perception skill check to detect any magical auras within 5 feet of him as a **standard action**. The DC to detect an ongoing spell effect is equal to 20 - effective spell level while detecting the aura of a magic item has a base DC equal to the aura strength of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The rune striker cannot determine what type of magic is present, its effect, or its exact source or location; only that it is within his presence. If the rune striker possesses magic items or under the effects of a spell or magic effect the DC increases equal to the effective spell level or based on the strongest aura of magic items possessed (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the rune striker. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the rune striker detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the rune striker's class level, the rune striker must make a **Will save** (DC equal to level

of spellcaster or creature's hit dice) or be **stunned** for one round.

At 6th level, the rune striker's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 12th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the *Detect Magic* spell. The rune striker may use *Perception* in place of *Knowledge* (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 15th level, the rune striker's effective range increases to 15 ft. and at 18th level it increases to 30 ft.

The rune striker cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell-like effect originates from only one particular school.

This ability replaces the barbarian's fast movement and trap sense class abilities.

Evasive (Ex)

The rune striker can avoid damage from an area-effect spell or spell-like ability at 2nd

level. If the damage can be reduced by half with a successful *Reflex* saving throw, the rune striker takes no damage if he successfully rolls his *Reflex* save.

At 9th level, the rune striker only suffers half damage from an area-effect spell or spell-like ability if he fails his *Reflex* save.

If the rune striker is heavily encumbered or wearing heavy armor, he loses the benefits of this ability. If the rune striker has the *helpless* condition, he also negates the benefits of this ability.

This alters the barbarian's *Uncanny Dodge* and *Improved Uncanny Dodge* class abilities.

Spell Resistance

Beginning at 5th level, the rune striker gains *spell resistance* equal to 10 + his class level. The rune striker may lower or initiate this ability at will as a *standard action*.

This replaces the barbarian's *Damage Reduction* class ability.



Staveris (Rogue)

Understanding the underworld and those that thrive within it is a must for those that seek out and eliminate those that use the dark arts for the most nefarious purposes. The staveris uses his breadth of skills and questionable connections in order to hunt down heretical individuals that twist their knowledge or talents with the arcane arts antithetical to the staveris' own beliefs or agenda. The staveris learns to enhance her senses over time to detect the subtle vibrations of magical energy and studies the art and science of magic in lieu of more mundane skills typically associated with her chosen profession.

Class Skills

The staveris gains **Knowledge** (arcane) and **Spellcraft** as class skills while losing **Appraise** and **Knowledge** (dungeoneering) as class skills.

Weapon and Armor Proficiency

The staveris is proficient with all simple weapons, the bola, lasso, net, sap, and short sword. This alters the normal weapon and armor proficiencies granted a rogue.

Magisforstance (Ex)

At 1st level, the staveris can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The staveris cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the staveris possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the

strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the staveris. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the staveris detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the staveris' class level, the staveris must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 6th level, the staveris' effective range of detection increases to 10 ft. and he may identify the source of the aura. At 9th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The staveris may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 12th level, the staveris' effective range increases to 15 ft. and at 15th level it increases to 30 ft.

The staveris cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only

spells or spell like effect originates from only one particular school.

This ability replaces the rogue's Trap Finding and Trap Senses class features.

Rogue Talents

The staveris gains access to the following rogue talents beginning at 2nd level.

Disruptive (Ex)

Your skills with the blade are especially dangerous to spell casters.

Prerequisites: Rogue 6.

You gain the effects of the Disruptive combat feat normally only available to fighters and do not need to meet the prerequisites of the feat, just the rogue talent.

Hex Ward (Ex)

You have built up reserves of energy to resist the harmful effects of the witch's hex.

You gain a +1 bonus to all saving throws against hexes cast on you. This bonus increases by 1 for every four levels possessed by the witch hunter.

Major Magic II (Sp)

You have spent more time studying the arcane arts and have unlocked the ability to cast a more potent spell on occasion.

Prerequisites: Intelligence 12, Major Magic rogue talent.

You gain the ability to cast a second level spell from the sorcerer/wizard spell list once a day as a **spell-like ability**. The caster level for this ability is equal to your class level and the DC for any saving throws is equal to 12 + your Intelligence modifier.

Spellbreaker (Ex)

You have honed your senses to take advantage of those that attempt to cast a spell within your reach.

Prerequisites: Rogue 10, Disruptive talent.

You gain the effects of the Spellbreaker combat feat normally only available to fighters and do not need to meet the



prerequisites of the feat, just the rogue talent.

Advanced Rogue Talents

The staveris gains access to the following advanced rogue talents beginning at 10th level.

Arcane Mastery (Sp)

Your studies of the paranormal has granted you the ability to cast a powerful spell once a day.

Prerequisites: Int 13, Major Magic II rogue talent.

You choose one third level spell from the sorcerer/wizard spell list and may cast it once per day as a **spell-like ability**, treating your class level as your caster level. The DC for any saving throw for this 13 + your Int modifier.

Arcane Resistance (Su)

You have built up a supernatural resistance against the harmful effects of spells cast on you.

Prerequisites: Arcane Mastery advanced talent.

You gain a **spell resistance** equal to 10 + your class level. You may voluntarily lower this resistance as a **standard action** and it automatically resumes the next round.

Distance Disruptor (Ex)

You have a keen eye and can make a quick shot at any spell caster within a short range if you have a ranged or thrown weapon available.

Prerequisites: Disruptive talent

You make a perception check to notice any spell caster within 30 feet with a DC equal to 10 + the caster's level. If you notice the caster you may make an **attack of opportunity** against the caster if you have a loaded ranged weapon or thrown weapon in hand as long as you have at least one **attack of opportunity** available.

Improved Hex Ward (Su)

You slough off the effects of most hexes cast on you with no ill effects.

Prerequisites: Hex Ward talent.

You are immune to normal hexes cast on you, though major and grand hexes are still effective (though you still gain the saving throw bonus provided by the Hex Ward talent).

Spellslayer (Ex)

Your blade can find its way to a spell caster's vital organs when they attempt to cast a spell within your reach.

Prerequisites: Spellbreaker talent.

If you make a successful **attack of opportunity** as granted by the spellbreaker talent, you may apply your sneak attack damage to the attack.

Verdrijver (Bard)

The vile magics of the dark arts infects the souls of those that fall in its path. It is Verdrijver's mission to hunt down and dispel the effects of such tainted energies that affect the populace and purge those that use their powers to cause harm to a civilized society. Using his powers of persuasion and penchant of obscure lore, the verdrijver's talents and skills are ideal for the tasks required to deal with the most nefarious of heretics and arcane anarchists.

Weapon and Armor Proficiency

The verdrijver is proficient with all simple weapons, the bola, lasso, net, and whip. She is also proficient with light armor and shields (except tower shields). This alters the normal weapon and armor proficiencies granted a bard.

Verdrijver Bardic Performances

The verdrijver gains access to the following bardic performances.

Counter Hex (Su)

At 1st level, the verdrijver can use her bardic performance to disrupt a normal hex cast on all allies within 30 ft. Each round the verdrijver uses the counter hex performance, she may use her **Perform** skill check in place of a saving throw for those within the 30 ft. area of effect if the skill check is higher than the saving throw result of the afflicted target.

In addition, any ally within the area of effect of the counter hex that is currently under the effect of a normal hex is allowed to make another saving throw each round of the performance, though the victim must use the verdrijver's **Perform** skill check in place of its saving throw. This performance requires an audible component and allies must be able to hear the verdrijver in order to gain the benefits of this performance.

This bardic performance replaces the bard's **Fascinate** bardic performance.

Disruptive Tune (Su)

At 1st level, the verdrijver can use her performance to grant allies (including herself) a +1 **morale bonus** versus spells, hexes, and **spell-like abilities**. Opposing spell casters that must make a concentration check while casting as spell or using a **spell-like ability** for any reason suffer a -1 penalty to their concentration check. At 5th level and every six levels thereafter, the bonus increases by +1 and the penalty increases



by -1 to a maximum of +4 / -4 at 17th level. This performance requires an audible component and allies and opponents must be able to hear the verdrijver in order for it to be effective.

Major Counter Hex (Su)

At 8th level the verdrijver may use her performance to disrupt a major or normal hex cast on allies within 30 ft. Each round the verdrijver uses the major counter hex performance, she may use her **Perform** skill check in place of a saving throw for those within the 30 ft. area of effect if the **Perform** check is higher than the saving throw made by the afflicted target.

In addition, anyone within the area of effect of the counter hex that is under the effect of a normal or major hex is allowed to make another saving throw each round the counter hex is being performed, though the victim must use the verdrijver's **Perform** skill check for the saving throw. This performance requires an audible component and allies must be able to hear the verdrijver in order to gain the benefits of this performance.

This bardic performance replaces the bard's Dirge of Doom bardic performance.

Grand Counter Hex (Su)

At 15th level the verdrijver may use her performance to disrupt any type of hex (normal, major, or grand) cast on creatures within 30 feet of the witch hunter. Each round the verdrijver uses the grand counter hex performance, she may use her **Perform**

skill check in place of a saving throw for those within the 30 ft. area of effect if the **Perform** skill check is higher than the saving throw made by the afflicted target.

In addition, anyone within the area of effect of the grand counter hex that is under the effect of any type of hex (normal, major, or grand) is allowed to make another saving throw each round the counter hex is being performed, though the victim must use the verdrijver's **Perform** skill check for the saving throw. This performance requires an audible component and allies must be able to hear the verdrijver in order to gain the benefits of this performance.

This bardic performance replaces the bard's Inspire Heroics bardic performance.

Sonnet of Disruption (Su)

At 18th level, the verdrijver's performance can be used to grant allies (and herself) **spell resistance** with a DC of 10 + the verdrijver's class level. Allies may choose to ignore the **spell resistance** when the verdrijver begins the performance but then cannot gain its benefits until the verdrijver stops the performance and begins again. This performance requires an audible component and allies must be able to hear the verdrijver in order to gain the benefits of the performance.

This bardic performance replaces the bard's Mass Suggestion bardic performance.

NEW BASE CLASS

This base class first appeared in Player Paraphernalia #11 and focuses on abilities to hinder spell-casters that use hexes or use familiars or other summoned creatures. The class has been updated to include a full base attack matrix equal to his class level given that the spells per day is limited to 4th level spells making more in-line with other such spell-casting classes as the paladin or ranger.

The Witch Hunter

There are those that have been scarred by the potent powers of those practicing witchcraft. These individuals take it upon themselves to hunt down and ferret out practitioners of the arcane to meet out their own brand of justice. The witch hunter may take on this role for either selfless or selfish motives, may be sanctioned by a larger entity such as a church or government or may be completely solitary in his mission. Most do not differentiate between those that practice witchcraft for good or ill, though those bent towards the powers of good may be a bit more merciful than others.

The witch hunter is a class that focuses on the hunt and eradication of another class, the witch. As such, a GM may deem that this class may not be really viable for player characters, though as a non-player character nemesis the class has many features that would prove useful to thwart a party with one or more arcane casters.

Role: The witch hunter works well with others that have a mission of divine favor, particularly to hunt down and eradicate evil with a magical bent to it. Most witch hunters will find cooperation with actual witches unacceptable unless there is sufficient reason to so do. Witch hunters may tolerate other types of spell casters but find such an experience distasteful overall and long term associations are very rare.

The witch hunter is uniquely gifted to take on witches and other arcane enemies while their divine connection may also grant

some assistance to other divine characters. Witch hunters are not as efficient in combat as other martial characters but can typically hold their own against common foes as long as the opposing forces are not overwhelming.

Alignment: Any good / evil or lawful neutral.

Hit Dice: d10.

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

Class Skills

The witch hunter has the following class skills: Appraise, Craft, Handle Animal, Heal, Intimidate, Knowledge (arcane), Knowledge (history), Knowledge (local), Profession, Sense Motive, Spellcraft, Survival, Swim, and Use Magic Device

Skill Ranks per Level: 2 + Int modifier

Class Features

The witch hunter has the following class features.

Weapon and Armor Proficiencies

The witch hunter is proficient with all simple and martial melee and thrown weapons, simple ranged weapons, the whip, bola, lasso, and net. He is also proficient with light and medium armor and light shields.

Hex Resistance (Su)

Beginning at 1st level, the witch hunter gains a sacred (or profane if evil) saving throw bonus against hexes cast directly on him

Witch Hunter Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spells Per Day			
						1 st	2 nd	3 rd	4 th
1	+1	+2	+0	+2	Detect the bond, hex resistance	—	—	—	—
2	+2	+3	+0	+3	Protective bond	—	—	—	—
3	+3	+3	+1	+3	Detect affliction	—	—	—	—
4	+4	+4	+1	+4	Disrupt the bond	0	—	—	—
5	+5	+4	+1	+4	Disrupt minor affliction	1	—	—	—
6	+6/+1	+5	+2	+5	Hex ward	1	—	—	—
7	+7/+2	+5	+2	+5		1	0	—	—
8	+8/+3	+6	+2	+6	Protective circle	1	1	—	—
9	+9/+4	+6	+3	+6		2	1	—	—
10	+10/+5	+7	+3	+7	Sever the bond	2	1	0	—
11	+11/+6/+1	+7	+3	+7		2	1	1	—
12	+12/+7/+2	+8	+4	+8	Disrupt summoner bond	2	2	1	—
13	+13/+8/+3	+8	+4	+8	Disrupt major affliction	3	2	1	0
14	+14/+9/+4	+9	+4	+9	Greater hex ward	3	2	1	1
15	+15/+10/+5	+9	+5	+9		3	2	2	1
16	+16/+11/+6/+1	+10	+5	+10	Back bite	3	3	2	1
17	+17/+12/+7/+2	+10	+5	+10		4	3	2	1
18	+18/+13/+8/+3	+11	+6	+11	Sever the Summoner bond	4	3	2	2
19	+19/+14/+9/+4	+11	+6	+11	Disrupt grand affliction	4	3	3	2
20	+20/+15/+10/+5	+12	+6	+12	Ultimate hex ward	4	4	3	3

equal to ½ the witch hunter's class level (minimum of 1).

In addition, if the saving throw is successful the witch hunter automatically knows the origin of the hex and gains the same saving throw bonus against any spells cast by the individual that attempted to hex the witch hunter.

Detect the Bond (Ex)

At 1st level, the witch hunter may make an active perception check as a **standard action** when studying an animal or magical beast to determine whether or not the animal is a familiar. The DC is equal to 10 plus the caster level of the familiar's master. This does not grant the witch hunter the ability to determine who the familiar's master is unless it is obvious.

Protective Bond (Sp)

At 2nd level, the witch hunter may summon a supernatural barrier that functions identically to the *Protection from Evil* (or Good for an evil witch hunter, a lawful neutral witch hunter must choose the effect when initially gaining this feature). This ability may be used a number of rounds per day equal to the witch hunter's class level + his Wisdom modifier and requires a **move action** to initiate and a **free action** to end. The limiting duration of this ability does not have to be used consecutively; the witch hunter may break down the uses of this ability as desired as long as the total duration for the day does not exceed the limit. Other than duration, the effects of the **spell-like ability** treat the witch hunter's class level as the effective caster level.

At 4th level this effect even includes attacks by Eidolons that normally overcome such magical effects.

At 7th level, the witch hunter gains **spell resistance** equal to 10 + his class level while his Protective Bond class feature is active.

Detect Affliction (Ex)

At 3rd level the witch hunter may make a passive perception check when coming within 10 feet of anyone afflicted from a malevolent hex. The DC is 10 + $\frac{1}{2}$ the hex caster's class level (or hit dice for creatures that may cast hexes) + its Charisma modifier. If the witch hunter detects the affliction, he may make a **Spellcraft** skill check (with the same DC as the **Perception** check) to determine what affliction the victim is suffering. This ability does not grant the witch hunter the ability to determine who hexed the victim.

