

Prestige Archetypes



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Introduction

A prestige archetype is a prestige class turned into a normal 20-level class, similar to an archetype or alternate class.

The goal when making these prestige archetypes has been to capture the flavor of the prestige class rather than to make an exact copy of how it would normally be. Attack bonuses, hit dice, class skills, spells, and class features have been unified and spread evenly over levels. This means that most prestige archetypes have their prestige abilities spread over the entire 20 level spread.

Unlike how prestige classes normally work, these archetypes have a few complete class abilities rather than many abilities limited to a low level. In some cases, you get the choice of one of several class abilities rather than stymied versions of all the abilities.

A prestige archetype generally has elements of one or more regular character classes, to represent how prestige prerequisites were met and character development after the prestige class has ended. Sometimes there is more than one class that naturally leads itself to a particular prestige class, which can lead to several different prestige archetypes for different combinations. A few are not built on a regular class, instead expanding the idea behind the prestige class to a full 20 levels.

Prestige vs. Archetype

One thing about prestige classes is that you grow into them - they can represent special training opportunities that the character did not know existed. Prestige archetypes don't do this; you play a prestige archetype from level one. In this case I'd suggest using the retraining rules - the character retrains those abilities that differ between his old class and the new prestige archetype. Or, if this feels cumbersome, simply change the class abilities and say the sudden change is a result of special training. This should generally work fine at lower levels, the more experienced the character is and the more abilities it has, the greater the disconnect when those abilities change. GMs wanting this kind of plot are advised to present such options early on in a campaign.

A Note About Open Game Content

As roleplaying games are written and expand the number of rules options can become staggering. Some people like to stick to the "Core" and some people like expanded options. Purple Duck Games is definitely in the second camp. We have tried to tag many of the OGC pieces with their typical markings APG, UC, UM, UE, and others that most publishers use. But if there is something... a feat, item, spell, or detail missing for which you don't have access to please email me (gedakm@gmail.com) and I will point you in the right direction or check out the d20pfsrd.com or porphyra.wikidot.com for the content.

Arcane Archer

Those who seek to perfectly combine bow and magic pursue the path of the arcane archer. Arcane archers are masters of ranged combat, as they possess the ability to strike targets with unerring accuracy and can imbue their arrows with powerful spells. Arrows fired by arcane archers carry spells, fly at weird and uncanny angles to strike foes around corners, and can pass through solid objects to hit enemies. At the height of their power, arcane archers can fell even the most powerful foes with a single, deadly shot.

Prestige Class: Arcane Archer.

Build Classes: Magus, Ranger, Wizard.

Role: Arcane archers deal death from afar, winnowing down opponents while their allies rush into hand-to-hand combat. With their capacity to unleash hails of arrows on the enemy, they represent the pinnacle of ranged combat.

Alignment: Arcane archers can be of any alignment. Elf or half-elf arcane archers tend to be free-spirited and are rarely lawful. Similarly, it is uncommon for elven arcane archers to be evil, and overall the path of the arcane archer is more often pursued by good or neutral characters.

Hit Die: d8.

Starting Gold: 4d6 x 10 (140 gp average)

Class Skills

The arcane archer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Table 1.1 - Arcane Archer Class Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1st	+0	+2	+2	+0	Archery pool, cantrips, spell archery	3	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Archery style feat	4	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Ranged spellstrike	4	3	—	—	—	—	—
4th	+3	+4	+4	+1	Spell recall	4	3	1	—	—	—	—
5th	+3	+4	+4	+1	Archery pool (weapon properties)	4	4	2	—	—	—	—
6th	+4	+5	+5	+2	Archery style feat	5	4	3	—	—	—	—
7th	+5	+5	+5	+2	Arcane access	5	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Imbue arrow	5	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Archer's luck (1/day)	5	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Archery style feat	5	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Seeker arrow	5	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Improved spell recall	5	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Phase arrow	5	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Archer's luck (2/day), archery style feat	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Hail of arrows	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Countershot	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Arrow of death	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Archery style feat	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Archer's luck (3/day)	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	True arcane archer	5	5	5	5	5	5	5

Class Features

The following are class features of the arcane archers.

Weapon and Armor Proficiency: An arcane archer is proficient with all simple and martial weapons. An arcane archer is also proficient with light armor. She can cast arcane archer spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an arcane archer wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass arcane archer still incurs the normal spell failure chance for arcane spells received from other classes.

Spells: An arcane archer casts arcane spells drawn from the sorcerer/wizard spell list. An arcane archer only ever learns to cast spells up to level 6. Sorcerer/wizard spells of level 7 or higher are not considered to be on the arcane archer's spell list. An arcane archer must choose and prepare her spells ahead of time.

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

An arcane archer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on *Table 2.1 - Arcane Archer Class Table*. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

An arcane archer may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the arcane archer decides which spells to prepare.

Spellbook: An arcane archer begins play with a spellbook containing all 0-level spells on her spell list plus three 1st-level spells of her choice. The arcane archer also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the spellbook. At each new arcane archer level, she gains two new spells of any spell level or levels that she can cast (based on her new arcane archer level) for her spellbook. At any time, an arcane archer can also add spells found in other spellbooks to her own (see Magic). An arcane archer can only add a spell to her spellbook if it is on the arcane archer spell list.

Cantrips: Arcane archers can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Arcane Archer under "Spells per Day". These spells are cast like any other spell, but they are not expended when cast and may be used again.

Archery Pool (Su): At 1st level the arcane archer gains a reservoir of mystical arcane energy that she can draw upon to fuel her powers and enhance her bow. This archery pool has a number of points equal to $\frac{1}{2}$ her arcane archer level (minimum 1) + her Intelligence modifier. The pool refreshes once per day when the arcane archer prepares her spells.

At 1st level an arcane archer can expend 1 point from her archery pool as a swift action to grant any bow she is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *anarchic* (+2), *axiomatic* (+2), *distance* (+1), *flaming* (+1), *flaming burst* (+2), *frost* (+1), *holy* (+2), *icy burst* (+2), *seeking*^{UE} (+1), *shock* (+1), *shocking burst* (+2), and *unholy* (+2). The arcane archer cannot choose an ability that is the opposite of her alignment. For example a lawful good arcane archer could not choose anarchic or unholy as her weapon quality.

Adding these properties consumes an amount of bonus equal to the property's base price, which is listed in parentheses after each ability above. If the bow is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the archery pool point is spent and cannot be changed until the next time the arcane archer uses this ability. These bonuses do not function if the bow is wielded by anyone other than the arcane archer.

An arcane archer can only enhance one weapon in this way at one time. If she uses this ability again the first use immediately ends.

Archery Style Feats (Ex): At 2nd level, an arcane archer gains expertise in archery. This manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. She can choose feats from her style even if she does not have the normal prerequisites.

The benefits of the arcane archer's chosen style feats apply only when she wears light or no armor. She loses all benefits of her combat style feats when wearing medium or heavy armor.

An arcane archer can choose from the following list whenever she gains a combat style feat - Deadly Aim, Far Shot, Focused Shot^{APG}, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

At 6th level, she adds Improved Precise Shot, Mounted Archery, Parting Shot^{APG}, Point Blank Master^{APG}, Manyshot, and Weapon Specialization (longbow or shortbow) to the list.

At 10th level, she adds Greater Weapon Focus (longbow or shortbow), Pinpoint Targeting, and Shot on the Run to the list.

Spell Archery: At 1st level, an arcane archer learns to cast spells and shoot her bow at the same time. This functions much like the Rapid Shot feat, but the extra attack is a spell that is being cast. To use this ability, the arcane archer must be wielding a bow. As a full-round action, she can make all of her attacks with her bow at a -2 penalty and can also cast any spell from the arcane archer spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If she casts this spell defensively and fails, the spell is wasted, and any attacks in the round still take the penalty.

An arcane archer can choose to cast the spell first or make weapon attacks first, but if she has more than one attack, she cannot cast the spell between weapon attacks.

Ranged Spellstrike (Su): At 3rd level, whenever an arcane archer casts a spell that requires a ranged touch attack from her class spell list, she can deliver the spell through a bow she is wielding as part of a ranged attack. Instead of the free ranged touch attack normally allowed to deliver the spell, an arcane archer can make one free ranged attack with her bow (at her highest base attack bonus) as part of casting this spell. If successful, this ranged attack deals its normal damage as well as the effects of the spell.

Only one ranged touch attack per round can be used with ranged spellstrike. If the spell normally allows several ranged touch attacks, they can be combined into one attack with ranged spellstrike, with the combined damage of all the allowed ranged touch attacks. If the ranged touch attacks from a particular spell can be spread over several rounds, the arcane archer can use ranged spellstrike over several rounds, making one ranged spellstrike

attack each round.

If the arcane archer makes this attack in concert with spell archery, this ranged attack takes all the penalties accrued by spell archery. This attack uses the weapon's critical range modified by the keen weapon property or similar effects, but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical multiplier.

This otherwise functions as a magus' spellstrike ability, see *FAQ/Errata* for that ability for more information.

Spell Recall (Su): At 4th level, the arcane archer learns to use her archery pool to recall spells she has already cast. With a swift action she can recall any single arcane archer spell that she has already prepared and cast that day by expending a number of points from her archer pool equal to the spell's level (minimum 1). The spell is prepared again, just as if it had not been cast.

Arcane Access (Su): At 7th level, when an arcane archer prepares her arcane archer spells, she can decide to expend 1 or more points from her archery pool, up to her Intelligence bonus. For each point she expends, she can treat any one spell from the sorcerer/wizard spell list as if it were in her spellbook and can prepare that spell as normal that day. If she does not cast spells prepared in this way before the next time she prepares spells, she loses those spells. She can also cast spells added in this way using her spell recall ability, but only until she prepares spells again.

Imbue Arrow (Su): At 8th level, an arcane archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the arcane archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted. Imbue arrow cannot be combined with seeker arrow or phase arrow, but does work with spell archery.

Archer's Luck (Ex): Upon reaching 9th level, once per day the arcane archer can either reroll one of his attack rolls or force an enemy who just hit him with an attack to reroll the attack roll. The arcane archer must take the result of the second roll even if it is worse. An arcane archer can use this ability once per day at 9th level, plus one additional time per day at 14th and 19th levels.

Seeker Arrow (Su): At 11th level, an arcane archer can launch arrows at a target known to her and within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Activating this ability is a swift action that costs one point from the archery pool, and it lasts until the end of the arcane archer's turn.

Improved Spell Recall (Su): At 12th level, the arcane archer's ability to recall spells using her archer pool becomes more efficient. Whenever she recalls a spell with spell recall, she expends a number of points from her archer pool equal to $\frac{1}{2}$ the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the arcane archer can prepare a spell of the same level that she has in her spellbook. She does so by expending a number of points from her archer pool equal to the spell's level (minimum 1). The arcane archer does not need to reference her spellbook to use this ability. She cannot apply metamagic feats to spells prepared this way.

Phase Arrow (Su): At 13th level, an arcane archer can launch an arrow at a target known to her within range, and the arrow travels to the target in a straight path, passing through any barrier or wall in its way. This ability negates cover, concealment, armor, and shield modifiers, but otherwise the attack is rolled normally. It does full damage to incorporeal or ethereal creatures. It is stopped normally by ghost touch armor, force armor, or barriers made of force effects, which makes it similar to an incorporeal touch attack.

Using this ability costs one point from the archery pool and is a standard action (shooting the arrow is part of the action).

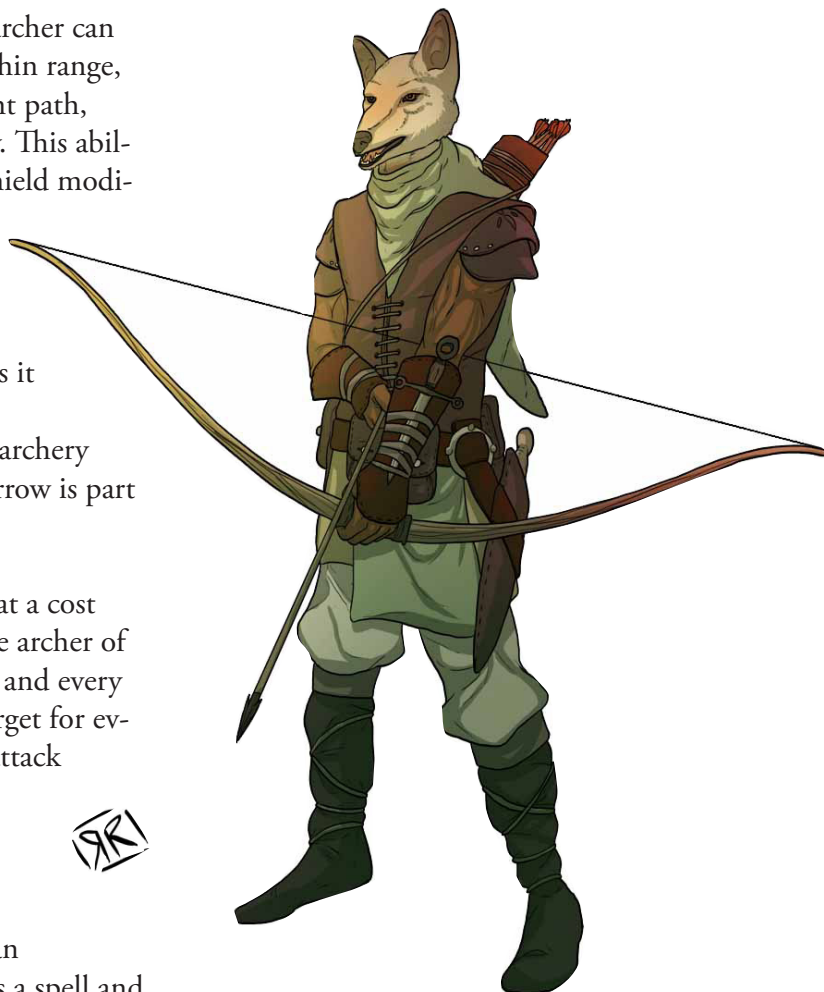
Hail of Arrows (Su): As a full-round action at a cost of one point from her archery pool, an arcane archer of 15th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every arcane archer level she has earned. Each attack uses the archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Countershot (Ex): At 16th level, whenever an enemy within 30 ft. of the arcane archer casts a spell and

does not cast defensively, the arcane archer can make a ranged attack against that enemy as an immediate action.

Arrow of Death (Su): At 17th level, an arcane archer can create a special type of slaying arrow that forces the target, if damaged by the arrow's attack, to make a Fortitude save or be slain immediately. The DC of this save is equal to $10 + \frac{1}{2}$ the arcane archer's level + the arcane archer's Intelligence modifier. It takes 1 day to make a slaying arrow, and the arrow only functions for the arcane archer who created it. The slaying arrow lasts no longer than 1 year, and the archer can only have one such arrow in existence at a time.

True Arcane Archer (Su): At 20th level, the arcane archer becomes a master of spells and combat. Whenever he uses his spell archery ability when he is threatened, he does not need to make a concentration check to cast the spell defensively. Whenever the arcane archer uses spell archery and his spell targets the same creature as his ranged attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance



bonus on any checks made to overcome spell resistance, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of arcane archer, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1 bonus on concentration checks made due to taking damage while casting arcane archer spells.

Elf: Choose a weapon from the following list: longbow or shortbow, short sword, or any weapon with “elven” in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: Add one of the following weapon special abilities to the list of weapon special abilities the arcane archer may add to his weapon using his arcane pool: *adaptive*^{UE} (counts as +1), *allying*^{APG} (+1), *bane* [type must be defined when this is selected] (+1), *conductive*^{APG} (+1), *corrosive*^{APG} (+1), *corrosive burst*^{APG} (+1), *cunning*^{UE} (+1), *dispelling*^{UE} (+1), *hunter*^{APG} (+1), *merciful* (+1), or *planar*^{UE} (+1). Once an ability has been selected with this reward, it cannot be changed.

Half-Elf: Add +1/4 to the arcane archer’s archery pool.

Half-Orc: Add +1/2 point of fire damage to spells that deal fire damage cast by the arcane archer.

Halfling: Add a +1/4 dodge bonus to Armor Class against attacks of opportunity drawn from using a ranged weapon or casting a spell.

Human: Add one spell from the arcane archer’s spell list to the arcane archer’s spellbook. This spell must be at least one level below the highest spell level the arcane archer can cast.

Sample Arcane Archer Character

Below is a sample arcane archer player character created using these rules at levels 1, 5, 10, and 15. The player character’s favored class bonus is spent on extra hit points.

Aaron Quick (CR ½; XP 200)

Male human arcane archer 1

LN Medium humanoid (human)

Init +2; **Senses** Perception +4

Defense

AC 15, touch 12, flat-footed 13

(+3 armor, +2 Dex)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +0

Offense

Speed 30 ft.

Melee flail +2 (1d8+3)

Ranged longbow +2 (1d8/x3)

Special Attacks archery pool (3 point), spell archery

Spells Prepared (CL 1st; concentration +3)

1st—*gravity bow*, *true strike*

0th—*detect magic*, *light*, *message*

Statistics

Str 14, **Dex** 15, **Con** 12, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Point Blank Shot, Precise Shot

Skills Craft (weapons) +6, Knowledge (arcana) +6, Knowledge (geography) +6, Knowledge (nature) +6, Perception +4, Spellcraft +6, Survival +6

Languages Common, Elven, Goblin

Combat Gear 20 arrows; **Gear** backpack, bedroll, belt pouch, flail, longbow, studded leather armor, spell component pouch, wizard’s spellbook (25/100); **Coins** 8 gp, 5 sp

Demographics

Faith atheist

Homeland Fenian Triarchy

Aaron’s Spellbook (1st level)

1st—*abundant ammunition*^{UC}, *gravity bow*^{APG}, *magic weapon*, *shield*, *true strike*

0th—*all*

Aaron Quick (CR 4; XP 1,200)

Male human arcane archer 5

LN Medium humanoid (human)

Init +3; **Senses** Perception +8

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +3 Dex)

hp 41 (5d8+15)

Fort +7, **Ref** +8, **Will** +2

Offense

Speed 30 ft.

Melee mwk flail +6 (1d8+3)

Ranged +1 *composite longbow* (+2 Str) +8 (1d8+3/x3)

Special Attacks archery pool (4 point; weapon properties), ranged spellstrike, spell archery

Spells Prepared (CL 5th; concentration +7)

2nd—*arrow eruption*, *protection from arrows*, *ricochet shot*

1st—*hydraulic push*, *gravity bow* (x2), *shield*, *true strike*

0th—*acid splash*, *detect magic*, *light*, *message*

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 18

Feats Deadly Aim, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Craft (weapons) +10, Knowledge (arcana) +10, Knowledge (geography) +10, Knowledge (nature) +10, Perception +8, Spellcraft +10, Survival +8

Languages Common, Elven, Goblin

SQ spell recall

Combat Gear 20 arrows; **Gear** backpack, *belt of incredible constitution* +2, bedroll, belt pouch, +1 *composite longbow* (+2 Str), *cloak of resistance* +1, mwk flail, +1 *mithral shirt*, spell component pouch, wizard's spellbook (33/100); **Coins** 385 gp

Demographics

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Aaron's Spellbook (5th level)

2nd—*arrow eruption*^{APG}, *glitterdust*, *protection from arrows*, *ricochet shot*^{UC}

1st—*abundant ammunition*^{UC}, *chill touch*, *feather fall*, *gravity bow*^{APG}, *hydraulic push*^{APG}, *magic missile*, *magic weapon*, *shield*, *true strike*

0th—*all*

Aaron Quick (CR 9; XP 6,400)

Male human arcane archer 10

LN Medium humanoid (human)

Init +3; **Senses** Perception +13

Defense

AC 24, touch 13, flat-footed 21

(+9 armor, +3 Dex, +2 shield)

hp 78 (10d8+30)

Fort +10, **Ref** +11, **Will** +6

Offense

Speed 30 ft.

Melee mwk flail +10/+5 (1d8+3)

Ranged +3 *composite longbow* (+2 Str) +15/+10 (1d8+5/x3)

Special Attacks archer's luck (1/day), archery pool (10 point; weapon properties), imbue arrow, ranged spellstrike, spell archery

Spells Prepared (CL 10th; concentration +13)

4th—*black tentacles*

3rd—*fireball* (R-DC 16), *keen edge*, *stinking cloud* (F-DC 16), *versatile weapon*

2nd—*arrow eruption*, *cat's grace*, *glitterdust* (W-DC 14), *protection from arrows*, *ricochet shot*

1st—*hydraulic push*, *gravity bow* (x2), *shield*, *true strike* (x2)

0th—*acid splash*, *detect magic*, *light*, *message*, *resistance*

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +9; **CMD** 22

Feats Deadly Aim, Extra Archery Pool, Iron Will, Parting Shot, Point Blank Master, Point Blank Shot, Precise Shot, Weapon Focus (longbow)

Skills Craft (weapons) +15, Knowledge (arcana) +15, Knowledge (geography) +15, Knowledge (nature) +15, Perception +13, Spellcraft +15, Survival +13, Swim +5;

ACP -2

Languages Common, Elven, Goblin

SQ arcane access, spell recall

Combat Gear 20 arrows; **Gear** backpack, *belt of incredible constitution* +2, bedroll, belt pouch, *brooch of shielding*, *celestial armor*, *cloak of resistance* +1, +3 *composite longbow* (+2 Str), mwk flail, *gloves of arrow snaring*, *ring of force shield*, spell component pouch, wizard's spellbook (43/100); **Coins** 135 gp

Demographics

Faith atheist

Homeland Fenian Triarchy

Aaron's Spellbook (10th level)

4th—*black tentacles*, *named bullet*^{UC}

3rd—*fireball*, *flame arrow*, *keen edge*, *stinking cloud*, *vampiric touch*, *versatile weapon*^{APG}

2nd—*arrow eruption*^{APG}, *cat's grace*, *elemental touch*^{APG}, *glitterdust*, *protection from arrows*, *ricochet shot*^{UC}

1st—*abundant ammunition*^{UC}, *chill touch*, *feather fall*, *gravity bow*^{APG}, *hydraulic push*^{APG}, *magic missile*, *magic weapon*, *shield*, *true strike*

0th—*all*

Aaron Quick (CR 14; XP 38,400)

Male human arcane archer 15
LN Medium humanoid (human)

Init +3; **Senses** Perception +18

Defense

AC 26, touch 15, flat-footed 21
(+9 armor, +5 Dex, +2 shield)

hp 131 (15d8+60)

Fort +17, **Ref** +19, **Will** +12

Offense

Speed 30 ft.

Melee mwk flail +16/+11/+6 (1d8+5)

Ranged +5 composite longbow (+4 Str) +23/+18/+13
(1d8+11/x3)

Special Attacks archer's luck (2/day), archery pool (14 point; weapon properties), imbue arrow, phase arrow, ranged spellstrike, seeker arrow, spell archery

Spells Prepared (CL 15th; concentration +19)

5th—*beast shape III*, *dismissal* (W-DC 18), *hold monster* (W-DC 18)

4th—*black tentacles* (x2) *contagion* (F-DC 17) (x3)

3rd—*fireball* (R-DC 16), *keen edge*, *stinking cloud* (F-DC 16), *versatile weapon* (x2)

2nd—*arrow eruption* (x2), *cat's grace*, *glitterdust* (W-DC 14), *protection from arrows*, *ricochet shot*

1st—*hydraulic push*, *gravity bow* (x2), *shield*, *true strike* (x2)

0th—*acid splash*, *detect magic*, *light*, *message*, *resistance*

Statistics

Str 18, **Dex** 21, **Con** 16, **Int** 18, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 30

Feats Deadly Aim, Deadly Calm, Extra Archery Pool (x2), Iron Will, Parting Shot, Point Blank Master, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Craft (weapons) +21, Knowledge (arcana) +21, Knowledge (dungeoneering) +21, Knowledge (geography) +21, Knowledge (nature) +21, Perception +18, Spellcraft +21, Survival +18, Swim +12; **ACP** -2

Languages Common, Elven, Goblin

SQ arcane access, improved spell recall

Combat Gear 20 arrows; **Gear** backpack, *belt of physical perfection* +4, bedroll, belt pouch, *brooch of shielding*, *celestial armor*, *cloak of resistance* +5, +5 composite longbow (+2 Str), mwk flail, *gloves of arrow snaring*, *ring of force shield*, *tome of clear thought* +2 (used), spell component pouch, wizard's spellbook (53/100); **Coins** 2,800 gp

Demographics

Faith atheist

Homeland Fenian Triarchy

Aaron's Spellbook (15th level)

5th—*beast shape III*, *break enchantment*, *dismissal*, *elemental body II*, *hold monster*, *wall of force*

4th—*black tentacles*, *contagion*, *crushing despair*, *named bullet*^{UC}, *solid fog*, *stoneskin*

3rd—*fireball*, *flame arrow*, *keen edge*, *stinking cloud*, *vampiric touch*, *versatile weapon*^{APG}

2nd—*arrow eruption*^{APG}, *cat's grace*, *elemental touch*^{APG}, *glitterdust*, *protection from arrows*, *ricochet shot*^{UC}

1st—*abundant ammunition*^{UC}, *chill touch*, *feather fall*, *gravity bow*^{APG}, *hydraulic push*^{APG}, *magic missile*, *magic weapon*, *shield*, *true strike*

0th—*all*

"Even a slender reed can become a mighty spear. Here, let me show you how."

Living amid the reeds of the marshlands in the Fenian Triarchy is a humble existence, even for a village chieftain's son. The Reedlands are part of that nation, but are rarely at the forefront of Fenian politics, and are left to their own devices, for good or ill, most of the time. In this environment, Aaron grew up calm and unassuming, mastering the simple arts of his people while learning basic and easy magic from his grandfather. His people were people of the bow, and their livelihood revolved around developing skill with that weapon, to provide food, defend against predators, and even for entertainment and the qualification of would-be suitors and prospective leaders.

Aaron remained completely ignorant of his talents until the night the Skorath arrived. These black-clad marauders were a vicious tribe of landless nomads sworn to the destructive methods of the mad god Fenris Kul and known primarily for murder, raiding, and the razing of entire villages to the ground in a single night, the Skorath struck Aaron's home like an unrelenting storm. Their bamboo bows and wooden clubs were no match for the blackened steel the insane attacker wielded, and the tribe died bravely, if not effectively.

Caught meditating in his elder grandfather's hut at the beginning of the attack, Aaron was powerless to join in the terrible battle he could hear raging outside. When the sounds of murder finally ceased, the silence was very short-lived. The doors to the elder's hut shattered inward and warriors began pouring inside. It was then, standing beside his family with his grandfather's reed bow in hand, that Aaron discovered his true gifts. Subtly, over

the years of his training, Aaron's magic and archery skills had blended to become one and the same thing- a fusion of man, longbow, and magic.

Firing so quickly that he was almost a blur, Aaron showered the Skorath warriors with shafts. In the initial rush, twenty raiders charged into the hut. None of them made it even halfway inside. The second press was twenty more and again, none of them reached the ceaseless archer or his loved ones. The bodies piled up, and the moans of the dying filled the air. For a few brief moments, Aaron feel hope that somehow, he and his family might survive the night.

Then came the roar of orders outside. Raiders stopped rushing into the hut. Instead, the Skorath pitched oil and torches at the wood-and-thatch structure. The flames caught quickly, consuming the walls and supports while Aaron and his kin could only huddle together in desperate panic. The end came quickly, with the hut's ceiling crashing down ablaze. The Skorath left with their prizes of paltry goods and a few slaves, and went on their way.

When Aaron awoke, the sole survivor of his family and his tribe, there was nothing left of his home. Though burned and scarred from his ordeal, he had somehow survived. He dragged himself out of the ruins of his home, his only possessions the bow of his ancestors. With it, he hunted and survived the coming winter. With it, he grew lean and strong as he searched for any sign of the Skorath's passage after they murdered his people. He has seen their works, and tried to understand their mad path through the world, their hiding places, and seen the death they have wrought. His bow is his greatest friend, and he has little more than this weapon...

And someday, with that weapon, he will have his revenge.

The following feats compliment the arcane archer class.

Counter Missile

Knowledge that you are not the only one to be able to make a shot can be helpful in defending oneself.

Prerequisite: Dex 13, Combat Reflexes, Precise Shot, base attack bonus +6

Benefit: Once per round, when you would be hit with an attack from a ranged weapon, you can forgo one of your attacks in the next round to prevent that attack with a missile response of your own, using up a piece of ammunition in the process. This literally shoots the incoming missile out of the air. You must be aware of the attack and not flat-footed. Attempting to counter missile does not count as an action. Unusually massive ranged weapons and ranged attacks generated by natural attacks and spell effects can't be prevented by counter missile.

Deadly Calm (Combat)

Even in the midst of shots made with deadly precision, you can find calmness and your deadly shots strike home.

Prerequisites: Dex 13, Deadly Aim, base attack bonus +1.

Benefit: When you are wielding a composite bow, and using the Deadly Aim feat, you do not suffer Deadly Aim's penalty on ranged attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Extra Archery Pool

You have learned how to draw more power from your archery pool.

Prerequisite: Archery pool class feature.

Benefit: Your archery pool increases by 2.

Special: You can gain this feat multiple times. Its effects stack, granting you an increase to your archery pool each time you take this feat.

New Feats

Arcane Trickster

Few can match the guile and craftiness of arcane tricksters. These prodigious thieves blend the subtlest aspects of the arcane with the natural cunning of the bandit and the scoundrel, using spells to enhance their natural thieving abilities. Arcane tricksters can pick locks, disarm traps, and lift purses from a safe distance using their magical legerdemain, and as often as not seek humiliation as a goal to triumph over their foes than more violent solutions.

Prestige Class: Arcane Trickster.

Build Classes: Rogue, Wizard.

Role: With their mastery of magic, arcane tricksters can

make for even more subtle or confounding opponents than standard rogues. Ranged legerdemain enhances their skill as thieves, and their ability to make sneak attacks without flanking or as part of a spell can make arcane tricksters formidable damage-dealers.

Alignment: Any

Hit Die: d8

Starting Gold: 3d6 x 10 (105 gp average)

Class Skills

The arcane trickster's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha),

Table 2.1 – Arcane Trickster

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1	2	3	4	5	6
1st	+0	+0	+2	+2	Cantrips, ranged legerdemain	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Scribe scroll, trapfinding	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Evasion, sneak attack +1d6	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Rogue talent, trap sense +1	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Sneak attack +2d6	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Arcane bond, tricky spells 1/day	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Sneak attack +3d6	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Rogue talent, trap sense +2	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Sneak attack +4d6, tricky spells 2/day	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Impromptu sneak attack 1/day	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Sneak attack +5d6	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Rogue talent, tricky spells 3/day, trap sense +3	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Sneak attack +6d6	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Impromptu sneak attack 2/day, surprise spells	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Sneak attack +7d6, tricky spells 4/day	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Advanced talents, rogue talent, trap sense +4	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Sneak attack +8d6	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Invisible thief, tricky spells 5/day	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Sneak attack +9d6	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Rogue talent, trap sense +5	5	5	5	5	5	5	5

Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

These are all the class features of the arcane trickster.

Weapon and Armor Proficiency: Arcane tricksters are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword, but not with any type of armor or shield. Armor interferes with an arcane trickster's movements, which can cause his spells with somatic components to fail.

Spells: An arcane trickster casts arcane spells drawn from the sorcerer/wizard spell list. An arcane trickster must choose and prepare his spells ahead of time. An arcane trickster only ever learns to cast spells up to level 6. Sorcerer/wizard spells of level 7 or higher are not on the arcane trickster's spell list.

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

An arcane trickster can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 5.1 – Arcane Trickster*. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table: Ability Modifiers and Bonus Spells).

An arcane trickster may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the arcane trickster decides which spells to prepare.

Starting Spells: An arcane trickster begins play with a spellbook containing all 0-level sorcerer/wizard spells plus three 1st-level spells of his choice. The arcane trickster also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new arcane trickster level, he gains two new spells of any spell level or levels that he can cast (based on his new arcane trickster level) for his spell-

book. At any time, an arcane trickster can also add spells found in other arcane spellbooks to his own (see Magic in the *Pathfinder Roleplaying Game Core Rulebook*).

Cantrips: Arcane tricksters can prepare a number of cantrips, or 0-level spells, each day, as noted on *Table 5.1 – Arcane Trickster* under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Ranged Legerdemain (Su): An arcane trickster can use Disable Device and Sleight of Hand at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and an arcane trickster cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. He can only use this ability if he has at least 1 rank in the skill being used and has *mage hand* prepared as a cantrip.

Scribe Scroll: At 2nd level, an arcane trickster gains Scribe Scroll as a bonus feat.

Trapfinding (Ex): An arcane trickster of 2nd level or higher adds ½ his level to Perception skill checks made to locate traps and to Disable Device skill checks and use Disable Device to disarm magic traps.

Evasion (Ex): At 3rd level and higher, an arcane trickster can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the arcane trickster is wearing light armor or no armor. A helpless arcane trickster does not gain the benefit of evasion.

Sneak Attack (Ex): At 3rd level, when an arcane trickster can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The arcane trickster's attack deals extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the arcane trickster flanks his target. This extra damage is 1d6 at 3rd level, and increases by 1d6 every two arcane trickster levels thereafter. Should the arcane trickster score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap,

whip, unarmed strike, or *frostbite*), an arcane trickster can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use an attack that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The arcane trickster must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An arcane trickster cannot sneak attack while striking a creature with concealment. Sneak attack from several sources stacks.

Rogue Talents: At 4th level, an arcane trickster starts to learn a number of rogue talents that aid her and confound her foes. Starting at 4th level, an arcane trickster gains one rogue talent. He gains an additional rogue talent for every 4 levels of arcane trickster. An arcane trickster cannot select an individual talent more than once.

Talents marked with an asterisk add effects to an arcane trickster's sneak attack. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made. Below is a list of rogue talents that are thematically appropriate for an arcane trickster, additional rogue talents can be found in both Pathfinder Roleplaying Game supplements and in 3rd party products.

*Befuddling Strike** (Ex): When the arcane trickster deals sneak attack damage against an opponent, that opponent takes a -2 penalty on attack rolls against the arcane trickster for 1d4 rounds.

Canny Observer (Ex): When an arcane trickster with this talent makes a Perception check to hear the details of a conversation or to find concealed or secret objects (including doors and traps), he gains a $+4$ bonus.

Charmer (Ex): Once per day, the arcane trickster can roll two dice while making a Diplomacy check, and take the better result. He must choose to use this talent before making the Diplomacy check. An arcane trickster can use this ability one additional time per day for every 5 arcane trickster levels he possesses.

Coax Information (Ex): An arcane trickster with this talent can use Bluff or Diplomacy in place of Intimidate to force an opponent to act friendly toward him.

Combat Swipe: An arcane trickster who selects this talent gains Improved Steal as a bonus feat.

Convincing Lie (Ex): When an arcane trickster with this talent lies, he creates fabrications so convincing that others treat them as truth. When an arcane trickster with this talent successfully uses the Bluff skill to convince someone that what he is saying is true, if that individual is questioned later about the statement or story, that

person uses the arcane trickster's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than the arcane trickster's, the individual can use his own modifier and gain a $+2$ bonus on any check to convince others of the lie. This effect lasts for a number of days equal to $1/2$ the arcane trickster's level + the arcane trickster's Charisma modifier.

Cunning Trigger (Ex): An arcane trickster with this talent can use a swift action to set off any trap within 30 feet that he constructed.

Deft Palm (Ex): An arcane trickster with this talent can make a Sleight of Hand check to conceal a weapon while holding it in plain sight, even while he is being observed.

Esoteric Scholar (Ex): Once a day, an arcane trickster with this talent may attempt a Knowledge check, even when he is not trained in that Knowledge skill.

Fast Fingers (Ex): Once per day, an arcane trickster with this talent can roll two dice while making a Sleight of Hand check and take the better result. He must choose to use this talent before making the Sleight of Hand check. An arcane trickster can use this ability one additional time per day for every 5 arcane trickster levels he possesses.

Fast Getaway (Ex): After successfully making a sneak attack or Sleight of Hand check, an arcane trickster with this talent can spend a move action to take the withdraw action. He can move no more than his speed during this movement.

Fast Picks (Ex): An arcane trickster with this talent can use the Disable Device skill to attempt to open a lock as a standard action instead of a full-round action.

Fast Stealth (Ex): This ability allows an arcane trickster to move at full speed using the Stealth skill without penalty.

Getaway Artist (Ex): An arcane trickster with this talent adds Fly, Handle Animal, and Ride to his list of class skills, and gains a $+2$ bonus on all driving checks.

Honeyed Words (Ex): Once per day, the arcane trickster can roll two dice while making a Bluff check, and take the better result. He must choose to use this talent before making the Bluff check. An arcane trickster can use this ability one additional time per day for every five arcane trickster levels he possesses.

Ledge Walker (Ex): This ability allows an arcane trickster to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, an arcane trickster with this talent is not flat-footed when using Acrobatics to move along narrow surfaces.

Quick Disable (Ex): It takes an arcane trickster with this ability half the normal amount of time to disable a

trap using the Disable Device skill (minimum 1 round).

Quick Disguise (Ex): An arcane trickster with this talent can use the items at hand and seemingly innocuous material hidden on his person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill.

The time needed for the arcane trickster to alter his appearance in this manner is based on the complexity of the disguise, as noted on the following table. The times are cumulative, so if a female arcane trickster wants to disguise herself as a male of a different race, that takes 2 minutes.

Disguise	Time
Minor details only	1 full-round action
Disguise as a different gender	1 minute
Disguise as a different race	1 minute
Disguise as a different age category	1 minute
Disguise as a different size category	1 minute

Quick Trapsmith (Ex): As a full-round action, an arcane trickster with this talent can set a simple trap with a CR no greater than 1/2 her rogue level. To do this, he must purchase the components, spend the required time constructing the trap in advance, and have its components at hand. The type of trap that can be constructed in this way is subject to GM discretion.

Rogue Crawl (Ex): While prone, an arcane trickster with this ability can move at half speed. This movement provokes attacks of opportunity as normal. An arcane trickster with this talent can take a 5-foot step while crawling.

Slow Reactions* (Ex): Opponents damaged by the arcane trickster's sneak attack can't make attacks of opportunity for 1 round.

Stand Up (Ex): An arcane trickster with this ability can stand up from a prone position as a free action. This still provokes attacks of opportunity for standing up while threatened by a foe.

Trap Spotter (Ex): Whenever an arcane trickster with this talent comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.

Underhanded* (Ex): An arcane trickster with this talent gains a +4 circumstance bonus on all Sleight of Hand checks made to conceal a weapon. Furthermore, if he makes a sneak attack during the surprise round using a concealed weapon that his opponent didn't know about, he does not have to roll sneak attack damage, and the

sneak attack deals maximum damage. An arcane trickster can only use the underhanded talent a number of times per day equal to his Charisma modifier (minimum 0).

Wall Scramble (Ex): An arcane trickster with this talent rolls twice when making Climb checks and takes the better of the two rolls. If he already rolls twice while making a Climb check because of another ability or effect, he gains a +2 insight bonus on both of those rolls instead. If the arcane trickster is under the effect of a spell or ability that forces her to roll two dice and take the worse result, he only needs to roll 1d20 while making Climb checks.

Trap Sense (Ex): At 4th level, an arcane trickster gains an intuitive sense that alerts his to danger from traps, giving him a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses increase by one for every for arcane trickster levels. Trap sense bonuses gained from multiple classes stack.

Arcane Bond (Ex or Sp): At 6th level, arcane tricksters form a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. A familiar is a magical pet that enhances the arcane trickster's skills and senses and can aid him in magic, while a bonded object is an item an arcane trickster can use to cast additional spells or to serve as a magical item. Once an arcane trickster makes this choice, it is permanent and cannot be changed.

Rules for bonded items are given below, while rules for familiars are located under Familiars in the *Pathfinder Roleplaying Game Core Rulebook*. Arcane tricksters who select a bonded object must possess or acquire a magic item or masterwork item from the following categories: amulet, ring, staff, wand, or weapon to act as the bonded object. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If an arcane trickster attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the arcane trickster has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the arcane trickster, including casting time, duration, and other effects dependent on the arcane trickster's level. This spell cannot be modified by metamagic feats or

other abilities.

An arcane trickster can add additional magic abilities to his bonded object as if he has the required Item Creation Feats and if he meets the level prerequisites of the feat. If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the arcane trickster who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the arcane trickster prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per arcane trickster level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. An arcane trickster can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Tricky Spells (Su): Starting at 6th level, as a free action, an arcane trickster can cast his spells without their somatic or verbal components, as if using the Still Spell and Silent Spell feats. Spells cast using this ability do not increase in spell level or casting time. He can use this ability once per day at 6th level and one additional time per every three levels thereafter, to a maximum of 5 times per day at 18th level. The arcane trickster decides to use this ability at the time of casting.

Impromptu Sneak Attack (Ex): Beginning at 10th level, once per day an arcane trickster can declare one melee or ranged attack he makes to be a sneak attack (under normal restrictions for range). The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures that are not subject to precision damage take no extra damage (though they still lose any Dexterity bonus to AC against the attack). At 14th level, an arcane trickster can use this ability twice per day.

Surprise Spells: At 14th level, an arcane trickster can add his sneak attack damage to any spell that deals damage, if the targets are flat-footed. This additional damage only applies to spells that deal hit point damage, and the additional damage is of the same type as the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage.

Advanced Talents: At 16th level, and every four levels thereafter, an arcane trickster can choose an advanced talent in place of a rogue talent. Below are some advanced talents that are thematically appropriate for arcane tricksters.

Another Day (Ex): Once per day, when the arcane trickster would be reduced to 0 or fewer hit points by a melee attack, he can take a 5-foot step as an immediate action. If the movement takes him out of the reach of the attack, he takes no damage from the attack. The arcane trickster is staggered for 1 round on her next turn.

Confounding Blades (Ex):* When an arcane trickster with this talent hits a creature with a melee weapon that deals sneak attack damage, her target cannot make attacks of opportunity for 1d4+1 rounds. The arcane trickster must have the slow reaction rogue talent before he can choose this talent.

Dispelling Attack (Su):* Opponents that are dealt sneak attack damage by an arcane trickster with this ability are affected by a targeted dispel magic, targeting the lowest-level spell effect active on the target. The caster level for this ability is equal to the arcane trickster's level. An arcane trickster does not require a prerequisite for this advanced talent.

Entanglement of Blades (Ex):* When an arcane trickster with this talent hits a creature with a melee attack that deals sneak attack damage, the target cannot take a 5-foot step until the beginning of the arcane trickster's next turn.

Fast Tumble (Ex): When an arcane trickster with this talent uses Acrobatics to move at full speed through a threatened square without provoking an attack of opportunity, the DC of the Acrobatics check does not increase by 10.

Frugal Trapsmith (Ex): When an arcane trickster with this talent constructs a mechanical trap, he only pays 75% of the normal cost.

Getaway Master (Ex): An arcane trickster with this talent gains a +10 bonus on all drive checks. The arcane trickster must have the getaway artist rogue talent before choosing this talent.

Hide in Plain Sight (Ex): An arcane trickster with this

talent can select a single terrain from the ranger's favored terrain list. He is a master at hiding in that terrain, and while within that terrain, he can use the Stealth skill to hide, even while being observed. An arcane trickster may take this advanced talent more than once, each time selecting a different terrain from the favored terrain list.

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

Master of Disguise (Ex): Once per day, an arcane trickster with this talent gains a +10 bonus on a single Disguise check.

Skill Mastery: The arcane trickster becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent her from doing so. He may even use this with ranged legerdemain. An arcane trickster may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

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

Weapon Snatcher (Ex): An arcane trickster with this talent can make a Sleight of Hand check in place of a combat maneuver check when attempting to disarm an opponent.

Invisible Thief (Su): At 18th level, an arcane trickster can become invisible, as if under the effects of *greater invisibility*, as a free action. He can remain invisible for a number of rounds per day equal to his arcane trickster level. His caster level for this effect is equal to his class level. These rounds need not be consecutive.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of arcane trickster,

the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Elf: When casting arcane trickster's illusion spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Gnome: The arcane trickster gains a +1/2 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings.

Half-Elf: When casting arcane trickster's enchantment spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Half-Orc: Add a +1 bonus on concentration checks made due to taking damage while casting arcane trickster spells.

Halfling: Add a +1/2 bonus on CMB checks to steal items.

Human: Add one spell from the arcane trickster's spell list to the arcane trickster's spellbook. This spell must be at least one level below the highest spell level the arcane trickster can cast.



Sample Arcane Trickster Character

Below is a sample arcane trickster player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

This handsome catfolk male seems capable of any kind of trickery possible- and probably some that are impossible.

Zithemerr (CR 1/2; XP 200)

Male catfolk arcane trickster 1

CG Medium humanoid (catfolk)

Init +3; **Senses** low-light vision; Perception +4

Defense

AC 13, touch 13, flat-footed 10
(+3 Dex)

hp 9 (1d8+1)

Fort +0, **Ref** +5, **Will** +0

Defensive Abilities cat's luck 1/day

Offense

Speed 30 ft.; sprinter

Melee shortsword +1 (1d6+1/19-20)

Ranged shortbow +3 (1d6/x3)

Spells Prepared (CL 1st; concentration +3)

1st—*disguise self*, *magic aura*

0th (at-will)—*ghost sound* (Wd-DC 12), *light*, *mage hand*

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 14, **Wis** 6, **Cha** 15

Base Atk +0; **CMB** +1; **CMD** 14

Feats Arcane Strike

Skills Bluff +6, Disable Device +7, Perception +4, Sleight of Hand +7, Spellcraft +6, Stealth +7, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ ranged legerdemain

Combat Gear 1 acid flask, 20 arrows, 10 cold iron arrows; **Gear** backpack, belt pouch, dagger, inkpen, ink (1 vial), shortbow, shortsword, thieves tools, spellbook, wineskin; **Coins** 11 gp

Demographics

Faith Yolana

Homeland Paradigm, Azag-Ithiel

Zithemerr's Spellbook (1st Level)

1st—*charm person*, *disguise self*, *hold portal*, *mage armor*, *magic aura*

0th—*all*

Zithemerr (CR 4; XP 1,200)

Male catfolk arcane trickster 5

CG Medium humanoid (catfolk)

Init +7; **Senses** low-light vision; Perception +8

Defense

AC 15, touch 15, flat-footed 12
(+2 deflection, +3 Dex)

hp 31 (5d8+5)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities cat's luck 1/day, evasion, trapsense +1

Offense

Speed 30 ft.; sprinter

Melee mwk shortsword +5 (1d6+1/19-20)

Ranged mwk shortbow +7 (1d6/x3)

Special Attacks sneak attack +2d6

Spells Prepared (CL 5th; concentration +7/+11)

2nd—*blur*, *invisibility*, *mirror image*

1st—*charm person* (W-DC 13), *disguise self*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 12), *light*, *mage hand*, *resistance*

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 15, **Wis** 6, **Cha** 15

Base Atk +3; **CMB** +4 (+6 steal); **CMD** 19 (21 vs. steal)

Feats Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Scribe Scroll

Skills Bluff +10, Disable Device +11, Perception +8, Sleight of Hand +11, Spellcraft +10, Stealth +11, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ ranged legerdemain, rogue talent (combat swipe), trapfinding +2

Combat Gear 2 *potions of invisibility*, 3 acid flasks, 15 arrows, 8 cold iron arrows; **Gear** backpack, belt pouch, *cloak of resistance* +1, dagger, inkpen, ink (1 vial), *ring of protection* +2, mwk shortbow, mwk shortsword, thieves tools, spellbook, wineskin; **Coins** 206 gp

Demographics

Faith Yolana

Homeland Paradigm, Azag-Ithiel

Zithemerr's Spellbook (5st Level)

2nd—*blur*, *invisibility*, *mirror image*, *phantom trap*

1st—*charm person*, *detect secret doors*, *disguise self*, *hold portal*, *identify*, *mage armor*, *magic aura*, *shield*, *unseen servant*

0th—*all*

Zithemerr (CR 9; XP 6,400)

Male catfolk arcane trickster 10
CG Medium humanoid (catfolk)

Init +7; **Senses** low-light vision; Perception +13

Defense

AC 21, touch 15, flat-footed 18
(+6 armor, +2 deflection, +3 Dex)

hp 58 (10d8+10)

Fort +4, **Ref** +11, **Will** +6

Defensive Abilities cat's luck 1/day, evasion, trapsense +2

Offense

Speed 30 ft.; sprinter

Melee +2 *shortsword* +11/+6 (1d6+3/19-20)

Ranged +2 *shortbow* +13/+8 (1d6+2/x3)

Special Attacks impromptu sneak attack 1/day, sneak attack +4d6, tricky spells 2/day

Spells Prepared (CL 10th; concentration +13/+17)

4th—*greater invisibility*

3rd—*deep slumber* (W-DC 16), *displacement*, *hold person* (W-DC 16), *invisibility sphere*

2nd—*blur*, *hideous laughter* (W-DC 15), *invisibility*, *mirror image*, *phantom trap*

1st—*charm person* (W-DC 14), *disguise self*, *hold portal*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 13), *light*, *mage hand*, *message*, *resistance*

Statistics

Str 12, **Dex** 17, **Con** 10, **Int** 16, **Wis** 6, **Cha** 15

Base Atk +7; **CMB** +8 (+10 steal); **CMD** 23 (25 vs. steal)

Feats Arcane Armor Training, Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Light Armor Proficiency, Scribe Scroll

Skills Bluff +15, Disable Device +18, Perception +13, Sleight of Hand +16, Spellcraft +16, Stealth +26, Survival +0; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Elven, Halfling

SQ arcane bond (*ring of protection* +2), ranged legerdemain, rogue talent (combat swipe, deft palm), trapfinding +5

Combat Gear 3 *potions of invisibility*, 2 acid flasks, 25 arrows, 12 alchemical silver arrows; **Gear** backpack, belt pouch, *cloak of resistance* +1, mwk dagger, inkpen, ink (1 vial), +4 *improved shadow leather armor*, *ring of protection* +2, *ring of counterspells* (fireball), +2 *shortbow*, +2 *shortsword*, mwk thieves tools, spellbook, wineskin; **Coins** 246 gp

Demographics

Faith Yolana

Hometown Paradigm, Azag-Ithiel

Zithemerr's Spellbook (10th level)

3rd—*deep slumber*, *displacement*, *hold person*, *invisibility sphere*, *major image*, *suggestion*

2nd—*blur*, *hideous laughter*, *invisibility*, *mirror image*, *misdirection*, *phantom trap*

1st—*charm person*, *detect secret doors*, *disguise self*, *hold portal*, *identify*, *mage armor*, *magic aura*, *shield*, *unseen servant*

0th—*all*

Zithemerr (CR 14; XP 38,400)

Male catfolk arcane trickster 15

CG Medium humanoid (catfolk)

Init +11; **Senses** low-light vision; Perception +18

Defense

AC 28, touch 22, flat-footed 21

(+6 armor, +5 deflection, +7 Dex)

hp 101 (15d8+30)

Fort +10, **Ref** +17, **Will** +12

Defensive Abilities cat's luck 1/day, evasion, trapsense +3

Offense

Speed 30 ft.; sprinter

Melee +2 *shortsword* +15/+10/+5 (1d6+3/19-20)

Ranged +5 *shortbow* +24/+19/+14 (1d6+5/x3)

Special Attacks impromptu sneak attack 2/day, sneak attack +4d6, surprise spells, tricky spells 4/day

Spells Prepared (CL 15th; concentration +18/+22)

5th—*dominate person* (W-DC 19), *mind fog* (W-DC 19), *persistent image* (Wd-DC 19)

4th—*charm monster* (W-DC 18), *greater invisibility*, *lesser geas* (W-DC 18), *rainbow pattern* (W-DC 18)

3rd—*deep slumber* (W-DC 17), *displacement*, *hold person* (W-DC 17), *invisibility sphere*, *major image* (Wd-DC 17), *suggestion* (W-DC 17)

2nd—*blur*, *hideous laughter* (W-DC 16), *invisibility*, *mirror image*, *misdirection*, *phantom trap*

1st—*charm person* (W-DC 15), *disguise self*, *hold portal*, *mage armor*, *magic aura*, *shield*

0th (at-will)—*ghost sound* (Wd-DC 14), *light*, *mage hand*, *message*, *resistance*

Statistics

Str 12, **Dex** 24, **Con** 10, **Int** 16, **Wis** 6, **Cha** 15

Base Atk +11; **CMB** +12 (+14 steal); **CMD** 34 (36 vs. steal)

Feats Arcane Armor Training, Arcane Strike, Combat Casting, Improved Initiative, Improved Steal, Light

Armor Proficiency, Scribe Scroll, Spell Focus (enchantment, illusion), Toughness

Skills Bluff +20, Disable Device +27, Perception +18, Sleight of Hand +25, Spellcraft +21, Stealth +35, Survival +3; **Racial Modifiers** +2 Perception, +2 Stealth, +2 Survival

Languages Common, Catfolk, Dwarven, Elven, Half-ling

SQ arcane bond (*ring of protection* +5), ranged legerdemain, rogue talent (combat swipe, deft palm, trap spotter), trapfinding +7

Combat Gear 5 *potions of invisibility*, 5 acid flasks, 10 durable arrows, 8 alchemical silver arrows; **Gear** *amulet of proof against detection and location*, backpack, *belt of incredible dexterity* +6, belt pouch, *cloak of resistance* +5, mwk dagger, inkpen, ink (1 vial), +4 *improved shadow leather armor*, *ring of protection* +5, *ring of counterspells* (fireball), +5 *shortbow*, +2 *shortsword*, mwk thieves tools, spellbook, wineskin; **Coins** 175 gp

Demographics

Faith Yolana

Homeland Paradigm, Azag-Ithiel

Zithemerr's Spellbook (15th level)

5th—*antidivine field**, *dismissal*, *dominate person*, *mind fog*, *persistent image*, *seeming*

4th—*charm monster*, *greater invisibility*, *lesser geas*, *rainbow pattern*, *tempest's swiftness***, *trueform*

3rd—*deep slumber*, *displacement*, *hold person*, *invisibility sphere*, *major image*, *suggestion*

2nd—*blur*, *hideous laughter*, *invisibility*, *mirror image*, *misdirection*, *phantom trap*

1st—*charm person*, *detect secret doors*, *disguise self*, *hold portal*, *identify*, *mage armor*, *magic aura*, *shield*, *unseen servant*

0th—all

* from *Heroes of the Siwathi Desert*

** from *Heroes of Azag-Ithiel*

"Dice roll, coins flip, and cards fall where they may. Luck's only constant, my friends, is that it changes."

Zithemerr has been defying the odds all his life. Born the runt of a litter of three to a vagabond catfolk clan of entertainers, his first few years were a struggle just to survive. Sickly and weak, he managed to claw his way back from the edge of an invalid life with the help of a loving mother and the sheer force of his considerable personality. He was educated by whatever books his rather

'acquisitive' family could find for him during their forays into Paradigm, thus making good use of all the years he spent bedridden.

Knowledge and its acquisition are Zithemerr's goals in life. He is not a killer, and does not seek to slay any great dragons or rout the Jheriak Steelhounds from yet another suicidal raid. He loves comforts as much as any catfolk, but would live in a box (and frequently has) if it would gain him another tidbit of information about magic and its practical use. The Newlanders whom he lives among are very understanding of this, though the Furnace Elves have taken him and his family to task for their gifting ways. Ever the entrepreneurs, they keep on.

In many ways, Zithemerr is a brilliant trickster. His knowledge of magic is quite deep, though one would be surprised to discover it, and his hand-eye coordination and skills are par excellence. In other ways, he is hopelessly naïve. His cunning is the sort that requires thought and preparation, making him excellent at long cons, heists, and infiltration. Thinking on his feet, especially when he might be at a loss because of his isolated youth, is most assuredly not his forte. He has had to run for his life more than once, and gotten mixed up in the Elemental/Deist conflict even without trying...

During times like these, Zithemerr draws upon the best trick he has – his family. His siblings and his mother are all very protective of their genius waif of a charlatan. Though his magic is potent and his light fingers among the most adroit in Porphyra, his greatest escapades involve his mother the witch, and the ever-changing members of her coven, his swashbuckling brother (not exactly a threat on the high seas), and his sister, the would-be theurge, as greedy for magical power as she is for attention from her parents. Together, they spin adventures and survive escapades that have become legends throughout Azag-Ithiel

Assassin

A mercenary undertaking his task with cold, professional detachment, the assassin is equally adept at espionage, bounty hunting, and terrorism. At his core, an assassin is an artisan, and his medium is death. Trained in a variety of killing techniques, assassins are among the most feared classes.

Prestige Class: Assassin.

Build Class: Rogue.

Role: Assassins tend to be loners by nature, seeing companions as liabilities at best. Sometimes an assassin's missions put him in the company of adventurers for long stretches at a time, but few people are comfortable trusting a professional assassin to watch their backs in a fight, and are more likely to let the emotionless killer scout ahead or help prepare ambushes.

Alignment: Any non-good. Due to its necessary selfishness and callous indifference toward taking lives for material gain, the assassin class attracts those with evil

alignments more than any others. Neutral characters sometimes become assassins, frequently thinking of themselves as simple professionals performing a job, yet the nature of their duties inevitably pushes them toward an evil alignment. There is no penalty for an assassin trying to maintain a non-evil alignment; the act of assassination just naturally gravitates towards evil.

Hit Die: d8.

Starting Gold: 4d6 x 10 (140 gp average)

Class Skills

The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 8 + Int modifier.

Table 3.1 - Assassin Class Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Poison use, sneak attack +1d6
2nd	+1	+0	+3	+0	Evasion, menacing blade
3rd	+2	+1	+3	+1	Sneak attack +2d6, poison save +1
4th	+3	+1	+4	+1	Death attack, uncanny dodge
5th	+3	+1	+4	+1	Sneak attack +3d6
6th	+4	+2	+5	+2	Hidden weapons, poison save +2
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, true death
9th	+6/+1	+3	+6	+3	Sneak attack +5d6, poison save +3
10th	+7/+2	+3	+7	+3	Quiet death
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Poison save +4, resurrection sense
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Angel of death
15th	+11/+6/+1	+5	+9	+5	Sneak attack +8d6, poison save +5
16th	+12/+7/+2	+5	+10	+5	Hide in plain sight
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Poison save +6, swift death
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Master strike, soul bind

Class Features

The following are class features of the assassins.

Weapon and Armor Proficiency: Assassins are proficient with the blowgun, crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. Assassins are proficient with light armor but not with shields.

Poison Use: Assassins are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade (see Poison, *Pathfinder Core Rulebook*).

Sneak Attack: If an assassin can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

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

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), an assassin can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty.

The assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. An assassin cannot sneak attack while striking a creature with concealment.

Evasion (Ex): At 2nd level and higher, an assassin can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the assassin is wearing light armor or no armor. A helpless assassin does not gain the benefit of evasion.

Menacing Blade (Ex): When an assassin hits an opponent and deals sneak attack damage, she can forgo 1d6 points of that damage and make a free Intimidate check to demoralize a foe. For every additional 1d6 points of sneak attack damage she forgoes, she receives a +5 cir-

cumstance bonus on this check.

Poison Save: At 3rd level, the assassin gains a +1 saving throw bonus against poisons. This bonus increase by +1 every three levels after level three. He also gains this bonus on Craft (Alchemy) checks to brew poisons.

Death Attack (Ex): If an assassin of 4th level or higher studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target detects the assassin or recognizes the assassin as an enemy (although the attack might still be a sneak attack if the target is denied his Dexterity bonus to his Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC $10 + \frac{1}{2}$ the assassin's class level + the assassin's Int modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

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

Uncanny Dodge (Ex): Starting at 4th level, an assassin can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. An assassin with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

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

Hidden Weapons (Ex): At 6th level, an assassin becomes a master at concealing his identity and hiding weapons on his body. He adds half his assassin level to all Disguise checks and to Sleight of Hand skill checks made to prevent others from noticing hidden weapons or to surreptitiously use poison.

Improved Uncanny Dodge (Ex): An assassin of 8th level or higher can no longer be flanked.

This defense denies another assassins the ability to sneak attack the character by flanking her, unless the attacker has at least four more assassin levels than the target does.

If a character already has uncanny dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum assassin level required to flank the character.

True Death (Su): Starting at 8th level, anyone slain by an assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the assassin's level.

Quiet Death (Ex): At 10th level, whenever an assassin kills a creature using his death attack during a surprise round, he can also make a Stealth check, opposed by Perception checks of those in the vicinity to prevent them from identifying him as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

Resurrection Sense (Su): At 12th level, a assassin senses if a creature he has slain within the last year has been restored to life, as long as they are both on the same plane.

Angel of Death (Su): At 14th level, the assassin becomes a master of death. Once per day, when the assassin makes a successful death attack, he can cause the target's body to crumble to dust. This prevents *raise dead* and *resurrection* (although *true resurrection* works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

At 18th level, the assassin can use this ability with every death attack.

Hide in Plain Sight (Su): At 16th level, an assassin can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, an assassin

can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

Swift Death (Ex): At 18th level, once per day, an assassin can make a death attack against a foe without studying the foe beforehand. He must still sneak attack his foe using a melee weapon that deals damage.

Master Strike (Ex): Upon reaching 20th level, an assassin becomes incredibly deadly when dealing sneak attack damage. Each time the rogue deals sneak attack damage, she can choose one of the following three effects: the target can be put to sleep for 1d4 hours, paralyzed for 2d6 rounds, or slain. Regardless of the effect chosen, the target receives a Fortitude save to negate the additional effect. The DC of this save is equal to 10 + 1/2 the rogue's level + the rogue's Intelligence modifier. Once a creature has been the target of a master strike, regardless of whether or not the save is made, that creature is immune to that rogue's master strike for 24 hours. Crea-



tures that are immune to sneak attack damage are also immune to this ability.

Soul Bind (Sp): At 20th level the assassin can use *soul bind* once per day as a wizard of his assassin level. This is a free action when used against a target the assassin has just slain, and also has the effect of the angel of death ability.

Purple Duck Note: *One of the serious drawbacks in choosing to adopt a prestige archetype is that the 20-level progression often loses much of the flexibility of the original base class. In consultation with your GM, if you wanted to customize the assassin class somewhat you may exchange any advancement in sneak attack damage for a rogue talent. At levels 10 and above, you may substitute an advanced rogue talent.*

The other trade off is that it makes leveling up your character a quicker process particularly if you have one of "those" players in your group that seem to take forever to level up.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of assassin, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1/2 bonus on Intimidate check to demoralize opponents.

Elf: Gain +1/6 of a new rogue talent (see Rogue, *Pathfinder Core Rulebook*)

Gnome: Add a +1/2 bonus on Disable Device checks to open locks.

Half-Elf: Reduce the time it takes to create a disguise with the Disguise skill by 1 minute to a minimum 1 minute.

Half-Orc: Add +1/3 circumstance bonus on critical hit confirmation rolls made using sneak attack (maximum bonus +5).

Halfling: Add +1 bonus on Diplomacy checks to gather information about people.

Human: Choose a weapon from the following list: blowgun, dagger, or hand crossbow. Add a +1/2 circumstance bonus on critical hit confirmation rolls with the weapon (maximum bonus +4).

Sample Assassin Character

Below is a sample assassin player character created using these rules at levels 1, 5, 10, and 15. The player character's favored class bonus is spent on extra rogue talents.

Narvez Iaianar (CR 1/2; XP 200)

Male elf assassin 1

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +6

Defense

AC 15, touch 13, flat-footed 12

(+2 armor, +3 Dex)

hp 8 (1d8)

Fort +0, **Ref** +5, **Will** +1 ; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee dagger +2 (1d4+2/19-20) or dagger +0 (1d4+2/19-20) and dagger +0 (1d4+1/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks +1 vs. dwaves and orcs, sneak attack +1d6

Statistics

Str 15, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 15

Feats Two-Weapon Fighting

Skills Craft (alchemy) +4, Disguise +3, Escape Artist +7, Intimidate +3, Knowledge (local) +4, Perception +6, Sleight of Hand +7, Stealth +7; **Racial Modifiers** +2 Perception

SQ poison use, weapon familiarity

Languages Common, Elven

Combat Gear 1 vial of small centipede poison; **Gear** 5 daggers, leather armor, thieves' tools

Demographics

Faith Nise

Homeland Haunted Sea

Narvez Iaianar (CR 4; XP 1,200)

Male elf assassin 5

NE Medium humanoid (elf)

Init +7; **Senses** low-light vision; Perception +10

Defense

AC 18, touch 13, flat-footed 18

(+5 armor, +3 Dex)

hp 26 (5d8)

Fort +1, **Ref** +7, **Will** +2 ; +2 vs. enchantment, +1 vs. poison

Defensive Abilities evasion, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.

Melee adamantine dagger +7 (1d4+3/19-20) or adamantine dagger +5 (1d4+3/19-20) and dagger +4 (1d4+3/19-20)

Ranged dagger +6 (1d4+3/19-20)

Special Attacks +1 vs. dwaves and orcs, death attack, menacing blade, sneak attack +3d6

Statistics

Str 16, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +6; **CMD** 19

Feats Double Slice, Improved Initiative, Two-Weapon Fighting

Skills Craft (alchemy) +8, Disguise +7, Escape Artist +11, Intimidate +7, Knowledge (local) +8, Perception +10, Sleight of Hand +11, Stealth +16; **Racial Modifiers** +2 Perception

SQ poison use, weapon familiarity

Languages Common, Elven

Combat Gear 11 vials of black adder venom; **Gear** adamantine dagger, 5 daggers, +1 *shadow mithril shirt*, mwk thieves' tools; **Coins** 80 gp

Demographics

Faith Nise

Homeland Haunted Sea

Narvez Iaianar (CR 9; XP 6,400)

Male elf assassin 10

NE Medium humanoid (elf)

Init +8; **Senses** low-light vision; Perception +15

Defense

AC 22, touch 14, flat-footed 22

(+5 armor, +4 Dex, +2 natural, +1 shield)

hp 58 (10d8+10)

Fort +10, **Ref** +14, **Will** +8; +2 vs. enchantment, +3 vs. poison

Defensive Abilities evasion, improved uncanny dodge;

Immune *sleep*

Offense

Speed 30 ft.

Melee +2 *adamantine dagger* +14/+9 (1d4+6/19-20) or +2 *adamantine dagger* +12/+7 (1d4+6/19-20) and +2 *adamantine dagger* +12 (1d4+6/19-20)

Ranged dagger +11 (1d4+4/19-20)

Special Attacks +1 vs. dwaves and orcs, death attack, menacing blade, quiet death, sneak attack +5d6, true death

Statistics

Str 19, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 25

Feats Double Slice, Great Fortitude, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting

Skills Craft (alchemy) +13, Disable Device +15 (+20 traps), Disguise +12, Escape Artist +17, Knowledge (local) +13, Perception +15 (+20 traps), Sleight of Hand +17 (+22 conceal weapons), Stealth +22; **Racial Modifiers** +2 Perception

SQ hidden weapons +5, poison use, rogue talent (bleeding attack), weapon familiarity

Languages Common, Elven

Combat Gear 8 vials of black adder venom; **Gear** 2-+2 *adamantine daggers*, *amulet of natural armor* +2, *cloak of resistance* +4, 4 daggers, +1 *shadow mithril shirt*, *belt of physical perfection* +2, mwk thieves' tools; **Coins** 208 gp

Demographics

Faith Nise

Homeland Haunted Sea

Narvez Iaianar (CR 14; XP 38,400)

Male elf assassin 15

NE Medium humanoid (elf)

Init +8; **Senses** low-light vision, resurrection sense; Perception +20

Defense

AC 29, touch 17, flat-footed 29

(+9 armor, +3 deflection, +4 Dex, +2 natural, +1 shield)

hp 86 (15d8+15)

Fort +11, **Ref** +17, **Will** +10; +2 vs. enchantment, +5 vs. poison

Defensive Abilities evasion, improved uncanny dodge;

Immune *sleep*

Offense

Speed 30 ft.

Melee +5 *adamantine dagger* +21/+16/+11 (1d4+10/19-20) or +5 *adamantine dagger* +19/+14/+9 (1d4+10/19-20) and +5 *adamantine dagger* +19/+14/+9 (1d4+7/19-20)

Ranged dagger +15 (1d4+5/19-20)

Special Attacks +1 vs. dwaves and orcs, angel of death, death attack, menacing blade, quiet death, sneak attack +8d6, true death

Statistics

Str 20, **Dex** 18, **Con** 12, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +11; **CMB** +16; **CMD** 30

Feats Double Slice, Great Fortitude, Greater Two-Weapon Fighting, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Two-Weapon Defense, Two-Weapon Fighting

Skills Craft (alchemy) +18, Disguise +17, Escape Artist +22, Intimidate +17, Knowledge (local) +18, Percep-

tion +20, Sleight of Hand +22 (+29 conceal weapons), Stealth +37; **Racial Modifiers** +2 Perception
SQ hidden weapons +7, poison use, rogue talent (bleeding attack, surprise attack), weapon familiarity

Languages Common, Elven

Combat Gear 4 vials of black lotus extract; **Gear** 2-+5 *adamantine daggers*, *amulet of natural armor* +2, *cloak of resistance* +4, 4 daggers, +5 *greater shadow mithril shirt*, *belt of physical perfection* +2, *ring of protection* +3, mwk thieves' tools; **Coins** 4,000 gp in gems and jewelry

Demographics

Faith Nise

Homeland Haunted Sea

"Welcome, weary ones. That must have been quite a voyage! Sit, sit, and let's toast your good fortune!"