Disrupt the Bond (Su)

At 4th level, the witch hunter may attempt to temporarily break the bond between a familiar and its master. If the witch hunter successfully strikes a familiar with a melee attack while declaring the use of this ability, the familiar's master must make a **Will** save with a DC equal to 10 + $\frac{1}{2}$ the witch hunter's class level plus the witch hunter's wisdom modifier. If unsuccessful, the familiar reverts back into a normal creature of its type and species for a number of rounds equal to the level of the witch hunter. All special abilities granted to the familiar by the bond with its master is nullified for the duration of this effect. The witch hunter may only disrupt the bond of a particular familiar once per day but there is no limit to the number of bonds that may be broken.

Once the bond is disrupted, the familiar will act as a normal creature of its type including possibly attacking its owner if held or physically tied to the caster.

Spells

The witch hunter gains the ability to cast divine spells from the witch hunter list beginning at 4th level. The witch hunter must meditate for an hour at the beginning of



each day and select the spells desired for the day during this time. He may choose any spell on the witch hunter spell list while preparing his spells.

The witch hunter must have a wisdom of at least 10 + the spell level in order to cast the spell. He does gain bonus spells based on his Wisdom as listed in the Pathfinder Roleplaying Game Core Rule Book™ Ability Modifiers and Bonus Spells table. If the number of spells per day is equal to 0, then the witch hunter only gains access to spells of that level if he gains one or more bonus spells. The witch hunter's effective caster level is equal to his class level - 3. The DC for any saving throws associated with the spells cast is equal to 10 + the spell's level + the witch hunter's Wisdom modifier.

Disrupt Minor Affliction (Su)

At 5th level, the witch hunter may attempt to disrupt the effects of a malevolent normal hex as a **standard action** by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex Resistance bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other sacred or profane bonuses do not stack with the Hex Resistance bonus granted by the witch hunter. This ability only functions on individual living creatures.

The witch hunter may only use this power once per individual per affliction within a 24 hour period. He may use this ability a total number of times per day equal to $\frac{1}{2}$ his class level (minimum of 1).

Hex Ward (Su)

At 6th level, the witch hunters' Protective Bond becomes more powerful and normal hexes cast directly against the witch hunter cannot pierce the ward and he cannot be affected by them while the Protective Bond is active.

Protective Circle (Sp)

At 8th level, the witch hunter's Protective Bond class feature gained at 2nd level increases to match the effects of the *Magic Circle vs. Evil* (or Good for evil witch hunters, and the lawful witch hunter must choose the effect when initially gaining this feature) spell. He is still limited to a total number of rounds per day equal to his class level + his Wisdom modifier, but otherwise treats his class level as the effective caster level.

The circle also protects anyone within its area of effect from the affects of a normal hex as with the witch hunter's *Hex Ward* class feature. This feature does continue to grant the witch hunter *spell resistance* but does not extend to others within the circle until the witch hunter reaches 11th level.

At 15th level, the witch hunter may choose the change the effects of his Protective Circle to that of an *Antimagic Field* as the spell when initiating it. This impacts any magic effects or items possessed by the witch hunter and allies within range of the circle as well.

As with the Protective Bond class feature, Eidolons cannot attack those within the area of effect of this ability and treated as any other summoned creature for the circle's effects upon it.

Sever the Bond (Su)

At 10th level, the Witch Hunter may target a familiar and upon a successful strike the familiar's master must make a *Will* save with a DC equal to 10 + $\frac{1}{2}$ the witch hunter's

class level + the his wisdom modifier. If the familiar's master fails the saving throw, the link between the familiar and master is sundered and the familiar reverts back to a normal creature of its type and species. The master may attempt to relink with the familiar or gain another one through the normal rules regarding replacing a lost or slain familiar. If the master of the familiar succeeds with the saving throw, he cannot be subjected to this ability from the same witch hunter for another 24 hours.

The witch hunter may use this ability 3 plus his wisdom modifier times per day.

Disrupt Summoner Bond (Su)

At 12th level, the effects of the witch hunter's Disrupt the Bond may be applied to attacks against an Eidolon. While the bond is temporarily disrupted, the Summoner may not use the following abilities with the Eidolon: Life Link, Bond Senses, Maker's Call, Transposition, Life Bond, or Merge Forms.

Disrupt Major Affliction (Su)

At 13th level, the witch hunter may attempt to disrupt the effects of a malevolent major hex as a *standard action* by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex *Resistance* bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other sacred bonuses do not stack with the Hex *Resistance* bonus granted by the witch hunter. This ability only functions on living creatures, areas are not affected.

The witch hunter may only use this power once per individual per affliction within a 24 hour period. The Disrupt Affliction abilities (both minor and major) may only be used a total number of times per day equal to half the witch hunter's class level.

Greater Hex Ward (Su)

At 14th level the witch hunter's Protective Bond or Protective Circle extends to major hexes cast directly at the witch hunter (or anyone within the boundary of the protective circle).



Back Bite (Su)

At 16th level, whenever the witch hunter successfully resists the effects of a hex power, the effect is automatically sent back to the originator of the hex and the witch is not allowed a saving throw to avoid the effect of her own hex. This does not apply to hexes that are warded from the witch hunter's Protective Bond or Protective Circle ability.

Sever the Summoner Bond (Su)

At 18th level, the witch hunter may attempt to **sunder** the bond between the summoner and his Eidolon. If the witch hunter successfully makes a melee attack against an Eidolon after declaring use of this ability, the summoner must make a will saving throw with a DC equal to 10 + $\frac{1}{2}$ the witch hunter's class level plus his wisdom modifier. If the summoner fails the saving throw then the Eidolon becomes unfettered and the link between the two is lost while in that state. If the Eidolon is sent back to its home plane, the Summoner may then again summon it normally, but not until then. The summoner may not send the Eidolon back to its home plane while it is unfettered, but if it is reduced to zero hit points the Eidolon will automatically return to its home plane.

The witch hunter may use this ability a number of times per day equal to 3 plus his wisdom modifier. A summoner that successfully makes a saving throw against this effect is not subject to it again from the witch hunter for 24 hours.

Disrupt Grand Affliction (Su)

At 19th level, the witch hunter may attempt to disrupt the effects of a malevolent grand hex as a full round action by touching the victim. This effect allows the victim to make another saving throw against the effect, gaining the Hex Resistance bonus of the witch hunter for the saving throw. Other normal bonuses may be applied as allowed, though other sacred bonuses do not stack with the Hex Resistance bonus granted by the witch hunter. This ability only functions on living creatures, areas are not affected.

This ability may only be used once per day and counts toward the limit imposed on Disrupt Affliction abilities (Minor and Major) for a total number of times per day equal to half the witch hunter's class level.

Ultimate Hex Ward (Su)

At 20th level the witch hunter's protective bond extends to grand hexes cast directly at the witch hunter or anyone within the boundary of the protective circle.

NEW HYBRID CLASSES

The following two hybrid classes were designed around the base skills of the inquisitor class that works quite well in the role of hunting down and dealing with those that provoke the condemnation of society for their acts of disregard or outright anti-socialistic violence. The first class was generated around the same time as many of the archetypes created for the witch hunter concept trope while the second class came years later in the Paraphernalia series.

The first class has been reworked to include more focus on spell-casting while reworking some of the more troublesome abilities and general missing elements of the earlier product. The second class has been updated to make the class judgment like abilities to scale as the class gains higher class levels.

The Insensate

Magic is a supernatural energy that permeates and infuses everything it comes in contact when released in the form of a spell or spell-like effect. There are those that have become sensitive to such energies and have learned to detect them long after the energies have actually been called forth. Although most with such sensitivities live in relative obscurity and isolation, there are those that have decided to turn that gift into a profession or even a cause. These are the insensate.

Magic is power, and for many such power easily corrupts their very souls and tempts them down a long dark path. It is those that would harness such powers for the purpose of evil that the insensate thrives.

Role: The insensate works well with others that have a mission of divine favor, particularly to hunt down and eradicate evil with a magical bent to it. Most insensates will find cooperation with actual witches unacceptable unless there is sufficient reason to so do. Insensates may tolerate other types of spell casters but find such an experience distasteful overall and long term associations are very rare.

The insensate is uniquely gifted to take on witches and other arcane enemies while their divine connection may also grant some assistance to other divine characters.

Insensates are not as efficient in combat as other martial characters but can typically hold their own against common foes as long as the opposing forces are not overwhelming.

Parent Classes: Inquisitor and Ranger

Alignment: the insensate may be of any alignment.

Hit Dice: d8

Starting Wealth: $4d6 \times 10$ gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The insensate's class skills include Bluff, Climb, Craft, Disguise, Heal, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), Knowledge (planes), Knowledge (religion), Perception, Profession, Ride, Sense Motive, Spellcraft, Survival, Swim

Skill Ranks per Level: $6 + \text{Int modifier}$

Class Features

The insensate has the following class features.

Weapon and Armor Proficiencies

The insensate is proficient with simple and martial melee and thrown weapons, simple ranged weapons, the bola, lasso, net, and

Insensate Progression Table

Level	Base Attack	Fort	Reflex	Will	Special	Spells Per Day					
		Save	Save	Save		1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Arcane sense, mistrusting mind, track	1	—	—	—	—	—
2	+1	+3	+0	+3	Powers of the chase	2	—	—	—	—	—
3	+2	+3	+1	+3	1st arcane resistance	3	—	—	—	—	—
4	+3	+4	+1	+4	Bonus feat	3	1	—	—	—	—
5	+3	+4	+1	+4	Powers of the chase	4	2	—	—	—	—
6	+4	+5	+2	+5	Arcane bane (1d6)	4	3	—	—	—	—
7	+5	+5	+2	+5		4	3	1	—	—	—
8	+6/+1	+6	+2	+6	2nd arcane resistance, powers of the chase	4	4	2	—	—	—
9	+6/+1	+6	+3	+6	Arcane bane (2d6), bonus feat	5	4	3	—	—	—
10	+7/+2	+7	+3	+7		5	4	3	1	—	—
11	+8/+3	+7	+3	+7	Powers of the chase	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Arcane bane (3d6)	5	5	4	3	—	—
13	+9/+4	+8	+4	+8	3rd arcane resistance	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Bonus feat, powers of the chase	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Arcane bane (4d6)	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10		5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Powers of the chase	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	4th arcane resistance, arcane bane (5d6)	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	Insatiable hunger	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Insatiable dominance	5	5	5	5	5	5

whip. She is also proficient with light and medium armor and light shields.

Arcane Sense (Ex and Sp)

At 1st level, the insensate may cast *Detect Magic* as a spell-like ability with no daily limitations. She also gains a +2 bonus to Knowledge, Perception, Spellcraft, and Survival checks when dealing with arcane energies and opponents that cast arcane spells or spell-like effects. For purposes of this ability, any spell found on the Sorcerer/Wizard spell list as well as hexes are considered an arcane energy effect.

When engaging an opponent that casts arcane spells, spell-like abilities, or hexes, the insensate gains a +2 circumstance bonus to hit and damage with melee and thrown

weapons. This bonus increases by +2 at 5th level and every 5 levels thereafter for both skill checks and attack and damage bonuses.

The insensate can actively try to sense whether arcane energies have been used in the immediate area (within 10 feet of the insensate) within the last hour by making a perception check while employing her spell-like ability to *Detect Magic*. The DC is 20 - the spell level of the effect. In addition, if the insensate does detect the tell-tale signs of arcane energies she can then make a Spellcraft check to determine the type (school) of energy that was used. The DC for this check is 10 plus the spell level of the effect.

At 10th level the insensate's arcane sense allows her to detect the presence of arcane residue that has been generated within the past 24 hours while using her *Detect Magic spell-like ability*. In addition, she may attempt to determine the relative level / hit dice of the caster by making a *Spellcraft* check with a DC of 15 plus the spell level of the spell or *spell-like ability*.

Mistrusting Mind (Ex)

The insensate gains a morale bonus to *Sense Motive* skill checks equal to ½ her class level (minimum of 1) at 1st level.

In addition, the insensate may make a perception check to determine the presence of an *illusion (figment and glamor)* effect within 10 feet of her with a DC equal to 10 plus the spell level of the illusory effect. This ability does not allow the insensate to identify the *illusion* or automatically disbelieve it, but she does gain a "feeling" that something within arm's reach just doesn't feel right.

Spells

The insensate gains the ability to cast divine spells from the witch hunter list beginning at 1st level. The insensate must meditate for an hour at the beginning of each day and select the spells desired for the day during this time. She may choose any spell on the witch hunter spell list while preparing her spells.

The insensate must have a wisdom of at least 10 + the spell level in order to cast the spell and any DC associated with spells cast by the insensate equal 10 + the spell's level + the insensate's Wisdom modifier. She does gain bonus spells based on his Wisdom as listed in the Pathfinder Roleplaying Game Core Rule Book™ Ability Modifiers and Bonus Spells table. The insensate's effective caster level is equal to her class level.

Track (Ex)

The sensate adds ½ her class level (minimum of 1) to all *Survival* skill checks made to follow tracks beginning at 1st level.

If the individual(s) being tracked are actively using magic (either as an effect or an active magic item with a moderate or strong aura), the insensate gains an additional +1 bonus per two levels of effect being used (minimum of 1), +2 if actively using magic items with a moderate aura, and +4 if actively using magic items with a strong aura. The magical effect being used must have a duration of at least one hour or more and used within the past 24 hours within the insensate's *Survival* skill check.

Powers of the Chase

At 2nd level and every third level thereafter, the insensate may choose one of the following powers. These features allow to insensate to go down her own unique path, focusing on certain abilities as she progresses in experience. Unless otherwise noted, no power may be chosen more than once and some gifts may require the witch hunter to have achieved a specific level before he may choose the power.

Arcane Prowler (Ex)

The insensate must be at least 11th level before she can choose this ability. This ability allows the insensate to denote a single arcane magic user or creature with one or more *spell-like abilities* within his line of sight as her target. Once targeted, the insensate may automatically take 10 on her *Survival* skill checks when tracking the target while moving at her normal speed without penalty. The insensate also gains a +2 *insight bonus* on attack and damage rolls against the target while this ability is in effect and critical threats are automatically confirmed.

The insensate may only target one arcane user or creature at a time.

Caster's Cringe (Ex)

The insensate may threaten enemy spellcasters within reach while wielding a melee weapon if she has at least one *attack of opportunity* available. The DC to cast a spell on the defensive for the enemy caster increases by a number of points equal to ½ the insensate's class level.



Evasive (Ex)

The insensate becomes much more agile when facing area-effect magics that cause damage. If the insensate makes a **Reflex** save versus a spell or **spell-like ability** that causes partial damage on a successful save, the insensate suffers no damage if she succeeds with her saving throw versus the effect. The insensate loses this benefit if unconscious or helpless.

Evasive Boost (Ex)

The insensate must have the Evasive power of the chase before she may select this one. As long as the insensate is not unconscious, helpless, or dead, she only suffers half damage when she fails a saving throw versus a spell or **spell-like ability** that causes partial damage upon a successful **Reflex** save.

Greater Zeal (Su)

The insensate may take this ability at 8th level as long as she has already taken the

Heartless Zeal ability. This ability allows the insensate to select two different zeal abilities to initiate at one time rather than just one as a **swift action**. She may change one of them as a **swift action** as desired.

Heartless Zeal (Su)

The battle against the dark arts fills the insensate with a supernatural zeal to vanquish her foe. The insensate may use this ability once per day for every three class levels (minimum of 1) she possesses, initiating it as a **swift action**. The effect lasts for the duration of the combat as long as the insensate is participating. If the insensate becomes incapacitated (any effect that would prevent the insensate from attacking) then she may not gain the benefit from the chosen zeal, though it is still available if she can begin participating again during the encounter.

Formidable: The insensate gains a +1 **insight bonus** to her **armor class**. This bonus increases by +1 for every five class levels possessed by the insensate.

Fortitude: The insensate gains a DR 1/ magic while this zeal is in effect. This bonus increases by one for every five class levels possessed by the insensate. At 10th level the insensate may change the DR from magic to an alignment that is opposed to her alignment. A neutral insensate does not gain the ability to gain aligned DR.

Health: The insensate is energized and gains fast healing 1 while conscious and the zeal is in effect. The rate of healing increases by one for every five class levels possessed by the insensate.

Indomitable: The insensate gains a +1 **insight bonus** to all saving throws while this zeal is in effect. This bonus increases by +1 for every five class levels possessed by the insensate. At 10th level this bonus is doubled against curses and hexes.

Scourge: The insensate's weapon is treated as magic for purposes of overcoming **damage reduction**. If the insensate is 6th level or higher, she may also treat her weapon as aligned (having at least one

aspect of the witch hunter's own alignment) as well. If the insensate is neutral he cannot treat her weapon as aligned.

At 12th level the insensate may treat his weapon as adamantine (though it does not bypass hardness) and cold iron at 15th level.

Vengeance: The insensate gains a +1 **insight bonus** to all attack rolls. This bonus increases by +1 for every five class levels possessed by the insensate.

Wounding: The insensate gains a +1 **insight bonus** to all damage from her weapons, unarmed attacks, or natural attacks. This bonus increases by +1 for every five class levels possessed by the insensate.

The insensate may switch between the type of zeal as a **swift action**.

Once the insensate takes this ability she qualifies for feats that require the inquisitor's judgment class ability treating the insensate's Zeal equivalent to the inquisitor's judgment and her class level as the equivalent inquisitor class level.

Insatiable Bond (Ex)

The insensate gains a special bond that may be with either an **animal companion** or her traveling companions and must be selected with this ability is chosen.

If an **animal companion** is chosen, the insensate may choose an animal normally granted to a druid through the Nature Bond class ability, treating the insensate's effective level as three less than her actual level to determine the companion's statistics and abilities. In addition to the normal abilities granted to the animal as a companion, it also gains the same bonuses granted to the insensate for the Arcane Senses class ability.

If the insensate chooses to bond with her companions, she may grant all allies within 30 ft. that can see and hear the insensate, half of the attack bonuses granted for her Arcane Senses as a **move action** against a single target. The effect lasts for a number of rounds equal to the insensate's Wisdom modifier (minimum of 1). This bonus does not stack with other bonuses granted from

other insensates or the effect of the favored enemy class ability of the ranger for the same target.

The insensate must be at least 5th level before he may choose this ability and this ability may only be taken once.

Martial Mastery (Ex)

The insensate must have chosen the Martial Prowess once and be at least 8th level before she may select this ability. This ability allows the insensate to choose one of the following as a bonus feat: **Clustered Shots**, **Deflect Arrows**, **Focused Shot**, **Furious Focus**, **Greater Weapon Focus**, **Improved Disarm**, **Improved Feint**, **Improved Grapple**, **Improved Trip**, **Improved Two Weapon Fighting**, **Mounted Archery**, **Perfect Strike**, **Ride-By Attack**, **Stunning Fist**, **Trample**, **Vital Strike**, and **Weapon Specialization**. The insensate does not have to meet any prerequisites other than any feat listed under the martial prowess ability.

The insensate may take this ability multiple times, choosing another feat each time this ability is chosen.

Martial Prowess(Ex)

The insensate may choose one of the following feats as a bonus feat when this ability is chosen. **Combat Expertise**, **Deadly Aim**, **Improved Unarmed Strike**, **Mounted Combat**, **Power Attack**, **Precise Shot**, **Rapid Shot**, **Two Weapon Fighting**, or **Weapon Focus**. The insensate does not have to meet any prerequisites normally associated with the feat.

The insensate may take this ability more than once, selecting another feat from the list given.

Ultimate Zeal (Su)

The insensate may take this ability at 14th level as long as he has already taken the Greater Zeal ability. This ability allows the insensate to select three different zeal abilities to initiate at one time rather than just one as a **swift action**. She may change one of them as a **swift action** as desired.

Zealot (Ex)

The insensate must have the Heartless Zeal ability and be at least 17th level to take this ability. The insensate is treated as five levels higher for one of the zeals initiated in regards to the bonus gained. Once the zeal is enhanced by this ability, the insensate cannot change that zeal for the duration of the encounter.

Arcane Resistance (Su)

The insensate gains resistance to magics from specific school (**enchantment**, **evocation**, etc.) at 3rd level. This grants her a +2 bonus to any saving throws versus spells cast on the witch hunter from the school selected.

At 8th level and every five levels thereafter the insensate may choose another school to gain the +2 bonus. In addition, she may choose a previous school chosen at a lower level, and gain a cumulative +2 bonus as well. If the bonus is +4 or greater, the insensate also gains the ability to completely avoid the effects of a spell that normally still affects a target makes a successful saving throw (similar to the ranger's Evasion class feature but is not limited to spells that only cause damage or require **Reflex** saving throws).

Bonus Feat (Ex)

The witch hunter may select a **Combat** or **Teamwork** feat as a bonus feat at 4th level. He must still qualify for the feat by meeting all of the prerequisites for the feat. The witch hunter gains an additional bonus feat every five levels thereafter (9th, 14th, 19th).

Arcane Bane (Su)

Beginning at 6th level, the insensate causes an additional 1d6 points of damage versus creature that casts spells found on the Sorcerer/Wizard or Witch spell list by spending a **swift action** to enhance her weapon. Once initiated, the effect continues automatically for up to a total number of rounds per day equal to her class level + her Wisdom. However, the insensate may end the effect as a **free action** and does not have to use the entirety of this

effect consecutively. At 9th level and every three levels thereafter the bonus increases by 1d6 (maximum of 5d6 at 18th level). At 10th level, the bane also affects individuals or creatures with **spell-like abilities** that mimic spells found on the Sorcerer/Wizard or Witch spell list.

If the insensate lets go of the weapon for any reason, the effect is immediately ended, though she may activate it again as a **swift action** once the weapon is recovered. Thrown weapons and ammunition maintain the effect until striking a solid object (regardless of the success of the attack). If this effect is used on a weapon that already has the Bane special ability, the original Bane affect is suppressed for the duration of this ability.

Arcane Fortitude (Su)

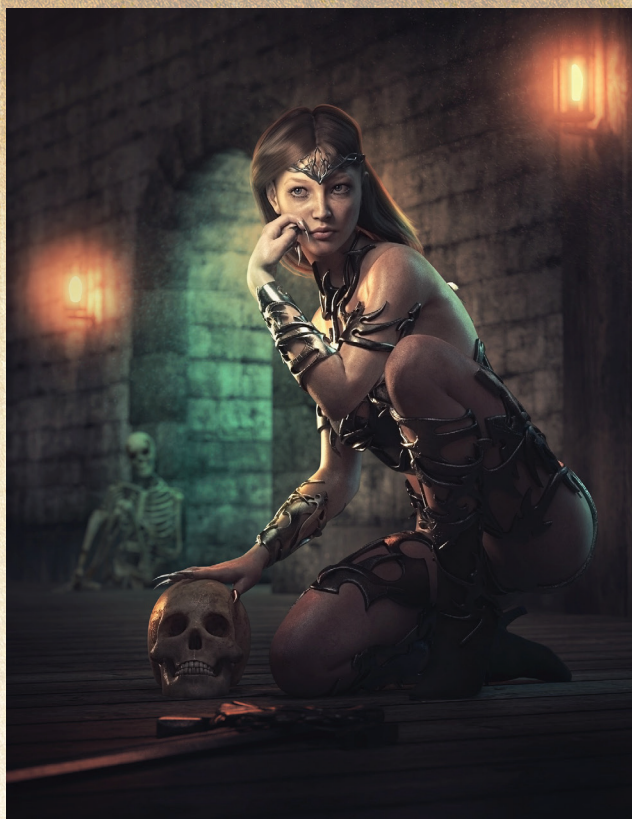
The insensate gains **spell resistance** equal to 10 + her class level for spells or **spell-like abilities** from those schools chosen for her Arcane Resistance once she is 12th level.

Insatiable Hunger (Ex)

When the insensate reaches 19th level, her skills at hunting those that use magics for their own evil ends reach their peak and he gains the following abilities. The insensate may move at her full speed while using his **Survival** skill to track others without penalty. When following the scent of magic she may even detect the residue left behind by magic items with faint auras and the bonus to track spell or spell like effects with a duration longer than an hour increase to +2 per spell level.

Insatiable Dominance (Su)

At 20th level, the insensate may smite an opponent wielding arcane energies. The insensate may make a single attack as a



standard action against a single opponent that casts arcane spells, **spell-like abilities**, or hexes at her **full attack** bonus. If the attack is successful, the opponent must make a **Fortitude** saving throw or be instantly slain. The DC for this saving throw is 10 + half the insensate's class level + the her Wisdom modifier. The insensate may choose to cause non-lethal damage equal to the opponent's hit points instead if desired. If the opponent succeeds with the saving throw, only normal lethal damage will be caused instead. The insensate may use this ability a number of times per day equal to her Wisdom modifier and once it is used against a particular foe it cannot be used on that opponent again for 24 hours.

The Mystic Provocateur

The best way to fight fire is with fire. At least that is the general view held by the mystic provocateur, harnessing their skills and knowledge of the arcane world to wage war against those they believe pose a threat to others or to the mystic provocateur's own agenda. Whether part of a larger order of hunters or as a lone wolf, the mystic provocateur studies the most archaic of tomes and other bits of esoterica to back his convictions and cause when battling those would harness the dark arts for their own agenda.

The mystic provocateur is generally leery of other spell casters, especially those that seem to be able to draw upon their own spirit to tap into the arcane energies about them. Though the mystic provocateur may find it tolerable to work with other arcane dabblers, few find any way to maintain a long term relationship with those that may harness supernatural energies through either skill or talent.

Role: Breaking the line of arcane tradition, the mystic provocateur blurs the line between priest, mage, and warrior. Although somewhat proficient with basic martial skills, the mystic provocateur excels in funneling his energies into arcane strikes of deadly precision. However, he does gain access to a limited set of curative spells normally relegated to those of divine nature, allowing the mystic provocateur to step in when needed to grant relief to his allies.

Parent Classes: Inquisitor and Magus

Alignment: Any lawful.

Hit Die: d8

Starting Wealth: 4d6 X 10 gp (average 140 gp) and an outfit worth 10 gp or less.

Class Skills

The mystic provocateur gains the following class skills: **Bluff** (Cha), **Climb** (Str), **Craft** (Int),

Intimidate (Cha), **Knowledge** (arcana) (Int), **Knowledge** (dungeoneering) (Int), **Knowledge** (planes) (Int), **Perception** (Wis), **Profession** (Wis), **Sense Motive** (Wis), **Spellcraft** (Int), **Survival** (Wis), **Swim** (Str), and **Use Magic Device** (Cha)

Skill Ranks per Level: 2 + Int modifier

Class Features

The mystic provocateur gains the following class abilities.

Weapon and Armor Proficiencies

The mystic provocateur is proficient with all simple weapons as well as light and one-handed martial weapons. He is also proficient with light armor. The mystic provocateur may cast spells from the witch hunter spell list without incurring the normal chance of arcane spell failure. If the mystic provocateur wears medium or heavy armor or a shield, he suffers the normal chance of arcane spell failure when casting spells with the somatic component. Any arcane spells gained from other classes attained suffer the normal chance of arcane spell failure while wearing any type of armor or shield use.

Spells

At 1st level, the mystic provocateur casts spells drawn from the Witch Hunter Spell List. The number of spells the mystic provocateur may cast per day is given on the Mystic Provocateur Progression Table and he may cast additional spells per day based on those granted if he has a high Intelligence score (See the Ability Modifiers and Bonus Spells table in the Pathfinder RPG Core Rule Book™). All spells cast by the mystic provocateur are considered arcane, even if normally found on the divine spell list.

The mystic provocateur must have an Intelligence equal to at least 10 + the spell level in order to learn and cast the spell. The DC for any saving throws associated

Mystic Provocateur Progression Table

Level	Base Attack	Fort	Reflex	Will	Special	Spells Per Day						
		Save	Save	Save		0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	+0	+2	+0	+2	Arcane lore, cantrips, reckoning (1/day)	3	1	—	—	—	—	—
2	+1	+3	+0	+3	Intuitive cunning, spell combat	4	2	—	—	—	—	—
3	+2	+3	+1	+3	Arcane pool	4	3	—	—	—	—	—
4	+3	+4	+1	+4	Improved counterspell, reckoning (2/day)	4	3	1	—	—	—	—
5	+3	+4	+1	+4	Radical provocation	4	4	2	—	—	—	—
6	+4	+5	+2	+5	Casterbane (1)	5	4	3	—	—	—	—
7	+5	+5	+2	+5	Spontaneous dispel	5	4	3	1	—	—	—
8	+6/+1	+6	+2	+6	Radical provocation, reckoning (3/day)	5	4	4	2	—	—	—
9	+6/+1	+6	+3	+6	Greater counterspell, improved spell combat	5	5	4	3	—	—	—
10	+7/+2	+7	+3	+7	Casterbane (2), second reckoning	5	5	4	3	1	—	—
11	+8/+3	+7	+3	+7	Radical provocation	5	5	4	4	2	—	—
12	+9/+4	+8	+4	+8	Reckoning (4/day)	5	5	5	4	3	—	—
13	+9/+4	+8	+4	+8	Counterstrike	5	5	5	4	3	1	—
14	+10/+5	+9	+4	+9	Casterbane (3), radical provocation	5	5	5	4	4	2	—
15	+11/+6/+1	+9	+5	+9	Parry spell	5	5	5	5	4	3	—
16	+12/+7/+2	+10	+5	+10	Reckoning (5/day)	5	5	5	5	4	3	1
17	+12/+7/+2	+10	+5	+10	Radical provocation	5	5	5	5	4	4	2
18	+13/+8/+3	+11	+6	+11	Casterbane (4)	5	5	5	5	5	4	3
19	+14/+9/+4	+11	+6	+11	Greater spell combat	5	5	5	5	5	5	4
20	+15/+10/+5	+12	+6	+12	Reckoning (6/day), True Provocateur	5	5	5	5	5	5	5

with spells cast by the mystic provocateur is equal to 10 + the spell level + the mystic provocateur's Intelligence modifier.

Spellbook

The mystic provocateur must study his spellbook to prepare his spells for the day. Other than *Read Magic* (which the mystic provocateur knows by rote), all spells available to the mystic provocateur must be stored in his spellbook. The mystic provocateur begins with a spellbook containing all 0-level spells and three first level witch hunter spells of his choice, and an additional number of first level spells equal to his Intelligence modifier. The mystic

provocateur may add two new spells when he gains a new class level. The new spells must come from a level he can currently cast upon attaining the new level.

Cantrips

The mystic provocateur may cast cantrips (0-level spells) he has prepared as listed on the Mystic Provocateur Progression Table without expending a daily use of a spell slot.

Arcane Lore (Ex)

The mystic provocateur adds ½ his class level (minimum of 0) to *Spellcraft* checks when identifying spells. The mystic provocateur may use *Spellcraft* untrained,

though only identify spells or **spell-like abilities** of spells whose level is equal to less than the maximum spell level the mystic provocateur may cast. If the mystic provocateur has at least 1 rank in **Spellcraft**, he no longer suffers this limitation.

Reckoning (Su)

Starting at 1st level, the mystic provocateur may pronounce a reckoning upon his foes as a **swift action**. When the reckoning is made, the mystic provocateur receives a bonus or special ability based on the type of reckoning made. Each reckoning is based on a specific school of magic focusing on the mystic provocateur's focus of controlling and subduing arcane energies.