Narvez learned very early on that Porphyra can be a cruel and unforgiving place. While sailing into exile from their verdant home, his family's vessel struck and was capsized on a bloodstone shoal in the middle of the Haunted Sea. Everything they owned, the entire Iaianar fortune, was lost along with all aboard, save him and his sister. Together, fighting the rising waves, they managed to find a life boat and break free of their doomed vessel before it dragged them down as well, they soon wished they had gone down with the ship...

Drifting for days beneath the blighted sky, they could only watch as the image of that blood-streaked shoal grew smaller until it disappeared completely and they were surrounded by angry, trackless seas. With nothing to eat or drink, time wore them down until both were little more than skin and bones and whispering breath. Madness encroached on their minds, the approaching, laughing spectre of death.

With the last of her strength, Narvez' sister rolled onto her side and brought her arm up to his lips. Her throat was long past the point of being able to speak but he knew what she desired. Though horrified by the thought, he felt a fierce will to survive erupt deep inside his fading mind. He brought his teeth together, his eyes locked on hers. Though the pain should have been agony, his sister only smiled as if to say, 'Live. Live for us both.'

By the time his life boat was found and Narvez was rescued, he was a completely different person. All that burned behind his fiercely intelligent eyes was the need

to survive no matter what the cost. He took on scullery duties to buy his passage on the ship that found him. He migrated to dock work as soon as they made port.

Naturally strong and willing to do any task, no matter how demeaning or vile, he grew into manhood with a resume dark enough to make a demon falter. His more combative pursuits drew the attention of a cabal of criminals looking for someone to silence their competitors. Though Narvez had fought hundreds of times and some of those struggles had ended in death, this was the first time he had ever been commissioned to hunt someone with the intention of taking their life. But the old sensation of taking his sister's life to save his own, to keep himself alive washed over him, and he readily took to the test of his abilities, a "free killing" of a low-level thug on the streets that had broken some minor rule- a shadow of himself a few years ago.

His employers discovered that he was good at it. He discovered that he liked it. He honed his skills at the tutelage of hooded masters who always stood "a sword's pace" away, in the instructional tradition of professional killers. His "first blood" as a paid bladed assassin was a corrupt resident guard in the Blackstar prison-keep who raised his prices one too many times- a tough assignment, to say the least. Narvez put his dagger in the guard's ear while dangling by one foot from a rope, and the task was done. After that spectacular job, the offers came pouring in. Now he charges his own fees, chooses his own methods of killing, and kills for sport whenever the desire strikes him.

One of his favorite games is to greet shipwreck survivors freshly arrived at port, get to know them, and then hunt them to death as soon as they feel safe. The sick echoes of his own situation are not lost on him, during the commission of this pastime, for the assassin that does not acknowledge his own fascinations and foibles with death is not the professional he makes himself out to be.

Blood Mystic

Blood mystic are doubly gifted - their blood carries a connection to both the arcane and divine. This allows them to delve into a breadth of power unavailable to almost anyone else. Blood mystics feel that the distinction between arcane and divine is largely meaningless, for tasks impossible to a mighty cleric or wizard comes naturally to them.

Prestige Class: Mystic theurge.

Build Classes: Oracle, sorcerer.

Role: The blood mystic has a unique palette of powers, and is able to both support her party and control the battlefield. Skimming across such a wide array of abilities forces the blood mystic to make many hard choices, both between what powers to seek in their blood and in

how to use those powers.

Alignment: Any. Blood mystics are created by chance, and the diversity of their powers draws many of them to chaotic alignments.

Hit Die: d6.

Starting Gold: 3d6 x 10 gp (105 gp).

Class Skills

The blood mystic's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Spellcraft (Int) and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Table 4.1 - Blood Mystic

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Blood curse, blood mystery, cantrips & orisons, Eschew Materials, mystic bloodline	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Mystery spell	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bloodline Spell	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Mystery spell	6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bloodline Spell	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5	Mystery spell	6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bloodline Spell	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6	Mystery spell	6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Bloodline Spell	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Mystery spell	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Bloodline Spell	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8	Mystery spell	6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Bloodline Spell	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9	Mystery spell	6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Bloodline Spell	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10	Mystery spell	6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Bloodline Spell	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11	Mystery spell	6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Bloodline Spell	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Spell synthesis	6	6	6	6	6	6	6	6	6

Class Features

The following are the class features of the blood mystic.

Weapon and Armor Proficiency: Blood mystics are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, and with light armor. However, armor interferes with a blood mystic’s movements, which can cause his spells with somatic components to fail.

Spells: A blood mystic casts divine spells drawn from the cleric/oracle spell list and arcane spells from the sorcerer/wizard spell lists. She can use both arcane and divine spell completions items. A blood mystic can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a blood mystic must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a blood mystic’s spell is 10 + the spell’s level + the blood mystic’s Charisma modifier.

Like other spellcasters, a blood mystic can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on *Table 12.1 - Blood Mystic*. In addition, she receives bonus spells per day if she has a high Charisma score (see *Table: Ability Modifiers and Bonus Spells* in the *Pathfinder Roleplaying Game Core Rulebook*). She has a single pool of spells per day shared by arcane and divine spells.

A blood mystic’s selection of spells is limited. A blood mystic begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new blood mystic level, she gains one or more new spells, as indicated on *Table 12.2 - Blood Mystic Spells Known*. The blood mystic picks these spells from either the cleric/oracle and sorcerer/wizard spell lists. Unlike spells per day, the number of spells a blood mystic knows is not affected by her Charisma score; the numbers on *Table 12.2 - Blood Mystic Spells Known* are fixed.

In addition to the spells gained by blood mystics as they gain levels, each blood mystic also adds all of either the cure spells or the inflict spells to her list of spells known (cure spells include all spells with “cure” in the name, inflict spells include all spells with “inflict” in the name). These are divine spells and added as soon as the blood mystic is capable of casting them. This choice is made when the blood mystic gains her first level and cannot be changed.

Upon reaching 4th level, and at every even-numbered blood mystic level after that (6th, 8th, and so on), a blood mystic can choose to learn a new spell in place of one she already knows. In effect, the blood mystic

Table 4.2 - Blood Mystic Spells Known

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

loses the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged. A blood mystic may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any cure or inflict spells, nor can she swap any spells gained from her mystery or bloodline.

A blood mystic need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level. Blood mystics do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components.

Blood Mystery: At 1st level, a blood mystic picks a mystery from those available to oracles. She gains the bonus spells and class skills from this mystery, but only a single revelation. If the class skills granted by the blood mystery are already class skills for the blood mystic, they are lost. The blood oracle gains a single revelation.

At 2nd level, and at every even level thereafter until level 18, the blood mystic learns a spell from her mystery. This spell is added to her spell list and list of known

spells. Mystery spells are divine spells.

Blood Curse: Each blood mystic is cursed, but this curse comes with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The blood curse cannot be removed or dispelled without the aid of a deity. A blood mystic's curse is based on her blood mystic level plus one for every two levels or Hit Dice other than blood mystic. Each blood mystic must choose one of the curses available to oracles.

Cantrips and Orisons: Blood mystics learn a number of cantrips and orisons, or 0-level spells, as noted on Table: Blood mystic Spells Known under "Spells Known." These spells can be picked from either the cleric/oracle or sorcerer/wizard spell list and are cast like any other spell, but they do not consume any slots and may be used again.

Eschew Materials: A blood mystic gains Eschew Materials as a bonus feat at 1st level.

Mystic Bloodline: At first level, the blood mystic selects a bloodline among those available to sorcerers and this

choice cannot be changed. The mystic gains the class skill, bloodline spells, and bloodline arcana of the chosen bloodline, but only the 1st level bloodline power. If the class skill granted by the mystic bloodline is already a class skill for the blood mystic, the benefit of an additional class skill is lost.

At 3rd level, and at every odd level thereafter, the blood mystic learns a spell from her bloodline. This spell is added to her spell list and list of known spells. Bloodline spells are arcane spells.

Spell Synthesis (Su): At 20th level, a blood mystic can cast two spells using one action, one from the cleric/oracle list and one from the sorcerer/wizard spell list (including mystery and bloodline spells respectively). Both of the spells must have the same casting time. The blood mystic can make any decisions concerning the spells independently. Any target affected by both of the spells takes a -2 penalty on saves made against each spell. The blood mystic receives a +2 bonus on caster level checks made to overcome spell resistance with these two spells. A blood mystic may use this ability once per day.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of blood mystic, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Reduce the penalty for not being proficient with one weapon by 1. When the nonproficiency penalty for a weapon becomes 0 because of this ability, the blood mystic is treated as having the appropriate Martial or Exotic Weapon Proficiency feat with that weapon.

Elf: Add +1/2 to the caster level checks made to bypass the spell resistance of dragons.

Gnome: Add +1/2 to the blood mystic's level for the purpose of determining the effects of the blood mystic's curse ability.

Half-Elf: Add one spell known from the blood mystic spell lists. This spell must be at least one level below the highest spell level the blood mystic can cast.

Half-Orc: Add +1/2 to all caster level checks used to *dispel* the magic of others.

Halfling: Add +1 round to the duration of any conjuration spell measured in rounds.

Human: Add +1/2 to Use Magic Device checks to activate magic items.



Sample Blood Mystic Character

Below is a sample blood mystic player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Amber Stonewalk (CR 1/2; XP 200)

Female dwarf blood mystic 1

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +2 (+4 unusual stonework)

Defense

AC 11, touch 9, flat-footed 11; +4 AC vs. giants (+2 armor, -1 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** -1, **Will** +4; +2 vs. poison, spells, spell-like abilities, +4 vs. disease

Offense

Speed 20 ft.

Melee quarterstaff +1 (1d6+1)

Ranged sling -1 (1d4+1)

Special Attacks hatred (+1 to hit orcs, goblinoids)

Spell-Like Abilities (CL 1st; concentration +2; ASF 10%)

4/day—*elemental ray* (1d6 acid)

Spells Known (CL 1st; concentration +2; ASF 10%)

1st (4/day)—*cure light wounds*, *shield of faith*, *stone fist*

0th (at-will)—*acid splash*, *detect magic*, *mending*, *stabilize*

Bloodline Elemental (earth); **Mystery** Stone

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 10 (14 bull rush, trip)

Feats Combat Casting, Eschew Materials

Skills Intimidate +9, Knowledge (arcana) +6, Knowledge (religion) +6, Spellcraft +6; **Racial Modifiers** +2 to

Appraise metals or gemstones, +2 Perception for unusual stonework, -4 to Charisma-based skill checks, +4 to Intimidate

SQ blood curse (wasting), bloodline arcana (energy substitution [acid]), revelation (earth glide), weapon familiarity

Languages Common, Dwarven, Terran, Undercommon

Combat Gear 4 acid flasks, *potion of shield*, 10 sling bullets; **Gear** backpack, grappling hook, leather armor, quarterstaff, rope (50 ft.), sling, waterskin; **Coins** 2 gp

Demographics

Faith Kamus

Homeland Hinterlands of Kesh

Amber Stonewalk (CR 4; XP 1,200)

Female dwarf blood mystic 5

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +2 (+4 unusual stonework)

Defense

AC 14, touch 10, flat-footed 14; +4 AC vs. giants (+4 armor, +1 deflection, -1 Dex)

hp 30 (5d6+10)

Fort +2, **Ref** +0, **Will** +6; +2 vs. poison, spells, spell-like abilities, +4 vs. disease

Offense

Speed 20 ft.

Melee quarterstaff +3 (1d6+1)

Ranged sling +2 (1d6+2); *magic stone*

Special Attacks hatred (+1 to hit orcs, goblinoids)

Spell-Like Abilities (CL 5th; concentration +8; ASF 10%)

6/day—*elemental ray* (1d6+2 acid)

Spells Known (CL 5th; concentration +8; ASF 10%)

2nd (4/day)—*cure moderate wounds*, *scorching ray*, *spider climb*, *spiritual weapon*, *stone call*

1st (7/day)—*bless water*, *burning hands* (R-DC 15), *cure light wounds*, *magic stone*, *shield of faith*, *shocking grasp*, *stone fist*

0th (at-will)—*acid splash*, *detect magic*, *guidance*, *mending*, *ray of frost*, *stabilize*

Bloodline Elemental (earth); **Mystery** Stone

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 12 (16 bull rush, trip)

Feats Arcane Armor Training, Combat Casting, Elemental Focus (acid), Eschew Materials

Skills Intimidate +14, Knowledge (arcana) +10, Knowledge (religion) +10, Spellcraft +10; **Racial Modifiers** +2 to Appraise metals or gemstones, +2 Perception for unusual stonework, -4 to Charisma-based skill checks, +4 to Intimidate

SQ blood curse (wasting), bloodline arcana (energy substitution [acid]), revelation (earth glide), weapon familiarity

Languages Common, Dwarven, Terran, Undercommon

Combat Gear 2 acid flasks, 2 *potions of invisibility*, 3 *potion of shield*, 10 sling bullets; **Gear** backpack, *headband of alluring charisma* +2, +2 *leather armor*, quarterstaff, *ring of protection* +1, sling, waterskin; **Coins** 26 gp

Demographics

Faith Kamus

Homeland Hinterlands of Kesh

Amber Stonewalk (CR 9; XP 6,400)

Female dwarf blood mystic 10

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +2 (+4 unusual stonework)

Defense

AC 16, touch 10, flat-footed 16; +4 AC vs. giants (+6 armor, +1 deflection, -1 Dex)

hp 57 (10d6+20)

Fort +4, **Ref** +2, **Will** +9; +2 vs. poison, spells, spell-like abilities, +4 vs. disease

Immune sickened

Offense

Speed 20 ft.

Melee quarterstaff +6 (1d6+1)

Ranged sling +5 (1d6+2); *magic stone*

Special Attacks hatred (+1 to hit orcs, goblinoids)

Spell-Like Abilities (CL 10th; concentration +15; ASF 10%)

8/day—*elemental ray* (1d6+5 acid)

Spells Known (CL 10th; concentration +15; ASF 10%)

5th (4/day)—*cone of cold* (R-DC 22), *mass cure light wounds*, *stoneskin*

4th (6/day)—*cure critical wounds*, *divine power*, *elemental body I*, *fire shield*, *wall of stone*

3rd (7/day)—*bestow curse* (W-DC 18), *cure serious wounds*, *fireball* (R-DC 20), *lightning bolt* (R-DC 20), *meld into stone*, *protection from energy*

2nd (7/day)—*cure moderate wounds*, *fire breath* (R-DC 19), *scorching ray*, *spider climb*, *spiritual weapon*, *stone call*, *weapon of awe*

1st (8/day)—*bless water*, *burning hands* (R-DC 18), *cure light wounds*, *magic stone*, *shield of faith*, *shocking grasp*, *stone fist*, *touch of the sea*

0th (at-will)—*acid splash*, *create water*, *detect magic*, *disrupt undead*, *guidance*, *mending*, *ray of frost*, *resistance*, *stabilize*

Bloodline Elemental (earth); **Mystery** Stone

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 14, **Wis** 15, **Cha** 21

Base Atk +5; **CMB** +6; **CMD** 15 (19 bull rush, trip)

Feats Arcane Strike, Arcane Armor Training, Combat Casting, Elemental Focus (acid), Eschew Materials, Greater Elemental Focus (acid)

SQ blood curse (wasting), bloodline arcana (energy substitution [acid]), revelation (earth glide), weapon familiarity

Languages Common, Dwarven, Terran, Undercommon

Combat Gear 5 acid flasks, *potion of invisibility*, 4 *potion of shield*, 10 sling bullets; **Gear** backpack, boots of the

winterlands, headband of alluring charisma +6, +4 leather armor, quarterstaff, *pearl of power* (1st, 2nd), *ring of protection* +1, sling, waterskin; **Coins** 76 gp

Demographics

Faith Kamus

Homeland Hinterlands of Kesh

Amber Stonewalk (CR 14; XP 38,400)

Female dwarf blood mystic 15

LE Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft.; Perception +2 (+4 unusual stonework)

Defense

AC 16, touch 10, flat-footed 16; +4 AC vs. giants (+6 armor, +1 deflection, -1 Dex)

hp 95 (15d6+40)

Fort +6, **Ref** +4, **Will** +11; +2 vs. poison, spells, spell-like abilities, +4 vs. disease

DR 5/good; **Immune** sickened

Offense

Speed 20 ft.

Melee +5 quarterstaff +13/+8 (1d6+6)

Ranged sling +7/+2 (1d6+2); *magic stone*

Special Attacks hatred (+1 to hit orcs, goblinoids)

Spell-Like Abilities (CL 15th; concentration +21; ASF 10%)

8/day—*elemental ray* (1d6+7 acid)

Spells Known (CL 15th; concentration +21; ASF 10%)

7th (4/day)—*destruction* (F-DC 22), *elemental body V*, *form of dragon II*, *mass cure serious wounds*, *statue*

6th (7/day)—*chain lightning* (R-DC 23), *disrupting weapon*, *elemental body III*, *freezing body* (R-DC 23), *mass cure moderate wounds*, *stone tell*

5th (7/day)—*cone of cold* (R-DC 22), *elemental body II*, *mass cure light wounds*, *snake staff*, *stoneskin*, *suffocation* (F-DC 20), *summon monster V*

4th (7/day)—*acid pit* (R-DC 21), *ball lightning* (R-DC 21), *cure critical wounds*, *divine power*, *elemental body I*, *fire shield*, *wall of stone*

3rd (7/day)—*bestow curse* (W-DC 18), *cure serious wounds*, *fireball* (R-DC 20), *lightning bolt* (R-DC 20), *meld into stone*, *protection from energy*, *versatile weapon*

2nd (8/day)—*cure moderate wounds*, *fire breath* (R-DC 19), *grace*, *scorching ray*, *spider climb*, *spiritual weapon*, *stone call*, *weapon of awe*

1st (8/day)—*bless water*, *burning hands* (R-DC 18), *cure light wounds*, *magic stone*, *shield of faith*, *shocking grasp*, *stone fist*, *touch of the sea*

0th (at-will)—*acid splash*, *create water*, *detect magic*, *disrupt undead*, *guidance*, *mending*, *ray of frost*, *resistance*,

stabilize

Bloodline Elemental (earth); **Mystery** Stone

Statistics

Str 12, **Dex** 8, **Con** 13, **Int** 14, **Wis** 15, **Cha** 22

Base Atk +7; **CMB** +8; **CMD** 17 (21 bull rush, trip)

Feats Arcane Blast, Arcane Shield, Arcane Strike, Arcane Armor Training, Combat Casting, Elemental Focus (acid), Eschew Materials, Greater Elemental Focus (acid), Toughness

Skills Intimidate +24, Knowledge (arcana) +20, Knowledge (religion) +20, Spellcraft +20; **Racial Modifiers** +2 to Appraise metals or gemstones, +2 Perception for unusual stonework, -4 to Charisma-based skill checks, +4 to Intimidate

SQ blood curse (wasting), bloodline arcana (energy substitution [acid]), revelation (earth glide), weapon familiarity

Languages Common, Dwarven, Terran, Undercommon

Combat Gear 5 acid flasks, *potion of invisibility*, 4 *potion of shield*, 10 sling bullets; **Gear** backpack, *boots of the winterlands*, *headband of alluring charisma* +6, +4 *leather armor*, *mantle of blasphemy* (mantle of faith variant) *quarterstaff* +5, *pearl of power* (1st, 2nd), *ring of protection* +1, sling, *staff of many rays*, waterskin; **Coins** 76 gp

Demographics

Faith Kamus

Homeland Hinterlands of Kesh

“Run. It will do you no good and spare you no pain, but I cannot abide a coward. So run!”

The life of dwarves is typically an ordered one, for lackadaisical methods do not long survive in the crowded underworld of the Prime Material plane. Such was the experience of Amber Stonewalk, destined to be a blood mystic. Born to a family with a claim on a dwarven thane-hold deep underground, Amber and her entire clan were driven out by a collective of families determined to overthrow the Stonewalks and their tyrannical ways, as they had drifted into an intransigent evil of oppression and lack of mercy. Only an adolescent 20 years old when the exile began, Amber spent her childhood on the slow march through Porphyra’s treacherous caverns of the Underdeep. Every time her clan found somewhere new to settle, they were soon forced to flee by subterranean terrors even more evil than themselves.

By Amber’s fortieth birthday, the exodus finally ended. Only a handful of Amber’s kin had survived the trek; hundreds of others had been lost along the way. Her

blood was pure but there were older, stronger dwarves with higher rank still alive in her family. Knowing that she would never ascend to lead the Stonewalks, she gathered what things she had and took the road open to her; she advised those elders to lead the clan to the nearest town and bully the humans there into allowing them to take over the blacksmithing guild in the vicinity.

But she did not tell them that it was a trap; she had walked all night to make a deal with the military in that town and sold all her remaining kin into slavery. This self-serving, vicious betrayal was so audacious that it caught the attention of the local Chain Lord of Kamus. Amber was invited into the priesthood and into the clergy’s business of slave keeping. Not only did her royal dwarven blood prove to carry a strong gift for divine magic, she also showed herself to be a skilled and enthusiastic overseer, with the proper attitude of position.

She now serves as one of the Grand Hounds, a cadre of elite slavekeepers charged with the sacred task of hunting down runaway slaves of great power and dangerous potential. It is a duty she takes very seriously and, to date, is one in which she has never failed. The Grand Hounds are aptly named for their tracking ability and haughty attitude, and few authorities interfere with them, knowing that they may be needed someday; such is the insidiousness of Lawful Evil, for like Amber it is as useful and efficient as it is deadly and oppressive.

Chronicler

Brave explorers and scavengers of lost or forgotten knowledge, chroniclers are quintessential adventurers, exploring the world for esoteric truths, magical and mundane relics and artifacts, and new and mysterious vistas, be they wonderful or terrible. For some, this journey is purely about the wealth, for others the glory of discovery, and still more are stirred by the irresistible drive to uncover the bones of the ages and legends of forgotten epochs in an effort to chronicle the deeds of yesterday, today, and tomorrow.

Prestige Class: Chronicler

Build Classes: Bard

Role: The chronicler's missions often thrust her into the role of party leader, and adventures typically result from, and revolve around, her endless quests. Other chroniclers

find themselves as sidekicks recording the adventures of their own chosen hero and comrades.

Alignment: A chronicler's alignment largely determines her motivations. Good chroniclers tend to view their missions as noble ventures, neutral characters seek to preserve knowledge for knowledge's sake, and evil characters are driven by an urge to accumulate wealth and add to their own glory.

Hit Dice: d8

Starting Gold: 3d6 x 10 (105 gp average)

Class Skills

The chronicler's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Handle Animal (Cha), Heal

Table 5.1 – Chronicler Class Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+0	+0	+2	+2	Cantrips, chronicler knowledge, chronicler performance, countersong, distraction, fascinate, inspire courage +1, master scribe	—	—	—	—
2nd	+1	+0	+3	+3	Grim tales, well-versed	—	—	—	—
3rd	+2	+1	+3	+3	Deep pockets, inspire competence +2	—	—	—	—
4th	+3	+1	+4	+4	Lampoon	0	—	—	—
5th	+3	+1	+4	+4	Inspire courage +2, lore master 1/day	1	—	—	—
6th	+4	+2	+5	+5	Pathfinding, versatile performance	1	—	—	—
7th	+5	+2	+5	+5	Inspire competence +3, live to tell the tale	1	0	—	—
8th	+6/+1	+2	+6	+6	Call down legends, <i>suggestion</i>	1	1	—	—
9th	+6/+1	+3	+6	+6	Epic tales, inspire greatness	2	1	—	—
10th	+7/+2	+3	+7	+7	Dirge of doom, inspire action (move)	2	1	0	—
11th	+8/+3	+3	+7	+7	Inspire competence +4, inspire courage +3	2	1	1	—
12th	+9/+4	+4	+8	+8	Lore master 2/day, versatile performance	2	2	1	—
13th	+9/+4	+4	+8	+8	Greater epic tales	3	2	1	0
14th	+10/+5	+4	+9	+9	Soothing performance	3	2	1	1
15th	+11/+6/+1	+5	+9	+9	Inspire action (standard), Inspire competence +5, inspire heroics	3	2	2	1
16th	+12/+7/+2	+5	+10	+10	Frightening tune, jack-of -trades, greater epic tales	3	3	2	1
17th	+12/+7/+2	+5	+10	+10	Inspire courage +4, lore master 3/day	4	3	2	1
18th	+13/+8/+3	+6	+11	+11	Versatile performance	4	3	2	2
19th	+14/+9/+4	+6	+11	+11	Inspire competence +6	4	3	3	2
20th	+15/+10/+5	+6	+12	+12	Inspire action (full), mass suggestion	4	4	3	3

(Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Cha), Use Magic Device (Cha).

Skill Ranks at Each Level: 8 + Int modifier.

Class Features

The following are class features of the chronicler.

Weapon and Armor Proficiency: A chronicler is proficient with all simple weapons, plus the handaxe, longsword, sap, shortbow, shortsword, and throwing axe. Chroniclers are also proficient with light armor and shields (except tower shields). A chronicler can cast spells gained as a chronicler while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a chronicler wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass chronicler still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A chronicler gains the ability to cast a small number of arcane spells, which are drawn from the bard spell list. A chronicler can only cast bard spells of level one to four and has no access to bard spells of level 5 or higher - these are not on her spell list.

A chronicler can cast bard spells gained from the chronicler archetype while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a chronicler wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component, but a chronicler can ignore the normal arcane spell failure chance of bard spells when wearing light or medium armor. A multiclass chronicler still incurs the normal arcane spell failure chance for arcane spells received from other classes.

To prepare or cast a spell, a chronicler must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a chronicler's spell is 10 + the spell level + the chronicler's Charisma modifier. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Like other spellcasters, a chronicler can cast only a certain number of spells of each spell level per day. Her base

daily spell allotment is given on *Table 3.2*. In addition, she receives bonus spells per day if she has a high Charisma score (see *Table: Ability Modifiers and Bonus Spells*). When *Table 3.1* indicates that the chronicler gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A chronicler's selection of spells is extremely limited. A chronicler at level four knows two 1st level spells. As the chronicler advances in level, the number of spells of each level know is given on *Table 3.2*. Unlike spells per day, the number of spells a chronicler knows is not affected by her Charisma score. The numbers on on *Table: Chronicler Spells Known* are fixed.

Cantrips: A chronicler learns cantrips, or 0-level spells, as noted on *Table 3.2*. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Chronicler Knowledge (Ex): A chronicler adds half his class level (minimum 1) on all Knowledge skill checks and may make all Knowledge skill checks untrained.

Table 5.2: Bard Spells Known

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

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

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

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

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

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

If a chronicler performance has a visual component, the targets must have line of sight to the chronicler for the performance to have any effect. A blind chronicler has a 50% chance to fail when attempting to use a chronicler performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to chronicler performances with visual components. Feats that modify bardic performance or have bardic performance as a prerequisite also work with chronicler performance.

Countersong (Su): At 1st level, a chronicler learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30

feet of the chronicler (including the chronicler himself) that is affected by a sonic or language-dependent magical attack may use the chronicler's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the chronicler's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su): At 1st level, a chronicler can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the chronicler (including the chronicler himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the chronicler's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the chronicler's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

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

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

saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

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

Inspire Courage (Su): A 1st-level chronicler can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the chronicler's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six chronicler levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The chronicler must choose which component to use when starting his performance.

Grim Tales (Sp): At 2nd level, as a use of chronicler performance, the chronicler can create the effect of a *doom* spell cast at the chronicler's level by denouncing one creature in person each round during the performance. The save DC is $10 + 1/2$ the chronicler's level + the chronicler's Cha modifier to resist this effect. A creature that makes its save is immune to the effect for 24 hours. This is a language-dependent effect. The duration of the effect is per the spell, independent of chronicler performance.

Inspire Competence (Su): A chronicler of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the chronicler. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the chronicler's performance. This bonus increases by +1 for every four levels the chronicler has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A chronicler can't inspire competence in himself. Inspire competence relies on audible components.

Lampoon (Sp): Chroniclers influence the world through their control of information and ability to shape public perception. At 4th level, as a use of chronicler performance, a chronicler can praise or lampoon a particular target (an individual or a definable group of creatures) to others. This form of chronicler performance creates the effect of the *enthrall* spell. At the end of the performance all creatures who failed to save shift their

Table: 5.3 Chronicler Barbarians Summoned

Level	Barbarians Summoned
8	1d4 level 3 barbarians
10	2d4 level 3 barbarians
12	1d4 level 7 barbarians
14	2d4 level 7 barbarians
16	4d4 level 7 barbarians
18	1d4 level 11 barbarians
20	2d4 level 11 barbarians

attitude toward the target of the lampooning by one step (in the direction of the chronicler's choice) for 1 day per class level.

Call Down Legends (Su): At 8th level, as a chronicler performance, a chronicler can summon barbarians of any player character race allowed in the campaign, as if by *summon monster*. These barbarians are extraplanar. They arrive after one round of continuous performance (as from a one round casting time spell) and stay for the duration of the performance. They come with normal equipment for NPC barbarians of their level and attack anyone the chronicler designates. As the chronicler advances in level, the level and number of the summoned barbarians increases (see table 3.3).

Suggestion (Sp): A chronicler of 8th level or higher can use his performance to make a *suggestion* (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A chronicler can use this ability more than once against an individual creature during an individual performance.

Making a suggestion does not count against a chronicler's daily use of chronicler performance. A Will saving throw (DC $10 + 1/2$ the chronicler's level + the chronicler's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Inspire Greatness (Su): A chronicler of 9th level or higher can use his performance to inspire greatness in himself or a single willing ally within 30 feet, granting extra fighting capability. For every three levels the chronicler attains beyond 9th, he can target an additional ally while using this performance (up to a maximum of four targets at 18th level). To inspire greatness, all of the targets must be able to see and hear the chronicler. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the

target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves. The bonus Hit Dice count as regular Hit Dice for determining the effect of spells that are Hit Dice dependent. Inspire greatness is a mind-affecting ability and it relies on audible and visual components.

Dirge of Doom (Su): A chronicler of 10th level or higher can use his performance to foster a sense of growing dread in his enemies, causing them to become shaken. To be affected, an enemy must be within 30 feet and able to see and hear the chronicler's performance. The effect persists for as long as the enemy is within 30 feet and the chronicler continues his performance. This performance cannot cause a creature to become frightened or panicked, even if the targets are already shaken from another effect. Dirge of doom is a mind-affecting fear effect, and it relies on audible and visual components.

Inspire Action (Su): As a use of chronicler performance with immediate duration, an 10th-level chronicler can exhort any one ally within hearing (excluding herself) to a sudden surge of action, allowing her ally to immediately take an extra move action. This does not count against the ally's number of actions on her own turn.

At 15th level, she can enable an ally to immediately take a standard action instead. At 20th level, she can enable an ally to immediately take either a full-round action or a standard and move action.

Note that using a new chronicler performance breaks any other chronicler performance in progress. It is possible to use this performance and then start another chronicler performance in the same round, but this costs two rounds of chronicler performance and two chronicler performance actions. It is not possible to use or be affected by inspire action multiple times in the same round.

Soothing Performance (Su): A chronicler of 14th level or higher can use his performance to create an effect equivalent to a *mass cure serious wounds*, using the chronicler's level as the caster level. In addition, this performance removes the fatigued, sickened, and shaken conditions from all those affected. Using this ability requires 4 rounds of continuous performance, and the targets must be able to see and hear the chronicler throughout the performance. Soothing performance affects all targets that remain within 30 feet throughout the performance. Soothing performance relies on audible and visual components.

Frightening Tune (Sp): A chronicler of 16th level or higher can use his performance to cause fear in his

enemies. To be affected, an enemy must be able to hear the chronicler perform and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the chronicler's level + the chronicler's Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the chronicler's performance. Frightening tune relies on audible components.

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

Mass Suggestion (Sp): This ability functions just like suggestion, but allows a chronicler of 20th level or higher to make a suggestion simultaneously to any number of creatures that he has already fascinated. Mass suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components.

Master Scribe (Ex): A chronicler adds half her class level as a bonus on all Linguistics and Craft (calligraphy) checks, as well as Use Magic Device checks involving scrolls or other written magical items. A chronicler can make Linguistics checks to decipher text as a full-round action and can always take 10 on Linguistics and Profession (scribe) checks, even if distracted or endangered.

Well-Versed (Ex): At 2nd level, the chronicler becomes resistant to the bardic performance of others, and to sonic effects in general. The chronicler gains a +4 bonus on saving throws made against bardic or chronicler performance, sonic, and language-dependent effects.

Deep Pockets (Ex): A chronicler collects items as well as lore, picking up small amounts of this or that throughout her travels. At 3rd level, this becomes a practical utility. The chronicler may carry unspecified equipment worth up to 100 gp per class level. This can be any kind of gear that can reasonably fit into a backpack, including potions and scrolls (but not any other sort of magic item). As a full-round action, the chronicler may dig

through her pockets to retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, the chronicler can retrieve no more items until she refills her deep pockets by spending a few hours at a marketplace and an amount of gold to bring her total up to 100 gp per class level. These objects cannot be ones specifically fitted to the chronicler's current situation—no keys fitting locks just encountered, no lists of passwords, no books detailing the current dilemma. Generic textbooks or skeleton keys are acceptable.

In addition, if she takes 1 hour to pack her gear each day, she gains a +4 bonus to Strength to determine her light encumbrance. This does not affect her maximum carrying capacity. The efficient distribution of weight simply encumbers her less than the same amount of weight normally should. Finally, the chronicler gains a +4 bonus on Sleight of Hand checks made to conceal small objects on her person.

Lore Master (Ex): At 5th level, the chronicler becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A chronicler can choose not to take 10 and can instead roll normally. In addition, once per day, the chronicler can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day at 12th level and again at 17th level.

Pathfinding (Ex): Beginning at 6th level, a chronicler develops an excellent sense of direction and skill at leading others through difficult terrain. A chronicler gains a +5 bonus on Survival checks made to avoid becoming lost and to Intelligence checks to escape a maze spell. In addition, she always uses the “road or trail” overland movement modifier even when in trackless terrain, whether on foot or mounted. With a DC 15 Survival check, the chronicler can extend this benefit to one companion per class level.

Versatile Performance (Ex): At 6th level, a chronicler can choose one type of Perform skill. He can use his bonus in that skill in place of his bonus in associated skills. When substituting in this way, the chronicler uses his total Perform skill bonus, including class skill bonus, in place of its associated skill's bonus, whether or not he has ranks in that skill or if it is a class skill. At 12th level, and every 6 levels thereafter, the chronicler can select an additional type of Perform to substitute. At 6th level the

chronicler must select Comedy, Oratory, or Sing.

The types of Perform and their associated skills are: Act (Bluff, Disguise), Comedy (Bluff, Intimidate), Dance (Acrobatics, Fly), Keyboard Instruments (Diplomacy, Intimidate), Oratory (Diplomacy, Sense Motive), Percussion (Handle Animal, Intimidate), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Live to Tell the Tale (Ex): At 7th level, once per day plus an additional time per three class levels after level 7, a chronicler can attempt a new saving throw against any ongoing condition against which she failed a saving throw in a previous round, even if the effect is normally permanent. This ability has no effect on conditions that do not allow saving throws or against instantaneous effects.