The mystic provocateur may use this ability once per day, gaining an additional use per day at 4th level and every four levels thereafter. Once activated, this ability lasts until the combat ends, at which point the reckoning effects immediately end.

The mystic provocateur must participate in the combat to gain these bonuses. If he is **frightened**, **panicked**, **paralyzed**, **stunned**, **unconscious**, or otherwise prevented from participating in the combat, the ability does not end, but the bonuses do not resume until he can participate in the combat again.

When the mystic provocateur uses this ability, he must select one type of reckoning. As a **swift action**, he can change this reckoning to another type.

Abjuration

The mystic provocateur surrounds himself with an aetheric field that grants him a +1 **deflection bonus** to his **AC** while the reckoning is in effect. This bonus increases by +1 at 5th level and every five levels thereafter.

At 10th level, this reckoning also grants the mystic provocateur **spell resistance** equal to 10 + his class level.

Conjuration

The mystic provocateur's attacks seem to be attracted to summoned creatures and outsiders. He gains a +1 **circumstance**

bonus to hit and damage versus creatures summoned by the **Summon Monster** or **Summon Nature's Ally** spell, extraplanar creatures of the outsider type, and Eidolons. This bonus increases by +1 at 5th level and every five levels thereafter.

At 10th level, the mystic provocateur may instantly summon his weapon if it is unattended with a **swift action**. He may effectively use it to grant his weapon the **Return** special ability by spending a **swift action**, though limited to 2 attacks per round. The weapon must have been in the mystic provocateur's possession for at least 24 hours within the last week and be on the same plane of existence in order to instantly cause it to appear in his hand.

Divination

The mystic provocateur receives insight into the near future, gaining a +1 **insight bonus** to his caster level checks. This **insight bonus** increases by +1 at 5th level and every five levels thereafter.

At 10th level, the mystic provocateur suffers no damage from area-effect spells that



cause partial damage with a successful **Reflex** save if the mystic provocateur successfully makes his saving throw while this reckoning is in effect. At 15th level, he only suffers ½ damage if he fails his saving throw against such area-effect spells.

Enchantment

The mystic provocateur learns to lure his opponent into a false sense of security, granting him a +1 **circumstance bonus** to bluff checks made to **feint** his opponent. This **circumstance bonus** increases by +1 at 3rd level and every three levels thereafter.

At 10th level, this reckoning grants a mystic provocateur an aura that makes it difficult for others to attack him. Anyone attempting to make a melee attack against the mystic provocateur must make a **Will** save with a DC equal to 10 + ½ the mystic provocateur class level + his Charisma modifier or be unable to do so that round. Once an opponent makes a successful saving throw, it is unaffected by the mystic provocateur's aura for 24 hours. This is a **mind-affecting** effect.

Evocation

The mystic provocateur charges his weapon with eldritch energies. He treats his weapon as magic for the purpose of overcoming **damage reduction**. At 3rd level, the weapon is treated as silver for the purpose of overcoming **damage reduction** and at 6th level, the weapon is treated as cold iron as well.

At 12th level, the mystic provocateur may choose one aspect of his alignment and grant his weapon to overcome **damage reduction** in regard to the aspect chosen (evil, good, or law). If the mystic provocateur is neutral, he cannot use this effect of the reckoning. At 18th level, the mystic provocateur's weapon is treated as adamantite for the purpose of overcoming **damage reduction** and hardness.

At 10th level, the mystic provocateur may choose to grant his weapon the ability to cause 1d6 points of elemental damage (acid, cold, electricity, or fire) rather

than overcoming **DR** when choosing this reckoning. This damage increases to 2d6 at 14th level and 3d6 at 18th level. The mystic provocateur may change the effect of this reckoning as a **swift action**.

Illusion

The mystic provocateur exudes a misty pallor granting him partial **concealment** when this reckoning is chosen. All physical attacks have a 20% chance of missing the mystic provocateur while this reckoning is in effect.

At 5th level, the mystic provocateur may spend a **swift action** to create a duplicate of himself as the **Mirror Image** spell that remains until the end of combat, is destroyed, or the mystic provocateur changes the reckoning. Only one duplicate may be created at a time, and if destroyed, the mystic provocateur may create another one with another **swift action** on his turn. At 10th level and 15th level, the mystic provocateur may create one additional image in this fashion to a maximum of 3.

Necromancy

This reckoning provides a means of recycling life to the mystic provocateur while it is in effect. The mystic provocateur gains fast **healing** 1, regaining 1 hit point at the beginning of his turn as long as he has 0 or more hit points and the reckoning is active. The fast **healing** increases to 2 at 5th level and increases by 1 point every five levels thereafter.

At 10th level, the mystic provocateur may choose to grant his weapon the ability to cause 1d6 points of negative energy damage rather than gaining fast **healing** when choosing this reckoning. This damage increases to 2d6 at 14th level and 3d6 at 18th level. The mystic provocateur may change the effect of this reckoning as a **swift action**.

Transmutation

Muscles become taut, reflexes sharpen, and adrenaline bolsters his endurance as the mystic provocateur gains a +2 **enhancement bonus** to either his Strength, Dexterity, or Constitution as a **swift action**.



The duration of the effect is 1 round per class level of the mystic provocateur, and the effect does not stack with other enhancements to the same physical ability score. The mystic provocateur gains all of the benefits of the heightened ability score including hit points, attack bonuses, etc. At 5th level and every five levels thereafter the **enhancement bonus** increases by +1.

At 9th level, the mystic provocateur may choose to take on the form of a small or medium monstrous humanoid as the *Monstrous Physique I* spell as a **standard action** instead of gaining an **enhancement bonus** to one of his physical scores. At 12th level, the mystic provocateur may choose to take on a tiny or large monstrous humanoid as the *Monstrous Physique II* spell. At 15th level, the mystic provocateur may choose a diminutive or huge monstrous humanoid as the *Monstrous Physique III* spell

as well. At 18th level, the mystic provocateur may gain additional effects when choosing the form of a monstrous humanoid as the *Monstrous Physique IV* spell. The mystic provocateur may change back to his normal form as a **move action**, and adjust this reckoning to the normal **enhancement bonus** as a **swift action**.

Reckoning and Judgments

The witch hunter's reckonings is similar in effect to the Inquisitor's Judgment class feature. If the witch hunter has levels in both classes he may freely swap between judgments and reckonings. The judgments/reckonings do not stack, but he takes the highest number allowed based on the sum of the two classes. The witch hunter is treated as having the judgment class feature in regards to feats that modify or enhance judgments.

Intuitive Cunning (Ex)

The mystic provocateur adds his Intelligence modifier to his initiative (minimum of 0).

Spell Combat (Ex)

The mystic provocateur learns to cast spells while wielding a weapon at the same time at 1st level. The witch hunter must have one hand free while wielding a light or one-handed weapon in the other. As a full round action, the mystic provocateur may cast one spell requiring a **standard action** or less and make an attack with the other, suffering a -2 penalty for all attacks made that round.

If the mystic provocateur may make multiple attacks due to his base attack bonus, he may either cast the spell prior to making his attacks or after making his attacks. He may not cast the spell between attacks made with his weapon.

If the mystic provocateur casts the spell defensively, he may choose to take an additional penalty to his attacks (maximum equal to his Intelligence modifier, minimum of 1) to gain the same amount as a **circumstance bonus** to his concentration check. This penalty is applied to both weapon attacks and any attack rolls

associated with the spell. If the check fails, the spell is wasted but the mystic provocateur may still attack with his weapon, suffering the full penalty chosen.

Arcane Pool (Su)

At 3rd level, the mystic provocateur gains a pool of arcane energy that he can draw upon to fuel his powers and enhance his weapon. This pool has a number of points equal to $\frac{1}{2}$ his class level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the witch hunter prepares his spells.

The mystic provocateur can expend 1 point from his arcane pool as a **swift action** to grant any weapon he is holding a +1 **enhancement bonus** for 1 minute. For every four levels beyond 3rd, the weapon gains another +1 **enhancement bonus**, to a maximum of +5 at 19th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5.

The mystic provocateur may only have one active application of this power at a time. If he spends another arcane point while his weapon has the **enhancement bonus** granted by this ability, the mystic provocateur does not gain another **enhancement bonus** but just extends to period starting from the most recent expenditure of the arcane point. Only one weapon may be granted the **enhancement bonus** and if the mystic provocateur uses this ability to grant an enhancement to another weapon, the effect immediately ends on the previous weapon.

At 7th level, these bonuses can be used to add any of the following weapon properties: **Allying**, **Bane**, **Countering**, **Dancing**, **Dispelling**, **Dispelling Burst**, **Negating**, **Nullifying**, **Speed**, and **Stalking**. Adding these properties consumes a bonus amount granted from the mystic provocateur's arcane pool equal to the property's base price modifier (see the **Magic Weapon Special Ability Descriptions**). If added to a weapon with the pre-existing property, the effect of the duplicate

properties do not stack. The weapon must have least a +1 **enhancement bonus** before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the witch hunter uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the mystic provocateur.

Improved Counterspell (Ex)

The mystic provocateur gains **Improved Counterspell** as a bonus feat at 4th level.

Radical Provocations

The mystic provocateur may choose a secret means of battling the eldritch evils of the world through the acquisition of radical provocations. The mystic provocateur may choose one provocation at 5th level and every three levels thereafter (maximum of 6 at 20th level).

The mystic provocateur may not choose a radical provocation more than once unless specifically granted in the provocation's description. Radical Provocations that modify spells may only be used with spells drawn from the Witch Hunter Spell List. Any saving throws associated with the provocation is equal to $10 + \frac{1}{2}$ the mystic provocateur's class level + his Intelligence modifier.

In addition to the provocations defined below the mystic provocateur may choose from the following magus arcana, treating his class level as the effective magus class level in regard to any requirements, saving throws, or other level dependent requirements. **Arcane Cloak**, **Arcane Edge**, **Concentrate**, **Disruptive**, **Enduring Blade**, **Maneuver Mastery**, **Prescient Attack**, **Prescient Defense**, **Reflection**, and **Spellbreaker**.

Blindside (Ex)

The mystic provocateur may expend 1 point from his arcane pool to make an opposed stealth check as a **swift action** against one opponent within reach. If successful, the opponent loses any Dexterity bonuses to his AC for the mystic provocateur's next

attack. He must make the attack before the beginning of the mystic provocateur's next turn.

Booster Blade(Su)

As a **move action**, the mystic provocateur may spend 1 point from his arcane pool to create a tangible blade of arcane energy. He may choose to create any light or one-handed melee piercing or slashing weapon of his choice.

The weapon immediately manifests and lasts for 1 minute before it dissolves back into the magical ether. The mystic provocateur may grant the weapon an **enhancement bonus** as well as special abilities as any other weapon wielded by the mystic provocateur.

The weapon may be dispelled by the *Dispel Magic* spell and if subject to an antimagic field the weapon immediately dissipates. The blade may be sundered, with a hardness of 10 and a number of hit points

equal to $\frac{1}{2}$ the mystic provocateur's class level.

The mystic provocateur may only create one booster blade at a time. If he creates another booster blade, the previous weapon immediately dissipates. If the mystic provocateur drops the weapon or hands it to another, the weapon immediately dissipates as well.

The booster blade may shed a cold blue light as a torch when created by the mystic provocateur. The mystic provocateur may suppress or renew the light as a **free action**.

Greater Alliance (Ex)

The mystic provocateur must have the Minor Alliance provocation to choose this radical provocation. He must choose a teamwork feat already possessed and used as part of the Minor Alliance provocation. The mystic provocateur may spend 2 points from his arcane pool as a **swift action** to grant an ally within 30 feet the benefits of



the teamwork feat for a number of rounds equal to ½ his class level.

The mystic provocateur may choose this radical provocation more than once as long as he has a corresponding Minor Alliance gift and chooses a different teamwork feat each time.

Greater Armor's Blessing (Ex)

The mystic provocateur gains proficiency with heavy armor and the *Arcane Armor Mastery* feat as a bonus feat. The mystic provocateur may spend 1 point from his arcane pool when initiating the benefit of the arcane armor mastery to reduce the chance of arcane spell failure to 0%. The mystic provocateur must have the Minor Armor's Blessing and be at least 14th level before he may take this radical provocation.

Alarming Focus (Su)

By spending 1 point from his arcane pool as a *swift action*, the mystic provocateur gains an *insight bonus* to his next concentration check equal to his Wisdom modifier while casting defensively. He must use this bonus before the beginning of his next turn or it is lost.

Minor Alliance (Ex)

The mystic provocateur chooses one teamwork feat when this radical provocation is selected. He must meet any prerequisites for the feat chosen. The mystic provocateur spends 1 point from his arcane pool as a *swift action* to treat one ally within 30 ft. as having the same teamwork feat. This allows the mystic provocateur the benefits of the feat as long as the conditions of the feat are met. The ally does not gain any benefits from the feat, and if the ally moves more than 30 ft. away from the mystic provocateur, this effect automatically ends. The duration of this gift is equal to a number of rounds equal to ½ the mystic provocateur's class level.

The mystic provocateur may choose this provocation more than once, selecting a different teamwork feat each time it is chosen.

Minor Armor's Blessing (Ex)

The mystic provocateur gains proficiency with medium armor and the *Arcane Armor Training* feat as a bonus feat. The mystic provocateur may spend 1 point from his arcane pool when initiating the benefit of the arcane armor training to reduce the chance of arcane spell failure to 0% while wearing medium armor. The mystic provocateur must be at least 8th level before he may take this radical provocation.

Persistent Reckoning (Su)

The mystic provocateur may spend 1 point from his arcane pool as an *immediate action* to extend any current reckoning for a number of rounds equal to his Wisdom modifier (minimum of 1) even if he is made *helpless*, *paralyzed*, or *knocked unconscious*.

Caster's Bane (Ex)

At 6th level the mystic provocateur chooses one of the arcane schools. He gains a +2 bonus to any saving throws versus spells or *spell-like abilities* that emanate from that school.

At 10th level and every fourth level thereafter the mystic provocateur selects an additional school and gains a +2 bonus to saving throws to spells or *spell-like abilities* associated with that spell. In addition, the mystic provocateur gains an additional +2 bonus to any saving throws associated with schools previously selected.

Spontaneous Dispel (Ex)

Beginning at 7th level, the mystic provocateur may expend a third level or higher prepared spell in order to cast *Dispel Magic* spontaneously. At 16th level he may expend a sixth level prepared spell in order to cast *Greater Dispel Magic* spontaneously.

Greater Counterspell (Ex)

The mystic provocateur gains Greater Counterspell (see new feats below) as a bonus feat at 9th level.

Improved Spell Combat (Ex)

At 9th level, the mystic provocateur gains a +2 **circumstance bonus** on concentration checks when casting defensively as part of his spell combat ability. This bonus does stack with the **circumstance bonus** granted by taking an additional penalty to the attack rolls for the round, but not other circumstance bonuses that may be granted from spells or other class abilities.

Second Reckoning (Ex)

At 10th level, the mystic provocateur may initiate two different reckonings while only consuming one use of his Reckonings for the day. He may change one of the selected reckonings during the reckoning as a **swift action**.

Counterstrike (Ex)

At 13th level, the mystic provocateur threatens any spell caster within reach, even if they are casting defensively. The enemy spell caster provokes an **attack of opportunity** from the mystic provocateur after completion of the spell casting. The mystic provocateur's attack will not disrupt the spell being cast.

Parry Spells (Ex)

The mystic provocateur gains **Parry Spell** as a bonus feat at 15th level.

Greater Spell Combat (Ex)

At 19th level, the mystic provocateur's **circumstance bonus** to his concentration check awarded for accepting an attack penalty doubles in value.