Epic Tales (Su): A 9th-level chronicler can compose a tale so evocative and so moving that it conveys the effects of chronicler music through the written word. To create an epic tale requires the chronicler to expend a number of rounds of her chronicler performance ability equal to twice the duration of the epic tale (maximum duration of 10 rounds), and any relevant Perform skill check



is made with Perform (Oratory). An epic tale affects only the reader, but it grants all the benefits that would normally apply for hearing a performance. A chronicler may apply the effects of any feats that affect chronicler music to her epic tales. An epic tale retains its supernatural potency for 1 day per class level. It requires 1 hour to inscribe, a full-round action to activate, and a duration equal to 1/2 the number of chronicler performance rounds expended during its creation. Once activated, an epic tale's magic is consumed.

Greater Epic Tales (Su): At 13th level, the chronicler's written word gains in power. This ability functions like the chronicler's epic tales ability, except that if read aloud, the chronicler music takes effect as if the author had used the ability, but the effects are targeted by the reader and use the reader's Charisma score where applicable.

Jack-of-Trades (Ex): At 16th level, the chronicler considers all skills to be class skills.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of chronicler, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Reduce arcane spell failure chance for casting chronicler spells when wearing medium armor by +1%. Once the total reaches 10%, the chronicler also receives Medium Armor Proficiency, if he does not already possess it.

Elf: Add +1 to the chronicler's CMD when resisting a disarm or dirty trick attempt.

Gnome: Add +1 to the chronicler's total number of bardic performance rounds per day.

Half-Elf: Add +1/2 racial bonus to Diplomacy to gather information and Linguistics checks to create forgeries.

Half-Orc: Add +1/2 racial bonus to Intimidate to force opponents to act friendly and Knowledge (nature) checks to identify strengths and weakness of fey and plants.

Halfling: Add +1/2 on Bluff checks to pass secret messages, +1/2 on Diplomacy checks to gather information, and +1/2 on Disguise checks to appear as an elven, half-elven, or human child.

Human: Add one spell known from the bard spell list. This spell must be at least one level below the highest

spell level the chronicler can cast (minimum 0th level).

Sample Chronicler Character

Below is a sample chronicler player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide skill ranks in Use Magic Device.

Wetham Bullrunner (CR 1/2; XP 200)

Male halfling chronicler 1

NG Small humanoid (halfling)

Init +2; **Senses** Perception +3

Defense

AC 15, touch 13, flat-footed 12

(+2 armor, +2 Dex, +1 size)

hp 10 (1d8+2)

Fort +3, **Ref** +5, **Will** +4; +2 vs. fear

Offense

Speed 20 ft.

Melee handaxe +0 (1d4-1)

Ranged shortbow +3 (1d4/x3)

Special Attacks chronicler performance 7/day (counter-song, distraction, fascinate [W-DC 13], inspire courage +1)

Spells Known (CL 1st; concentration +4)

At-will—*light*, *prestidigitation*, *unwitting ally* (W-DC 13)

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -2; **CMD** 10

Feats Skill Focus (Knowledge [Nobility])

Skills Acrobatics +4, Climb +1, Craft (calligraphy) +4, Knowledge (local) +4, Knowledge (nobility) +7, Linguistics +4, Perception +3, Perform (sing) +7, Perform (oratory) +7, Spellcraft +4, Use Magic Device +7 (+8 scrolls); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ chronicler knowledge +1, master scribe +1, weapon familiarity

Combat Gear 20 arrows; **Gear** area map, backpack, belt pouch, handaxe, leather armor, scholar's outfit, shortbow, spell component pouch

Demographics

Faith Shankil

Homeland Faldon Town, Halfling Nations

Wetham Bullrunner (CR 4; XP 1,200)

Male halfling chronicler 5

NG Small humanoid (halfling)

Init +2; **Senses** Perception +3

Defense

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

hp 36 (5d8+10)

Fort +5, **Ref** +8, **Will** +7; +2 vs. fear

Offense

Speed 20 ft.

Melee mwk handaxe +4 (1d4-1)

Ranged +1 *shortbow* +7 (1d4+1/x3)

Special Attacks chronicler performance 17/day (countersong, distraction, fascinate [W-DC 17], *grim tales* [W-DC 17], inspire competence +2, inspire courage +2, *lampoon*)

Spells Known (CL 5th; concentration +10)

1st (4/day)—*compel hostility* (W-DC 16), *innocence*, *moment of greatness*

At-will—*dancing lights*, *detect magic*, *light*, *prestidigitation*, *unwitting ally* (W-DC 15)

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 20

Base Atk +3; **CMB** +1; **CMD** 13

Feats Lingering Performance, Skill Focus (Knowledge [Local, Nobility])

Skills Acrobatics +8, Climb +1, Craft (calligraphy) +9, Knowledge (local) +12, Knowledge (nobility) +12, Linguistics +9, Perception +3, Perform (sing) +12, Perform (oratory) +12, Spellcraft +8, Use Magic Device +12 (+14 scrolls); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

SQ chronicler knowledge +2, deep pockets (500 gp), lore master 1/day, master scribe +2, weapon familiarity

Languages Aklo, Celestial, Common, Dwarven, Elven, Halfling, Gnome

Combat Gear 20 arrows, 2 *sleep arrows*, 2 *scrolls of cure light wounds*, *silversheen*; **Gear** *amulet of natural armor* +1, area map, backpack, belt pouch, *cloak of resistance* +1, *headband of alluring Charisma* +2, mwk leather armor, mwk handaxe, scholar's outfit, +1 *shortbow*, spell component pouch; **Coins** 81 gp

Demographics

Faith Shankil

Homeland Faldon Town, Halfling Nations

Wetham Bullrunner (CR 9; XP 6.400)

Male halfling chronicler 10

NG Small humanoid (halfling)

Init +2; **Senses** Perception +3

Defense

AC 19, touch 13, flat-footed 16

(+5 armor, +2 Dex, +1 natural, +1 size)

hp 68 (10d8+20)

Fort +7, **Ref** +11, **Will** +10; +2 vs. fear

Defensive Abilities live to tell the tale

Offense

Speed 20 ft.

Melee mwk handaxe +8/+3 (1d4-1)

Ranged +3 *shortbow* +14/+9 (1d4+4/x3)

Special Attacks chronicler performance 27/day (call down legends, countersong, distraction, dirge of doom, fascinate [W-DC 20], *grim tales* [W-DC 20], inspire action (move), inspire competence +3, inspire courage +2, inspire greatness, *lampoon*, *suggestion* [W-DC 20])

Spells Known (CL 10th; concentration +15)

3rd (1/day)—*dispel magic*, *displacement*, *lesser geas* (W-DC 18), *summon monster III*

2nd (2/day)—*alter self*, *cat's grace*, *delay poison*, *glitterdust*, *mirror image*

1st (3/day)—*compel hostility* (W-DC 16), *identify*, *innocence*, *magic aura*, *moment of greatness*, *summon monster I*

At-will—*dancing lights*, *detect magic*, *light*, *prestidigitation*, *read magic*, *unwitting ally* (W-DC 15)

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +5; **CMD** 17

Feats Ensemble, Lingering Performance, Skill Focus (Knowledge [Local, Nobility]), Spellson

Skills Acrobatics +13, Climb +1, Craft (calligraphy) +17, Knowledge (local) +23, Knowledge (nobility) +23, Linguistics +17, Perception +3, Perform (sing) +18, Perform (oratory) +18, Spellcraft +12, Use Magic Device +18 (+23 scrolls); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Halfling, Gnome, Gnoll, Goblin

SQ chronicler knowledge +5, deep pockets (1,000 gp), epic tales, lore master 1/day, master scribe +5, pathfinding, versatile performance (Oratory; Diplomacy, Sense Motive), weapon familiarity

Combat Gear 20 arrows, 7 *sleep arrows*, 2 *scrolls of cure moderate wounds*, *silversheen*; **Gear** *amulet of natural armor* +1, area map, backpack, belt pouch, *cloak of resistance* +1, *greater bracers of archery*, *headband of alluring Charisma* +2, +3 *leather armor*, mwk handaxe, scholar's outfit, +3 *shortbow*, spell component pouch; **Coins** 31 gp

Demographics

Faith Shankil

Homeland Faldon Town, Halfling Nations

Wetham Bullrunner (CR 14; XP 38,400)

Male halfling chronicler 15

NG Small humanoid (halfling)

Init +6; **Senses** Perception +3

Defense

AC 21, touch 13, flat-footed 18

(+7 armor, +2 Dex, +1 natural, +1 size)

hp 116 (15d8+45)

Fort +9, **Ref** +13, **Will** +12; +2 vs. fear

Defensive Abilities live to tell the tale

Offense

Speed 20 ft.

Melee mwk handaxe +12/+7/+2 (1d4-1)

Ranged +5 *dragonbane shortbow* +20/+15/+10 (1d4+6/x3)

Special Attacks chronicler performance 33/day (call down legends, countersong, distraction, dirge of doom, fascinate [W-DC 24], *grim tales* [W-DC 24], inspire action (standard), inspire competence +5, inspire courage +3, inspire greatness, inspire heroics, *lampoon*, *soothing performance*, *suggestion* [W-DC 24])

Spells Known (CL 15th; concentration +22)

4th (2/day)—*break enchantment*, *cure critical wounds*, *hold monster* (W-DC 21), *legend lore*

3rd (3/day)—*dispel magic*, *displacement*, *good hope*, *lesser geas* (W-DC 20), *summon monster III*

2nd (3/day)—*alter self*, *cat's grace*, *delay poison*, *glitterdust*, *heroism*, *mirror image*

1st (4/day)—*compel hostility* (W-DC 18), *identify*, *innocence*, *magic aura*, *moment of greatness*, *summon monster I*

At-will—*dancing lights*, *detect magic*, *light*, *prestidigitation*, *read magic*, *unwitting ally* (W-DC 17)

Statistics

Str 8, **Dex** 15, **Con** 14, **Int** 8, **Wis** 12, **Cha** 24

Base Atk +11; **CMB** +9; **CMD** 21

Feats Ensemble, Extra Performance, Improved Initiative, Lingering Performance, Skill Focus (Knowledge [Local, Nobility]), Spellson, Toughness

Skills Acrobatics +18, Climb +1, Craft (calligraphy) +22, Knowledge (local) +28, Knowledge (nobility) +28, Linguistics +22, Perception +3, Perform (sing) +23, Perform (oratory) +23, Spellcraft +17, Use Magic Device +23 (+30 scrolls); **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Halfling, Gnome, Gnoll, Goblin, Ignan, Infernal, Terran

SQ chronicler knowledge +7, deep pockets (1,500 gp), greater epic tales, lore master 2/day, master scribe +7, pathfinding, versatile performance (Oratory, Sing; Bluff, Diplomacy, Sense Motive), weapon familiarity

Combat Gear 20 arrows, 12 *sleep arrows*, 2 *scrolls of cure critical wounds*, *silversheen*; **Gear** *amulet of natural armor* +1, area map, backpack, belt pouch, *chime of interruption*, *cloak of resistance* +1, *greater bracers of archery*, *headband of alluring Charisma* +6, +5 *leather armor of fire resistance*, mwk handaxe, *ring of freedom of movement*, scholar's outfit, +5 *dragonbane shortbow*, spell component pouch; **Coins** 1031 gp (in gems)

Demographics

Faith Shankil

Homeland Faldon Town, Halfling Nations

"Porphyra is a marvelous land. Where else can you literally squeeze stories from the stones themselves?"

Wetham Bullrunner is a halfling dedicated to two things in life – singing and collecting tales of the past. He collects his interpretation of the latter in two books, one for stories of Porphyra's past and the other for legends that predate the birth of this strange land. For the most part, he gets these by adventuring into forgotten places and discovering the stories for himself. He is not at all afraid to break into ancient buildings for a chance at finding ancient tomes and forgotten lore, or questioning strange, forgotten races that he comes to meet.

And Faldon Town is the place for finding the forgotten... "Faldon Town" is one of the Landed territories of Porphyra, those regions abducted by the New Gods that loved them and brought them to Porphyra during the wonderful cataclysm of The Calling. No one remembers its real name, but the corruption of "Fall-Down Town" that names it now is apt, a collection of vast and varied ruins that may have been gathered from many moribund dimensions. Wetham was raised among a staunch clan of halflings that reside there, defiant of the dominant kobolds and goblins that infest the place.

Wetham Bullrunner's other methods of gathering tales are quite unique. Some might go so far as to call his process dangerous but he has not suffered any under risk or harm yet. He collects pieces of the mystical violet gem, porphyrite, and spends long hours casting spells like identify upon them. While this technique has never yielded anything for other sages, Wetham is convinced the fragments of Porphyra's signature stone whisper

echoes of the past to him. One vision he claims to have had is of a strange human child with long black hair and a four-colored garment, who claims to be the “God of Porphyr” and plans to unite the Elementalist and the Deists and end the long conflict... distressing news to both sides of that old battle.

He has even gone so far as to track down unusual formations of porphyrite in his quest to unlock the ‘secret story of Porphyr’. His ability to channel ancient mysteries through his bardic magic could well be granting him a special insight into the nature of this world. He certainly believes this to be the case, scribbling down everything he hears into a third notebook no one has ever been allowed to read.

Wetham is also known for his habit of “solidifying images” with a newfangled alchemical device, an “image-keeper”. This machinium carries out an alchemical process by which a viewing of whatever is in front of the device is captured, physically, on a flat piece of treated metal. This ingenious process is regarded with alarm by many beings, who are accepting of magic, but feel that a mundane machine is somehow living, and steals their souls, as well as their images!

Due to his many eccentric habits, some believe Wetham Bullrunner is a genius and a potential prophet of Porphyr. To others, he is a raving madman. He has a habit of playing up this polarity when he comes to be in company of reasonable sentients, perhaps to try and capture a moment of conflict, or to awaken old memories that will direct him to his next amazing find.

Sample Barbarian Legends

Below are sample barbarians that can be summoned as part of the *Call Down the Legends* ability. These are just samples if a player wishes she should create her own legends to be approved for use by her GM.

Legend - Axe Warrior (CR 2; XP 600)

Half-orc barbarian 3

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

Defense

AC 15, touch 9, flat-footed 14

(+6 armor, +1 Dex, -2 rage)

hp 40 (3d12+15)

Fort +7, **Ref** +2, **Will** +3

Defensive Abilities orc ferocity, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee mwk greataxe +9 (1d12+7/×3)

Ranged mwk sling +5 (1d4+5)

Special Attacks rage (10 rounds/day), rage powers (intimidating glare)

Base Statistics

When not raging, the barbarian’s statistics are **AC** 17, touch 11, flat-footed 16; **hp** 34; **Fort** +5, **Will** +1; **Melee** mwk greataxe +7 (1d12+4/×3); **Ranged** mwk sling +5 (1d4+3); **Str** 17, **Con** 14; **CMB** +6; **Skills** Climb +5, Intimidate +12, Swim +3.

Statistics

Str 21, **Dex** 13, **Con** 18, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +3; **CMB** +8; **CMD** 17

Feats Intimidating Prowess, Power Attack

Skills Climb +7, Intimidate +14, Perception +6, Survival +4, Swim +5

Languages Common, Orc

SQ fast movement, orc blood, weapon familiarity

Combat Gear *potion of cure light wounds*, *potion of lesser restoration*, *potion of protection from good*; **Other Gear**

mwk chainmail, mwk greataxe, mwk sling with 10 bullets, climber’s kit, 250 gp

Legend - Sundering Axe (CR 6; XP 2,400)

Dwarf barbarian 7

N Medium humanoid (dwarf)

Init +1; **Senses** Perception +12

DEFENSE

AC 18, touch 9, flat-footed 17

(+9 armor, +1 Dex, -2 rage)

hp 93 (7d12+42)

Fort +11, **Ref** +4, **Will** +7; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), improved uncanny dodge, trap sense +2; **DR** 1/—

Offense

Speed 20 ft.

Melee mwk adamantite greataxe +13/+8 (1d12+7/×3)

Ranged light hammer +8 (1d4+5) or throwing axe +8 (1d6+5)

Special Attacks +1 on attack rolls against goblinoid and orc humanoids, rage (19 rounds/day), rage powers (guarded stance +2, knockback, strength surge +7)

Base Statistics

When not raging, the barbarian’s statistics are **AC** 20,

touch 11, flat-footed 19; **hp** 79; **Fort** +9, **Will** +5; **Melee** mwk adamantine greataxe +11/+6 (1d12+4/×3); **Ranged** light hammer +8 (1d4+3) or throwing axe +8 (1d6+3); **Str** 16, **Con** 16; **CMB** +10 (+14 sunder); **Skills** Climb +8.

Statistics

Str 20, **Dex** 13, **Con** 20, **Int** 10, **Wis** 14, **Cha** 6
Base Atk +7; **CMB** +12 (+16 sunder); **CMD** 21 (25 vs. bull rush or trip, 23 vs. sunder)
Feats Armor Proficiency (heavy), Greater Sunder, Improved Sunder, Power Attack
Skills Acrobatics +5 (+1 when jumping), Climb +10, Craft (weapons) +10, Knowledge (dungeoneering) +5, Perception +12 (+14 to notice unusual stonework)
Languages Common, Dwarven
SQ fast movement
Combat Gear *oil of magic weapon*, *potion of cure light wounds*, *potion of shield of faith*, acid (3); **Other Gear** masterwork full plate, light hammer (2), masterwork adamantine greataxe, throwing axe (2), *cloak of resistance* +1, climber's kit, masterwork artisan's tools, 2 gp

Legend - Double Axe Fury (CR 10; XP 9,600)

Half-orc barbarian 11
CN Medium humanoid (human, orc)
Init +4; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 17, touch 12, flat-footed 13
(+5 armor, +4 Dex, -2 rage)
hp 142 (11d12+65)
Fort +14, **Ref** +9, **Will** +9; +4 vs. spells and spell-like or supernatural abilities
Defensive Abilities improved uncanny dodge, orc ferocity, trap sense +3; **DR** 3/—

Offense

Speed 40 ft.
Melee +1 *orc double axe* +19/+14/+9 (1d8+10/19–20/×3) or +1 *orc double axe* +17/+12/+7 (1d8+7/19–20/×3), +1 *orc double axe* +17/+12 (1d8+7/19–20/×3), bite +12 (1d4+3)
Ranged mwk composite longbow +16/+11/+6 (1d8+6/×3)
Special Attacks greater rage (26 rounds/day), rage powers (animal fury, increased damage reduction +1, no escape, raging leaper +11, superstition +4)

Base Statistics

When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed 15; **hp** 109; **Fort** +11, **Will** +6; no bonus vs. spells and spell-like or supernatural abilities; **DR** 2/—; **Melee** +1 *orc double axe* +16/+11/+6

(1d8+5/19–20/×3) or +1 *orc double axe* +14/+9/+4 (1d8+4/19–20/×3), +1 *orc double axe* +14/+9 (1d8+4/19–20/×3), bite +9 (1d4+1); **Ranged** mwk composite longbow +16/+11/+6 (1d8+3/×3); **Str** 16, **Con** 14; **CMB** +14; **CMD** 28; **Skills** Acrobatics +17 (+21 when jumping) Climb +8, Swim +8.

STATISTICS

Str 22, **Dex** 18, **Con** 20, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +11; **CMB** +17; **CMD** 29
Feats Double Slice, Improved Critical (orc double axe), Improved Two-Weapon Fighting, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (orc double axe)
Skills Acrobatics +17 (+32 when jumping), Climb +11, Intimidate +10, Perception +15, Ride +7, Stealth +14, Survival +5, Swim +11
SQ fast movement, orc blood, weapon familiarity
Combat Gear *potions of blur* (2), *potion of fly*; **Other Gear** +1 *chain shirt*, +1/+1 *orc double axe*, masterwork composite longbow (+7 Str) with 20 arrows, *belt of giant strength* +2, *cloak of resistance* +2, climber's kit, 50 gp

Alchemical Image-keeper

Price 75 gp; **Weight** 10 lbs.

This bulky contrivance, with tripod and attached shadow-box, uses alchemical processes to impress an image before it onto a silver plate (15 gp each), the process taking 2 rounds. It is mostly used to circumvent magical interference with the image, or for required accuracy.

Purple Duck Note: *If you use this for Wetham Bullrunner, subtract 75 gp from his store of coins at 5th level, and add "alchemical image-keeper" to his Gear.*

Dragon Disciple

As some of the most ancient, powerful, and capricious creatures in existence, dragons occasionally enter into trysts with unsuspecting mortals or sire offspring with exceptional individuals. Likewise, the great power wielded by these creatures has long intrigued wizards and alchemists who have sought various magical methods to infuse their bodies with draconic power. As a result, the blood of dragons runs through the veins of many races. For some, this heritage manifests as a sorcerous bloodline; for others the power of their draconic ancestors becomes an obsession and they focus all their magic on expressing it, becoming something close to true dragons.

Prestige Class: Dragon disciple.

Build Classes: Magus, sorcerer.

Role: With the magic at their disposal, dragon disciples can assume the typical role of a magic-user, hampering the movement of the enemy and hurling damage-dealing spells at their opponents. The dragon disciples' draconic abilities make these versatile spellcasters even more formidable, as they use their breath, natural weapons, and flight to destroy their foes directly.

Alignment: Dragon disciples can be of any alignment, although they tend to be more chaotic than lawful. Those dragon disciples that assume the traits of chro-

Table 9.1 - Dragon Disciple

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1	2	3	4	5	6
1st	+0	+2	+0	+2	Cantrips, claws, dragon arcana, draconic nature, Eschew Materials	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Bite	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Dragon spells, natural armor (+1), resistance (5)	3	—	—	—	—	—
4th	+3	+4	+1	+4	Breath weapon (1/day)	3	1	—	—	—	—
5th	+3	+4	+1	+4	Ability boost (Str +2), bonus feat, claws (magic)	4	2	—	—	—	—
6th	+4	+5	+2	+5	Natural armor (+2), spellbite	4	3	—	—	—	—
7th	+5	+5	+2	+5	Breath (2/day), claws (1d6)	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Ability boost (Con +2)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Natural armor (+3), resistance (10)	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Blindsense 30 ft., breath (3/day)	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Ability boost (Str +2), bonus feat, bite (energy damage)	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Natural armor (+4)	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Breath (4/day), dragon form (1/day)	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Ability boost (Int +2), claws (energy damage)	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Natural armor (+5), resistance (15), wings (60 ft.)	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Breath (5/day), dragon form (2/day)	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Ability boost (Str +2), blindsense (60 ft.), bonus feat	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Natural armor (+6)	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Breath (6/day), dragon form (3/day)	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Ability boost (Cha +2), power of wyrms, wings (90 ft.)	5	5	5	5	5	5

matic dragons, such as bestial white and fearsome red dragons, have a proclivity for evil. Conversely, those that take after the metallic dragons, such as stoic brass and chivalric gold dragons, are often of good alignments.

Hit Die: d10 (Dragon Disciples have Hit Dice greater than their Base Attack Bonus would dictate).

Starting Gold: 4d6 x 10 (140 gp)

Class Skills

The dragon disciple's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the dragon disciple.

Weapon and Armor Proficiency: Dragon disciples are proficient with all simple and martial weapons and with light armor. They are not proficient with shields. Many dragon disciples prefer to rely entirely on natural weapons. A dragon disciple can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dragon disciple wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass dragon disciple still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A dragon disciple casts arcane spells drawn from the magus spell list. He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

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

A dragon disciple can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on *Table 9.1 - Dragon Disciple*. In addition, he receives bonus spells per day if he has a high Charisma score (see *Table: Ability Modifiers and Bonus*

Table 6.2 - Dragon Disciple Spells Known

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

Table 6.3 - Dragon Disciple Breath Weapon

Dragon Type	Energy Type	Breath Shape
Black	Acid	60-foot line
Blue	Electricity	60-foot line
Green	Acid	30-foot cone
Red	Fire	30-foot cone
White	Cold	30-foot cone
Brass	Fire	60-foot line
Bronze	Electricity	60-foot line
Copper	Acid	60-foot line
Gold	Fire	30-foot cone
Silver	Cold	30-foot cone

Spells).

A dragon disciple's selection of spells is extremely limited. A dragon disciple begins play knowing four 0-level spells and two 1st-level spells of the dragon disciple's choice. At each new dragon disciple level, he gains one or more new spells as indicated on Table: Dragon Disciple Spells Known. (Unlike spells per day, the number of spells a dragon disciple knows is not affected by his

Charisma score. The numbers on *Table 9.2 - Dragon Disciple Spells Known* are fixed.)

Upon reaching 4th level, and at every third dragon disciple level thereafter (7th, 10th, and so on), a dragon disciple can choose to learn a new spell in place of one he already knows. In effect, the dragon disciple “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level dragon disciple spell he can cast. A dragon disciple may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Automatic Language: A dragon disciple learns Draconic at first level. This is in addition to any other languages known and does not count against the character’s bonus languages.

Cantrips: Dragon disciples learn a number of cantrips, or 0-level spells, as noted on *Table 9.2 - Dragon Disciple Spells Known*. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Claws (Su) At 1st level, the dragon disciple grows claws. These claws are primary natural attacks, allowing him to make two claw attacks using his full base attack bonus. Each claw attack deals 1d4 points of damage plus his Strength modifier (1d3 if Small). At 5th level, these claws are considered magic weapons for the purpose of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if Small). At 14th level, these claws deal an additional 1d6 points of damage of energy damage of the same type as the dragon disciple’s breath weapon. He can use this power at will, and can use his claws as hands normally, but he cannot make claw attacks when holding something in his claws.

Dragon Arcana: Whenever a dragon disciple casts a spell with an energy descriptor that matches his dragon disciple breath weapon energy type, that spell deals +1 point of damage per die rolled. You must choose this energy type at 1st level even though you do not gain the breath weapon until 4th level.

Draconic Nature: The dragon disciple functions as both a humanoid and as a dragon in regard to effects that target certain creature types, such as *charm person* or a

ranger’s favored enemy.

As he advances in level, the dragon disciple grows more and more draconic in form. Any Disguise checks made to conceal his draconic nature takes a penalty of -1 per class level.

Eschew Materials: A dragon disciple gains Eschew Materials as a bonus feat at 1st level.

Bite (Su): At 2nd level, the dragon disciple gains a bite primary natural attack. This deals 1d6 points of damage (1d4 if the dragon disciple is Small), plus 1½ times the dragon disciple’s Strength modifier, and is considered a magic attack for penetrating damage reduction. Upon reaching 11th level, this bite also deals 1d6 points of energy damage of the same type as the dragon disciple’s breath weapon.

A dragon disciple can choose to cast a spell in lieu of making a bite attack. On a full attack he makes two claw attacks and can also cast any spell from the magus spell list with a casting time of 1 standard action. If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Charisma bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell is wasted, but he can still make his other attacks and the attacks still take the penalty.

A dragon disciple can choose to cast the spell first or make the attacks first, but he cannot cast the spell between physical attacks. He can both attack and perform somatic components with claws in the same round. If he makes a weapon attack, all attack rolls this round suffer a -2 penalty and also needs one hand free if the spell has a somatic component.

Dragon Spells: At 3rd level, and every three levels thereafter until level 18, a dragon disciple learns an additional spell. These spells are added to the dragon disciple’s spell list and also added to his list of known spells and are in addition to the number of spells given on *Table 9.2 - Dragon Disciple Spells Known*. He can cast these spells without the chance of spell failure for armor just as he can with magus spells. These spells cannot be exchanged for different spells at higher levels.

This is the list of spells and the level at which they are learned: *magic fang* (3rd), *resist energy* (6th), *greater magic fang* (9th), *fear* (12th), *spell resistance* (15th), *true seeing* (18th).

Natural Armor (Ex) As his skin thickens, a dragon disciple takes on more and more of his progenitor's physical aspect. At 3rd level, and every three levels thereafter, a dragon disciple gains a +1 increase to the character's existing natural armor.

Resistance (Ex) At 3rd level, the dragon disciple gains resist 5 against the energy type his breath weapon inflicts (see below). At 9th level, his energy resistance increases to 10. At 15th level, his energy resistance increases to 15.

Breath Weapon (Su) At 4th level, the dragon disciple gains a breath weapon. This breath weapon deals 1d6 points of damage of his energy type per dragon disciple level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + ½ his dragon disciple level + his Charisma modifier. The shape of the breath weapon depends on his dragon type (as indicated on Table 9.3 – Dragon Disciple Breath Weapon). At 4th level, the dragon disciple can use this ability once per day. For every three levels after level 4, he can use this ability an additional time per day, to a maximum of 6 times per day at 19th level. After use, he cannot employ his breath again for 1d4 rounds.

Ability Boost (Ex) As a dragon disciple gains levels in this class, his ability scores increase as noted on *Table 9.1 – Dragon Disciple*. These increases stack and are gained as if through level advancement.

- At 5th level and again at level 11 and 17, the dragon disciple gains a +2 bonus to Strength.
- At 8th level the dragon disciple gains a +2 bonus to Constitution.
- At 14th level the dragon disciple gains a +2 bonus to Intelligence.
- At 20th level the dragon disciple gains a +2 bonus to Charisma.

Bonus Feat: At 5th level, and every six levels thereafter, a dragon disciple gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from this list: Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Quicken Spell, Skill Focus (Fly), Skill Focus (Knowledge [arcana]), Toughness. He must meet the prerequisites for these feats as normal.

Spellbite (Su): At 6th level, whenever a dragon disciple casts a spell with a range of “touch” from the magus spell list, he can deliver the spell as part of a bite attack. In-

stead of the free melee touch attack normally allowed to deliver the spell, a dragon disciple can make one free bite attack as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This bite attack uses its normal critical range (20, modified by the keen weapon property or similar effects) and both the bite and spell cause double damage on a confirmed critical hit.

Blindsense (Ex) At 10th level, the dragon disciple gains blindsense with a range of 30 feet. Using non-visual senses the dragon disciple notices things he cannot see. He usually does not need to make Perception checks to notice and pinpoint the location of creatures within range of his blindsense ability, provided that he has line of effect to that creature. He still suffers from the normal concealment miss chance. At 17th level, the range of this ability increases to 60 feet.

Dragon Form (Sp) At 13th level, a dragon disciple can assume the form of a dragon. This ability works like *form of the dragon I*. At 16th level, this ability functions as *form of the dragon II* and the dragon disciple can use this ability twice per day. At 19th level, this ability functions



as *form of the dragon III* and the dragon disciple can use this ability three times per day. His caster level for this effect is equal to his class level. Whenever he uses this ability, he must assume the *form of a dragon* of the same type as his bloodline.

Wings (Su) At 15th level, leathery dragon wings grow from his back, giving him a fly speed of 60 feet with average maneuverability. These wings can fold up so they are not in the way, but they are hard to conceal, which is subsumed in draconic nature above. At 20th level, the flight speed improves to 90 feet.

Power Of Wyrms (Su) At 20th level, his draconic heritage becomes manifest. He gains immunity to paralysis, sleep, and damage of his energy type. Also, his blindsense becomes blindsight.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of dragon disciple, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add +1/6 to the number of times per day you can use your breath weapon.

Elf: Add a +1/2 bonus to overcome spell resistance.

Gnome: Add +1 bonus on concentration checks for dragon disciple spells.

Half-Elf: Add +1 bonus to use Diplomacy with creatures of the dragon type.

Half-Orc: Add +1/2 damage bonus to spells that deal fire damage.

Halfling: Add +1/2 damage bonus to natural attacks.

Human: Add one spell known from the dragon disciple spell list. This spell must be at least one level below the highest spell level the dragon disciple can cast.

Sample Dragon Disciple Character

Below is a sample dragon disciple player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional skill points.

Dexter Pendragon (CR 1/2; XP 200)

Male human dragon disciple 1

NG Medium humanoid (dragon, human)

Init +1; **Senses** Perception +0

Defense

AC 15, touch 11, flat-footed 14

(+4 armor, +1 Dex)

hp 14 (1d10+4)

Fort +3, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee 2 claws +2 (1d4+2)

Ranged shortbow +1 (1d6/x3)

Special Attacks dragon arcana (acid)

Spells Known (CL 1st; concentration +3)

1st (2/day)—*corrosive touch*, *magic missile*

0th (at-will)—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*

Statistics

Str 14, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 15

Base Atk +0; **CMB** +2; **CMD** 13

Feats Combat Casting, Eschew Materials, Toughness

Skills Fly +5, Spellcraft +3, Use Magic Device +6; **ACP** -2

Languages Common, Draconic

Gear 10 arrows, backpack, chain shirt, dagger, map case, shortbow; **Coins** 6 gp

Demogrpahics

Faith Veiloaria

Homeland Originally Mount Xoa, none claimed now.

Dexter Pendragon (CR 4; XP 1,200)

Male human dragon disciple 5

NG Medium humanoid (dragon, human)

Init +1; **Senses** Perception +0

Defense

AC 18, touch 11, flat-footed 17

(+6 armor, +1 Dex, +1 natural)

hp 42 (5d10+10)

Fort +8, **Ref** +3, **Will** +5

Resist acid 5

Offense

Speed 30 ft.

Melee 2 claws +6 (1d4+3), bite +6 (1d6+4)

Ranged +1 *composite shortbow* (+3 Str) +5 (1d6+3/x3)

Special Attacks breath weapon 1/day (60-ft. line, 5d6 acid; R-DC 15), dragon arcana (acid), magic attacks (bite, claws)

Spells Known (CL 5th; concentration +8)

2nd (3/day)—*acid arrow*, *invisibility*, *spider climb*

1st (5/day)—*corrosive touch*, *hydraulic push*, *magic fang*, *magic missile*, *shield*

0th (at-will)—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ray of frost*, *read magic*

Statistics

Str 16, **Dex** 12, **Con** 13, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +3; **CMB** +6; **CMD** 17

Feats Burning Spell, Combat Casting, Eschew Materials, Great Fortitude, Piercing Spell, Toughness

Skills Fly +9, Spellcraft +7, Use Magic Device +11; **ACP** -1

Languages Common, Draconic

Combat Gear *potion of cure light wounds*; **Gear** 10 arrows, backpack, *cloak of resistance* +1, *chain shirt* +2, dagger, map case, *necklace of fireballs (type II)*, +1 *composite shortbow* (+3 Str); **Coins** 42 gp

Demogrpahics

Faith Veiloaria

Homeland Originally Mount Xoa, none claimed now.

Dexter Pendragon (CR 9; XP 6,400)

Male human dragon disciple 10

NG Medium humanoid (dragon, human)

Init +1; **Senses** blindsense 30 ft.; Perception +0

Defense

AC 21, touch 11, flat-footed 20

(+7 armor, +1 Dex, +3 natural)

hp 99 (10d10+40)

Fort +13, **Ref** +5, **Will** +8

Resist acid 10

Offense

Speed 30 ft.