True Provocateur (Ex)

At 20th level, the mystic provocateur may choose a new radical provocation or gain an advantage on two gifts he already possesses. If he chooses two radical provocations that the mystic provocateur must spend 1 or more points from his arcane pool, the cost of initiating the radical provocation is one less than the listed. If result of the cost of initiating the gift equal 0 points from his arcane pool, the mystic provocateur may initiate the radical provocation as long as he has at least 1 point within his arcane pool.

The mystic provocateur may initiate three reckonings while consuming only one use of his reckonings for the day. He may change one of the selected reckonings during the reckoning as a **swift action**.

NEW CAVALIER ORDERS



Order of the Zauberbrecher

This order focuses on hunting down spell casters or creatures that use **spell-like abilities** that pose an overt threat to those communities or regions they protect.

Edicts

The cavalier must swear to protect an area against the threat of dark magics and vile spell casters. This area can be a single town, a country, or other type of boundary. He must seek out any reports of threats that involve the use of magic in a way that would cause harm to those within his area and drive them out by any means necessary.

Challenge

Whenever a cavalier from the order of the zauberbrecher issues a challenge against a spell caster or creature with **spell-like abilities**, he gains a +1 **resistance bonus** to any saving throw against spells or **spell-like abilities** thrown at him by the target of the challenge. This bonus increases by 1 every four class levels of the cavalier.

In addition, if the cavalier makes his saving throw versus an area-effect damaging spell that causes partial damage with a successful save cast by the target of the challenge he suffers no damage from the spell. At 8th level, the cavalier suffers only half damage if fails the saving throw versus an area-effect spell that causes damage.

Skills

A cavalier from the order of the zauberbrecher adds **Knowledge** (arcana) and **Spellcraft** to his list of class skills. The

cavalier also gains a bonus equal to half his class level to identify a spell as it is cast.



Order Abilities

A cavalier that belongs to the order of the zauberbrecher gains the following abilities as he increases in level.

Magisforstance (Ex)

At 2nd level, the cavalier can sense the very presence of magic within 5 ft. as a **standard action**. This requires a **Perception** skill check with a DC based on what is generating the magic aura. Magical spell effects and **spell-like abilities** have a DC of 20 – the effective spell level while magic items have a DC based on the strength of the aura of the item (Faint 20, Moderate 15, Strong 10, Overwhelming 5). The cavalier cannot determine the type of magic present, its effect, or exact source or location; only that it is in his presence. If the cavalier possesses magic items or under the effects of a spell or magic increases the DC equal to the effective spell level or based on the strongest aura of magic items possesses (+2 for faint, +5 for moderate, +10 for strong, +20 for overwhelming).

In addition to items, arcane spellcasters or creatures that can cast arcane **spell-like abilities** also generate a magical aura that may be sensed by the cavalier. The effective aura of the spell caster is based on the effective caster level of the spellcaster or creature, in a similar fashion to the auras generated by magic items. Spellcasters of 5th level or less (or creatures with 5 or less hit dice) give off a faint magical aura, spellcasters between 6th and 11th level (or creatures with 6 to 11 hit dice) produce a moderate magical aura, and spellcasters between 12th and 20th level (or creatures with 12 to 20 hit dice) produce a strong magical aura. Spellcasters above 20th level (or creatures with more than 20 hit dice) have overwhelming auras.

If the cavalier detects a spellcaster or creature with an overwhelming aura and its hit dice or level is at least twice that of the cavalier's class level, the cavalier

must make a **Will** save (DC equal to level of spellcaster or creature's hit dice) or be **stunned** for one round.

At 4th level, the cavalier's effective range of detection increases to 10 ft. and he may identify the source of the aura. At 8th level he may attempt to determine the strength and location of each aura and determine the school of magic involved as allowed by the **Detect Magic** spell. The cavalier may use **Perception** in place of **Knowledge** (arcane), though he must spend at least three rounds to determine the strength and type of magic involved within reach. At 12th level, the cavalier's effective range increases to 15 ft. and at 16th level it increases to 30 ft.

The cavalier cannot determine the school of magic involved when detecting an aura from a spellcaster or creature unless the only spells or spell like effect originates from only one particular school.

Spell Resistance

At 8th level, the cavalier gains **Spell Resistance** with a DC equal to 10 + $\frac{1}{2}$ his class level (or 10 + his class level for spells and **spell-like abilities** cast by the target of the cavalier's challenge). The cavalier can raise or lower this resistance at will with a **standard action**.

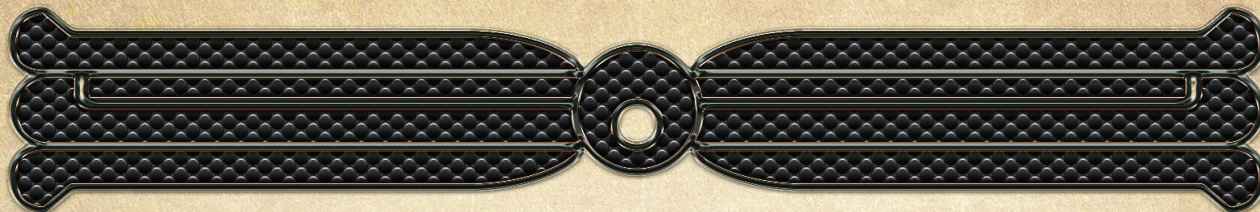
Spellbreaker (Su)

At 15th level, the cavalier may attempt to break a magical effect that was initiated from the target of his challenge as part of his attack. This requires a normal attack, and if successful, the cavalier may attempt a targeted dispel as the **Dispel Magic** spell. The cavalier uses his class level as his effective caster level to dispel the spell effect. The attack causes normal damage from the weapon as well.

The cavalier may use this power a number of times per day equal to $\frac{1}{2}$ his class level.

New Domains

The following sub-domains are available to any cleric, but these work well with the magis medingent archetype.



Eldritch

Magics granted by powerful beings can be just as powerful as those created by the most powerful wizards. The Eldritch sub-domain focuses on such magics.

Associated Domain: Magic

Eldritch Resistance (Su)

The cleric gains a **sacred bonus** equal to his Wisdom adjustment (minimum of 1) for all spells, hexes, and spell-like effects. In addition, the cleric may grant this affect to allies if his channeling effect heals others. When applied as part of the channeling effect the number of dice used for the **healing** effect is reduced by half and the bonus granted lasts until the end of the cleric's next turn.

This replaces the Hand of the Acolyte power granted by the Magic Domain

Replacement Spells

2nd level—*Arcane Disruption*, 4th—*Lesser Spell Crash*

Abjuration

This sub-domain focuses on the protective qualities of the school of abjuration.

Associated Domain(s): Magic and Protection

Faithful Shield (Su)

You may create a shield of force as a **swift action** 3 + your wisdom modifier times per day. This shield grants you a +1 **deflection bonus** to your AC and lasts for a number of rounds equal to your class level. This bonus increases by +1 for every five class levels you possess (maximum of +5 at 20th level).

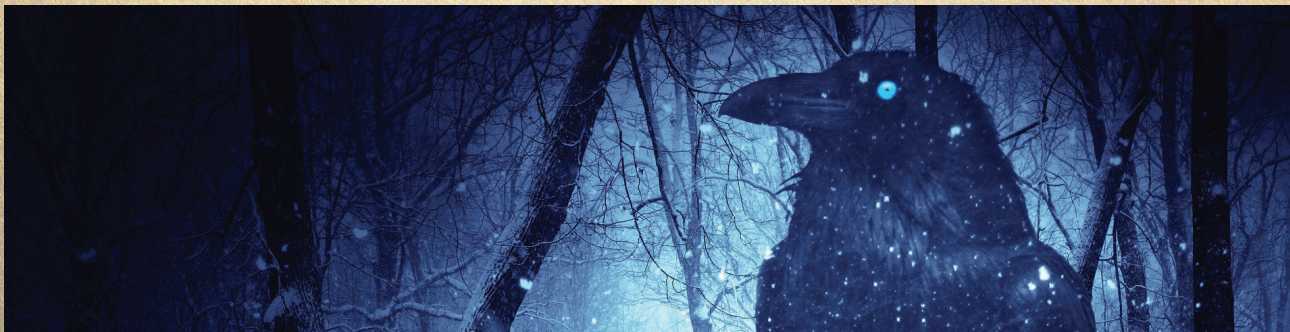
This replaces the Hand of the Acolyte Magic domain power granted or Resistant Touch domain power granted by the Protection domain power.

Replacement Magic Domain Spells

1st—*Shock Shield*, 2nd—*Warding Weapon*, 4th—*Lesser Globe of Invulnerability*.

Replacement Protection Domain Spells

1st—*Shock Shield*, 3rd—*Shield Companion*, 4th—*Lesser Globe of Invulnerability*, 7th—*Spell Turning*, 8th—*Prismatic Wall*



Conjuration

Focusing on summoning creatures, this sub-domain works well for those like to summon minions.

Associated Domain(s): Animal and Magic

Minions of the Faith (Su)

Creatures you summon with any type of Conjuration spell gain a +4 bonus to their Wisdom scores, and +2 to Strength and Constitution scores.

This replaces the Speak with Animals domain power or Hand of the Acolyte domain power granted at 1st level.

Chariot of the Gods (Su)

At 8th level, you may summon a *Phantom Chariot* (as the spell) once per day, using your class level as the effective caster level. Summoning the chariot is a full-round action and it may be dismissed as a swift action (though if there are riders and the chariot is moving they are subjected to a crash). At 12th level, the chariot may move over water at its normal movement rate and at 16th level the chariot may move over air as the *Air Walk* spell for a total amount of time equal to 10 minutes per

your class level (though it does not have to be consecutive but must be broken into 10 minute increments) and the draft horses are treated as being trained in moving with the air walk spell.

This replaces Dispelling Touch Magic domain power granted at 8th level. This power is not granted if associated with the Animal domain, you keep the Animal Companion domain power instead.

Replacement Animal Domain Spells

1st—*Summon Nature's Ally I*, 2nd—*Summon Nature's Ally II*, 3rd—*Summon Nature's Ally III*, 4th—*Summon Nature's Ally IV*, 5th—*Summon Nature's Ally V*, 6th—*Summon Nature's Ally VI*, 7th—*Summon Nature's Ally VII*, 8th—*Summon Nature's Ally VIII*, 9th—*Summon Nature's Ally IX*.

Replacement Magic Domain Spells

1st—*Summon Monster I*, 2nd—*Summon Monster II*, 3rd—*Summon Monster III*, 4th—*Summon Monster IV*, 5th—*Summon Monster V*, 6th—*Summon Monster VI*, 7th—*Summon Monster VII*, 8th—*Summon Monster VIII*, 9th—*Summon Monster IX*.



Divination

This sub-domain focuses on the ability to see beyond and locate that which is hidden or obscured.

Associated Domain(s): Knowledge and Magic

Divine Insight (Su)

You can activate this ability as a **swift action** to gain a +1 **insight bonus** to a single attack roll, skill check, or saving throw that must be used before the beginning of your next turn. This bonus increases by +1 per five class levels and this ability can be used 3 + your wisdom modifier times per day. At 6th level, you may touch another creature to grant them this bonus instead of on yourself as long as they are within reach.

At 12th level, this bonus is automatically granted to anyone affected by your channeling if you are using the channel to heal others. Those affected must use the bonus before the beginning of your next turn.

This power replaces the Lore Keeper **Knowledge** domain power and the Hand of the Acolyte domain power.

Divine Sense (Su)

At 6th level you are considered to be under the effects of the detect scrying spell on a permanent basis. In addition, your effective caster level gains a +1 bonus in regard to its range, area of effect, duration, etc.

This power replaces the **Remote Viewing Knowledge** domain power granted at 6th level and the **Dispelling Touch Magic** domain power granted at 8th level.

Replacement Knowledge Domain Spells

1st—*Anticipate Peril*, 2nd—*Locate Object*, 3rd—*Aura Sight*, 4th—*Arcane Eye*, 6th—*Battlemind Link*.

Replacement Magic Domain Spells

2nd—*Locate Object*, 3rd—*Aura Sight*, 4th—*Arcane Eye*, 5th—*Telepathic Bond*, 6th—*Analyze Dweomer*, 7th—*Greater Arcane Sight*, 8th—*Discern Location*, 9th—*Foresight*.

Enchantment

This sub-domain focuses on the powers of this arcane school's ability to control others.

Associated Domain(s): Charm and Magic

The Charm domain's Dazing Touch is unaltered for this sub-domain. The Magic domain's Hand of Acolyte is replaced by the Dazing Touch granted by the Charm domain.

Ineffectual Aura (Su)

At 8th level you may emit an ineffectual aura as a **swift action** that causes all enemies within 30 feet to suffer a -2 penalty to attack and damage rolls, saving throws, and ability and skill checks. You may emit this aura a total number of rounds per day equal to your class level, but they do not need to be consecutive.

This replaces the Smiling Charm Charm domain power, or the Dispelling Touch Magic domain power granted at 8th level.

Replacement Charm Domain Spells

2nd—*Daze Monster*, 4th—*Charm Monster*, 5th—*Dominate Person*, 6th—*Mass Suggestion*, 8th—*Mass Charm Monster*.

Replacement Magic Domain Spells

1st—*Charm Person*, 2nd—*Daze Monster*, 3rd—*Suggestion*, 4th—*Charm Monster*, 5th—*Dominate Person*, 6th—*Mass Suggestion*, 7th—*Insanity*, 8th—*Mass Charm Monster*, 9th—*Dominate Monster*.

Evocation (Pyrotechnics)

This sub-domain focuses on the ability to control and ignite powerful fires and other pyrotechnic affects.

Associated Domain(s): Fire and Magic

The Fire domain's Fire Bolt is unaltered for this sub-domain while the Magic domain's Hand of the Acolyte is replaced to Fire Bolt granted by the Fire domain.

Wall of Fire (Su)

At 8th level you may create a wall of fire as the spell for a total number of rounds per day equal to your class level. These rounds do not need to be consecutive. The effects of the wall (range, area of effect, damage, etc.) is based on your class level.

This replaces the Dispelling Touch domain power from the Magic domain and the Fire Resistance domain power granted by the Fire domain.

Replacement Fire Domain Spells

2nd—*Scorching Ray*, 4th—*Greater Flaming Sphere*, 6th—*Contagious Flame*, 7th—*Delayed Blast Fireball*, 8th—*Sunburst*, 9th—*Meteor Swarm*.

Replacement Magic Domain Spells

1st—*Burning Hands*, 2nd—*Scorching Ray*, 3rd—*Fireball*, 4th—*Greater Flaming Sphere*, 5th—*Fire Shield*, 6th—*Contagious Flame*, 7th—*Delayed Blast Fireball*, 8th—*Sunburst*, 9th—*Meteor Swarm*.

Evocation (Electrolysis)

This sub-domain focuses on the ability to discharge electricity in powerful attacks. It is associated with the storm aspects of the Weather domain.

Associated Domain(s): Magic and Weather

Static Shock (Sp)

You may generate a powerful static discharge as a **standard action** a total number of times per day equal to 3 + your wisdom modifier. You may use this discharge to make a **melee touch attack**, causing 1d4 points of electrical damage plus a number of points equal to half your class level. If the opponent is wearing metal armor (more than 50% of the armor is composed of metal) or composed of metal, the damage is increased to 2d4 points plus ½ your class level.

This attack is also effective against mechanical locks and may be used to bypass the hardness of such objects.

This domain power replaces the Hand of the Acolyte domain power of the Magic domain and the Storm Burst domain power of the Weapon domain.

The Lightning Lord domain power of the Weather domain is unaltered, while the Dispelling Touch domain power of the Magic domain is replaced by the Weather domain's Lightning Lord domain power.