Melee 2 claws +10 (1d6+3), bite +10 (1d6+4)

Ranged +1 *composite shortbow* (+3 Str) +8/+3 (1d6+3/x3)

Special Attacks breath weapon 3/day (60-ft. line, 10d6 acid; R-DC 18), dragon arcana (acid), magic attacks (bite, claws), spellbite

Spells Known (CL 10th; concentration +13)

4th (1/day)—*dragon's breath* (R-DC 17), *greater invisibility*

3rd (4/day)—*aqueous orb* (R-DC 16), *elemental aura* (R-DC 16), *fly*, *greater magic fang*, *water breathing*

2nd (10/day)—*acid arrow*, *invisibility*, *elemental touch*, *resist energy*, *spider climb*, *web*

1st (6/day)—*burning hands* (R-DC 14), *corrosive touch*, *hydraulic push*, *magic fang*, *magic missile*, *shield*

0th (at-will)—*acid splash*, *dancing lights*, *detect magic*, *disrupt undead*, *ray of frost*, *read magic*

Statistics

Str 16, **Dex** 12, **Con** 16, **Int** 8, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +10; **CMD** 21

Feats Burning Spell, Combat Casting, Disruptive Spell, Elemental Spell (acid), Eschew Materials, Great Fortitude, Piercing Spell, Toughness

Skills Fly +14, Spellcraft +12, Use Magic Device +15;

ACP -1

Languages Common, Draconic

Combat Gear 2 *potions of cure moderate wounds*; **Gear**

10 arrows, backpack, *cloak of resistance* +1, *chain shirt*

+3, dagger, *magnetist's gloves*, map case, *necklace of*

fireballs (type II), +1 *composite shortbow* (+3 Str), *ring of wizardry II*; **Coins** 312 gp

Demogrpahics

Faith Veiloaria

Homeland Originally Mount Xoa, none claimed now.

Dexter Pendragon (CR 14; XP 38,400)

Male human dragon disciple 15

NG Medium humanoid (dragon, human)

Init +5; **Senses** blindsense 30 ft.; Perception +0

Defense

AC 25, touch 11, flat-footed 24

(+9 armor, +1 Dex, +5 natural)

hp 147 (15d10+60)

Fort +15, **Ref** +7, **Will** +10

Resist acid 15

Offense

Speed 30 ft., fly 30 ft. (average)

Melee 2 claws +15 (1d6+4 plus 1d6 acid), bite +15

(1d6+6 plus 1d6 acid)

Ranged +5 *giantbane composite shortbow* (+4 Str) +12/+7 (1d6+4/x3)

Special Attacks breath weapon 5/day (60-ft. line, 15d6 acid; R-DC 20), dragon arcana (acid), magic attacks (bite, claws), spellbite

Spell-Like Abilities (CL 15; concentration +18)

1/day—*form of dragon I* (copper)

Spells Known (CL 15th; concentration +18)

5th (3/day)—*acidic spray* (R-DC 18), *corrosive consumption*, *telekinesis*, *spell resistance*, *wall of stone*

4th (4/day)—*black tentacles*, *dragon's breath* (R-DC 17), *fear* (W-DC 17), *greater invisibility*, *vermin shape I*

3rd (8/day)—*aqueous orb* (R-DC 16), *arcane sight*, *blink*, *elemental aura* (R-DC 16), *greater magic fang*,

water breathing

2nd (10/day)—*acid arrow, invisibility, elemental touch, resist energy, scorching ray, spider climb, web*

1st (6/day)—*burning hands* (R-DC 14), *corrosive touch, feather fall, hydraulic push, magic fang, magic missile, shield*

0th (at-will)—*acid splash, dancing lights, detect magic, disrupt undead, ray of frost, read magic*

Statistics

Str 18, **Dex** 12, **Con** 16, **Int** 10, **Wis** 10, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 25

Feats Burning Spell, Combat Casting, Disruptive Spell, Elemental Spell (acid), Eschew Materials, Extend Spell, Great Fortitude, Improved Initiative, Piercing Spell, Spell Penetration, Toughness, Widen Spell

Skills Fly +19, Knowledge (arcana) +18, Spellcraft +18, Use Magic Device +21; **ACP** -1

Languages Common, Draconic

Combat Gear 4 *potions of cure serious wounds*, 2 *potions of haste*; **Gear** 10 arrows, backpack, *cloak of resistance* +1, *light fortification chain shirt* +5, dagger, *magnetist's gloves*, map case, *medallion of thoughts*, *necklace of fireballs* (type II), +5 *giantbane composite shortbow* (+3 Str), *ring of wizardry II*, *ring of wizardry III*; **Coins** 1,218 gp

Demographics

Faith Veiloaria

Homeland Originally Mount Xoa, none claimed now.

"The only thing that makes life worthwhile is travel. Every morning brings a new horizon."

Strange even from birth, Dexter always had an odd way about him even though he was physically normal. He stared a little too hard at things, took a little too long to think before acting, paused before speaking enough for people to think was a little simple. For the first few years of his life, his peasant parents simply thought he was slow and kept him inside for fear their neighbors would think him 'touched' or cursed.

Dexter was not slow; he was simply developing at the rate of someone with draconic blood; those metareptiles don't consider a being sentient until it has passed its first decade. Sparked into activity by his magical talent, this blood forced him into a sort of learning dolor until he was nearly ten. Then, one day, he woke up. He started talking with near perfect fluency, reading voraciously, and helping around his family home with an almost unnatural strength for his age. Though his parents had no explanation for this change in his behavior, they were

glad to see him doing better. With the presence in their bloodline so far back in the past, they would have no way of knowing any different.

Then came the day he was badly injured in a rockslide that claimed a dozen lives in his village despite Dexter's best efforts to save them. The only survivor of the catastrophe, he healed quickly but his injuries were marked with odd copper-tinged scars. His left eye, which everyone thought he would lose, came back black and resembling that of a cold-blooded reptile. There was no hiding his strange gifts any longer. Rather than reject him for being different, his fellow villagers praised him for his heroism during the avalanche and accepted him for whatever he was. Deep down, however, Dexter could not shake his growing wanderlust. This was not his home, not any longer- his new life was calling to him. His injuries had awakened more than just his flesh. He felt a strong need to discover the truth about his past, one that finally drew him away from his family and friends. Gathering what little he owned, Dexter took the name 'Pendragon' as a nod to his nature and set off to find some answers.

Dexter first got some of those answers he sought when he came in contact with his first dragon- a startling event for any young, inexperienced adventurer! It was in New Wathis, in a travelling recruitment show for the Order of the Wyrms, a somewhat disreputable "brotherhood" of lesser sons of lesser nobles of backward provinces that regularly send expeditions into the Wyrms' Quarter of the northern reaches of Kesh. Because the Order had been so regularly ridiculed for not having anything to show for their so-called expeditions, they were parading around a captive dragon, actually a congenitally dwarfed crystal dragon, quite weak, but still able to speak with Dexter... but he has not spoken of what he learned there. He still bears a crystal scale, though.

This quest has continued for many years now, with Pendragon coming across all sorts of fellow travelers and discovering many new lands. Though he has learned little about himself, he does not consider the long years wasted. So long as there are new places to go, Pendragon the Wanderer is quite content.

Duelist

Duelists represent the pinnacle of elegant swordplay. They move with a grace unmatched by most foes, parrying blows and countering attacks with swift thrusts of their blades. They eschew bulky armor as their grace allows them to dodge their opponents with ease. While others flounder on treacherous terrain, duelists charge nimbly across the battlefield. They thrive in melee, where their skill with the blade allows them to make sudden attacks against clumsy foes and to cripple opponents with particularly well-placed thrusts of the blade.

Prestige Class: Duelist.

Build Classes: Fighter.

Role: Duelists fight in the forefront alongside fighters, barbarians, and other melee combatants, deftly avoiding the blades of their opponents while expertly targeting their vulnerabilities.

Alignment: Any.

Hit Die: d10.

Starting Gold: 4d6 x 10 (140 gp average).

Class Skills

The duelist's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Profession (Wis), Ride (Dex), Swim (Str)

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the duelist.

Weapon and Armor Proficiency: Duelists are proficient with all simple and martial weapons and with light armor and shields (excluding tower shields).

Canny Defense (Ex): When wearing light or no armor and not using a large or tower shield, a duelist adds a dodge bonus to her armor class and CMD equal to her Intelligence bonus, up to her duelist level, while wielding a manufactured melee weapon. If a duelist is caught un-

Table 7-1 - Duelist Class Table

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Canny defense, precise strike, Weapon Finesse
2nd	+2	+3	+3	+0	Dodge, bravery +1
3rd	+3	+3	+3	+1	Improved reaction +2, parry 1/round
4th	+4	+4	+4	+1	Mobility
5th	+5	+4	+4	+1	Riposte
6th	+6/+1	+5	+5	+2	Bravery +2, grace
7th	+7/+2	+5	+5	+2	Cunning opportunist
8th	+8/+3	+6	+6	+2	Parry 2/round
9th	+9/+4	+6	+6	+3	Acrobatic charge
10th	+10/+5	+7	+7	+3	Bonus feat , bravery +3
11th	+11/+6/+1	+7	+7	+3	Enhanced mobility
12th	+12/+7/+2	+8	+8	+4	Elaborate defense
13th	+13/+8/+3	+8	+8	+4	Improved reaction +4, parry 3/round
14th	+14/+9/+4	+9	+9	+4	Bonus feat , bravery +4
15th	+15/+10/+5	+9	+9	+5	No retreat
16th	+16/+11/+6/+1	+10	+10	+5	Aggressive defense
17th	+17/+12/+7/+2	+10	+10	+5	Deflect Arrows
18th	+18/+13/+8/+3	+11	+11	+6	Bonus feat, bravery +5, parry 4/round
19th	+19/+14/+9/+4	+11	+11	+6	Duel mastery
20th	+20/+15/+10/+5	+12	+12	+6	Crippling critical

armed or is flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Precise Strike (Ex): A duelist gains the ability to strike precisely with a light or one-handed piercing weapon, adding her duelist level to her damage roll as precision damage.

When making a precise strike, a duelist cannot attack with a weapon in her other hand or use a shield. A duelist's precise strike only works against living creatures with discernible anatomies. Any creature that is immune to critical hits is also immune to a precise strike, and any item or ability that protects a creature from critical hits also protects a creature from a precise strike.

Weapon Finesse: A duelist gains Weapon Finesse as a bonus feat at 1st level. If she already knows this feat, the duelist can select any combat feat she fulfills the prerequisites for instead.

Dodge: A duelist gains Dodge as a bonus feat at 2nd level. She need not fulfill the prerequisites. If she already knows this feat, the duelist can select any combat feat she fulfills the prerequisites for instead.

Bravery (Ex): Starting at 2nd level, a duelist gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Improved Reaction (Ex): At 3rd level, a duelist gains a +2 bonus on initiative checks. At 13th level this bonus increases to +4; This bonus stacks with the benefit provided by the Improved Initiative feat.

Parry (Ex): At 3rd level a duelist learns to parry the melee attacks of other creatures. To parry an attack, the duelist makes an attack roll at her best attack bonus. If this roll is greater than the attack roll of the attacking creature, the parry succeeds and the original attack misses. The duelist declares the use of this ability after the attack is rolled.

At 3rd level, the duelist can parry one attack per round. For every 5 levels past level 3, the duelist can parry an additional attack each round, to a maximum of four parries per round at level 18.

On her next turn after a duelist made one or more parries, she is staggered. This condition cannot be negated or removed in any way.

Mobility: A duelist gains Mobility as a bonus feat at 4th level. If she already knows this feat, the duelist can select any combat feat she fulfills the prerequisites for instead.

Riposte (Ex): At 5th level, when the duelist successfully parries an attack, she can make an attack of opportunity on the attacker if she is within reach.

Grace (Ex): At 6th level, a duelist gains a +2 competence bonus on all Reflex saving throws. This ability functions for a duelist only when she is wearing light or no armor and not using a shield.

Cunning Opportunist (Ex): At 7th level, the duelist may make a number of additional attacks of opportunity per round equal to her Intelligence bonus. This stacks with the benefits of Combat Reflexes.

Acrobatic Charge (Ex): At 9th level, a duelist gains the ability to charge in situations where others cannot. She may charge over difficult terrain that normally slows movement. Depending on the circumstance, she may still need to make appropriate checks to successfully move over the terrain.

Bonus Feats: At level 10, and every 4 levels thereafter, the duelist chooses a combat feat as a bonus feat. She needs to fulfill the prerequisites of these feats as normal.

Enhanced Mobility (Ex): Starting at 11th level, when wearing light or no armor and not using a shield, a duelist gains an additional +4 bonus to AC against attacks of opportunity caused when she moves out of a threatened square.

Elaborate Defense (Ex): At 12th level and higher, if a duelist chooses to fight defensively or use total defense in melee combat, she gains an additional +2 dodge bonus to AC. This improves to a +3 bonus at level 18.

No Retreat (Ex): At 15th level, enemies adjacent to the duelist that take a withdraw action provoke an attack of opportunity from the duelist.

Aggressive Defense (Ex): At 16th level and higher, if a duelist chooses to fight defensively or use total defense, she can make an attack of opportunity against any opponent within reach who misses her with a melee attack.

Deflect Arrows: At 17th level, a duelist gains the benefit of the Deflect Arrows feat when using a light or one-handed piercing weapon. The duelist does not need a free hand to use this feat.

Duel Mastery (Ex): At 19th level, as long as she wields a melee weapon, the duelist gains a DR 5/-.

Crippling Critical (Ex): When a level 20 duelist confirms a critical hit using light or one-handed piercing weapon, she can apply one of the following penalties in addition to the damage dealt:

- Reduce all of the target's speeds by 10 feet (minimum 5 feet)
- 1d4 points of Strength or Dexterity damage
- -4 penalty on all saving throws
- -4 penalty to Armor Class
- 2d6 points of bleed damage.

These penalties last for 1 minute, except for ability damage, which must be healed normally, and bleed damage, which continues until the target receives magic healing or a DC 15 Heal skill check.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of duelist, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add 1 ft. to your base speed. In combat this option has no effect unless you have selected it five times (or another increment of five).

Elf: Add +1/6 bonus to AC to avoid attacks of opportunity when moving.

Gnome: Add +1/2 bonus to the damage dealt by a light or finesse weapon.

Half-Elf: Add +1/3 bonus to CMB to attempt a reposition.

Half-Orc: Choose a light weapon or any weapon with "elven" or "orcish" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Halfling: Add a +1/3 bonus to CMB to attempt a dirty trick.

Human: Add a +1/3 bonus to CMD to resist disarm and sunder attempts.

Sample Duelist

Below is a sample duelist player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Strigon Sava (CR 1/2; XP 200)

Male dhampir duelist 1

LG Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 17, touch 14, flat-footed 13

(+3 armor, +3 Dex, +1 dodge)

hp 11 (1d10+1)

Fort +2, **Ref** +5, **Will** -1; +2 vs. disease, mind-affecting

Defensive Abilities canny defense, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee rapier +4 (1d6+1/18-20)

Ranged shortbow +4 (1d6/x3)

Special Attacks precise strike

Spell-Like Abilities (CL 1st; concentration +3)

3/day—*detect undead*

Statistics

Str 10, **Dex** 17, **Con** 11, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +1; **CMB** +4; **CMD** 15

Feats Agile Maneuvers, Weapon Finesse

Skills Acrobatics +6, Bluff +8, Escape Artist +6, Knowledge (nobility) +6; **Racial Modifiers** +2 Bluff, +2 Perception; **ACP** -1

SQ negative energy affinity

Languages Common, Elven, Orc

Combat Gear 20 arrows, 2 flasks of acid; **Gear** backpack, belt pouch, rapier, shortbow, signal whistle, signet ring, studded leather armor; **Coins** 7 gp

Demographics

Faith atheist

Homeland The Kingdom of Iskander

Strigon Sava (CR 4; XP 1,200)

Male dhampir duelist 5

LG Medium humanoid (dhampir)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 20, touch 16, flat-footed 14

(+4 armor, +4 Dex, +3 dodge)

hp 37 (5d10+5)

Fort +4, **Ref** +7, **Will** +0; +2 vs. disease, mind-affecting

Defensive Abilities bravery +1, canny defense, improved reaction +2, parry 1/round, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee +1 *thundering rapier* +9 (1d6+6/18-20 plus 1d8 sonic)

Ranged shortbow +8 (1d6/x3)

Special Attacks precise strike, riposte

Spell-Like Abilities (CL 5th; concentration +7)

3/day—*detect undead*

Statistics

Str 10, **Dex** 18, **Con** 11, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +9 (+11 disarm); **CMD** 22 (24 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Dodge, Improved Disarm, Mobility, Weapon Finesse

Skills Acrobatics +10, Bluff +12, Escape Artist +10, Knowledge (nobility) +10; **Racial Modifiers** +2 Bluff, +2 Perception

SQ negative energy affinity

Languages Common, Elven, Orc

Combat Gear 20 arrows, 4 flasks of acid; **Gear** backpack, belt pouch, *hand of the mage*, shortbow, signal whistle, signet ring, +1 *studded leather armor*, +1 *thundering rapier*; **Coins** 85 gp

Demographics

Faith atheist

Homeland The Kingdom of Iskander

Strigon Sava (CR 9; XP 6,400)

Male dhampir duelist 10

LG Medium humanoid (dhampir)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 25, touch 21, flat-footed 17
(+4 armor, +3 deflection, +4 Dex, +4 dodge)

hp 69 (10d10+10)

Fort +7, **Ref** +12, **Will** +2; +2 vs. disease, mind-affecting

Defensive Abilities bravery +3, canny defense, grace, improved reaction +2, parry 2/round, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee +3 *thundering rapier* +16/+11 (1d6+13/18-20 plus 1d8 sonic)

Ranged mwk shortbow +14/+9 (1d6/x3)

Special Attacks acrobatic charge, cunning opportunist, precise strike, riposte

Spell-Like Abilities (CL 10st; concentration +12)

3/day—*detect undead*

Statistics

Str 10, **Dex** 18, **Con** 11, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +10; **CMB** +14 (+18 disarm); **CMD** 28 (32 vs. disarm)

Feats Agile Maneuvers, Combat Expertise, Critical Focus, Dodge, Greater Disarm, Improved Disarm, Mobility, Weapon Finesse, Wind Stance

Skills Acrobatics +15, Bluff +17, Escape Artist +15, Knowledge (nobility) +15; **Racial Modifiers** +2 Bluff, +2 Perception

SQ negative energy affinity

Languages Common, Elven, Orc

Combat Gear 20 arrows, *elixir of fire breath*, 3 flasks of acid; **Gear** backpack, belt pouch, *hand of the mage*, *ioun stone (scarlet and blue)*, *ring of protection* +3, mwk shortbow, signal whistle, signet ring, +1 *studded leather armor*, +3 *thundering rapier*; **Coins** 165 gp

Demographics

Faith atheist

Homeland The Kingdom of Iskander

Strigon Sava (CR 14; XP 38,400)

Male dhampir duelist 15

LG Medium humanoid (dhampir)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +1

Defense

AC 30, touch 22, flat-footed 22
(+8 armor, +4 deflection, +4 Dex, +4 dodge)

hp 102 (15d10+15)

Fort +9, **Ref** +14, **Will** +3; +2 vs. disease, mind-affecting

Defensive Abilities bravery +4, canny defense, elaborate defence, enhanced mobility, grace, improved reaction +4, parry 3/round, resist level drain

Weakness light sensitivity

Offense

Speed 30 ft.

Melee +5 *thundering rapier* +23/+18/+13 (1d6+20/18-20 plus 1d8 sonic)

Ranged mwk shortbow +19/+14/+9 (1d6/x3)

Special Attacks acrobatic charge, cunning opportunist, no retreat, precise strike, riposte

Spell-Like Abilities (CL 15st; concentration +17)

3/day—*detect undead*

Statistics

Str 10, **Dex** 18, **Con** 11, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +15; **CMB** +19 (+23 disarm); **CMD** 29 (33 vs. disarm)

Feats Agile Maneuvers, Bleeding Critical, Combat Expertise, Critical Focus, Dodge, Greater Disarm, Improved Disarm, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Whirlwind Attack, Wind Stance

Skills Acrobatics +20, Bluff +22, Escape Artist +20, Knowledge (nobility) +20; **Racial Modifiers** +2 Bluff, +2 Perception

SQ negative energy affinity

Languages Common, Elven, Orc

Combat Gear 20 arrows, *elixir of fire breath*, 3 flasks of acid; **Gear** backpack, belt pouch, *hand of the mage*, *ioun stone (scarlet and blue)*, *ring of protection +4*, *ring of spell turning*, mwk shortbow, signal whistle, signet ring, +5 *studded leather armor*, +5 *thundering rapier*; **Coins** 1,165 gp

Demographics

Faith atheist

Homeland The Kingdom of Iskander

“You call this a fight? Tell me, in what land is bleeding and falling down considered good technique?”

Strigon is a prime example of all scions of good not being the same. Though he has all the compunctions and morals of the grandest of paladins, he is possessed of a wicked streak that only shows itself in his dark sense of humor. Prone to tease and mock, he is well aware of his behavior being unseemly. He just cannot help himself.

Strigon's ill-humor comes from his conflicted inner nature. Raised by the paladin who rescued him as an infant from a necropolis in the Pynian Coast, his half-vampiric nature has always been difficult for him to fully keep in check. His adopted mother has made many allowances for what he is, including very rare meats at dinner time and allowing him to keep a mostly nocturnal schedule. She only drew the line at him acting on his dark impulses, a ban that became harder to keep the older Strigon grew.

“Say whatever you like, but never do.”

For years now, she has deeply regretted not saying ‘think whatever you like’. Strigon channeled his violent side into study of the blade. By the age of fifteen, he was already a match for any other student in his academy. By sixteen, he was regularly besting his trainers. At eighteen, he won an open duel against the school's headmaster. “Don't feel too bad,” he told the man as he helped him up off the ground. “At your age, just lifting a rapier

is a triumph.”

That was the day he was forcibly ‘graduated’ from the College of Battle. His long-suffering mother, herself the target of his biting wit more than once, understood and started looking for employment for her adder-tongued son. It did not take long for her to find a new mercenary company seeking skilled swordsmen for honest work. What made it better was the fact that the company was run by an old adventuring companion of hers.

What made it perfect was the fact that the company would be travelling far, far away...



Eldritch Hunter

Eldritch hunters combine the perseverance of the hunter with the mystic senses of the arcanist, allowing them to take down their prey with uncanny precision.

Prestige Class: Eldritch knight.

Build Classes: Ranger, sorcerer.

Role: Eldritch hunters are masters of the wild, alpha predators using both might and magic to establish their dominance.

Alignment: Any.

Hit Die: d8.

Starting Gold: 4d6 x 10 gp (140 gp average).

Class Skills

The eldritch hunter's class skills are Bluff (Cha), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

These are all the class features of the eldritch hunter.

Weapon and Armor Proficiency: An eldritch hunter is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields). Armor interferes with an eldritch hunter's movements, which can cause his spells with somatic

Table 8.1 - Eldritch Hunter

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day								
						1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+2	Bloodline power, cantrips, Eschew Materials	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Combat style feat	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Bloodline power	3	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Bloodline spell (level 1)	4	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Combat style feat	5	—	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Bloodline spell (level 2)	6	3	—	—	—	—	—	—	—
7th	+5	+5	+2	+5	Combat style feat	6	4	—	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Bloodline spell (level 3)	6	5	3	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Bloodline power	6	6	4	—	—	—	—	—	—
10th	+7/+2	+7	+3	+7	Bloodline spell (level 4)	6	6	5	3	—	—	—	—	—
11th	+8/+3	+7	+3	+7	Combat style feat	6	6	6	4	—	—	—	—	—
12th	+9/+4	+8	+4	+8	Bloodline spell (level 5)	6	6	6	5	3	—	—	—	—
13th	+9/+4	+8	+4	+8	Spell critical	6	6	6	6	4	—	—	—	—
14th	+10/+5	+9	+4	+9	Bloodline spell (level 6)	6	6	6	6	5	3	—	—	—
15th	+11/+6/+1	+9	+5	+9	Bloodline power	6	6	6	6	6	4	—	—	—
16th	+12/+7/+2	+10	+5	+10	Bloodline spell (level 7)	6	6	6	6	6	5	3	—	—
17th	+12/+7/+2	+10	+5	+10	Combat style feat	6	6	6	6	6	6	4	—	—
18th	+13/+8/+3	+11	+6	+11	Bloodline spell (level 8)	6	6	6	6	6	6	5	3	—
19th	+14/+9/+4	+11	+6	+11	Ranger magic	6	6	6	6	6	6	6	4	—
20th	+15/+10/+5	+12	+6	+12	Bloodline power, bloodline spell (level 9)	6	6	6	6	6	6	6	5	3

components to fail.

Spells: An eldritch hunter casts arcane spells drawn primarily from the sorcerer/wizard spell list. He can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an eldritch hunter must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an eldritch hunter's spell is 10 + the spell level + the eldritch hunter's Charisma modifier.

Like other spellcasters, an eldritch hunter can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 14.1 - Eldritch Hunter*. In addition, he receives bonus spells per day if he has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

An eldritch hunter's selection of spells is extremely limited. An eldritch hunter begins play knowing two 0-level spells and one 1st-level spells of her choice. At each new eldritch hunter level, he gains one or more new spells, as indicated on *Table 14.1 - Eldritch Hunter*. (Unlike spells per day, the number of spells an eldritch hunter knows is not affected by his Charisma score; the numbers on *Table 14.2 - Eldritch Hunter Spells Known* are fixed.) These new spells can be common spells chosen from the sorcerer/wizard spell list, or they can be unusual spells that the eldritch hunter has gained some understanding of through study.

Upon reaching 6th level, and at every even-numbered eldritch hunter level after that (8th, 10th and so on), an eldritch hunter can choose to learn a new spell in place of one he already knows. In effect, the eldritch hunter loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. An eldritch hunter may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. Unlike a wizard or a cleric an eldritch hunter need not prepare her spells in advance. He can cast any spell she knows at any time, assuming she has not yet used up his spells per day for that spell level.

Cantrips: Eldritch hunters learn a number of cantrips, or 0-level spells, as noted on *Table 14.2 - Eldritch Hunter Spells Known*. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Eldritch Bloodline: A eldritch hunter has a bloodline

Table 8.2 - Eldritch Hunter Spells Known

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

similar to that of a sorcerer. Each eldritch hunter has a source of magic somewhere in his heritage that grants him spells, an additional class skill, and other special abilities. This source can represent a blood relation or an extreme event somewhere in the family's past. For example, a eldritch hunter might have a dragon as a distant relative or his grandfather might have signed a terrible contract with a devil. Regardless of the source, this influence manifests in a number of ways as the eldritch hunter gains levels. A eldritch hunter must pick one bloodline upon taking his first level of eldritch hunter. Once made, this choice cannot be changed.

A eldritch hunter gains class skills, arcana, and powers from his bloodline as a sorcerer of his eldritch hunter level. If a skill granted by the bloodline is already a class skill, there is no benefit.

At 4th level an eldritch hunter learns an additional first level spell spell, derived from his bloodline. Every two levels after level 4, she learns another bloodline spell of one level higher than the last one. These spells are added to the eldritch hunter's spell list and also added to his list of known spells and are in addition to the number

of spells given on *Table 14.2 - Eldritch Hunter Spells Known*. These spells cannot be exchanged for different spells at higher levels. Note that the rate of progression is different from that given in the bloodline description (which applies to sorcerers).

Unlike a sorcerer, an eldritch hunter does not gain bloodline feats.

Eschew Materials: An eldritch hunter gains Eschew Materials as a bonus feat at 1st level.

Combat Style Feat (Ex): At 2nd level, an eldritch hunter must select one of seven combat styles to pursue: archery, crossbow, mounted combat, natural weapons, two-handed weapons, two-weapon combat, or weapon and shield. The ranger's expertise manifests in the form of bonus feats at 2nd, 5th, 7th, 11th, and 17th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

If the eldritch hunter selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 7th level, he adds Improved Precise Shot and Manyshot to the list. At 11th level, he adds Pinpoint Targeting and Shot on the Run to the list.

If the eldritch hunter selects crossbow style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload. At 7th level, he adds Crossbow Mastery and Improved Precise Shot to the list. At 11th level, he adds Pinpoint Targeting and Shot on the Run to the list.

If the eldritch hunter selects mounted combat, he can choose from the following list whenever he gains a combat style feat: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding. At 7th level, he adds Mounted Shield and Spirited Charge to the list. At 11th level, he adds Mounted Skirmisher and Unseat to the list.

If the eldritch hunter selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast, Improved Natural Weapon, Rending Claws, and Weapon Focus. At 7th level, he adds Eldritch Fangs and Vital Strike to the list. At 11th level, he adds Multiattack and Improved Vital Strike to the list.

If the eldritch selects two-handed weapon style, he can choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, Pushing Assault, and Shield of Swings. At 7th level, he adds Furious

Focus and Great Cleave to the list. At 11th level, he adds Dreadful Carnage and Improved Sunder to the list.

If the eldritch hunter selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 7th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 11th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

If the eldritch hunter selects weapon and shield style, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam, and Two-Weapon Fighting. At 7th level, he adds Saving Shield and Shield Master to the list. At 11th level, he adds Bashing Finish and Greater Shield Focus to the list.

The benefits of the eldritch hunter's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once an eldritch hunter selects a combat style, it cannot be changed.



Spell Critical (Su): At 13th level, whenever an eldritch hunter successfully confirms a critical hit, he can cast a spell with a casting time of a standard action as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. The caster must still meet all of the spell's components and must roll for arcane spell failure if necessary.

Ranger Magic: At 19th level, add all ranger spells to the eldritch hunter's spell list and known spells at twice their ranger spell level. 1st level ranger spells become second level eldritch hunter spells, 2nd level ranger spells become 4th level, and so on. These spells become arcane spells.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of eldritch hunter, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add +1/2 to the damage of acid and earth spells and spell-like abilities.

Elf: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Half-Elf: Add +1/2 to Stealth checks in urban settings.

Half-Orc: Add +1/2 point of fire damage to spells that deal fire damage.

Halfling: Add a +1/6 dodge bonus to Armor Class.

Human: Add one spell known from the sorcerer/wizard spell list. This spell must be at least one level below the highest spell level the eldritch hunter can cast.

Sample Eldritch Hunter Character

Below is a sample eldritch hunter player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional skill points.

Finneas Hellborn (CR 1/2; XP 200)

Male human eldritch hunter 1
CG Medium humanoid (human)

Init +0; **Senses** Perception -1

Defenses

AC 13, touch 10, flat-footed 13
(+3 armor)

hp 10 (1d8+2)

Fort +4, **Ref** +0, **Will** +1

Offense

Speed 30 ft.

Melee 2 claws +3 (1d4+3) or unarmed strike +3 (1d3+3)

Ranged longbow +0 (1d8/x3)

Special Attacks claws (4 rounds)

Spells Known (CL 1st; concentration +2; ASP 15%)

1st (2/day)—*summon monster I*

0th (at-will)—*detect magic, detect poison*

Bloodline Abyssal

Statistics

Str 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 13

Base Atk +0; **CMB** +3; **CMD** 13

Feat Eschew Materials, Improved Unarmed Strike, Power Attack

Skills Acrobatics +0, Climb +6, Sense Motive +0, Survival +0, Use Magic Device +5; **ACP** -1

Languages Abyssal, Common

SQ bloodline arcana

Combat Gear 20 arrows, bag of caltrops, smokestick;

Gear backpack, longbow, silk rope, studded leather armor; **Coins** 6 gp

Demographics

Faith Saren

Hometown Morah'Silvanath

Finneas Hellborn (CR 4; XP 1,200)

Male human eldritch hunter 5
CG Medium humanoid (human)

Init +0; **Senses** Perception -1

Defenses

AC 16, touch 11, flat-footed 16
(+5 armor, +1 deflection)

hp 36 (5d8+10)

Fort +6, **Ref** +1, **Will** +3; +2 vs. poison

Resist electricity 5

Offense

Speed 30 ft.

Melee 2 claws +8 (1d4+4) or unarmed strike +7 (1d3+4)

Ranged longbow +3 (1d8/x3)

Special Attacks magic claws (5 rounds)

Spells Known (CL 5th; concentration +7; ASP 15%)

1st (6/day)—*cause fear* (W-DC 13), *jump*, *shocking grasp*, *summon monster I*

0th (at-will)—*detect magic*, *detect poison*, *disrupt undead*, *light*, *prestidigitation*

Bloodline Abyssal

Statistics

Str 17, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 16

Feat Arcane Armor Training, Eschew Materials, Improved Unarmed Strike, Power Attack, Rending Claws, Snake Style, Weapon Focus (claws)

Skills Acrobatics +4, Climb +10, Sense Motive +4, Survival +4, Use Magic Device +10; **ACP** -1

Languages Abyssal, Common

SQ bloodline arcana

Combat Gear antitoxin (2), 20 arrows, bag of caltrops, *potion of cure light wounds* (4), smokestick; **Gear** *amulet of mighty fists* +1, backpack, longbow, *ring of protection* +1, silk rope, +2 *studded leather armor*; **Coins** 26 gp

Demographics

Faith Saren

Homeland Morah'Silvanath

Finneas Hellborn (CR 9; XP 6,400)

Male human eldritch hunter 10

CG Medium humanoid (human)

Init +0; **Senses** Perception -1

Defenses

AC 16, touch 11, flat-footed 16

(+5 armor, +1 deflection)

hp 68 (10d8+20)

Fort +9, **Ref** +3, **Will** +6; +4 vs. poison

Resist electricity 10

Offense

Speed 30 ft.

Melee 2 *flaming* claws +17 (1d6+9 plus 1d6 fire) or unarmed strike +16/+11 (1d4+9)

Ranged longbow +7/+2 (1d8/x3)

Special Attacks magic claws (5 rounds)

Spells Known (CL 10th; concentration +12; ASP 15%)

4th (3/day)—*stoneskin*, *summon monster IV*

3rd (5/day)—*beast shape I*, *rage*, *summon monster III*

2nd (7/day)—*bull's strength*, *spider climb*, *summon monster II*, *web* (R-DC 14)

1st (7/day)—*cause fear* (W-DC 13), *enlarge person*,

jump, *shocking grasp*, *summon monster I*

0th (at-will)—*acid splash*, *detect magic*, *detect poison*, *disrupt undead*, *light*, *prestidigitation*, *ray of frost*, *read magic*

Bloodline Abyssal

Statistics

Str 25, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 15

Base Atk +7; **CMB** +12; **CMD** 22

Feat Arcane Armor Training, Eschew Materials, Improved Unarmed Strike, Power Attack, Rending Claws, Snake Style, Weapon Focus (claws)

Skills Acrobatics +9, Climb +19, Sense Motive +9, Survival +9, Use Magic Device +15; **ACP** -1

Languages Abyssal, Common

SQ bloodline arcana

Combat Gear antitoxin (2), 20 arrows, bag of caltrops, *potion of cure serious wounds* (3), smokestick; **Gear** *amulet of mighty fists* +2, backpack, *belt of strength* +4, longbow, *robe of arcane heritage*, *ring of protection* +1, silk rope, +2 *glamored studded leather armor*; **Coins** 326 gp

Demographics

Faith Saren

Homeland Morah'Silvanath

Finneas Hellborn (CR 14; XP 38,400)

Male human eldritch hunter 15

CG Medium humanoid (human)

Init +0; **Senses** Perception -1

Defenses

AC 24, touch 16, flat-footed 24

(+8 armor, +5 deflection, +1 insight)

hp 101 (15d8+30)

Fort +11, **Ref** +5, **Will** +8; +4 vs. poison

Resist electricity 10

Offense

Speed 30 ft.

Melee 2 *flaming* claws +26 (1d6+14 plus 1d6 fire) or unarmed strike +25/+20/+15 (1d4+14)

Ranged longbow +11/+6/+1 (1d8/x3)

Special Attacks magic claws (5 rounds), spell critical

Spells Known (CL 15th; concentration +18; ASP 15%)
6th (4/day)—*beast shape IV*, *summon monster VI*, *transformation I*

5th (6/day)—*beast shape III*, *dismissal* (W-DC 18), *mage's faithful hound*, *summon monster V*

4th (7/day)—*black tentacles*, *dimension door*, *fire shield*, *stoneskin*, *summon monster IV*

3rd (7/day)—*blink*, *displacement*, *haste*, *rage*, *summon monster III*

2nd (7/day)—*bear's endurance*, *bull's strength*, *cat's*

grace, spider climb, summon monster II, web (R-DC 14)
1st (7/day)—*cause fear* (W-DC 13), *chill touch* (F/W-DC 14), *enlarge person, jump, shocking grasp, summon monster I* 5

0th (at-will)—*acid splash, detect magic, detect poison, disrupt undead, light, prestidigitation, ray of frost, read magic, resistance*

Bloodline Abyssal

Statistics

Str 29, **Dex** 10, **Con** 14, **Int** 12, **Wis** 8, **Cha** 16

Base Atk +11; **CMB** +20; **CMD** 30

Feat Arcane Armor Training, Combat Reflexes, Eschew Materials, Improved Unarmed Strike, Power Attack, Rending Claws, Snake Fang, Snake Style, Snake Sideways, Vital Strike, Weapon Focus (claws)

Skills Acrobatics +14, Climb +26, Sense Motive +14, Survival +14, Use Magic Device +21; **ACP** -1

Languages Abyssal, Common

SQ bloodline arcana, bloodline power (added summonings)

Combat Gear antitoxin (2), 20 arrows, bag of caltrops, *potion of cure serious wounds* (3), smokestick; **Gear** *amulet of mighty fists* +5, backpack, *belt of strength* +6, *dusty rose ioun stone*, longbow, *robe of arcane heritage*, *ring of protection* +5, silk rope, +5 *glamored studded leather armor*; **Coins** 326 gp

Demographics

Faith Saren

Homeland Morah'Silvanath

"Run, hide. Change your face. Call your pack. Nothing will keep me from finding you."

Tragedy breeds heroes and villains alike. In the case of Finneas Hellborn, his life as a hunter began the night his life as a husband ended. Awakened in the middle of the night by the door to his simple woodland home shattering. Finneas was helpless to stop a rampaging dire wolf from savaging him and slaughtering his family. Gutted and dying, he remained conscious just long enough to see the immense beast slowly changing back into something human. Then darkness claimed him.

It did not, however, entirely keep him. Finneas awoke to a circle of elves from the World Tree standing around him. Their druidic chants healed his flesh but did nothing to dim the fires of hatred in his heart. He could not remember the fiend's face, but every other moment of that night was burned forever into his mind. Even the soothing words of the sylvan elders could do little to

bring him peace. The minds of men are the minds of pack hunters, and too remove members of one's pack requires that the ones who hurt them deserve and need to die.

Fortunately, one of the elves understood Finneas' need for revenge. He took the woodcutter aside and, despite Finneas being human, began to instruct him in the ancient arts of the Beastwalker. Finneas' brush with lycanthropy had not left him infected but it had left a sympathetic sense for skin changers. Properly harnessed, this sympathy could be channeled into extraordinary powers. As long as these gifts would let him hunt down the monster that murdered his family, Finneas was willing to do anything, go anywhere, and withstand the severest deprivation, go to lands that would drain a man's sanity.

The training was slow going and painful but once he mastered the ability to bring forth the wolf of vengeance inside himself, there was no stopping him. He entered the upper branches of the World Tree to encounter the strange beings of the upper branches, to seek the knowledge that only those creatures that would never touch the earth below would possess. The higher one goes in the nation-sized plant, the more alien to the "groundlands" the ecosystem becomes, and the queerer the sentients that inhabit those elevated places. He spent time with the enigmatic kech, the monkey-like climbers of the upper lower region, and learned from their cheerful bloodthirstiness. He visited and survived the Weblands, the lower middle territory inhabited by the aranea, the magic-loving spider-people that few groundlings ever hear about. Daring to enter the upper level hunting grounds of forest drakes and twigjacks, he danced with green-haired arbor satyrs and traded arrows with quicklings. And he came back from this journey as grim as ever. Just as his elven mentor knew he would, Finneas left the World Tree's shadow without finishing his lessons. Somewhere out there was the subject of the human shapeshifter's wrath, after all.

The journey to vengeance would be his teacher now.

Eldritch Knight

Fearsome warriors and spellcasters, eldritch knights are rare among magic-users in their ability to wade into battle alongside fighters, barbarians, and other martial classes. Those who must face eldritch knights in combat fear them greatly, for their versatility on the battlefield is tremendous; against heavily armed and armored opponents they may level crippling spells, while opposing spellcasters meet their ends on an eldritch knight's blade. The eldritch knight is superficially similar to the magus, as both combine magic and arms. They differ in that the eldritch knight is both a competent magic user and warrior, maintaining the separate strengths of each role, while the magus blends magic and swordplay into a unified fighting technique.

Prestige Class: Eldritch knight.

Build Classes: Fighter, wizard.

Role: Eldritch knights master the abilities of both fighting and magic, hurling magic at the enemy one moment and hewing down their opponents with steel the next. They are just as comfortable in the thick of combat as they are casting spells at foes while remaining safely behind their compatriots. Their versatility makes them valuable allies.

Alignment: Any.

Hit Die: d8.

Starting Gold: 4d6 x 10 (140 gp)

Class Skills

The eldritch knight's class skills are Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim

Table 9.1 - Eldritch Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Cantrips, diverse training, eldritch ties.	1	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3		2	1	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Bonus feat	3	1	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+4		4	2	—	—	—	—	—	—	—	—
5th	+3	+4	+1	+4		4	2	1	—	—	—	—	—	—	—
6th	+4	+5	+2	+5	Bonus feat	4	3	2	—	—	—	—	—	—	—
7th	+5	+5	+2	+5		4	3	2	1	—	—	—	—	—	—
8th	+6/+1	+6	+2	+6		4	3	3	2	—	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Bonus feat	4	4	3	2	1	—	—	—	—	—
10th	+7/+2	+7	+3	+7		4	4	3	3	2	—	—	—	—	—
11th	+8/+3	+7	+3	+7		4	4	4	3	2	1	—	—	—	—
12th	+9/+4	+8	+4	+8	Bonus feat	4	4	4	3	3	2	—	—	—	—
13th	+9/+4	+8	+4	+8		4	4	4	4	3	2	1	—	—	—
14th	+10/+5	+9	+4	+9		4	4	4	4	3	3	2	—	—	—
15th	+11/+6/+1	+9	+5	+9	Bonus Feat, Spell critical	4	4	4	4	4	3	2	1	—	—
16th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	3	3	2	—	—
17th	+12/+7/+2	+10	+5	+10		4	4	4	4	4	4	3	2	1	—
18th	+13/+8/+3	+11	+6	+11	Bonus feat	4	4	4	4	4	4	3	3	2	—
19th	+14/+9/+4	+11	+6	+11		4	4	4	4	4	4	4	3	2	1
20th	+15/+10/+5	+12	+6	+12		4	4	4	4	4	4	4	3	3	2

(Str).

Skill Ranks Per Level: 2 + Int modifier.

Class Abilities

These are all the class features of the eldritch knight.

Weapon and Armor Proficiency: An eldritch knight is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields). Armor interferes with an eldritch knight's movements, which can cause his spells with somatic components to fail.

Spells: An eldritch knight casts arcane spells drawn from the sorcerer/wizard spell list. An eldritch knight must choose and prepare his spells ahead of time.

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

An eldritch knight can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on *Table 7.1 - Eldritch Knight*. In addition, he receives bonus spells per day if he has a high Intelligence score (see *Table: Ability Modifiers and Bonus Spells* in the *Pathfinder Roleplaying Game Core Rulebook*).

An eldritch knight may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the eldritch knight decides which spells to prepare.

Starting Spells: An eldritch knight begins play with a spellbook containing all 0-level wizard spells (except those from his opposed schools, if any; see *Eldritch Ties*) plus three 1st-level spells of his choice. The eldritch knight also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At any time, an eldritch knight can also add spells found in other spellbooks to his own (see Magic; *Pathfinder Roleplaying Game Core Rulebook*).

Spells Gained at a New Level: Eldritch knights perform a certain amount of spell research between adventures. Each time a character attains a new eldritch knight level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast. If he has chosen to specialize in a school of magic, one of the two free spells must be from his specialty school.

Bonus Languages: An eldritch knight may select Draconic as one of the starting languages he learns because of high Intelligence.

Cantrips: Eldritch knights can prepare a number of cantrips, or 0-level spells, each day, as noted on *Table 7-1 Eldritch Knight* under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. An eldritch knight can prepare a cantrip from an opposition school, but it uses up two of his available slots.

Diverse Training (Ex): Eldritch knight levels counts as both fighter and wizard levels for the purpose of meeting feat prerequisites.

Eldritch Ties: At 1st level, eldritch knights develop a bond with magic similar to a wizard's. The eldritch knight chooses between an arcane bond and an arcane school. Whichever option is chosen, it works just like the corresponding wizard class ability, counting eldritch knight levels as wizard levels. An eldritch knight that chooses arcane bond also gains Scribe Scroll as a bonus feat at 1st level.

Bonus Feats: At 3rd level, and every three levels thereafter, an eldritch knight gains a bonus feat in addition to those normally gained. These bonus feats must be selected from those listed as Combat feats.

Spell Critical (Su): At 15th level, whenever an eldritch knight successfully confirms a critical hit, he can cast a spell with a casting time of a standard action as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity. The caster must still meet all of the spell's components and must roll for arcane spell failure if necessary.

Overcoming Arcane Spell Failure

Eldritch knights and eldritch hunters (coming out soon from *Purple Duck Games*) have a problem in that both casts powerful arcane spells and wears armor. Some ways around this problem are listed here.

Spells Without Somatic Components: There are a few of these, and you could make it your specialty to dig them out and use them. Unfortunately, the spell tables do not mention components, so finding them is a hassle. Here is a short list of candidates:

- *Flare, Light*
- *Feather fall, hold portal, true strike, ventriloquism*
- *Blindness/deafness, blur, knock*
- *Displacement, suggestion, tongues*
- *Dimension door, geas (lesser), shout*
- *Contact other plane, teleport*
- *Geas/quest, suggestion (mass)*
- *Phase door, power word blind, teleport (greater), teleport object*
- *Charm monster (mass), irresistible dance, power word stun, shout (greater)*
- *Mage's disjunction, power word kill, prismatic sphere, teleportation circle, time stop, wail of the banshee*

Mithral Buckler: Using a mithral buckler gives an armor bonus of +1, gives another spot to add enhancement bonuses to armor, and still has a free hand you can shift your weapon to when you need a free hand to cast spells. It has no chance of spell failure and no armor check penalty, but prevents you from using two-handed weapons.

Armored Kilt: An armored kilt offers one point of armor with no penalties whatsoever. This is an option early



on, before you can afford special materials, but mage armor is generally better.

Darkleaf Leather Armor: Using darkleaf cloth leather armor, you have an armor bonus of +2 with only a 5% arcane spell failure, and that is before enchantment bonuses to armor.

Mithral Chain Shirt: Using a mithral chain shirt, and with Arcane Armor Training, you have an armor bonus of +4 without arcane spell failure.

Mithral Breastplate: Using a mithral breastplate, and with both Arcane Armor Training and Arcane Armor Mastery, you have an armor bonus of +7 without arcane spell failure.

Mithral Full Plate: If you are ready to accept 5% spell failure, mithral full plate gives an armor bonus of +9.

Free Hand: Remember that you need a free hand for somatic components. A light or heavy shield means you have to drop or sheathe your weapon when casting a spell. Your best option is to use a two-handed weapon or a one-handed weapon with a buckler. It is a free action to shift the grip on the weapon from one to two hands and from hand to hand, staff-wielding spellcasters do this all the time. A weapon cord lets you release and then pick up your weapon, but spending move actions re-drawing the weapon cuts down on your full attacks. The ultimate solution is the *glove of storing*, but it is expensive and occupies a valuable item slot.

Metamagic: Still Spell is an option, but it reduces your spellcasting ability and unlike a normal spellcaster you do not want to hold a metamagic rod in your hand when fighting. Note that Quicken Spell is no help at all against arcane spell failure.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of eldritch knight, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add +1 bonus to concentration checks when casting wizard spells.

Elf: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.

Gnome: Add +1 to you CMD to resist grapples, and repositions.

Half-Elf: When casting wizard transmutation spells, add +1/3 to the effective caster level of the spell, but only

to determine the spell's duration.

Half-Orc: Add a +2 bonus on rolls to stabilize when dying.

Halfling: Add +1/2 to the wizard's effective class level for the purposes of determining his familiar's natural armor adjustment, Intelligence, and special abilities.

Human: Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level the wizard can cast.

Sample Eldritch Knight Character

Below is a sample Eldritch Knight player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional skill points.

Maximillian Mutalis (CR 1/2; XP 200)

Male human eldritch knight 1
CG Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 9 (1d8+1)

Fort +3, **Ref** +1, **Will** +2

Offense

Speed 30 ft.

Melee longsword +4 (1d8+4/19-20)

Ranged shortbow +1 (1d6/x3)

School Powers (CL 1st; concentration +3; ASF 10%)

5/day—*telekinetic fist* (rta +1, 1d4+1)

Spells Prepared (CL 1st; concentration +3; ASF 10%)

1st—*enlarge person* (x2), *jump*

0th—*mage hand*

School transmutation; **Opposition** enchantment, illusion

Statistics

Str 17, **Dex** 12, **Con** 13, **Int** 14, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 14

Feats Arcane Strike, Weapon Focus (longsword)

Skills Craft (armor) +8, Fly +5, Knowledge (arcana) +6, Knowledge (nature) +6, Knowledge (religion) +6, Spellcraft +6; **ACP** 0

Languages Common, Draconic, Orc

SQ diverse training, eldritch ties

Gear 20 arrows, backpack, belt pouch, leather armor, longsword, shortbow, mwk artisan's tools, spell component pouch, spellbook; **Coins** 6 gp

Demographics

Faith Tulis

Homeland Berton, Iffud

Maximillian Mutalis (CR 4; XP 1,200)

Male human eldritch knight 5

CG Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 16, touch 11, flat-footed 15

(+5 armor, +1 Dex)

hp 31 (5d8+5)

Fort +6, **Ref** +3, **Will** +5

Offense

Speed 30 ft.

Melee +1 *longsword* +9 (1d8+9/19-20)

Ranged shortbow +4 (1d6/x3)

School Power (CL 5th; concentration +7; ASF 0%*)

5/day—*telekinetic fist* (rta +4, 1d4+2)

Spells Prepared (CL 5th; concentration +7; ASF 0%*)

2nd—*alter self*, *bear's endurance*, *bull's strength*

1st—*enlarge person*, *gravity bow*, *jump*, *magic weapon*

0th—*detect magic*, *disrupt undead*, *mage hand*, *read magic*

School transmutation; **Opposition** enchantment, illusion

Statistics

Str 18, **Dex** 12, **Con** 13, **Int** 15, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +7; **CMD** 18

Feats Arcane Armor Training*, Arcane Strike, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Craft (armor) +12, Fly +9, Knowledge (arcana)

+10, Knowledge (nature) +10, Knowledge (religion)

+10, Spellcraft +10; **ACP** 0

Languages Common, Draconic, Orc

SQ diverse training, eldritch ties

Combat Gear *wand of enlarge person*; **Gear** 20 arrows, backpack, belt pouch, *cloak of resistance* +1, +1 *longsword* (weapon cord), +1 *mithral chain shirt*, shortbow, mwk artisan's tools, spell component pouch, spellbook; **Coins** 216 gp

Demographics

Faith Tulis

Homeland Berton, Iffud

Maximillian Mutalis (CR 9; XP 6,400)

Male human eldritch knight 10

CG Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 23, touch 12, flat-footed 22

(+11 armor, +1 deflection, +1 Dex)

hp 58 (10d8+10)

Fort +9, **Ref** +5, **Will** +8

Offense

Speed 30 ft.

Melee +5 *dragonbane longsword* +18/+13 (1d8+13/19-20)

Ranged shortbow +8 (1d6/x3)

School Power (CL 10th; concentration +13; ASF 0%*)

6/day—*telekinetic fist* (rta +8, 1d4+5)

10 round/day—*change shape* (as *beast shape II* or *elemental body I*)

Spells Prepared (CL 10th; concentration +13; ASF 0%*)

4th—*beast shape II*, *elemental body I*, *monstrous physique II*, *vermin shape II*

3rd—*beast shape I*, *flame arrow*, *fly*, *haste*, *monstrous physique I*

2nd—*alter self*, *bear's endurance* (2), *bull's strength* (2)

1st—*burning disarm* (2), *enlarge person*, *gravity bow*, *jump*, *mirror strike*

0th—*detect magic*, *disrupt undead*, *mage hand*, *read magic*

School transmutation; **Opposition** enchantment, illusion

Statistics

Str 19, **Dex** 12, **Con** 13, **Int** 16, **Wis** 10, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 22

Feats Arcane Armor Training, Arcane Armor Mastery*, Arcane Strike, Craft Magic Arms and Armor, Forge Ring, Greater Weapon Focus (longsword), Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Craft (armor) +18, Fly +12, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (religion) +16, Spellcraft +16; **ACP** -2

Languages Common, Draconic, Orc

SQ diverse training, eldritch ties

Combat Gear *wand of alter self*; **Gear** 20 arrows, backpack, belt pouch, *cloak of resistance* +1, +5 *dragonbane longsword* (weapon cord), +5 *elven chain*, shortbow, mwk artisan's tools, *ring of protection* +1, spell component pouch, spellbook; **Coins** 641 gp

Demographics

Faith Tulis

Homeland Berton, Iffud

Maximillian Mutalis (CR 14; XP 38,400)

Male human eldritch knight 15

CG Medium humanoid (human)

Init +1; **Senses** Perception +0

Defense

AC 27, touch 16, flat-footed 26

(+11 armor, +5 deflection, +1 Dex)

hp 93 (15d8+15)

Fort +14, **Ref** +10, **Will** +13

SR 18

Offense

Speed 30 ft.

Melee +5 *dragonbane wounding longsword* +23/+18/+13 (1d8+16/17-20 plus bleed)

Ranged shortbow +12 (1d6/x3)

Special Attacks spell critical

School Power (CL 15th; concentration +18; ASF 0%*)

6/day—*telekinetic fist* (rta +12, 1d4+7)

15/day—*change shape* (as *beast shape III* or *elemental body II*)

Spells Prepared (CL 15th; concentration +18; ASF 0%*)

7th—*elemental body IV*, *form of dragon II*, *giant form I*

6th—*beast shape IV*, *elemental body III*, *form of dragon I*, *plant shape II*

5th—*baleful polymorph* (F/W-DC 18), *beast shape III*, *elemental body II*, *geniekind*, *plant shape I*

4th—*beast shape II*, *earth glide*, *elemental body I*, *monstrous physique II* (2), *vermin shape II*

3rd—*beast shape I*, *flame arrow*, *fly*, *haste* (2), *monstrous physique I*

2nd—*alter self*, *bear's endurance* (2), *bull's strength* (2)

1st—*burning disarm* (2), *enlarge person*, *gravity bow*, *jump*, *mirror strike*

0th—*detect magic*, *disrupt undead*, *mage hand*, *read magic*

School transmutation; **Opposition** enchantment, illusion

Statistics

Str 20, **Dex** 12, **Con** 13, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +11; **CMB** +15; **CMD** 26

Feats Arcane Armor Training, Arcane Armor Mastery, Arcane Strike, Craft Magic Arms and Armor, Critical Focus, Forge Ring, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Penetrating Strike, Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Craft (armor) +23, Fly +19, Knowledge (arcana) +21, Knowledge (local) +21, Knowledge (nature) +21, Knowledge (religion) +21, Spellcraft +21; **ACP** -2

Languages Common, Draconic, Orc

SQ diverse training, eldritch ties

Combat Gear *wand of bull's strength*; **Gear** 20 arrows, backpack, belt pouch, +5 *dragonbane wounding longsword* (weapon cord), +5 *elven chain*, shortbow, mwk artisan's tools, *robe of the archmagi* (white), *ring of protection* +5, *ring of spell turning*, spell component pouch, spellbook; **Coins** 1,341 gp

Demographics

Faith Tulis
Homeland Berton, Iffud

“Oh dear, I’ve lost my sword. Whatever shall I do? Oh, I know!” <hands ignite>

With both his parents in high ranking positions in the Chapterhouse in Berton and six High Choristers in his bloodline, Maximillian’s entire life seemed written for him as one long, beautiful aria from the moment he was born. Rich and lilting, his voice was like a gift from the Gods. It came as a terrible disappointment to both him and his entire family when, starting on his twelveth birthday in the midst of a concerto, his voice started changing and his blessing became a croaking, tone-deaf curse.

Fortunately for Maximillian, his parents were understanding and supportive. If he could no longer sing, he would still have the best education they could provide. He studied for years with several instructors, showing remarkable aptitude in many different fields. In fact, he seemed well suited for any career other than that of a bard. The irony was not lost on anyone.

When he announced his intention to focus on swordsmanship and spellcraft simultaneously, he was cautioned that few people ever flourished while trying to do both. These warnings fell on deaf ears. Maximillian poured himself into the dual arms, proving himself an adept student in war and wizardry while having exactly the right kind of mind for combining the arts into a single, deadly whole. His success is a rare one, but his parents never doubted him for a moment.

Strong and smart in roughly equal measure, the youngest son of the Mutalis line has proven himself worthy of the bardic family name. In his case, he just lets his sword do the singing for him.

The Mutalis Musicblade

In ages past, heroism was a required characteristic of noble houses. The House of Mutalis needed heroism, badly, so they commissioned the Bertoni Choristers to create an emblem to emphasize what little heroism they did possess. The Mutalis Musicblade was this, but the Choristers ensured in its construction that the wielded actually had to be a hero before the blade would sing its heroic song. It’s price was so high that the Mutalis family has been indentured to the Choristers ever since, happily to the benefit of both House and bardic Order.

Requirements

To unlock the full potential of Kentr’s Battle Visage, a character must fulfill the following requirements.
Feats: Skill Focus (sing)
Skills: Intimidate 5 ranks, Perform (sing) 5 ranks

Character Level	Item Level	Property
1st	1st	mwk silver longsword
5th	2nd	+1 <i>longsword</i>
10th	3rd	Singing
15th	4th	+2 <i>longsword</i>
20th	5th	Improved Singing

Masterwork Silver Longsword: The *mutalis musicblade* when first inherited acts as a masterwork silver longsword with no magical properties. It becomes a +1 *silver longsword* at 2nd item level and a +2 *silver longsword* at 4th character level.

Singing (Su): At 3rd item level, the *mutalis musicblade* can be commanded as a swift action to sing. While singing, it can inspire courage or inspire competence as a bard of the wielder’s level. It can sing for a number of rounds per day equal to the two times the wielder’s character level.

Improved Singing (Su): At 5th item level, the *mutalis musical blade* can inspire greatness as a bard of the wielder’s level in place of inspiring courage or inspiring competence. Additionally the wielder gains a +5 competence bonus to Intimidate and Perform skill checks when wielding the blade.

Loremaster

The loremaster is a gatherer and keeper of secrets. He is often obsessed by the written word, with cryptic and arcane lore serving as his devoted mistress. Holding to the adage that knowledge is power, the loremaster often forsakes material wealth and personal glory for rare or unusual information, an endless quest that brings him ever closer to his unattainable goal: perfection through edification. Often rejecting what he views as the pointless affectations and transitory pleasures of his short-sighted neighbors, the loremaster believes that the only worthwhile goal in life is the acquisition of intellectual might. After all, wealth is spent, passions fade, and the power of the body is limited by age, while the mind's capacity to grow greater with time is infinite.

Prestige Class: Loremaster.

Build Classes: Wizard

Table 10.1 - Loremaster

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Arcane ties, cantrips, knowledge focus	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Lore	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Secret	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Bonus Language	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Secret	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Bonus Language	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Secret	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Greater Lore	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Secret	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	True Lore	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Secret	4	4	4	4	4	4	4	4	4	4

Role: Loremasters' lives are spent in study, research, and fieldwork. While the first two lend themselves to the loremaster's reputation as a bookish recluse, the latter oftentimes forces a loremaster to seek out the aid of adventurers who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after. For his part, the loremaster provides a wealth of information and arcane firepower to a party.

Alignment: Most loremasters cannot be bothered with distracting and pointless ethics, and so tend to be neutral, neutral good, or neutral evil.

Hit Die: d6.

Starting Gold: 2d6 x 10 gp (70 gp average)

Class Skills

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the loremaster.

Weapon and Armor Proficiency: Loremasters are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a loremaster's movements, which can cause his spells with somatic components to fail.

Spells: A loremaster casts arcane spells drawn from the sorcerer/wizard spell list. A loremaster must choose and prepare his spells ahead of time.

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

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

A loremaster may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the loremaster decides which spells to prepare.

Spellbook: A loremaster begins play with a spellbook containing all 0-level loremaster spells (except those from his opposed schools, if any; see arcane tie) plus three 1st-level spells of his choice. The loremaster also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. Each time a character attains a new loremaster level, he gains two spells of his choice to add to his spellbook. At any time, a loremaster can also add spells found in other spellbooks to his own.

Arcane Ties: At 1st level, loremasters develop a bond with magic similar to a wizard's. The loremaster chooses between an arcane bond and an arcane school at 1st level. Whichever option is chosen, it works just like the corresponding wizard class ability, counting loremaster levels as wizard levels. Loremasters with arcane school can only pick the divination school.

Bonus Languages: A loremaster may substitute any language for each of the bonus languages available to the character because of his race.

Cantrips: Loremasters can prepare a number of cantrips, or 0-level spells, each day, as noted on Table: Loremaster under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again. A loremaster can prepare a cantrip from an opposition school (if he possesses an opposition school), but it uses up two of his available slots.

Knowledge Focus: At first level, the loremaster gains Skill Focus as a bonus feat and must apply it to a Knowledge skill, such as Knowledge (Arcana).

Lore: At 2nd level, a loremaster adds half his level to all Knowledge skill checks and may make such checks untrained. The bonuses gained from this ability stack with those gained from bardic knowledge and similar abilities.

Secret: At 4th level and every four levels (8th, 12th, 16th, and 20th), the loremaster chooses one secret from Table: Loremaster Secrets. His level plus Intelligence modifier determines which secrets he can choose. He can't choose the same secret twice.

Table 10.2 - Loremaster Secrets

Level + Int Modifier	Secret	Effect
2	Instant mastery	Gain an additional class skill
4	Secret health	Toughness bonus feat
6	Secrets of inner strength	+2 bonus on Will saves
8	The lore of true stamina	+2 bonus on Fortitude saves
10	Secret knowledge of avoidance	+2 bonus on Reflex saves

12	Weapon trick	+1 bonus on attack rolls
14	Dodge trick	+1 dodge bonus to AC
16	Applicable knowledge	Any one feat
19	Newfound arcana	1 bonus 1st-level spell per day ¹
20	More newfound arcana	1 bonus 2nd-level spell per day ¹

¹ As if gained through having a high ability score.

Extra Languages: A loremaster learns a new language at 6th and 10th level.

Greater Lore (Ex): At 14th level, a loremaster gains the ability to understand magic items. Whenever a loremaster examines a magic item to determine its properties, he gains a +10 circumstance bonus on his Spellcraft skill check.



True Lore (Ex): At 18th level, a loremaster's knowledge becomes vast indeed. Once per day a loremaster can use his knowledge to gain the effect of a legend lore spell or an analyze dweomer spell. If used to create a legend lore effect, this ability has a casting time of 1 minute, regardless of how much information is already known about the subject in question.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of loremaster, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1 bonus to Appraise the value of historical objects made of stone or metal.

Elf: Add a +1/2 bonus to overcome spell resistance.

Gnome: Add a +1 bonus to detect or create forgeries with Linguistics.

Half-Elf: Add a +1 bonus to gather information with Diplomacy in communities with sizable elf or human populations.

Half-Orc: Add a +1/2 bonus to Knowledge (history) checks.

Halfling: Add a +1/2 bonus to Use Magic Device to decipher a written spell.

Human: Add one spell known from the loremaster spell list. This spell must be at least one level below the highest spell level the loremaster can cast.

Sample Loremaster Character

Below is a sample loremaster player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Raquelle Mutaris (CR 1/2; XP 200)

Female half-elf loremaster 1

N Medium humanoid (elf, human)

Init +2; **Senses** low-light vision; Perception +1

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 8 (1d6+2)

Fort +1, **Dex** +1, **Will** +1; +2 vs. enchantment

Immune *sleep*

Offense

Speed 30 ft.

Melee quarterstaff +0 (1d6)

Ranged light crossbow +1 (1d8/19-10)

Spell-Like Abilities (CL 1st; concentration +4)

6/day—*diviner's fortune* +1

Spells Prepared (CL 1st; concentration +4)

1st—*animate rope, identify, true strike*

0th (at-will)—*detect magic, detect poison, read magic*

School divination; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 11

Feats Scribe Scroll, Skill Focus (Knowledge [arcana], Spellcraft)

Skills Craft (calligraphy) +7, Knowledge (arcana) +10, Knowledge (history) +7, Spellcraft +10, Use Magic Device +6; **Racial Bonus** +2 Perception

SQ arcane ties (arcane school), forewarned +1, multitiered (oracle/loremaster)

Languages Common, Draconic, Giant, Elven, Orc

Combat Gear 2 acid flasks, 10 bolts; **Gear** backpack, ink (purple), ink pen, light crossbow, paper (5), scroll case, spell component pouch, spellbook; **Coins** 2 gp

Demographics

Faith Neria

Homeland City State of Iluriel

Raquette Mutaris (CR 4; XP 1,200)

Female half-elf loremaster 5

N Medium humanoid (elf, human)

Init +3; **Senses** low-light vision; Perception +1

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 35 (5d6+15)

Fort +2, **Dex** +2, **Will** +3; +2 vs. enchantment

Immune *sleep*

Offense

Speed 30 ft.

Melee quarterstaff +2 (1d6)

Ranged light crossbow +3 (1d8/19-20)

Spell-Like Abilities (CL 5th; concentration +10)

8/day—*diviner's fortune* +2

Spells Prepared (CL 5th; concentration +10)

3rd—*arcane sight, clairaudience/clairvoyance, tongues*

2nd—*detect thoughts* (W-DC 17), *locate object, protection from arrows, see invisibility*

1st—*animate rope, hold portal, identify, shield, true strike, unseen servant*

0th (at-will)—*detect magic, detect poison, read magic, resistance*

School divination; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 20, **Wis** 8, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 13

Feats Craft Wand, Extend Spell, Scribe Scroll, Skill Focus (Knowledge [arcana], Spellcraft), Toughness

Skills Craft (calligraphy) +12, Knowledge (arcana) +17, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (religion) +14, Spellcraft +15, Use Magic Device +10; **Racial Bonus** +2 Perception

SQ arcane ties (arcane school), forewarned +2, lore +2, multitiered (oracle/loremaster), secret (secret health)

Languages Common, Draconic, Giant, Elven, Orc

Combat Gear 1 acid flasks, 7 bolts; **Gear** backpack, *bag of holding* (type I), *bracers of armor* +2, *headband of vast intelligence* +2, ink (purple), ink pen, light crossbow, paper (10), scroll case, spell component pouch, spellbook;

Coins 2 gp

Demographics

Faith Neria

Homeland City State of Iluriel

Raquette Mutaris (CR 9; XP 6,400)

Female half-elf loremaster 10

N Medium humanoid (elf, human)

Init +6; **Senses** low-light vision; Perception +1

Defense

AC 16, touch 12, flat-footed 14

(+4 armor, +1 Dex, +1 dodge)

hp 67 (10d6+30)

Fort +4, **Dex** +4, **Will** +6; +2 vs. enchantment

Immune *sleep*

Offense

Speed 30 ft.