Replacement Domain Spells

1st—*Shocking Grasp*, 2nd—*Defensive Shock*, 3rd—*Lightning Bolt*, 4th—*Ball Lightning*, 5th—*Lightning Arc*, 6th—*Chain Lightning*, 7th—*Prismatic Spray*, 8th—*Stormbolts*, 9th—*Ride the Lightning*.

Evocation (Telekinetic)

This sub-domain focuses on the ability to use telekinetic force for both offensive and defensive actions.

Associated Domain(s): Magic

Wall of Force (Sp)

At 8th level you may generate a wall of force as the spell for a total number of rounds per day equal to your class level as a **move action**, though the rounds do not need to be consecutive. The wall may be dismissed as a **swift action**. The range, effect, and strength of the wall is determined by your class level.

This power replaces the Dispelling Touch domain power normally granted by the Magic domain.

Replacement Domain Spells

1st—*Magic Missile*, 2nd—*Pilfering Hand*, 3rd—*Force Punch*, 4th—*Resilient Sphere*, 5th—*Wall of Force*, 6th—*Forceful Hand*, 7th—*Grasping Hand*, 8th—*Clenched Fist*, 9th—*Crushing Hand*.

Illusion (Figment Focus)

This sub-domain focuses on the ability to alter the general environment to create figments that alter the perception of others.

Associated Domain(s): Magic and Trickery

Enduring Illusions (Su)

When you cast a spell from the school of Illusion with a duration of concentration, the spell persists for another number of rounds equal to $\frac{1}{2}$ your class level. At 20th level, any one illusion spell with a duration of concentration may be made permanent until another spell is made permanent in its place.

This replaces the Hand of the Acolyte domain power from the Magic domain and the Copycat domain power from the Trickery domain.

The Master's Illusion domain power from the Trickery domain is unaltered and the Dispelling Touch domain power from the Magic domain is replaced by the Master's Illusion domain power from the Trickery domain.

Replacement Domain Spells

1st—*Silent Image*, 2nd—*Minor Image*, 3rd—*Major Image*, 4th—*Hallucinatory Terrain*, 5th—*Persistent Image*, 6th—*Permanent Image*, 7th—*Project Image*, 8th—*Screen*, 9th—*Shades*.



Illusion (Glamer Focus)

This sub-domain focuses on the ability to alter your appearance for deceptive or protective purposes through the use of figments and glamers.

Associated Domain(s): Magic and Trickery

The Copycat domain power granted by the Trickery domain is unaltered and it replaces the Hand of the Acolyte domain power from the Magic domain.

Expeditious Duplicates (Sp)

At 8th level you may create a duplicate of yourself and up to one additional ally per two class levels you possess as a **standard action** while those duplicated become **invisible** as the **invisibility** spell. The duplicates then move away in any direction you desire at a rate of 30 ft. per round (and are not affected by obstacles other than solid walls). The duplicates last for a number of rounds equal to half your class level and you may use this ability once per day, plus one additional time at 12th and 16th levels. The **invisibility** imparted to those chosen last for the same duration and the duplicates unless a recipient makes an attack.

This domain power replaces the Dispelling Touch domain power granted by the Magic domain and the Master's Illusion domain power granted by the Trickery domain.

Replacement Magic Domain Spells

1st—*Disguise Self*, 2nd—*Mirror Image*, 3rd—*Invisibility*, 4th—*Greater Invisibility*, 5th—*Shocking Image*, 6th—*Veil*, 7th—*Mislead*, 8th—*Mass Invisibility*, 9th—*Project Image*.

Replacement Trickery Domain Spells

2nd—*Mirror Image*, 3rd—*Invisibility*, 4th—*Greater Invisibility*, 5th—*Shocking Image*, 7th—*Veil*, 9th—*Project Image*.

Necromancy (Animation)

Necromancy's most notable powers come from the manipulation of negative energy to animate the dead or souls of those that have passed on. This sub-domain focuses on that aspect of this school

Associated Domain(s): Death and Magic

Undead Master (Su)

You receive the **Command Undead** or **Turn Undead** feat as a bonus feat to modify your Channel class ability. At 20th level, undead may not add their channel resistance to the save against this domain power.

This domain power replaces the Hand of the Acolyte domain power of the Magic domain and the Bleeding Touch domain power granted by the Death domain.

Augmented Undeath (Su)

At 8th level all undead you create or summon gain a +4 bonus to Strength and additional hit points equal to ½ your class level. At 18th level, the undead servants created gain additional hit points equal to your class level.

This domain power replaces the Death's Embrace domain power granted by the Death domain and the Dispelling Touch domain power granted by the Magic domain.

Replacement Death Domain Spells

1st—*Repair Undead*, 2nd—*Lesser Animate Dead*, 4th—*Speak with Haunt*, 5th—*Ghoul Army*, 7th—*Control Undead*, 9th—*Cursed Earth*.

Replacement Magic Domain Spells

1st—*Repair Undead*, 2nd—*Lesser Animate Dead*, 3rd—*Animate Dead*, 4th—*Speak with Haunt*, 5th—*Ghoul Army*, 6th—*Create Undead*, 7th—*Control Undead*, 8th—*Create Greater Undead*, 9th—*Cursed Earth*.

Necromancy (Negation)

Another aspect of the school of necromancy is focusing negative energies to attack the living. This sub-domain concentrates of shaping negative energies to combat the living.

Associated Domain(s): Death and Magic

Touch of Death (Su)

You may make a melee **touch attack** against a living creature. If successful, the victim suffers 1 point of Constitution damage and must make a **Will** saving throw (DC equal to 10 + $\frac{1}{2}$ your class level + your wisdom modifier) or become **shaken** for 1d4 rounds as long as the victim's hit dice is less than or equal to your level. You may use this ability 3 + your wisdom modifier times per day. At 6th level you may change the

damage from Constitution to Strength as desired.

This ability replaces the Hand of the Acolyte domain power granted from the Magic domain and the Bleeding Touch domain power granted by the Death domain.

The Death domain's Death's Embrace domain power is unaltered. The Dispelling Touch domain power granted by the Magic domain is replaced by the Death's Embrace domain power granted by the Death domain.

Replacement Domain Spells

1st—*Chill Touch*, 2nd—*Ghoul Touch*, 3rd—*Vampiric Touch*, 4th—*Enervation*, 5th—*Waves of Fatigue*, 6th—*Circle of Death*, 7th—*Finger of Death*, 8th—*Orb of the Void*, 9th—*Energy Drain*.



Transmutation (Offensive)

This sub-domain focuses on altering the abilities or shape of an opponent.

Associated Domain(s): Magic

Touch of Disease (Sp)

With a successful melee **touch attack**, you infect an opponent with a temporary wasting disease that lasts a number of rounds equal to your class level. The effect causes the opponent to suffer a -2 penalty to Strength. The victim must make a **Fort** save each round while the disease is active thereafter or suffer another point of Strength loss (DC equal to 10 + $\frac{1}{2}$ your class level + your wisdom modifier). The disease will not reduce the victim's Strength below 3, and once the victim succeeds with a saving throw he takes no further Strength damage. Once the disease ends, the victim's Strength begins to return at a rate of 1 point per round.

You may use this ability 3 + your wisdom modifier times per day. This ability replaces the Hand of the Acolyte domain power.

Aura of Atrophy (Su)

At 8th level you may emit an aura of atrophying energy that causes all enemies within 30 feet of you to suffer a -2 penalty to Strength, Dexterity, and Constitution unless an initial **Fortitude** saving throw is made (DC 10 + $\frac{1}{2}$ your class level + your wisdom modifier).

The effects last while opponents remain within 30 feet of you. If an opponent initially fails the saving throw and then leaves the aura and returns in a later round, the effects immediately take effect if the aura is still active. If the opponent initially succeeds with his saving throw, he is not affected by your aura for another 24 hours.

You may initiate or terminate the aura as a **swift action** and maintain it a total number of rounds per day equal to your class level. These rounds need not be consecutive. At 16th level, the penalties for all three ability scores increase to -4.

Replacement Domain Spells

1st—*Touch of Gracelessness*, 2nd—*Disfiguring Touch*, 3rd—*Slow*, 4th—*Calcific Touch*, 5th—*Baleful Polymorph*, 6th—*Flesh to Stone*, 7th—*Greater Polymorph*, 8th—*Temporal Stasis*, 9th—*Transmute Blood to Acid*.

Transmutation (Bestial)

Granting recipients bestial or animalistic features is another benefit granted by spells of the school of transformation. This sub-domain focuses on that aspect, granting you abilities and spells that grant primal powers.

Associated Domain(s): Animal and Magic

Claws of the Beast (Ex)

You may grow claws from your hand as a **move action** or remove them as an **immediate action**. You are considered proficient with the claws which do 1d4 points of damage (for a medium sized creature) and your primary attack. They are treated as natural weapons in regards to magical enhancements. You may maintain the claws for a number of rounds equal to $\frac{1}{2}$ your class level + your wisdom modifier per day. These rounds do not need to be consecutive.

At 12th level the claws damage increases to 1d6 and you gain the benefits of the **Two-Weapon Fighting** feat while attacking with your claws (even if you do not meet the prerequisites). At 18th level you gain the benefits of the **Improved Two-Weapon**

Fighting feat while attacking with your claws (even if you do not meet the prerequisites).

While you have claws, attacks made with manufactured weapons are more difficult and you suffer a -2 penalty to hit. This domain power replaces **Hand of the Acolyte** granted by the Magic domain and the **Speak with Animals** domain power granted by the Animal domain.

The **Animal Companion** domain power is unaltered for the Animal domain. The **Dispelling Touch** domain power from the Magic domain is replaced by the **Animal Companion** domain power granted by the Animal domain, granting you an **animal companion** at 4th level.

Replacement Animal Domain Spells

1st—*Monkey Fish*, 2nd—*Animal Aspect*, 3rd—*Beast Shape I*, 4th—*Beast Shape II*, 6th—*Beast Shape IV*, 8th—*Frightful Aspect*.

Replacement Magic Domain Spells

1st—*Monkey Fish*, 2nd—*Animal Aspect*, 3rd—*Beast Shape I*, 4th—*Beast Shape II*, 5th—*Beast Shape III*, 6th—*Beast Shape IV*, 7th—*Greater Polymorph*, 8th—*Frightful Aspect*, 9th—*Shapechange*.



Transmutation (Celestial)

One advantage of granting domain powers allows a deity to grant angelic powers to the truly faithful. This aspect of the transmutation school focuses on granting you the power and glory of the angelic.

Associated Domain(s): Glory and Magic

Hand of Glory (Su)

You may initiate this power as a **swift action**, causing your outstretched hand to glow with the effect of a continual flame spell for a number of rounds equal to your class level. While your hand is glowing you may grant a +1 **sacred bonus** to a single attack, saving throw, or ability or skill check to either yourself or an ally within 30 feet that has clear line of sight to you as a **free action**. This bonus increases by +1 at 5th level and every five levels thereafter (maximum of +5 at 20th level).

At 4th level, any melee attacks made by a weapon you are holding in the glowing hand are treated as aligned in one aspect

of your alignment (good/evil or law/chaos). You may use this ability once per day, with one additional use at 6th, 12th, and 18th levels.

This domain power replaces Hand of the Acolyte domain power granted by the Magic domain and the Touch of Glory domain power granted by the Glory domain.

The Divine Presence domain power granted by the Glory domain is unaltered. The Dispelling Touch domain power granted by the Magic domain is replaced by the Divine Presence domain power granted by the Glory domain.

Replacement Domain Spells

1st—*Adoration*, 2nd—*Lesser Angelic Aspect*, 3rd—*Fly*, 4th—*Planar Adaptation*, 5th—*Angelic Aspect*, 6th—*Mass Planar Adaptation*, 7th—*Bestow Grace of the Champion*, 8th—*Greater Angelic Aspect*, 9th—*Etherealness*.



Transmutation (Draconic)

True strength is seen in the power of the dragon, and the ability to use transmutations to tap into this power is legendary. Related to the scalykind domain, this sub-domain combines the knowledge of transmutations with the raw power of the dragon.

Associated Domain(s): Magic and Scalykind

Frightful Stare (Su)

You may make a gaze attack against a single target within 30 feet as a **standard action**. The recipient of the attack must make a **Will** saving throw (DC equal to 10 + $\frac{1}{2}$ your class level) or become **frightened** for 1d4 rounds. This only affects creatures that have no more hit dice than you possess class levels. You may use this power three times per day + your wisdom modifier.

This replaces the Hand of the Acolyte domain power granted by the Magic domain and the Venomous Stare domain power from the Scalykind domain.

Dragon Breath (Su)

This domain power is identical to the Dragon Breath domain power granted by the Dragon sub-domain. At 4th level you choose one type of dragon breath (acid, cold, electricity, or fire). You may breathe a cone of dragon breath that deals 3d6 points of damage with a 15 foot range and opponents within the area of effect may make a **Reflex** save to halve the damage (DC 10 + $\frac{1}{2}$ you class level + your Wisdom modifier). The damage increases by 1d6 points at 6th level and every two levels thereafter.

At 9th level, you may use this power twice a day and three times per day at 14th level. This domain power replaces the Dispelling Touch domain power granted by the Magic domain and the Serpent Companion domain power granted by the Scalykind domain.

Replacement Domain Spells

1st—*Expeditious Retreat*, 2nd—*Levitate*, 3rd—*Fly*, 4th—*Cloud Shape*, 5th—*Overland Flight*, 6th—*Form of the Dragon I*, 7th—*Form of the Dragon II*, 8th—*Form of the Dragon III*, 9th—*Fiery Body*.



Transmutation (Gigantic)

One of the strongest aspects of the transmutation school is the ability to alter the size of creatures and objects. This sub-domain focuses on the ability to grant you the strength and size of giant kind.

Associated Domain(s): Magic

Hand of Might (Ex)

You may wield a large sized melee weapon as a normal weapon if you are a medium sized creature (or a normal sized weapon if you are small) without any penalties. This does not give you any additional reach with the weapon beyond your normal reach unless the weapon is a reach weapon, in which case it grants you your normal extended reach with the weapon.

This domain power replaces Hand of the Acolyte granted by the Magic domain.

Giant's Blessing (Su)

At 8th level, you gain a +6 enhancement bonus to your Strength and Constitution, grow one size category, and are considered to have the giant sub-type. You may maintain this power a number of rounds per day equal to your class level, though they do not need to be consecutive.

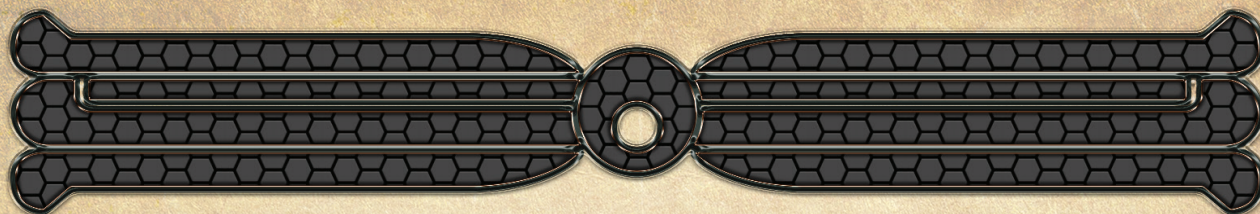
This domain power replaces the Dispelling Touch domain power granted by the Magic domain.

Replacement Domain Spells

1st—*Enlarge Person*, 2nd—*Bull's Strength*, 3rd—*Shrink Item*, 4th—*Mass Enlarge Person*, 5th—*Animal Growth*, 6th—*Transformation*, 7th—*Giant Form I*, 8th—*Giant Form II*, 9th—*Shapechange*.



NEW FEATS



Channel Focus

You have learned how to adjust the strength of your channels to more effectively use them in times of need.