Melee quarterstaff +5 (1d6)

Ranged light crossbow +6 (1d8-1/19-20)

Spell-Like Abilities (CL 10th; concentration +17)

10/day—*diviner's fortune* +5

Spells Prepared (CL 10th; concentration +17)

5th—*contact other planes, lesser planar binding* (W-DC 22), *prying eyes, telepathic bond*

4th—*arcane eye, detect scrying, dimensional anchor, locate creature, scrying*

3rd—*arcane sight, clairaudience/clairvoyance, dispel magic, nondetection, tongues, water breathing*

2nd—*arcane lock, bull's strength, detect thoughts* (W-DC 19), *locate object, obscure object, protection from arrows, see invisibility*

1st—*alarm, animate rope, hold portal, identify, shield, true strike, unseen servant*

0th (at-will)—*detect magic, detect poison, read magic, resistance*

School divination; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 25, **Wis** 8, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 17

Feats Craft Wand, Extend Spell, Scribe Scroll, Skill Focus (Knowledge [arcana, geography, history, religion], Spellcraft), Toughness

Skills Craft (calligraphy) +19, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (history) +30, Knowledge (religion) +30, Spellcraft +25, Use Magic Device +15; **Racial Bonus** +2 Perception

SQ arcane ties (arcane school), forewarned +5, lore +5, multitalented (oracle/loremaster), scrying adept, secret (dodge trick, secret health)

Languages Celestial, Common, Draconic, Giant, Elven, Infernal, Orc

Combat Gear 5 acid flasks, *potion of cure serious wounds* (2), 15 silver bolts, *wand of true strike*, *wand of shield*;

Gear backpack, *bag of holding* (type I), *bracers of armor* +4, *circlet of persuasion*, *headband of vast intelligence* +6, ink (purple), ink pen, light crossbow, paper (10), scroll case, spell component pouch, spellbook; **Components** 4 bags of gold dust (25 gp each), silver mirror (1,000 gp);

Coins 235 gp

Demographics

Faith Neria

Homeland City State of Iluriel

Raquelle Mutaris (CR 14; XP 38,400)

Female half-elf loremaster 15

N Medium humanoid (elf, human)

Init +8; **Senses** low-light vision; Perception +1

Defense

AC 18, touch 12, flat-footed 16

(+6 armor, +1 Dex, +1 dodge)

hp 100 (15d6+45)

Fort +6, **Dex** +6, **Will** +8; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee quarterstaff +7/+2 (1d6)

Ranged light crossbow +8/+3 (1d8-1/19-20)

Spell-Like Abilities (CL 15th; concentration +23)

11/day—*diviner's fortune* +7

Spells Prepared (CL 10th; concentration +23)

8th—*discern location*, *moment of prescience*, *greater prying eyes*

7th—*banishment* (W-DC 25), *greater arcane sight*, *greater scrying* (W-DC 25), *vision*

6th—*analyze dweomer*, *antimagic field*, *greater dispel magic*, *legend lore*, *true seeing*

5th—*contact other plane*, *lesser planar binding* (W-DC 24), *mage's private sanctum*, *prying eyes*, *telekinesis*, *telepathic bond*

4th—*arcane eye*, *detect scrying*, *dimension door*, *dimensional anchor*, *locate creature*, *remove curse*, *scrying*

3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *nondetection*, *protection from energy*, *tongues*, *water breathing*

2nd—*arcane lock*, *bull's strength*, *detect thoughts* (W-DC 21), *locate object*, *obscure object*, *protection from arrows*, *see invisibility*

1st—*alarm*, *animate rope*, *hold portal*, *identify*, *shield*, *true strike*, *unseen servant*

0th (at-will)—*detect magic*, *detect poison*, *read magic*, *resistance*

School divination; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 26, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 19

Feats Craft Rod, Craft Wand, Extend Spell, Scribe Scroll, Skill Focus (Diplomacy, Knowledge [arcana, geography, history, religion], Spellcraft, Use Magic Device), Toughness

Skills Craft (calligraphy) +24, Diplomacy +29, Knowledge (arcana) +37, Knowledge (geography) +37, Knowledge (history) +37, Knowledge (religion) +37, Spellcraft +30 (+40 to identify properties of magic items), Use Magic Device +26; **Racial Bonus** +2 Perception

SQ arcane ties (arcane school), forewarned +7, greater lore, lore +7, multitalented (oracle/loremaster), scrying adept, secret (applicable knowledge, dodge trick, secret health)

Languages Celestial, Common, Draconic, Giant, Elven, Infernal, Orc

Combat Gear 2 acid flasks, *potion of cure serious wounds* (5), *scroll of summon monster VII*, 12 silver bolts, *wand of true strike*, *wand of shield*; **Gear** backpack, *bag of holding* (type I), *bracers of armor* +6, *circlet of persuasion*, *crystal ball with telepathy*, *crystal ball with true seeing*, *headband of vast intelligence* +6, ink (purple), ink pen, light crossbow, paper (10), *ring of conspiracy*, scroll case, spell component pouch, spellbook; **Components** 4 bags of gold dust (25 gp each), eye ointment (250 gp), incense (250 gp), pieces of ivory (4) (50 gp each), ruby and gold lenses (1,500 gp), silver mirror (1,000 gp); **Coins** 721 gp

Demographics

Faith Neria

Homeland City State of Iluriel

“No one person can learn all there is to know. That is not going to stop me for trying!”

Some people wander through their lives from one interest to another, never dedicating themselves to any cause or creed. Raquelle Mutaris is nothing like that. From the moment she could speak, she became obsessed with learning. Her first love was languages, mastering her human father’s speech and then moving on to the Elven tongue before she was twelve. While many half-elves struggle to speak Elven with anything more than passing fluency, she knew the language and four of its major dialects by her twentieth birthday. The truth is, there is often not a great deal to do in Iluriel, hidden homeland of her birth.

The City State of Iluriel, as it is proudly known by its inhabitants, is virtually unknown outside of the state, itself. Those people who live nearby have constructed taboos about demons, ghosts, and tainted land, and avidly avoid the place (with a few notable, historical exceptions). An introspective, somewhat inbred society, whose patron is the goddess of dreams, Neria, She who is the Dreamspeaker, the Oracle of Fate, the Singer of Songs. The amount of newcomers in Iluriel can be counted on one hand in a year’s time, and one of those was Raquelle’s human father, a crashed airship pilot who died when Raquelle was young- but not before teaching her much of the outside world.

As grew and learned Raquelle eventually became satisfied that she could communicate well with both halves of her heritage, and she took the next logical step and started collecting the lore of both races. She found peace and contentment in the sagely wisdom of her Elven ancestors while simultaneously thrilling to the vibrant action and raw emotions in human history. At twenty nine, a young age for someone with elven blood, she realized her homeland could no longer help her with her studies. She already knew everything they could teach her.

Again, she picked the only logical course of action – travel. Raquelle Mutaris spent another year studying maps, safe routes, wilderness survival, and even basic self-defense. Ever the pragmatic, she learned everything she could before setting off. She learned a bit of combat, though she was never quite proficient at it, and learned much of the ways of the two implacable enemies of the world; the Deists and the Elementals, and their ultimate leaders, the Elemental Lords and the New Gods.

Unfortunately, however, there are only so many repositories of knowledge and libraries in the Patchwork World. After devouring everything a legitimate sage could discover, she had to resort to keeping less savory company and brave less civilized locales. At first, these excursions were carefully planned affairs and utilized reputable contacts in various scholarly guilds and adventuring companies. As her appetite for lore required more dangerous trips into the wilds, inevitable losses caused Raquelle to have to depend on groups with lower standards, higher prices, and no questions asked.

Now she travels the darkest corners of Porphyra, accompanied by fellow seekers and rough mercenary hirelings, looking for lore in all the wrong places...

Ring of Conspiracy

Aura moderate divination; **CL** 7th

Slot ring; **Price** 4,000 gp; **Weight** —

Description

No two of these magical rings look alike, and they have the singular property of appearing to be a different ring on the wearer’s finger, on a regular basis; not simply replaced, but appearing to “break” and reveal another ring beneath the old one, as if a hidden ring were there all along.

In any incarnation, the ring appears symbolic, like a ring of membership to some secret cabal that has been hidden from the public view. Its wearer gains +1 on their Bluff and Sense Motive skill checks, and an added ability if they are able to cast the spells *augury* and/or *legend lore*. With *augury*, a successful casting adds the phrase “because [blank]” where an appropriate, single word is included. The ring enables one to cast *legend lore* without the monetary offering that is required for the spell, though the time must be taken normally.

Construction

Requirements Forge Ring, Spell Focus (divination); **divination**; **Cost** 2,000 gp

Mystic Archer

Some druids are hunters more than than animal friends, predators and guardians of their chosen lands. Mystic archers first appeared among elves, and remain popular with them and with druids who see themselves as hunters more than caretakers. This is a divine variant of the arcane archer.

Prestige Class: Arcane archer.

Build Classes: Druid, ranger.

Role: Mystic archers are superlative support characters, changing from archery to control or buffs and healing at a moment's notice.

Alignment: Any. Less passionate than most druids, mystic archers may well devote themselves to a cause, but rarely make much of a fuss about it.

Hit Die: d8.

Starting Gold: 3d6 x 10 (105 gp average).

Class Skills

The mystic archer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Abilities

All of the following are class features of the mystic archer.

Weapon and Armor Proficiencies: Mystic archers are proficient with the following weapons: club, dagger, longbow (and composite longbow), quarterstaff, scimitar, scythe, sickle, shortbow (and composite shortbow), shortspear, and spear. Mystic archers are proficient with

Table 11.1 - Mystic Archer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Nature bond, nature sense, orisons, wild empathy	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Archery style feat, woodland stride	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Trackless step	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Resist nature's lure	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Mystic spellstrike	4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Archery style feat	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	—	4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Mystic archery	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Venom immunity	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Archery style feat	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Seeker arrow	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Summoning arrow	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	Imbue arrow	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Archery style feat	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Phase Arrow	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	A thousand faces	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	Hail of arrows	4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Archery style feat	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Timeless body	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Arrow of death	4	4	4	4	4	4	4	4	4	4

light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A mystic archer may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Mystic archers are proficient with shields (except tower shields) but must use only those crafted from wood.

A mystic archer who wears prohibited armor or uses a prohibited shield is unable to cast druid spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

Spells: A mystic archer casts divine spells which are drawn from the druid spell list presented in Spell Lists (see *Pathfinder Roleplaying Game*). A mystic archer must choose and prepare her spells in advance.

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

Like other spellcasters, a mystic archer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on *Table 13.1 - Mystic Archer*. In addition, she receives bonus spells per day if she has a high Wisdom score (see *Table: Ability Modifiers and Bonus Spells* in the *Pathfinder Roleplaying Game*).

A mystic archer must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A mystic archer may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Spontaneous Casting: A mystic archer can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any *summon nature's ally* spell of the same level or lower.

Chaotic, Evil, Good, and Lawful Spells: A mystic archer can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Orisons: Mystic archer can prepare a number of orisons, or 0-level spells, each day, as noted on *Table 13.1 - Mystic Archer* under "Spells per Day." These spells are cast

like any other spell, but they are not expended when cast and may be used again.

Bonus Languages: A mystic archer's bonus language options include Sylvan, the language of woodland creatures. This choice is in addition to the bonus languages available to the character because of her race. Mystic archers are not taught Druidic, as they do not venerate the natural world as strongly as their druid brethren.

Nature Bond (Ex): At 1st level, a mystic archer forms a bond with nature. This bond can take one of two forms. The first is a close tie to the natural world, granting the mystic archer one of the following cleric domains: Air, Animal, Earth, Fire, Plant, Water, or Weather. When determining the powers and bonus spells granted by this domain, the mystic archer's effective cleric level is equal to her mystic archer level. A mystic archer that selects this option also receives additional domain spell slots, just like a cleric. She must prepare the spell from her domain in this slot and this spell cannot be used to cast a spell spontaneously.

The second option is to form a close bond with an animal companion. A mystic archer may begin play with any of the animals listed in Animal Choices (see *Pathfinder Roleplaying Game*) or the list deemed appropriate by your GM. This animal is a loyal companion that accompanies the mystic archer on her adventures.

Unlike normal animals of its kind, an animal companion's Hit Dice, abilities, skills, and feats advance as the druid advances in level. If a character receives an animal companion from more than one source, her effective mystic archer levels stack for the purposes of determining the statistics and abilities of the companion. Most animal companions increase in size when their mystic archer reaches 4th or 7th level, depending on the companion. If a mystic archer releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace an animal companion that has perished.

Nature Sense (Ex): A mystic archer gains a +2 bonus on Knowledge (nature) and Survival checks.

Wild Empathy (Ex): A mystic archer can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person (see Using Skills). The mystic archer rolls 1d20 and

adds her mystic archer level and her Wisdom modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the mystic archer and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A mystic archer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Archery Style Feats (Ex): At 2nd level, a mystic archer gains expertise in archery. This manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. She can choose feats from her selected combat style, even if she does not have the normal prerequisites.

The benefits of the mystic archer's chosen style feats apply only when she wears light or no armor. She loses all benefits of her combat style feats when wearing medium or heavy armor.

A mystic archer can choose from the following list whenever she gains a combat style feat: Far Shot, Focused Shot, Point Blank Shot, Precise Shot, Weapon Focus (longbow or shortbow).

At 6th level, she adds Improved Precise Shot, Mounted Archery, Parting Shot, Point Blank Master, Manyshot, and Weapon Specialization (longbow or shortbow) to the list.

At 10th level, she adds Greater Weapon Focus (longbow or shortbow), Pinpoint Targeting, and Shot on the Run to the list.

Woodland Stride (Ex): Starting at 2nd level, a mystic archer may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Trackless Step (Ex): Starting at 3rd level, a mystic archer leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Starting at 4th level, a mystic archer gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that utilize or target

plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*.

Mystic Spellstrike (Su): At 5th level, whenever a mystic archer casts a spell with a range of "touch" from the druid spell list, she can deliver the spell through any bow she is wielding as part of a ranged attack. Instead of the free melee touch attack normally allowed to deliver the spell, a mystic archer can make one free ranged attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, the mystic archer can choose to have the ranged attack deal its normal damage as well as the effects of the spell, or to use the ranged attack to deliver the spell without inflicting any damage.

This attack uses the weapon's critical range, modified by the *keen weapon* property or similar effects, but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. Only damage is ever multiplied this way; other spell effects remain unchanged on a critical hit. If the mystic archer makes this attack in concert with mystic archery, this ranged attack takes all the penalties accrued by mystic archery. This otherwise functions as a magus' spellstrike ability, see official FAQ/Errata for that ability for more information.

Mystic Archery: At 8th level, a mystic archer learns to cast spells and shoot her bow at the same time. This functions much like Rapid Shot, but the extra attack is a spell that is being cast. To use this ability, the mystic archer must be wielding a bow. As a full-round action, she can make all of her attacks with her bow at a –2 penalty and can also cast any spell from the mystic archer spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If she casts this spell defensively and fails, the spell is wasted, but the attacks still take the penalty.

A mystic archer can choose to cast the spell first or make the weapon attacks first, but if she has more than one attack, she cannot cast the spell between weapon attacks.

Venom Immunity (Ex): At 9th level, a mystic archer gains immunity to all poisons.

Seeker Arrow (Su): At 11th level, a mystic archer can launch an arrow at a target known to her within range, and the arrow travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's

range prevents the arrow's flight. This ability negates cover and concealment modifiers, but otherwise the attack is rolled normally. Using this ability is a standard action (and shooting the arrow is part of the action). A mystic archer can use this ability once per day at 11th level, and one additional time per day for every two levels beyond 11th, to a maximum of five times per day at 19th level.

Summoning Arrow (Su): At 12th level, a mystic archer gains the ability to place a summoning spell upon an arrow. When the arrow is fired, the creature is summoned where the arrow lands. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the mystic archer can fire the arrow as part of the casting. The arrow must be fired when the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted. If the arrow hits a creature, the creature(s) summoned will also attack that creature.

Imbue Arrow (Su): At 13th level, a mystic archer gains the ability to place an area spell upon an arrow. When the arrow is fired, the spell's area is centered where the arrow lands, even if the spell could normally be centered only on the caster. This ability allows the archer to use the bow's range rather than the spell's range. A spell cast in this way uses its standard casting time and the mystic archer can fire the arrow as part of the casting. The arrow must be fired during the round that the casting is completed or the spell is wasted. If the arrow misses, the spell is wasted.

Phase Arrow (Su): At 15th level, a mystic archer can launch an arrow once per day at a target known to her within range, and the arrow travels to the target in a straight path, passing through any barrier or wall in its way. This ability negates cover, concealment, armor, and shield modifiers, but otherwise the attack is rolled normally. It does full damage to incorporeal or ethereal creatures. It is stopped normally by ghost touch armor, force armor, or barriers made of force effects, which makes it similar to an incorporeal touch attack.

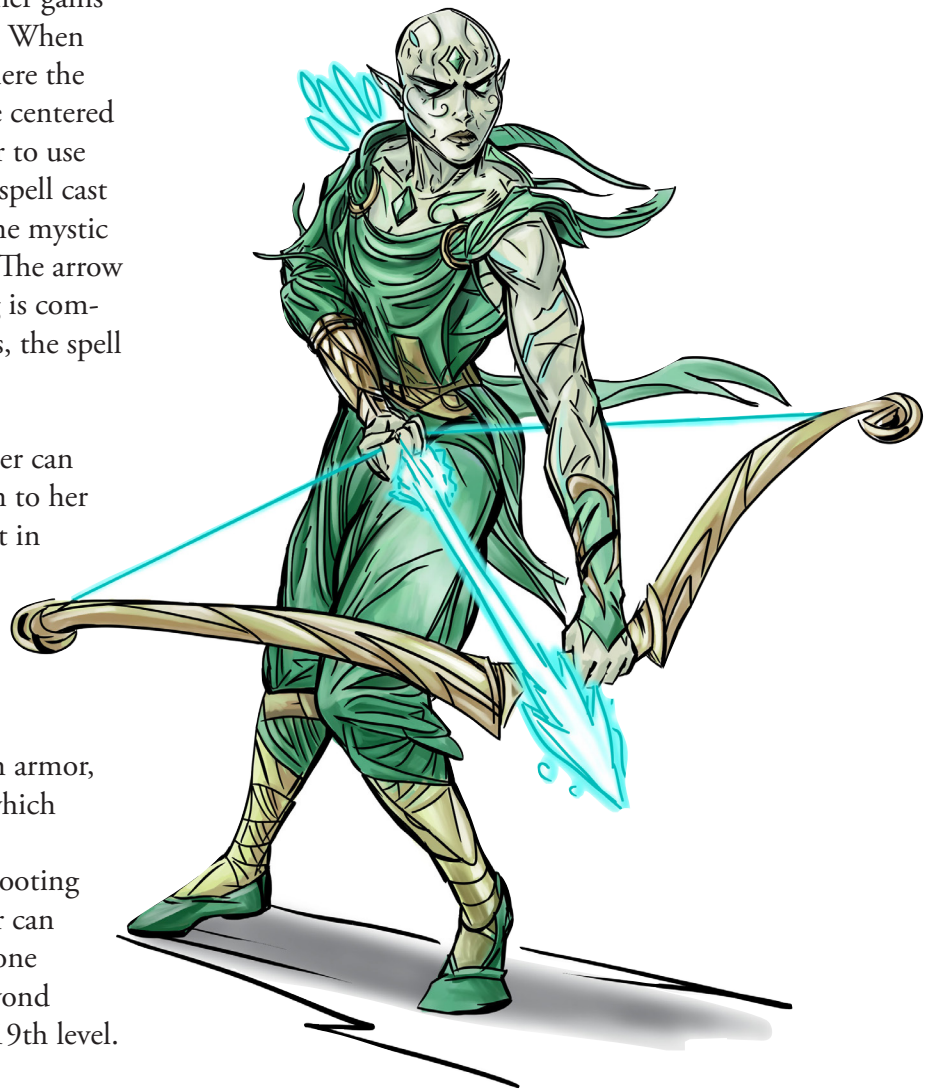
Using this ability is a standard action (and shooting the arrow is part of the action). A mystic archer can use this ability once per day at 15th level, and one additional time per day for every two levels beyond 15th, to a maximum of three times per day at 19th level.

A Thousand Faces (Su): At 16th level, a mystic archer

gains the ability to change her appearance at will, as if using the *alter self* spell.

Hail of Arrows (Su): Once per day as a full-round action, a mystic archer of 17th level or higher can fire an arrow at each and every target within range, to a maximum of one target for every mystic archer level she has earned. Each attack uses the mystic archer's primary attack bonus, and each enemy may only be targeted by a single arrow.

Timeless Body (Ex): After attaining 19th level, a mystic archer no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the druid still dies of old age when her time is up.



Arrow of Death (Su): At 20th level, a mystic archer can create a special type of slaying arrow that forces the target, if damaged by the arrow's attack, to make a Fortitude save or be slain immediately. The DC of this save is equal to 20 + the mystic archer's Wisdom modifier. It takes 1 day to make a slaying arrow, and the arrow only functions for the mystic archer who created it. The slaying arrow lasts no longer than 1 year, and the archer can only have one such arrow in existence at a time.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of mystic archer, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1/2 bonus on wild empathy checks to influence animals and magical beasts that live underground.

Elf: Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Gnome: Add DR 1/magic to the mystic archer's animal companion. Each additional time the mystic archer selects this benefit, the DR/magic increases by +1/2 (maximum DR 10/magic). If the mystic archer ever replaces his animal companion, the new companion gains this DR.

Half-Elf: Select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the mystic archer's Wisdom modifier. The mystic archer adds +1/2 to the number of uses per day of that domain power. For mystic archers whose nature bond gives them an animal companion, add +1 skill rank to the animal companion. If the mystic archer ever replaces her animal companion, the new companion gains these bonus skill ranks.

Half-Orc: Add +1 hit point to the mystic archer's animal companion. If the mystic archer ever replaces his animal companion, the new animal companion gains these bonus hit points.

Halfling: Add a +1/4 luck bonus on the saving throws of the mystic archer's animal companion.

Human: Add +1/2 rounds to the duration of summoned creatures when using spontaneous casting.

Sample Mystic Archer Character

Below is a sample mystic archer player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Silken Whisperwind (CR 1/2; XP 200)

Female elf mystic archer 1

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +3

Defense

AC 15, touch 13, flat-footed 12

(+2 armor, +3 Dex)

hp 9 (1d8+1)

Fort +2, **Ref** +3, **Will** +3; +2 vs. enchantment

Immune *sleep*

Offense

Speed 30 ft.

Melee sickle +2 (1d6+2)

Ranged shortbow +3 (1d6/x3)

Spell-Like Abilities (CL 1st; concentration +2)

4/day—*lightning arc* (+3 rta; 1d6+1 electricity)

Spells Prepared (CL 1st; concentration +2)

1st—*aspect of the falcon*, *frostbite*, *obscuring mist*^D

0th (at-will)—*create water*, *detect magic*, *stabilize*

D domain spell; **Domain** Air

Statistics

Str 15, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 15

Feats Point Blank Shot

Skills Knowledge (nature) +6, Spellcraft +4 (+6 identify magic items), Stealth +7, Survival +7; **Racial Modifiers** +2 Perception, +2 to Spellcraft to identify the properties of magic items

SQ elven magic, nature bond (domain), nature sense, weapon familiarity, wild empathy +2

Languages Common, Elven

Combat Gear 20 arrows, smokesticks (2); **Gear** backpack, holly and mistletoe, leather armor, shortbow, sickle, spell component pouch; **Coins** 13 gp

Demographics

Faith Aleria

Hometown Gardens of Meynon

Silken Whisperwind (CR 4; XP 1,200)

Female elf mystic archer 5

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

Defense

AC 16, touch 13, flat-footed 13

(+3 armor, +3 Dex)

hp 31 (5d8+5)

Fort +4, **Ref** +4, **Will** +7; +2 vs. enchantment, +4 vs. fey and plant-targeted effects

Immune *sleep*

Offense

Speed 30 ft.

Melee sickle +5 (1d6+2)

Ranged +1 *shortbow* +8 (1d6+1/x3)

Special Attacks mystic spellstrike

Spell-Like Abilities (CL 5th; concentration +8)

6/day—*lightning arc* (+6 rta; 1d6+2 electricity)

Spells Prepared (CL 5th; concentration +8)

3rd—*gaseous form*^D, *poison* (F-DC 16), *spike growth*

2nd—*cat's grace*, *frigid touch*, *stone call*, *wind wall*^D

1st—*aspect of the falcon*, *cure light wounds*, *frostbite*, *longstrider*, *obscuring mist*^D

0th (at-will)—*create water*, *detect magic*, *mending*, *stabilize*

D domain spell; **Domain** Air

Statistics

Str 15, **Dex** 16, **Con** 10, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 18

Feats Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (shortbow)

Skills Knowledge (nature) +10, Spellcraft +8 (+10 identify magic items), Stealth +16, Survival +13; **Racial Modifiers** +2 Perception, +2 to Spellcraft to identify the properties of magic items

SQ elven magic, nature bond (domain), nature sense, trackless step, weapon familiarity, wild empathy +7, woodland stride

Languages Common, Elven

Combat Gear 20 arrows, *potion of cure moderate wounds*, *potion of cure light wounds*, smokesticks (4); **Gear** backpack, *cloak of elvenkind*, *headband of inspired wisdom* +2, holly and mistletoe, +1 *leather armor*, +1 *shortbow*, sickle, spell component pouch; **Coins** 38 gp

Demographics

Faith Aleria

Homeland Gardens of Meynon

Silken Whisperwind (CR 9; XP 6,400)

Female elf mystic archer 10

NG Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +7

Defense

AC 17, touch 14, flat-footed 13
(+3 armor, +4 Dex)

hp 58 (10d8+10)

Fort +7, **Ref** +7, **Will** +12; +2 vs. enchantment, +4 vs.

fey and plant-targeted effects

Immune poison, *sleep*; **Resist** electricity 10

Offense

Speed 30 ft.

Melee sickle +10/+5 (1d6+3)

Ranged +2 *composite shortbow* +15/+10 (1d6+7/x3)

Special Attacks mystic archery, mystic spellstrike

Spell-Like Abilities (CL 10th; concentration +13)

6/day—*lightning arc* (+11 rta; 1d6+5 electricity)

Spells Prepared (CL 10th; concentration +13)

5th—*control winds*^D, *fire snake* (R-DC 20), *wall of thorns* (2)

4th—*air walk*^D, *rusting grasp* (3), *touch of slime* (F-DC 19)

3rd—*gaseous form*^D, *poison* (3) (F-DC 18), *spike growth*

2nd—*cat's grace*, *frigid touch* (2), *stone call*, *wind wall*^D

1st—*aspect of the falcon*, *cure light wounds*, *frostbite* (3), *longstrider*, *obscuring mist*^D

0th (at-will)—*create water*, *detect magic*, *mending*, *stabilize*

D domain spell; **Domain** Air

Statistics

Str 17, **Dex** 18, **Con** 10, **Int** 10, **Wis** 21, **Cha** 10

Base Atk +7; **CMB** +10; **CMD** 24

Feats Clustered Shot, Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (shortbow), Improved Precise Shot, Rapid Shot, Weapon Specialization (shortbow)

Skills Knowledge (nature) +15, Spellcraft +13 (+15 identify magic items), Stealth +22, Survival +20; **Racial Modifiers** +2 Perception, +2 to Spellcraft to identify the properties of magic items

SQ elven magic, nature bond (domain), nature sense, trackless step, weapon familiarity, wild empathy +15, woodland stride

Languages Common, Elven

Combat Gear 60 arrows, *potion of cure moderate wounds* (2), smokesticks (4); **Gear** backpack, *belt of physical might* (Str, Dex) +2, *cloak of elvenkind*, *efficient quiver*, *headband of inspired wisdom* +6, holly and mistletoe, +1 *leather armor*, +2 *composite shortbow*, sickle, spell component pouch; **Coins** 73 gp

Demographics

Faith Aleria

Homeland Gardens of Meynon

Silken Whisperwind (CR 14; XP 38,400)

Female elf mystic archer 15

NG Medium humanoid (elf)

Init +6; **Senses** low-light vision; Perception +7

Defense

AC 27, touch 16, flat-footed 21

(+7 armor, +6 Dex, +4 natural)

hp 86 (15d8+15)

Fort +9, **Ref** +11, **Will** +14; +2 vs. enchantment, +4 vs. fey and plant-targeted effects

Immune poison, sleep; **Resist** electricity 20

Offense

Speed 30 ft.

Melee sickle +17/+12/+7 (1d6+6)

Ranged +5 composite shortbow +25/+20/+15 (1d6+13/x3)

Special Attacks imbue arrow, mystic archery, mystic spellstrike, phase arrow (1/day), seeker arrow (3/day), summoning arrow

Spell-Like Abilities (CL 15th; concentration +20)

6/day—*lightning arc* (+15 rta; 1d6+7 electricity)

Spells Prepared (CL 15th; concentration +20)

7th—*creeping doom* (F-DC 22), *elemental body* (air only)^D

6th—*chain lightning* (R-DC 21)^D, *dispel magic*, *wall of stone*

5th—*control winds*^D, *fire snake* (R-DC 20), *insect plague* (2), *wall of thorns* (2)

4th—*air walk*^D, *flame strike* (R-DC 19), *rusting grasp* (3), *touch of slime* (F-DC 19)

3rd—*gaseous form*^D, *poison* (3) (F-DC 16), *protection from energy*, *spike growth*

2nd—*cat's grace* (2), *frigid touch* (2), *stone call*, *wind wall*^D

1st—*aspect of the falcon*, *cure light wounds*, *frostbite* (3), *longstrider*, *obscuring mist*^D

0th (at-will)—*create water*, *detect magic*, *mending*, *stabilize*

D domain spell; **Domain** Air

Statistics

Str 22, **Dex** 22, **Con** 10, **Int** 10, **Wis** 21, **Cha** 10

Base Atk +11; **CMB** +17; **CMD** 33

Feats Clustered Shot, Elven Accuracy, Far Shot, Greater Weapon Focus (shortbow), Manyshot, Point Blank Shot, Precise Shot, Stabbing Shot, Weapon Focus (shortbow), Improved Precise Shot, Rapid Shot, Weapon Specialization (shortbow)

Skills Knowledge (nature) +20, Spellcraft +18 (+20 identify magic items), Stealth +29, Survival +25; **Racial Modifiers** +2 Perception, +2 to Spellcraft to identify the properties of magic items

SQ elven magic, nature bond (domain), nature sense, trackless step, weapon familiarity, wild empathy +20, woodland stride

Languages Common, Elven

Combat Gear 60 arrows, *potion of cure moderate wounds* (2), smokesticks (4); **Gear** *amulet of natural armor* +4, backpack, *belt of physical might* (Str, Dex) +6, *cloak of elvenkind*, *efficient quiver*, *headband of inspired wisdom* +6, holly and mistletoe, +5 *leather armor*, +5 *composite shortbow*, sickle, spell component pouch; **Coins** 27 gp

Demographics

Faith Aleria

Homeland Gardens of Meynon

"I am the eye of the storm, the hand of the sky enraged. Come then; face the Tempest."

Born as the youngest of three daughters to a druidic priestess and her woodsman husband in the Gardens of Meynon, Silken Whisperwind grew up attending to her mother's needs as the spiritual leader of the small sylvan village where they lived. Dedicated to the trees that both provided their homes and kept them safe, Silken's elven people were a quiet, peaceful folk. They lived in harmony with the land, needing little and harming none.

Her free time, of which there was little, was spent following Irisia, her eldest sister, around through the village. Irisia, a member of the village's small guard, was an excellent shot with a bow and enjoyed teaching her skills to Silken whenever she could. One evening, just as the sisters were packing up to return home, they were ambushed by a hulking ogre and a feral dire wolf. Irisia screamed for Silken to run home, covering her escape with arrows the best she could, but Silken refused to leave her sister behind. Together, they brought down the lumbering ogre with a hail of arrows, but the dire wolf proved to be too strong. Impaled by several shafts, it survived long enough to drag Irisia down, fangs ripping through her throat before it died. As it did, the great beast collapsed onto Silken, bashing her unconscious and pinning her.

Hours later, Silken awakened and forced herself free of the massive wolf's carcass. Her sister was beyond help and the trees of her homeland were burning in the distance. The ogre had not come alone. Instead, a great force of savage raiders had razed the whole forest valley and moved on, sparing no one.

Her homeland was lost, but there were many others in danger. Orcs and goblins had sown the wind with death. They would now have to reap the whirlwind, all of them, no matter where they might hide.

Mystic Theurge

Mystic theurges place no boundaries on their magical abilities and find no irreconcilable paradox in devotion to the arcane as well as the divine. They seek magic in all of its forms, finding no reason or logic in denying themselves instruction by limiting their knowledge to one stifling paradigm, though many are simply hungry for limitless power. No matter what their motivations, mystic theurges believe that perception is reality, and through the divine forces and astral energies of the multiverse, that perception can be used to manipulate and control not only the nature of this reality, but destiny itself.

Prestige Class: Mystic theurge.

Build Classes: Cleric, wizard.

Role: The mystic theurge is a powerful component for any party, supplying magic for attack, defense, and healing. Mystic theurges travel the world in search of arcane and holy artifacts, magical lore, or divine revelations, and most have no qualms about teaming up with groups of adventurers so long as that group's goals do not directly conflict with their own.

Alignment: The motivations of a mystic theurge rarely stem from a sense of altruism or philanthropy, so most tend to be neutral, neutral good, or neutral evil. Lawful mystic theurges, whether good, neutral, or evil, are rarer, and often use their powers for either the benefit—or control—of society. Chaotic mystic theurges are rarer

Table 12.1 - Mystic Theurge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Aura, cantrips & orisons, mystic ties	2	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		3	1	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		4	2	1	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Spell synthesis (1/day)	4	3	2	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		4	3	2	1	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	3	3	2	—	—	—	—	—	—
8th	+4	+2	+2	+6		4	4	3	2	1	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	3	3	1	—	—	—	—	—
10th	+5	+3	+3	+7	Spell synthesis (2/day)	4	4	3	3	2	—	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	3	2	1	—	—	—	—
12th	+6/+1	+4	+4	+8		4	4	4	3	3	2	—	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	3	2	1	—	—	—
14th	+7/+2	+4	+4	+9		4	4	4	4	3	3	1	—	—	—
15th	+7/+2	+5	+5	+9	Spell synthesis (3/day)	4	4	4	4	3	3	2	—	—	—
16th	+8/+3	+5	+5	+10		4	4	4	4	4	3	2	1	—	—
17th	+8/+3	+5	+5	+10		4	4	4	4	4	3	3	2	—	—
18th	+9/+4	+6	+6	+11		4	4	4	4	4	4	3	2	1	—
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	3	3	2	—
20th	+10/+5	+6	+6	+12	Spell synthesis (4/day)	4	4	4	4	4	4	4	3	2	1

still, as the calling generally requires great personal discipline.

Hit Die: d6.

Starting Gold: 3d6 x 10 (105 gp)

Class Skills

The mystic theurge's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

This is all the class features of the mystic theurge class.

Weapon and Armor Proficiency: Mystic theurges are proficient with all simple weapons and with the favored weapon of his patron (if he has one), but not with any type of armor or shield. Armor interferes with a mystic theurge's movements, which can cause his arcane spells with somatic components to fail.

Spells: A mystic theurge casts divine spells which are drawn from the cleric/oracle spell list and arcane spells drawn from the sorcerer/wizard spell list. The two have a single pool of spells per day, both of which are prepared in the same one-hour spell preparation period.

A mystic theurge is both an arcane and a divine spellcaster, and can use both arcane and divine spell completion items as long as the spell appears on either the cleric/oracle or sorcerer/wizard spell list.

"Spells per day" applies once to both arcane and divine spells, the mystic theurge has a single list of spells per day. However, this number is then separately modified by Intelligence for arcane spells and Wisdom for divine spells (see *Table: Ability Modifiers and Bonus Spells* in the *Pathfinder Roleplaying Game Core Rulebook*).

For example, a fourth level mystic theurge with Intelligence 12 and Wisdom 14 is preparing second-level spells for the day. Table 8.1 - Mystic Theurge shows that a fourth level mystic theurge has one second level spell per day. He could prepare an additional divine spell because of his Wisdom score.

Divine Spells: A mystic theurge casts divine spells which are drawn from the cleric/oracle spell list. His alignment may restrict him from casting certain spells opposed to his moral or ethical beliefs; A mystic theurge can't cast

cleric spells of an alignment opposed to his own or his deity's (if he has one). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

To prepare or cast a divine spell, a mystic theurge must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a mystic theurge's spell is 10 + the spell level + the mystic theurge's Wisdom modifier.