Prerequisites: Channel Energy class feature with at least 2 dice.

Benefits: You may lessen the amount of energy channeled to heal or harm and use that energy later as an additional channel or by increasing the effectiveness of a later channel. However, this feat will not allow you to increase the energy channeled beyond your Charisma modifier, regardless of the amount of channeled energy lessened earlier.

Extra Power of the Chase

You have unlocked one additional skill in your fight against the dark arts.

Prerequisite: Power of the Chase class ability.

Benefit: You gain one additional power from the Power of the Chase class ability. You must meet all of the requirements for the ability chosen.

Special: you can take this feat multiple times, choosing a different power each time.

Extra Radical Provocation

You granted an extra provocation in the war against the eldritch anathema.

Prerequisite: Radical Provocation class feature.

Benefit: You may choose another Radical Provocation.

Special: You may take this feat multiple times, choosing a new radical provocation each time.

Greater Counterspell

Your mastery of countering spells of the same school is much more efficient.

Prerequisites: Spellcraft 12 ranks, Improved Counterspell.

Benefit: When counterspelling with a spell from the same school, it may be of the same level or higher than the target spell.

Greater Rejuvenating Channel

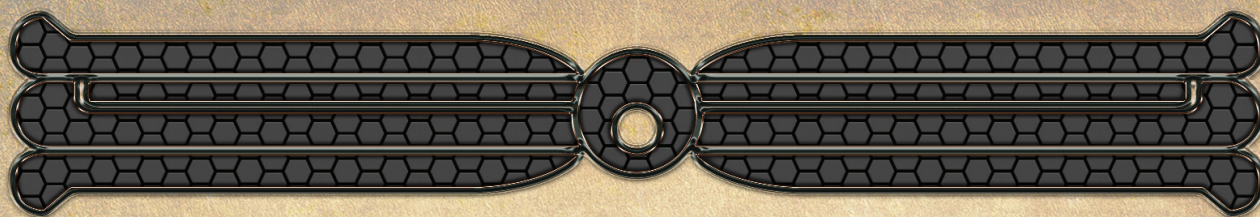
The faith of your channel can remove nearly the most damning of effects.

Prerequisites: Channel Energy class feature, Improved Rejuvenating Channel.

Benefit: By spending a **swift action** while channeling positive energy to heal the living, you reduce the amount healed by 3 dice to either:

- negate one of the following conditions per individual affected: **blinded**, **confused**, **deafened**, or **panicked**
- negate all of the effects of the **exhausted**, **fatigued**, **frightened**, **nauseated**, **shaken**, and **sickened** conditions.

The individual being affected may choose which condition is relieved if suffering from multiple effects where only one condition may be negated. As with Rejuvenating Channel, conditions that last 24 hours or longer, the effect of the channel only lasts for a number of minutes equal to the channeler's class level.



Improved Affliction Disruption

Your touch practically melts away the afflictions of witches.

Prerequisite: Disrupt Minor Affliction class feature.

Benefit: You may use your disrupt affliction ability a total number of times per day equal to your class level. Limitations per individual treated still applies.

Normal: You may normally only use your disrupt affliction ability a number of times per day equal to $\frac{1}{2}$ your class level.

Improved Hex Resistance

You are nearly impervious to the effects of malevolent hexes.

Prerequisites: Hex Resistance class feature

Benefits: Your wisdom adjustment (minimum of +1) is added to your sacred/profane bonus to your hex resistance regardless of the type of saving throw required.

Special: This bonus is also granted to those treated with the Disrupt Affliction class feature.

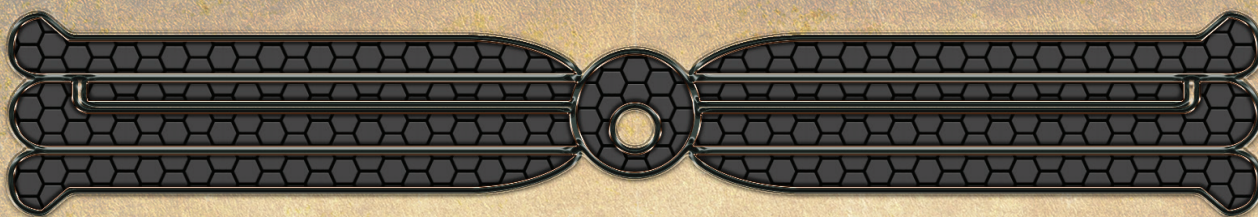
Improved Protective Bond

You can summon additional fortitude to resist the supernatural powers that assault you.

Prerequisites: Protective Bond class feature.

Benefits: You gain two additional rounds for the protective bond per day. In addition, you may initiate it as a swift action rather than a move action.





Special: You may take this feat more than once, though no more than once every five class levels you possess with the Protective Bond class feature.

Improved Rejuvenating Channel

The faith of your channel can remove nearly the most damning of effects.

Prerequisites: Channel Energy class feature, Rejuvenating Channel.

Benefit: By spending a **swift action** while channeling positive energy to heal the living, you reduce the amount healed by 2 dice to either:

- negates one of the following conditions per individual affected: **dazed**, **exhausted**, **frightened**, or **nauseated**
- negates all of the effects of the **fatigued**, **shaken**, and **sickened** conditions.

The individual being affected may choose which condition is relieved if suffering from multiple effects where only one condition may be negated. As with Rejuvenating Channel, conditions that last 24 hours or longer, the effect of the channel only lasts for a number of minutes equal to the channeler's class level.

Rejuvenating Channel

You can invigorate others when you channel the power of your faith though at a cost of lessening its **healing** touch.

Prerequisite: Channel Energy class feature.

Benefit: By spend a **swift action** while channeling positive energy to heal the living, you reduce the amount healed by 1 die but negate one of the following conditions per individual affected: **fatigued**, **shaken**, or **sickened**.

The individual being affected may choose which condition is relieved if suffering from multiple effects. If the condition was permanent or caused by an effect that lasts more than 24 hours, the effect of the channel only lasts for a number of minutes equal to the channeler's class level.

Sanctified Channel

You offer up the power of your faith to engage the masses

Prerequisites: Channel Energy class feature.

Benefit: You may sacrifice one of your prepared spells (other than the domain bonus spell) to increase the number of d6s by the spell level sacrificed for your Channel Energy class ability as a **swift action**.

NEW RAGE POWERS

The following rage powers work well with the rune striker archetype, but they are available to any barbarian as long as the requirements listed are met. Note that Preternatural Senses and Raging Senses are designed to allow the rune striker access to Uncanny Dodge and Improved Uncanny Dodge by expending a rage power. These are also applicable for any other archetypes that may replace those particular class features.

Arcane Harrier (Ex)

Prerequisites: Barbarian 12, Disruptive rage power

The barbarian adds ½ his class level to the DC to cast spells defensively for all enemies within the barbarian's threatened area. This is in addition to the +4 granted by the Disruptive rage power. If the barbarian has no available attacks of opportunity until the beginning of his next turn the DC increase does not apply.

Hex Marked (Su)

Prerequisites: Barbarian 6, Superstition rage power.

The barbarian's blood is more resistant to the hex powers of the witch. In addition to the bonus granted by the Superstition rage power, the barbarian may add his Constitution modifier on top of any other modifiers regardless of the type of saving throw against a hex cast at him. In addition, if the barbarian's class level is higher than the witch's class level, and effects with a duration longer than instantaneous are halved (except for permanent effects). If the Barbarian is 15th level or higher, any hexes that cause death or changes the Barbarian's form automatically fail, though other effects of the hex may still apply.

Hex Slayer (Ex)

Prerequisites: Barbarian 10, Disruptive rage power

Any opponent within reach of the barbarian that uses a hex power provokes an attack of opportunity from the barbarian after the

hex is cast. This supersedes the rule that casting hexes do not provoke attacks of opportunity.

Preternatural Senses (Ex)

Prerequisites: Barbarian 6, Raging Senses rage power

The barbarian cannot be flanked while raging and includes denying any precision damage (such as sneak attack) normally granted while flanking. However, if the attacker has at least four more class levels than the barbarian's class level that grants precision damage, the barbarian will still be subject to the precision damage. If the barbarian has levels in another class that grants Uncanny Dodge, he may add both class levels together to determine the class level requirements to cause precision damage to the barbarian.

Raging Senses (Ex)

The barbarian gains the ability to react to danger regardless of where it is coming from while raging. As a result, he cannot be caught flat-footed or lose his Dexterity modifier to AC, even if the attacker is concealed or invisible. He loses this benefit if immobilized and the barbarian may still be fainted by an opponent. This rage power does count as Uncanny Dodge in regard to feat prerequisites, but not for multi-classing purposes (which typically grants Improved Uncanny Dodge when another class grants Uncanny Dodge already).

WITCH HUNTER SPELL LIST

The following spells are used by the witch hunter base class, insensate hybrid class, and mystic provocateur hybrid class.



Cantrips

Spell	Source
Acid Splash	CRB
Arcane Mark	CRB
Dancing Lights	CRB
Daze	CRB
Detect Magic	CRB
Disrupt Undead	CRB
Flare	CRB
Ghost Sound	CRB
Advanced Player's Guide	APG
Core Rule Book	CRB

Spell	Source
Light	CRB
Mage Hand	CRB
Open/Close	CRB
Prestidigitation	CRB
Ray of Frost	CRB
Read Magic	CRB
Spark	APG
Advanced Player's Guide	APG
Core Rule Book	CRB



First Level

Spell	Source
Abundant Ammunition	UC
Air Bubble	UC
Alarm	CRB
Animal Messenger	CRB
Animal Purpose Training	ACG
Ant Haul	APG
Call Animal	APG
Cause Fear	CRB
Cloak of Shade	APG
Command	CRB
Compel Hostility	UC
Comprehend Languages	CRB
Cure Light Wounds	CRB
Dancing Lantern	APG
Deadeye's Lore	UC
Detect Chaos/Evil/Good/Law	CRB
Detect Snares and Pits	CRB
Disguise Self	CRB
Divine Favor	CRB
Doom	CRB
Endure Elements	CRB
Expeditious Retreat	CRB
Forbid Action	UM
Forced Quiet	UM
Gravity Bow	APG
Heightened Awareness	ACG
Hex Ward	UM
Horn of Pursuit	UM
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Spell	Source
Inflict Light Wounds	CRB
Interrogation	UM
Invisibility Alarm	ACG
Jump	CRB
Keen Senses	APG
Know the Enemy	UM
Lead Blades	APG
Liberating Command	UC
Lock Gaze	UC
Longshot	UC
Longstrider	CRB
Magic Weapon	CRB
Negate Aroma	APG
Pass without Trace	CRB
Persuasive Goad	UM
Protection from Chaos/Evil/Good/Law	CRB
Refine Improvised Weapon	ACG
Remove Fear	CRB
Residual Tracking	APG
Returning Weapon	UC
Shield of Faith	CRB
Shield of Fortification	ACG
Stunning Barrier	ACG
Tireless Pursuit	APG
Unerring Weapon	UC
Wartrain Mount	UM
Wrath	APG
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Second Level

Spell	Source
<i>Acute Senses</i>	UM
<i>Align Weapon</i>	CRB
<i>Ant Haul, Communal</i>	UC
<i>Badger's Ferocity</i>	UM
<i>Bear's Endurance</i>	CRB
<i>Blood Scent</i>	ARG
<i>Bloodhound</i>	APG
<i>Brow Gasher</i>	UC
<i>Bull's Strength</i>	CRB
<i>Calm Emotions</i>	CRB
<i>Castigate</i>	APG
<i>Cat's Grace</i>	CRB
<i>Chameleon Stride</i>	APG
<i>Confess</i>	APG
<i>Darkness</i>	CRB
<i>Delay Disease</i>	ARG
<i>Delay Pain</i>	UM
<i>Delay Poison</i>	CRB
<i>Discovery Torch</i>	UC
<i>Disguise Other</i>	UM
<i>Eagle Eye</i>	APG
<i>Effortless Armor</i>	UC
<i>Endure Elements, Communal</i>	UC
<i>Enthrall</i>	CRB
<i>Find Traps</i>	CRB
<i>Focused Scrutiny</i>	ACG
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Spell	Source
<i>Follow Aura</i>	APG
<i>Ghostbane Dirge</i>	APG
<i>Hold Person</i>	CRB
<i>Improve Trap</i>	ARG
<i>Invisibility</i>	CRB
<i>Knock</i>	CRB
<i>Locate Weakness</i>	UC
<i>Perceive Cues</i>	APG
<i>Protective Spirit</i>	APG
<i>Reloading Hands</i>	UC
<i>Remove Paralysis</i>	CRB
<i>Resist Energy</i>	CRB
<i>Restoration, Lesser</i>	CRB
<i>Returning Weapon, Communal</i>	UC
<i>Ricochet Shot</i>	UC
<i>See Invisibility</i>	CRB
<i>Shield Other</i>	CRB
<i>Silence</i>	CRB
<i>Snare</i>	CRB
<i>Spiritual Weapon</i>	CRB
<i>Tongues</i>	CRB
<i>Undetectable Alignment</i>	CRB
<i>Versatile Weapon</i>	APG
<i>Weapon of Awe</i>	APG
<i>Zone of Truth</i>	CRB
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Third Level

Spell	Source
<i>Adjustable Disguise</i>	ACG
<i>Align Weapon, Communal</i>	ACG
<i>Arcane Sight</i>	CRB
<i>Banish Seeming</i>	APG
<i>Battle Trance</i>	ARG
<i>Blessing of the Mole</i>	UM
<i>Burst of Speed</i>	UC
<i>Cast Out</i>	APG
<i>Chameleon Stride, Greater</i>	ACG
<i>Cloak of Winds</i>	APG
<i>Coordinated Effort</i>	APG
<i>Countless Eyes</i>	UM
<i>Cure Moderate Wounds</i>	CRB
<i>Darkvision</i>	CRB
<i>Daylight</i>	CRB
<i>Deeper Darkness</i>	CRB
<i>Delay Poison, Communal</i>	UC
<i>Dimensional Anchor</i>	CRB
<i>Dispel Magic</i>	CRB
<i>Eldritch Fever</i>	UM
<i>Flames of the Faithful</i>	APG
<i>Ghostly Disguise</i>	UM
<i>Glyph of Warding</i>	CRB
<i>Heroism</i>	CRB
<i>Hunter's Eye</i>	APG
<i>Inflict Moderate Wounds</i>	CRB
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Spell	Source
<i>Invisibility Purge</i>	CRB
<i>Keen Edge</i>	CRB
<i>Life Bubble</i>	APG
<i>Longstrider, Greater</i>	ACG
<i>Locate Object</i>	CRB
<i>Magic Weapon, Greater</i>	CRB
<i>Neutralize Poison</i>	CRB
<i>Nondetection</i>	CRB
<i>Obscure Object</i>	CRB
<i>Protection from Chaos/Evil/Good/Law, Communal</i>	UC
<i>Protection from Energy</i>	CRB
<i>Remove Blindness/Deafness</i>	CRB
<i>Remove Curse</i>	CRB
<i>Remove Disease</i>	CRB
<i>Resist Energy, Communal</i>	UC
<i>Retribution</i>	APG
<i>Righteous Vigor</i>	APG
<i>Sacred Bond</i>	APG
<i>Shield of Fortification, Greater</i>	ACG
<i>Stunning Barrier, Greater</i>	ACG
<i>Summoner Conduit</i>	UC
<i>Water Breathing</i>	CRB
<i>Water Walk</i>	CRB
<i>Witness</i>	UM
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Fourth Level

Spell	Source
<i>Air Walk</i>	CRB
<i>Aura Sight</i>	ACG
<i>Battlemind Link</i>	UM
<i>Blessing of Fervor</i>	APG
<i>Bow Spirit</i>	APG
<i>Break Enchantment</i>	CRB
<i>Control Summoned Creature</i>	UM
<i>Coward's Lament</i>	APG
<i>Cure Serious Wounds</i>	CRB
<i>Curse of Magic Negation</i>	UM
<i>Darkvision, Communal</i>	UC
<i>Death Ward</i>	CRB
<i>Detect Scrying</i>	CRB
<i>Discern Lies</i>	CRB
<i>Dismissal</i>	CRB
<i>Divination</i>	CRB
<i>Enchantment Foil</i>	ACG
<i>Fear</i>	CRB
<i>Fearsome Duplicate</i>	ARG
<i>Find Quarry</i>	UC
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Spell	Source
<i>Forced Repentance</i>	APG
<i>Freedom of Movement</i>	CRB
<i>Hold Monster</i>	CRB
<i>Inflict Serious Wounds</i>	CRB
<i>Invisibility, Greater</i>	CRB
<i>Magic Circle against Chaos/Evil/Good/Law</i>	CRB
<i>Neutralize Poison</i>	CRB
<i>Persistent Vigor</i>	ACG
<i>Planeslayer's Call</i>	ACG
<i>Protection from Energy, Communal</i>	UC
<i>Rebuke</i>	APG
<i>Ride the Waves</i>	UM
<i>Sending</i>	CRB
<i>Shared Wrath</i>	APG
<i>Spell Crash, Lesser</i>	ACG
<i>Spell Immunity</i>	CRB
<i>Spiritual Ally</i>	APG
<i>Terrible Remorse</i>	UM
Advanced Class Guide	ACG
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Combat	UC
Ultimate Magic	UM

Fifth Level

Spell	Source
<i>Atonement</i>	CRB
<i>Banishment</i>	CRB
<i>Castigate, Mass</i>	APG
<i>Command, Greater</i>	CRB
<i>Cure Critical Wounds</i>	CRB
<i>Cure Light Wounds, Mass</i>	CRB
<i>Darkvision, Greater</i>	UM
<i>Dispel Chaos/Evil/Good/Law</i>	CRB
<i>Disrupting Weapon</i>	CRB
<i>Divine Pursuit</i>	UM
<i>Flame Strike</i>	CRB
<i>Forbid Action, Greater</i>	UM
<i>Ghostbane Dirge, Mass</i>	APG
<i>Globe of Invulnerability, Lesser</i>	CRB
<i>Inflict Critical Wounds</i>	CRB
<i>Inflict Light Wounds, Mass</i>	CRB
<i>Restoration</i>	CRB
<i>Sanctify Armor</i>	APG
<i>Stoneskin</i>	CRB
<i>Tireless Pursuers</i>	APG
<i>True Seeing</i>	CRB
<i>Unwilling Shield</i>	APG
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Magic	UM

Sixth Level

Spell	Source
<i>Antimagic Field</i>	CRB
<i>Blade Barrier</i>	CRB
<i>Circle of Death</i>	CRB
<i>Cleanse</i>	APG
<i>Dispel Magic, Greater</i>	CRB
<i>Find the Path</i>	CRB
<i>Getaway</i>	APG
<i>Globe of Invulnerability</i>	CRB
<i>Harm</i>	CRB
<i>Heal</i>	CRB
<i>Heroes' Feast</i>	CRB
<i>Heroism, Greater</i>	CRB
<i>Legend Lore</i>	CRB
<i>Mislead</i>	CRB
<i>Repulsion</i>	CRB
<i>Sirocco</i>	APG
<i>Stoneskin, Communal</i>	UC
<i>Undeath to Death</i>	CRB
Advanced Player's Guide	APG
Core Rule Book	CRB
Ultimate Combat	UC

New Equipment

Originally appearing in the promotional Player Paraphernalia #12.5, the following equipment was developed specifically for those classes that take on the role of witch hunter. Some have been updated for playability and general use.



Tools of the Trade

The following items are the tools of the trade for a full-time witch hunter. Unless otherwise specified, none of these items are magical or enchanted in nature. Many can be created from alchemical reagents and materials but also the blessing of a priest whose deity opposes witchcraft or dark arcane magics.

Cold Iron Dust

Typically distributed in a leather pouch or thin glass vial, cold iron dust is known to have deliberating effects on the powers of the witch. When used as a thrown splash weapon, cold iron dust will fill a 5 ft. area and settle on anyone within that space. The dust has a 10 ft. range increment and is resolved as a splash weapon but only affects the 5 ft. area struck. If the area is targeted rather than the witch, the dust is less effective and the target is allowed a reflex save (DC 12) to avoid the effects of the dust.

If the target of the dust is an individual or creature that can casts hexes, the target must make a concentration check when attempting to use any of hex powers that take a standard action or less. The DC is equal to 12 for common hexes, 15 for major hexes, and 20 for grand hexes. The dust also obscures vision and perception checks by those within the area of effect suffer a -2 penalty.

The dust may be removed by hand as a full round action, though it does provoke **attacks of opportunity**. The dust naturally wears off within 2d4 rounds through normal

movement and actions of the recipient. Weight 0.5 lb.; Cost 200 gp

Dye of Poison Detection

This bright blue liquid comes in a small blue vial whose exact formula is generally unknown but the glow effect is generally attributed to a phosphorus reaction. If a drop is applied to a piece of fruit or other piece of food it glows for a single round if the fruit is under the effects of either the **Eternal Slumber** or **Poison Steep** hex. The liquid does not detect any other type of poisons that may be present within the fruit or food item. The dye also does not confer any benefit if the food is consumed. A vial will have 50 doses. Weight --; Cost 100 gp

Figs of Repentance

These dried fruits are blessed by a priest and then imbued with sacred energies to ward



off the effects of witchcraft. If consumed by an individual under the effects of the following hexes it grants an immediate saving throw with a +2 **sacred bonus** to end the effects of the hex. The fig is used for the hexes of **Agony**, **Cursed Wound**, **Delicious Fright**, **Evil Eye**, **Infected Wounds**, and **Unnerve Beasts**. Weight none individually, 1 lb. per 50 figs; Cost 300 gp per 50 figs

Lazarus Licorice

This bitter tasting candy is used to offset the effects of the **Death Curse** hex. If the recipient is chewing the licorice when the hex is cast on him, he gains a +2 **sacred bonus** to the initial **Will** saving throw. If the initial save is failed, the recipient gains a +2 **sacred bonus** to the **Fort** save against the death effect and even if the saving throw fails, the recipient does not die but falls into a catatonic state that lasts until a **Remove Curse** is cast upon him. The candy takes 2d4 rounds to thoroughly chew, but once the recipient begins chewing it, the licorice must be consumed. Saving a partially chewed piece of licorice for later does not confer the benefits listed above. Weight --; Cost 800 gp

Ointment of Hex Protection, (Minor, Major, and Grand)

These ointments grant a +2 **sacred bonus** to saving throws against a hex powers. The Minor Ointment grants a bonus against common hexes, the Major Ointment grants bonuses against common and major hexes, and the Grand Ointment grants bonuses against all types of hexes. The ointment lasts for 24 hours before it wears off. It can be washed off and if the wearer is submerged in water or other liquid the ointment will become diluted and no longer grant any benefit. Weight --; Cost 100 gp (Minor), 300 gp (Major), 700 gp (Grand)

Quartz Monocle

A large piece of translucent uncolored quartz is encircled by a band of iron inscribed with arcane and divine markings. The witch hunter may use this item in an attempt to pierce magical disguises such

as the **Disguise** hex or **Disguise Self** spell. It requires a perception check with a DC equal to 10 + the caster level of the hex or spell and if successful, the witch hunter notices inconsistencies with the form of the person being viewed by the monocle. The monocle has an effective range of 30 feet and it takes some concentration and a **standard action** to effectively scan the area about the wielder to detect the presence of the magical disguise.

Learning to see the tell-tale signs of magical disguises takes experience and only those that have a class feature that can detect magic without the use of the **Detect Magic** spell or have five or more ranks with **Spellcraft** can effectively attempt to use the quartz monocle. Weight --; Cost 500 gp

Salt

The witch hunter may use salt to disrupt the link between a spellcaster and its familiar. A pound of salt can be thrown as a ranged splash weapon, covering a 5 ft. area and anyone within that space. The salt has a 10 ft. range increment and is resolved as a splash weapon. If successful the target must make a **Reflex** save (DC 15) or the connection between master and familiar is severed for 1d4 rounds. If the area is targeted rather than the witch, the salt is less effective and the target is allowed a reflex save (DC 10) to avoid the effects of the salt.

The witch hunter may also spread salt in a ring about a spellcaster and its familiar, using 1 pound per 5 ft. square. When used in this way, the salt disrupts the link between the caster and its familiar if they both are not within the ring of salt. When used in this way, the ring may last indefinitely, though typically it needs to be refreshed once daily. If exposed to rain or water, the ring completely dissolves within a round.

The salt also disrupts any hexes that grant the witch extra sensory perception such as **Beast Eye** or **Hag's Eye** while the witch is surrounded by salt. Weight 1 lb. per dose; Cost 1 gp per dose



Salt of the Earth

This alchemical substance is composed of rock salt and other natural substances combined through arcane and divine rituals involving the blessing by a priest. When applied to an area affected by a witch's **Blight**, the sower of the salt may make a saving throw vs the hex and if successful the **Blight** is removed from the area. This substance will not work on creatures affected by the **Blight** hex. Weight 1 lb.; Cost 500 gp

Silver Dust

Typically found in small leather pouches or in emptied egg shells, the dust is normally thrown as a ranged splash weapon, coating a 5 ft. area. The dust has a 10 ft. range increment and is resolved as a splash weapon. If thrown at an individual or

creature that casts hexes, the target must make a DC 15 **Reflex** save. If the saving throw fails, the DC for any hex cast by the coated individual are reduced by 2 and the target suffers a -2 penalty to **Perception** skill checks. If the area is targeted rather than an individual, the dust is less effective and the target is allowed a reflex save (DC 12) to avoid the effects of the dust.

The target may spend a full round to remove the dust, provoking **attacks of opportunity** and the dust naturally falls off and becomes ineffective within 2d4 rounds of normal movement and actions of the target. Weight 0.5 lb.; Cost 100 gp

Witch Hunter's Balm

The balm is composed of lard mixed with silver shavings and prepared through arcane and divine rituals. The balm may be applied to a single victim of the **Scar** hex,

and the victim may then make another *Will* save with a +2 *sacred bonus* to remove the scar and its effects. Weight --; Cost 500 gp

Witch Hunter's Charm

This small silver emblem is typically styled in the witch hunter's own emblem and is blessed by a priest through a divine ritual. When worn in plain sight, the charm grants the wearer a +2 *sacred bonus* against the *Misfortune* hex. The charm does not take up any slots on the body, but does not stack with other sacred bonuses against the hexes including other charms. Weight --; Cost 100 gp

Witch Hunter's Chime

This small silver chime is imbued with the ability to disrupt a *Charm* hex. As a *standard action*, the possessor of the chime may produce a tone that can be clearly heard within 30 ft. Anyone or thing under the effects of the *Charm* hex is allowed to make another saving throw to negate the effects of the charm. The chime can also be used to disrupt the effects of the *Beast Eye* hex to any animal within 30 feet, granting that animal a *Will* save even if it normally does not get a saving throw for this hex.

The wielder of the chime may also use it to disrupt the *Cackle* hex as a readied action. The wielder must be able to see the caster of the hex and have the chime in hand. A *Perception* or *Spellcraft* skill check with a DC of 10 must be used to determine that the target is about to use the *Cackle* hex. If successful, the wielder may ring the chime during the witch's cackle, automatically disrupting it for any effects within 30 feet of the chime wielder. Weight --; Cost 150 gp

Witch Hunter's Gong

This beaten iron gong is inscribed with silver runes and arcane markings, blessed by a priest while it is being created with special prayers and rituals. The witch

hunter may use the gong to disrupt the effects of the *Slumber* hex. When clanged as a *standard action*, anyone within 30 ft. that is under the effects of the slumber hex may make a new saving throw to wake up from the slumber.

The wielder of the gong may also use it to disrupt a *Cackle* similarly to the witch hunter's chime as a readied action. The wielder must be able to see the target and have the gong in hand and have a readied action to use the gong. A *Perception* or *Spellcraft* skill check with a DC of 10 must be used to determine that the target is about to use the *Cackle* hex. If successful, the wielder may clang the gong during the cackle, automatically disrupting it for any effects within 30 ft. of the gong wielder. Weight 4 lbs.; Cost 300 gp

Witch Hunter's Tool Kit

The witch hunter typically carries a large leather satchel that contains his spell components (if any), and comes initially stocked with the following items: One vial of cold iron dust, a small vial of dye of poison detection (20 doses), 10 figs of repentance, one vial of ointment of hex protection (minor), 5 pounds of salt, one dose of sneezing or itching powder, and a pouch of silver dust. Weight 8 lbs.; Cost 500 gp



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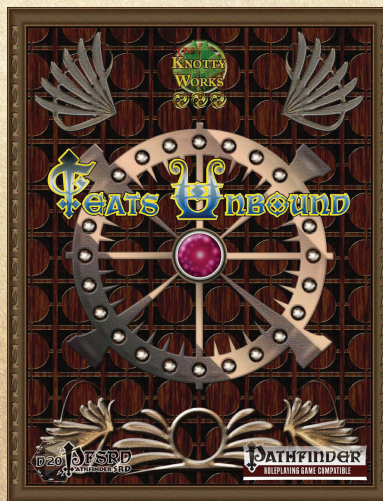
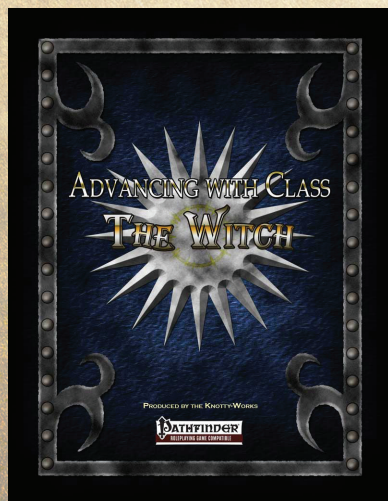
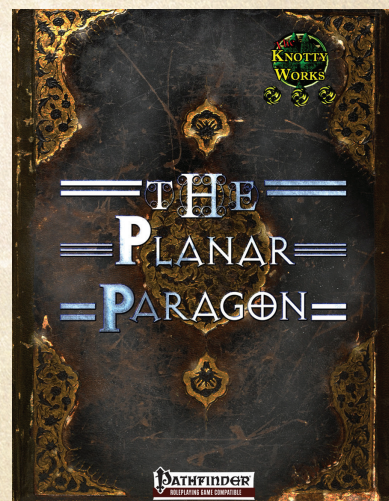
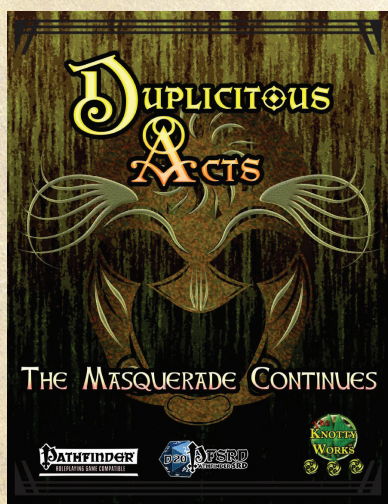
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Combining the various iterations of the Witch Hunter class options first presented in the Player Paraphernalias #11, #12, #12.5, #13, #14, and #66, The Witch Hunter Compendium also includes updates to refresh the class options as needed as well as adding new archetypes for classes that were not yet available during the initial series in issues #13 and #14. In addition, the magic sub-domains found in issue #15 Arcane School Sub-Domains as it works well with the cleric archetype for the witch hunter.