Mystic theurges meditate or pray for divine spells from the cleric spell list. Each mystic theurge must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of divine spells. Time spent resting has no effect on whether a mystic theurge can prepare spells. A mystic theurge may prepare and cast any spell on the cleric spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Arcane Spells: A mystic theurge casts arcane spells drawn from the sorcerer/wizard spell list. A mystic theurge must choose and prepare his spells ahead of time.

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

A mystic theurge can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Mystic theurge. In addition, he receives bonus spells per day if he has a high Intelligence score (see *Table: Ability Modifiers and Bonus Spells*, in the *Pathfinder Roleplaying Game Core Rulebook*).

A mystic theurge may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the mystic theurge decides which spells to prepare.

Spellbook: A mystic theurge begins play with a spellbook containing all 0-level wizard spells (except those from his opposed schools, if any; see mystic ties below) plus three 1st-level spells of his choice. The mystic theurge also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. At each new mystic theurge level, he gains two new spells of any spell level or levels that he can cast (based on his new mystic theurge level) for his spellbook.

At any time, a mystic theurge can also add spells found in other spellbooks to his own.

Aura (Ex): A mystic theurge of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* for details).

Bonus Languages: A mystic theurge's bonus language options include Draconic, Celestial, Abyssal, and Infernal (the language of dragons and of good, chaotic evil, and lawful evil outsiders, respectively). These choices are in addition to the bonus languages available to the character because of his race.

Cantrips and Orisons: Mystic theurges prepare a number of cantrips and orisons, or 0-level spells, as noted on *Table 8.1 - Mystic Theurge*. This limit applies separately to cantrips and orisons, giving the mystic theurge two sets of level zero spells each day. These spells are picked from the cleric/oracle or sorcerer/wizard spell lists respectively and are cast like any other spell, but they do not consume any slots and may be used again.

Mystic Ties: At first level, a mystic theurge must choose one mystic tie. Each choice confers certain class abilities of the cleric or wizard class. Mystic theurges use these abilities as if they were clerics and wizards of their mystic theurge level.

Mystic Bond: The mystic theurge gains the arcane bond class ability of the wizard (see *Pathfinder Roleplaying Game Core Rulebook*). If choosing a bonded object, the object can be a holy symbol (in addition to the normal options). In addition to the normal benefits, the mystic theurge's bound object can be used to cast any one spell from the cleric spell list per day as long as that spell is of a level the mystic theurge can cast. If the mystic theurge picks a familiar, he gains Improved Familiar as a bonus feat at 7th level.

Mystic Channel: The mystic theurge gains the channel energy and spontaneous casting class abilities of the cleric. Only divine spells can be substituted for a cure/infect spell.

Mystic Domain: The mystic theurge gains the domains class ability of the cleric. He has one domain spell slot per level of spells he can cast that are strictly for domain spells. Domain spells are divine spells.

Mystic School: The mystic theurge gains the arcane school ability of the wizard.

Spell Synthesis (Su): At 5th level, a mystic theurge

can cast two spells, one from each of his spellcasting classes, using one action. Both of the spells must have the same casting time. The mystic theurge can make any decisions concerning the spells independently. Any target affected by both of the spells takes a –2 penalty on saves made against each spell. The mystic theurge receives a +2 bonus on caster level checks made to overcome spell resistance with these two spells. A mystic theurge may use this ability once per day. This increases to 2/day at 10th level, 3/day at 15th level, and 4/day at 20th level.

Ex-Mystic Theurges: A mystic theurge who grossly violates the code of conduct required by her god loses all divine spells and clerical class features. Clerical class features are those shared with the cleric class, except skills and proficiencies. He regains these abilities when he atones for his deeds (see the *atonement* spell description).

Purple Duck Note: Many spells appear on both the cleric spell list and the wizard spell list. In those cases the mystic theurge may decide which form of the spell to use.



Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of mystic theurge, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add +1 bonus to concentration checks when casting mystic theurge spells defensively.

Elf: Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the mystic theurge's Intelligence modifier. The mystic theurge adds +1/2 to the number of uses per day of that arcane school power.

Gnome: Add +1/2 to the mystic theurge's channeled energy total when healing creatures of the animal, fey, and plant types.

Half-Elf: When casting arcane or divine transmutation spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

Half-Orc: Add a +1 bonus on concentration checks made due to taking damage while casting mystic theurge spells.

Halfling: Select one domain power granted at 1st level that is normally usable a number of times per day equal to 3 + the mystic theurge's Wisdom modifier. The mystic theurge adds +1/2 to the number of uses per day of that domain power.

Human: Add one spell from the wizard spell list to the mystic theurge's spellbook. This spell must be at least one level below the highest spell level the mystic theurge can cast.

Sample Mystic Theurge Character

Below is a sample mystic theurge player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Elowia Starseeker (CR ½; XP 200)

Female elf mystic theurge of Myketa 1
N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +4

Defense

AC 10, touch 10, flat-footed 10

hp 7 (1d6+1)

Fort +0, **Ref** +0, **Will** +4; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee longspear +0 (1d8/x3)

Ranged longbow +0 (1d8/x3)

Special Attacks summoner's charm +1

Spell-Like Abilities (CL 1st; concentration +4)

6/day—*acid dart* (1d6+1 acid)

Spells Prepared (CL 1st; concentration +4 arcane, +3 divine)

1st—*bless*, *cure light wounds*, *mage armor*, *summon monster I*

Cantrips (at-will)—*detect magic*, *ray of frost*

Orisons (at-will)—*guidance*, *stabilize*

School conjuration; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 10, **Con** 10, **Int** 17, **Wis** 14, **Cha** 13

Base Atk +0; **CMB** +0; **CMD** 10

Feats Combat Casting

Skills Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Spellcraft +7; **Racial Modifiers** +2 Perception

SQ elven magic, weapon familiarity

Languages Common, Elven, Draconic, Orc

Gear 20 arrows, backpack, longbow, longspear, spell component pouch, spellbook, wooden holy symbol of Myketa; **Coins** 2 gp

Demographics

Faith Zelasindrillis the Unplaced Harmony

Homeland The Middle Kingdoms

Elowia Starseeker (CR 4; XP 1,200)

Female elf mystic theurge of Myketa 5
N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +4

Defense

AC 12, touch 10, flat-footed 12

(+2 armor)

hp 25 (5d6+5)

Fort +1, **Ref** +1, **Will** +6; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee mwk longspear +3 (1d8/x3)

Ranged mwk longbow +3 (1d8/x3)

Special Attack spell synthesis (1/day), summoner's charm +2

Spell-Like Abilities (CL 5th; concentration +6)

6/day—*acid dart* (1d6+2 acid)

Spells Prepared (CL 5th; concentration +8 arcane, +7 divine)

2nd—*bull's strength*, *cure moderate wounds*, *remove paralysis*, *summon monster II*, *web* (R-DC 15)

1st—*bless*, *cure light wounds*, *grease*, *mage armor*, *summon monster I* (x2)

Cantrips (at-will)—*acid splash, detect magic, dancing lights, ray of frost*

Orisons (at-will)—*detect poison, guidance, purify food and drink, stabilize*

School conjuration; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 10, **Con** 10, **Int** 17, **Wis** 15, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 12

Feats Combat Casting, Craft Wand, Craft Wondrous Item

Skills Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +11, Spellcraft +11; **Racial Modifiers** +2 Perception

SQ elven magic, weapon familiarity

Languages Common, Elven, Draconic, Orc

Combat Gear *grey bag of tricks, potion of speak with animals, wand of cure moderate wounds, wand of summon monster II*; **Gear** 20 arrows, backpack, bracers of armor +2, mwk longbow, mwk longspear, spell component pouch, spellbook, steel holy symbol of Myketa; 152 gp

Demographics

Faith Zelasindrillis the Unplaced Harmony

Homeland The Middle Kingdoms

Elowia Starseeker (CR 9; XP 6,400)

Female elf mystic theurge of Myketa 10

N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +5

Defense

AC 18, touch 13, flat-footed 18

(+5 armor, +3 deflection)

hp 47 (10d6+10)

Fort +3, **Ref** +3, **Will** +10; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee mwk longspear +6 (1d8/x3)

Ranged mwk longbow +6 (1d8/x3)

Special Attack spell synthesis (2/day), summoner's charm +5

Spell-Like Abilities (CL 10th; concentration +11)

6/day—*acid dart* (1d6+5 acid)

At-will—*dimensional steps* (300 ft.)

Spells Prepared (CL 10th; concentration +13)

4th—*black tentacles, restoration, summon monster IV*

3rd—*prayer, remove curse, sleet storm, summon monster III*

2nd—*bull's strength, cure moderate wounds, remove paralysis, spiritual weapon, summon monster II, web* (R-DC

15)

1st—*bless, cure light wounds, grease, hydraulic push, shield of faith, summon monster I* (x2)

Cantrips (at-will)—*acid splash, detect magic, dancing lights, ray of frost*

Orisons (at-will)—*detect poison, guidance, purify food and drink, stabilize*

School conjuration; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 10, **Con** 10, **Int** 17, **Wis** 16, **Cha** 13

Base Atk +5; **CMB** +5; **CMD** 17

Feats Arcane Blast, Combat Casting, Craft Wand, Craft Wondrous Item, Forge Ring

Skills Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (religion) +16, Spellcraft +16; **Racial Modifiers** +2 Perception

SQ elven magic, weapon familiarity

Languages Common, Elven, Draconic, Orc

Combat Gear *tan bag of tricks, potion of cure moderate wounds* (5), *wand of summon monster III*; **Gear** 20 arrows, backpack, *boots of levitation*, bracers of armor +5, *cloak of minor displacement*, mwk longbow, mwk longspear, *ring of mind shielding*, *ring of protection* +3, spell component pouch, spellbook, steel holy symbol of Myketa; **Coins** 352 gp; **Materials** bag of diamond dust (2,000 gp)

Demographics

Faith Zelasindrillis the Unplaced Harmony

Homeland The Middle Kingdoms

Elowia Starseeker (CR 14; XP 38,400)

Female elf mystic theurge of Myketa 15

N Medium humanoid (elf)

Init +0; **Senses** low-light vision; Perception +7

Defense

AC 23, touch 15, flat-footed 23

(+8 armor, +5 deflection)

hp 79 (15d6+15)

Fort +5, **Ref** +5, **Will** +14; +2 vs. enchantment

Immune sleep

Offense

Speed 30 ft.

Melee mwk longspear +8/+3 (1d8/x3)

Ranged mwk longbow +8/+3 (1d8/x3)

Special Attack spell synthesis (3/day), summoner's charm +7

Spell-Like Abilities (CL 15th; concentration +16)

6/day—*acid dart* (1d6+7 acid)

At-will—*dimensional steps* (450 ft.)

Spells Prepared (CL 15th; concentration +18)

6th—*acid fog, mass bull's strength, quest, summon monster VI*

5th—*breath of life, cloudkill (F-DC 18), lesser planar binding, righteous might, summon monster V, wall of stone*

4th—*black tentacles, cure critical wounds, restoration (x2), spell immunity, summon monster IV*

3rd—*dispel magic, fly, prayer, remove curse, searing light, sleet storm, summon monster III*

2nd—*acid arrow, bull's strength (x2), cure moderate wounds, remove paralysis, spiritual weapon, summon monster II, web (R-DC 15)*

1st—*bless (x2), cure light wounds, grease, hydraulic push, shield of faith, summon monster I (x2), unseen servant*

Cantrips (at-will)—*acid splash, detect magic, dancing lights, ray of frost*

Orisons (at-will)—*detect poison, guidance, purify food and drink, stabilize*

School conjuration; **Opposition** enchantment, illusion

Statistics

Str 10, **Dex** 10, **Con** 10, **Int** 22, **Wis** 20, **Cha** 13

Base Atk +7; **CMB** +7; **CMD** 22

Feats Arcane Blast, Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Greater Spell Penetration, Spell Penetration

Skills Fly +18, Knowledge (arcana) +24, Knowledge (geography) +24, Knowledge (history) +24, Knowledge (planes) +24, Knowledge (religion) +24, Spellcraft +24;

Racial Modifiers +2 Perception

SQ elven magic, weapon familiarity

Languages Common, Elven, Draconic, Orc

Combat Gear *tan bag of tricks, potion of cure serious wounds (5), wand of summon monster IV*; **Gear** *amulet of proof against detection and location, 20 arrows, backpack, boots of levitation, bracers of armor +8, cloak of minor displacement, dimensional shackles, eyes of doom, headband of mental prowess (Int, Wis) +4, helm of telepathy, mwk longbow, mwk longspear, ring of spell storing, ring of protection +5, spell component pouch, spellbook, steel holy symbol of Myketa, staff of conjuration*; **Coins** 852 gp; **Materials** bag of diamond dust (3,000 gp)

Demographics

Faith Zelasindrillis the Unplaced Harmony

Homeland The Middle Kingdoms

"Enlightenment is a mute bard, a broken sword, a joyless smile, and a clawed caress."

No one knows the exact moment that Elowia lost her mind, but those few who knew her in her childhood might well attest that she never really had it to begin

with. Elowia Starseeker was born into one of the oldest elven families in the city of Thame. Scholars and mages of great note and grand tradition, infant Elowia wanted for nothing from the moment she came into the world.

This pampered lifestyle might well have contributed to her downfall as she was never denied access to anything growing up. Thus, spoiled and self-entitled, it came as a terrible shock to her when she attempted to enter the Black Room of Thule's Grand Library and was refused admittance. She protested, cajoled, threatened, and begged but all to no avail. The Black Room, a chamber full of texts deemed too dangerous or vile to be perused, remained off-limits.

Elowia did not even know why she wanted into the Black Room. She had no reason to go there and she surely had access to thousands of other tomes and scrolls she could read. None of that mattered. The only thing she cared about now the one place that had the temerity to tell her no. She complained to her parents, but they were powerless to help. No one she went to seemed to understand what a terrible injustice she was suffering.

Years passed and everyone forgot about the incident. Everyone, that is, but Elowia, who brooded about it constantly. The Black Room was only open to the greatest scholars and sages of the Middle Kingdoms so it had become her life's ambition to become one. She studied every form of learning she could find, every magical tradition taught in the city's institutions, and even the lore of divinity itself. Finally, after decades of diligent research, she became a recognized expert in dozens of fields.

Nothing could hold her back now. She petitioned for admission to the Black Room, secure in her brilliance, and was granted access. She was warned by the Loremasters of Thame against staying too long among the forbidden tomes, but their cautious advice went unheeded. Elowia Starseeker stepped into the Black Room, disappearing into its labyrinthine shadows for many days. When she emerged again, Elowia was much changed. There were symbols painted onto her skin in blood that did not seem to be hers and her eyes had become completely black, no color or whites to be seen. She was no longer arrogant. She was no longer shrill.

In truth, she no longer seemed human.

Shadow Monk

Shadow monks embrace that which other fear. By overcoming their own fear of the unknown and unseen, they gain power over it. The way of the shadow monk is secretive and self-controlled, giving up flashy maneuvers and speed for subtlety, in defense and attack. Shadow magic makes shadow monks feared and whispered of in dark corners.

Prestige Class: Shadow dancer.

Build Class: Monk.

Role: Shadow monks are scouts extraordinaire but also warriors and mystics, able to shift from one role to another in the blink of an eye.

Alignment: Any lawful. Shadow monks seem mysterious to outsiders and their rules hard to fathom, but the monks themselves know better.

Hit Die: d8.

Starting Gold: 1d6 x 10 gp (35 gp average).

Class Skills

The shadow monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

These are all the class features of the shadow monk.

Weapon and Armor Proficiency: Shadow monks are proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, and spear. Shadow monks are not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, a shadow monk loses her AC bonus, as well as her flurry of blows abilities.

AC Bonus (Ex): When unarmored and unencumbered, the shadow monk adds her Wisdom bonus (if any) to her AC and her CMD. In addition, a shadow monk gains a +1 bonus to AC and CMD at 4th level. This

bonus increases by 1 for every four shadow monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the shadow monk is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load.

Flurry of Blows (Ex): Starting at 1st level, a shadow monk can make a flurry of blows as a full-attack action. When doing so, she may make an additional attack, taking a -2 penalty on all of her attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (she does not need to use two weapons to use this ability).

For the purpose of these attacks, the shadow monk's base attack bonus from her shadow monk class levels is equal to her shadow monk level. For all other purposes, such as qualifying for a feat or a prestige class, the shadow monk uses her normal base attack bonus.

At 8th level, the shadow monk can make two additional attacks when she uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the shadow monk does not meet the prerequisites for the feat). At 15th level, the shadow monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat).

A shadow monk applies her full Strength bonus to her damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A shadow monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A shadow monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A shadow monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can she make natural attacks in addition to her flurry of blows attacks.

Unarmed Strike: At 1st level, a shadow monk gains Improved Unarmed Strike as a bonus feat. A shadow monk's attacks may be with fist, elbows, knees, and feet. This means that a shadow monk may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a shadow monk striking unarmed. A shadow monk may thus apply her full Strength bonus on damage rolls for all her unarmed strikes.

Table 13.1: Shadow Monk

Level	Base At- tack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus
1st	+0	+2	+2	+2	Flurry of blows, stunning fist, unarmed strike, safety in darkness	−1/−1	1d6	+0
2nd	+1	+3	+3	+3	Bonus feat, evasion	+0/+0	1d6	+0
3rd	+2	+3	+3	+3	Shadow discipline	+1/+1	1d6	+0
4th	+3	+4	+4	+4	Ki pool (magic)	+2/+2	1d8	+1
5th	+3	+4	+4	+4	Hide in plain sight, shadow discipline	+3/+3	1d8	+1
6th	+4	+5	+5	+5	Bonus feat, shadow ki (silent image)	+4/+4/−1	1d8	+1
7th	+5	+5	+5	+5	Ki pool (cold iron/silver), uncanny dodge, shadow discipline	+5/+5/+0	1d8	+1
8th	+6/+1	+6	+6	+6	Shadow ki (shadow conjuration, shadow step)	+6/+6/+1/+1	1d10	+2
9th	+6/+1	+6	+6	+6	Improved evasion, shadow discipline	+7/+7/+2/+2	1d10	+2
10th	+7/+2	+7	+7	+7	Bonus feat, Ki pool (lawful)	+8/+8/+3/+3	1d10	+2
11th	+8/+3	+7	+7	+7	Shadow discipline	+9/+9/+4/+4/−1	1d10	+2
12th	+9/+4	+8	+8	+8	Shadow ki (shadow evocation, shadow walk)	+10/+10/+5/+5/+0	2d6	+3
13th	+9/+4	+8	+8	+8	Shadow discipline	+11/+11/+6/+6/+1	2d6	+3
14th	+10/+5	+9	+9	+9	Bonus feat	+12/+12/+7/+7/+2	2d6	+3
15th	+11/+6/+1	+9	+9	+9	Shadow ki (greater shadow conjuration), shadow discipline	+13/+13/+8/+8/+3/+3	2d6	+3
16th	+12/+7/+2	+10	+10	+10	Ki pool (adamantine), slow fall 80 ft.	+14/+14/+9/+9/+4/+4/−1	2d8	+4
17th	+12/+7/+2	+10	+10	+10	Shadow discipline	+15/+15/+10/+10/+5/+5/+0	2d8	+4
18th	+13/+8/+3	+11	+11	+11	Bonus feat, Shadow ki (greater shadow evocation, shades)	+16/+16/+11/+11/+6/+6/+1	2d8	+4
19th	+14/+9/+4	+11	+11	+11	Shadow discipline	+17/+17/+12/+12/+7/+7/+2	2d8	+4
20th	+15/+10/+5	+12	+12	+12	Shadow master	+18/+18/+13/+13/+8/+8/+3	2d10	+5

Usually a shadow monk's unarmed strikes deal lethal damage, but she can choose to deal nonlethal damage instead with no penalty on her attack roll. She has the same choice to deal lethal or nonlethal damage while grappling.

A shadow monk's unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

A shadow monk also deals more damage with her unarmed strikes than a normal person would, as shown above on Table: Shadow Monk. The unarmed damage values listed on Table: Shadow Monk is for Medium shadow monks. A Small shadow monk deals less damage than the amount given there with her unarmed attacks, while a Large shadow monk deals more damage; see Small or Large Shadow Monk Unarmed Damage on the table given below.

Table 13.2: Shadow Monk Unarmed Damage by Size

Level	Damage (Small)	Damage (Large)
1st-5rd	1d4	1d8
6th-10th	1d6	1d10
11th-15th	1d8	2d6
16th-20th	1d10	2d8

Stunning Fist (Ex): At 1st level, the shadow monk gains Stunning Fist as a bonus feat, even if she does not meet the prerequisites. At 4th level, and every 4 levels thereafter, the shadow monk gains the ability to apply a new condition to the target of her Stunning Fist. This condition replaces stunning the target for 1 round, and a successful saving throw still negates the effect. At 4th level, she can choose to make the target fatigued. At 8th level, she can make the target sickened for 1 minute. At 12th level, she can make the target staggered for 1d6+1 rounds. At 16th level, she can permanently blind or deafen the target. At 20th level, she can paralyze the target for 1d6+1 rounds. The shadow monk must choose which condition will apply before the attack roll is made. These effects do not stack with themselves (a creature sickened by Stunning Fist cannot become nauseated if hit by Stunning Fist again), but additional hits do increase the duration.

Safety in Darkness (Su): The dark holds no terror for shadow monks. At 3rd level the shadow monk gains darkvision with a range of 60 ft. If the shadow monk already has darkvision, the range of that darkvision is

What are Shadows?

Shadowdancers and their ilk have several abilities that work in dim light. This means just what it says; the ability works neither in light nor in total darkness, but only in shadows and dim light. GMs are encouraged to allow these abilities to be used in any area of contrasting light and darkness; in the stark shadows cast by bright light and in the mirk of darkness broken by a tiny flame or elusive reflection. As long as it makes sense for shadows to exist, these abilities work. But they do not work in darkness.

instead increased by +30 ft. In addition, she is immune to the side effect of any area of darkness that has a side effect, such as the choking darkness shadowdancer trick or the *hungry darkness* spell.

Bonus Feats: At 2nd level, and every 4 levels thereafter, a shadow monk may select a bonus feat. These feats must be taken from the following list: Catch Off-Guard, Combat Reflexes, Deflect Arrows, Dodge, Improved Grapple, Scorpion Style, and Throw Anything.

At 6th level, the following feats are added to the list: Gorgon's Fist, Improved Bull Rush, Improved Disarm, Improved Feint, Improved Trip, and Mobility.

At 10th level, the following feats are added to the list: Improved Critical, Medusa's Wrath, Snatch Arrows, and Spring Attack. A shadow monk need not have any of the prerequisites normally required for these feats to select them.

Evasion (Ex): At 2nd level or higher, a shadow monk can avoid damage from many area-effect attacks. If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a shadow monk is wearing light armor or no armor. A helpless shadow monk does not gain the benefit of evasion.

Shadow Disciplines: At 3rd level, and every two levels thereafter, the shadow monk learns one shadow discipline. Shadow disciplines are developments of the

shadow monk's innate ki and include supernatural and spell-like abilities. Unless otherwise noted, a shadow monk can only learn each discipline once.

Acrobatic Master (Su): As a swift action, a shadow monk with this discipline can focus her ki to grant her a +20 bonus on one Acrobatics check of her choice made before the start of her next turn. Using this ability expends 1 ki point from her ki pool. The shadow monk must have a ki pool to select this discipline.

Blinding Darkness (Ex): Whenever the shadow monk uses the darkness discipline, all living creatures in the area must make a Fortitude save or be blinded by the darkness for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the shadow monk's class level + the shadow monk's Wisdom modifier. Blinding darkness costs one ki point to use, beyond the cost of the darkness discipline. The shadow monk must be at least 11th level, have a ki pool, and know the darkness discipline before selecting this one.

Darkness (Sp): The shadow monk adds *darkness* to the list of spell like abilities she can use with shadow ki, at a cost of one ki point. This effect is heightened (as the Heighten Spell feat) to a spell level equal to half the shadow monk's level (maximum of spell level 9 at 18th level). The shadow monk must have a ki pool and be at least 7th level to learn this discipline.

Fast Stealth (Ex): A shadow monk with this discipline can move at full speed using the Stealth skill without penalty.

Feather Fall (Su): As an immediate action, the shadow monk can slow her descent as if using *feather fall*. This ability uses her shadow monk level as the caster level. Each use of this ability uses up 1 ki point. The shadow monk must have a ki pool to select this discipline.

Ghost Step (Su): When using the incorporeal defense discipline, the shadow monk can pass through walls as if she were a ghost. Until the end of her turn, she can pass through a wall or other surface that is up to 1 foot thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. The shadow monk must be 11th level and

know the incorporeal defense discipline to select this discipline.

High Jumper (Ex): When a shadow monk with this discipline makes a high jump, the DC for that jump is half the normal DC. The shadow monk must have the acrobatic master discipline before taking this one.

Incorporeal Attack (Su): By spending 2 ki points as a swift action, the shadow monk gains the ability to make her unarmed strikes as incorporeal touch attacks. Incorporeal touch attacks ignore armor, natural armor, and shield bonuses to armor class, except that force armor and armor with the ghost touch property protect fully against them. In addition, the shadow monk's attacks cause full damage to ethereal and incorporeal creatures. The effect lasts until the end of the shadow monk's turn. If the shadow monk knows the incorporeal defense discipline, she can activate both effects with a single swift action, but must pay the ki cost separately for each. The shadow monk must have ki pool and be at least level 11 to learn this discipline.

Incorporeal Defense (Su): By spending 1 ki point as a swift action, the shadow monk gains immunity to non-magical physical damage and takes half damage from magical physical attacks for 1 round. Force effects, *ghost touch weapons*, incorporeal attacks, and other effects that specifically do full damage to incorporeal creatures are immune to this effect. She is not otherwise considered incorporeal, and cannot make incorporeal touch attacks or pass through solid objects. The shadow monk must have a ki pool to select this discipline.

Invisible Blade (Su): Whenever a shadow monk uses the vanishing discipline, she is treated as if she were under the effects of *greater invisibility*. The shadow monk must know the vanishing discipline and must be at least level 11 to learn this discipline.

Nondetection (Sp): The shadow monk adds nondetection to the list of spell like abilities she can use with shadow ki, at a cost of 1 ki point. The shadow monk must have a ki pool and be at least 6th level to learn this discipline.

Release Shadow (Su): The shadow monk can release her shadow as a swift action at the cost of 1 ki point. This acts as *summon monster* spell and summons a shadow, except that the creature is a construct (not an undead), inflicts 1d6 points of hit point damage instead of Strength damage, and lacks the create spawn ability. It must end each of its turns in sight of the shadow monk or be destroyed. For every two class levels the shadow monk gains beyond level 6, the shadow gains +2 hit dice, +13 hit points, and a +1 bonus to AC, attack, damage and all saves. The added hit dice have no effect in themselves, they just makes the creature stronger for the purpose of effects related to hit dice. As long as her shadow is released, the shadow monk casts no shadow, and she can only have one summoned shadow at a time. The shadow monk must have a ki pool and be at least level 6 to learn this discipline.

See the Unseen (Sp): A shadow monk with this discipline learns how to see that which cannot be seen. As a swift action, the shadow monk can cast *see invisibility* with a duration of one round per level, using her class level as the caster level. Each use of this ability costs 1 ki point. The shadow monk must have a ki pool to select this discipline.

Shadow Clone (Su): The shadow monk can create shadowy duplicates of herself that conceal her true location. Add *mirror image* to the list of spell like abilities she can use with shadow ki, at a cost of one ki point. The shadow monk must have a ki pool and be at least 6th level to learn this discipline.

Shadow Split (Sp): This discipline allows the shadow monk to cast *mislead*. The saving throw to disbelieve the glamor part of this is $10 + 1/2$ the shadow monk's level + the shadow monk's Wisdom modifier. Each use of this ability uses up 1 ki point. The shadow monk must have a ki pool and possess the shadow clone and vanish disciplines before selecting this one.

Shadow Swarm (Sp): When she uses release shadow, the shadow monk can pay one additional ki point each to summon additional shadows, up to her Wisdom bonus in number (minimum 2). She cannot use release shadow again until all the summoned shadows are gone. She must have a ki pool and be level 11 and know release shadow to learn this disci-

pline.

Subtle Shadow Step (Su): After using *shadow step* from her ki pool, the shadow monk can make a Stealth check to hide, and this Stealth check suffers no penalties for the shadow monks actions earlier in the round. The shadow monk must be at least 13th level to learn this discipline.

Slippery Mind (Ex): If a shadow monk with slippery mind is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

Slow Reactions (Ex): Opponents that are damaged by the shadow monk's unarmed strikes can't make attacks of opportunity for 1 round.

Unbound Steps (Su): The shadow monk adds *air walk* to the list of spell like abilities she can use with shadow ki, at a cost of 2 ki points. This effect is activated as a swift action and lasts one round per level. The shadow monk must have a ki pool and be at least 13th level to learn this discipline.

Vanishing Discipline (Sp): As a swift action, the shadow monk can cast *vanish* as a cleric of her class level. Using this ability uses up 1 ki point. The shadow monk must have a ki pool to select this discipline.

Wall Climber (Su): The shadow monk adds *spider climb* to the list of spell like abilities she can use with shadow ki, at a cost of one ki point. The shadow monk must have a ki pool and be at least 6th level to learn this discipline.

Ki Pool (Su): At 4th level, a shadow monk gains a pool of ki points, supernatural energy she can use to accomplish amazing feats. The number of points in a shadow monk's ki pool is equal to her class level + her Wisdom modifier.

By spending 1 point from her ki pool, a shadow monk can do one of the following:

- Make one additional attack at her highest attack bonus when making a flurry of blows attack, or
- Increase her speed by 20 feet for 1 round, or
- Give herself a +4 dodge bonus to AC for 1

round.

Each of these powers is activated as a swift action.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Ki Strike (Su): At 4th level, as long as she has at least 1 point in her ki pool, a shadow monk can make a ki strike.

- At 4th level, ki strike allows her unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.
- At 7th level, her unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.
- At 10th level, her unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.
- At 16th level, her unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

Hide in Plain Sight (Su): A 5th level shadow monk can use the Stealth skill even while being observed. As long as she is adjacent to an area of dim light, a shadow monk can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

Shadow Ki (Sp): At 6th level, a shadow monk can draw upon her ki pool to use shadow magic as spell-like abilities at a caster level equal to her class level. At 6th level she can use *silent image* as a spell-like ability, as long as she has one or more points remaining in the ki pool. The save DC for any shadow ki powers is Wisdom-based.

At level 8, the shadow monk can also use the following spells at the cost of one point from the ki pool: *shadow conjuration*, *shadow step*.

At level 12, the shadow monk can use the following spells at the cost of 2 points: *shadow evocation*, *shadow walk*.

At level 15, the shadow monk can use the following spell at the cost of 3 points: *greater shadow conjuration*.

At level 18, the shadow monk can use the following spell at the cost of 4 points: *greater shadow evocation*, *shades*.

Uncanny Dodge (Ex): At 7th level, a shadow monk cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A shadow monk with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If a shadow monk already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Improved Evasion (Ex): At 9th level, a shadow monk's evasion ability improves. She still takes no damage on a successful Reflex saving throw against attacks, but henceforth she takes only half damage on a failed save. A helpless shadow monk does not gain the benefit of improved evasion.

Improved Uncanny Dodge (Ex): At 12th level and higher, a shadow monk can no longer be flanked. This



defense denies a rogue the ability to sneak attack the shadow monk by flanking her, unless the attacker has at least four more rogue levels than the target has shadow monk levels. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Shadow Master (Su): At 20th level, whenever a shadow monk is in an area of dim light, she gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever she gains a level in a class of shadow monk, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the shadow monk's unarmed strike (minimum of 0).

Elf: Add +1/2 to Knowledge checks to identify strengths and weaknesses of enemies.

Gnome: Add +1/2 to the shadow monk's Acrobatics check bonus to balance or jump.

Half-Elf: Add +1/2 on Escape Artist checks and on Acrobatics checks to cross narrow surfaces.

Half-Orc: Add +1 to the shadow monk's CMD when resisting a grapple and +1/2 to the number of stunning attack attempts per day.

Halfling: Add +1 to the shadow monk's CMD when resisting a grapple and +1/2 to the number of stunning attacks she can attempt per day.

Human: Add +1/2 point to the shadow monk's ki pool.

Sample Shadow Monk Character

Below is a sample shadow monk player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Sister Black (CR 1/2; XP 200)

Female half-orc shadow monk 1
LN Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 14, touch 14, flat-footed 11

(+2 Dex, +1 dodge, +1 Wis)

hp 10 (1d8+2)

Fort +3, **Ref** +4, **Will** +3; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** sleep

Offense

Speed 30 ft.

Melee unarmed strike +3 (1d6+3) or flurry +1/+1 (1d6+3)

Ranged durable shuriken +2 or flurry +0/+0 (1d2+3)

Special Attacks stunning fist (1/day, F-DC 11)

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +4 (+6 sunder); **CMD** 17

Feats Dodge, Improved Unarmed Strike, Stunning Fist
Skills Acrobatics +6, Bluff +1, Climb +7, Disguise +1, Perception +5, Stealth +6; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ weapon familiarity

Gear durable shuriken (5), backpack, bedroll, belt pouch, explorer's outfit, flint and steel, hemp rope (50 ft.), sack, trail rations (5 days), waterskin, 6 gp, 2 sp, 10 cp

Demographics

Faith Ithreia

Homeland Snowfallen, the Frozen North

Sister Black (CR 4; XP 1,200)

Female half-orc shadow monk 5

LN Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 90 ft.; Perception +9

Defense

AC 16, touch 16, flat-footed 13

(+1 deflection, +2 Dex, +1 dodge, +1 monk, +1 Wis)

hp 36 (5d8+10)

Fort +5, **Ref** +6, **Will** +5; +2 vs. enchantment

Defensive Abilities evasion, orc ferocity; **Immune** sleep

Offense

Speed 30 ft.

Melee unarmed strike +7 (1d8+3) or flurry +7/+7 (1d8+3)

Ranged shuriken +5 or flurry +5/+5 (1d2+3)

Special Attacks stunning fist (5/day, F-DC 13)

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +6 (+8 sunder); **CMD** 22

Feats Dodge, Improved Unarmed Strike, Mobility, Skill Focus (Stealth), Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +8, Bluff +1, Climb +8, Disguise +4,

Perception +9, Stealth +13; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ hide in plain sight, ki pool (3 points; magic), safety in darkness, shadow discipline (fast stealth, feather fall)

Combat Gear *potion of bear's endurance* (2), *potion of cure moderate wounds* (2), *potion of mage armor* (4); *Other Gear* durable shuriken (5), backpack, bandolier^{UE}, bedroll, belt pouch, explorer's outfit, flint and steel, hemp rope (50 ft.), *ring of protection* +1, sack, trail rations (5 days), waterskin, 1 pp, 10 gp, 7 sp, 10 cp

Demographics

Faith Ithreia

Homeland Snowfallen, the Frozen North

Sister Black (CR 9; XP 6,400)

Female half-orc shadow monk 10

LN Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 90 ft.; Perception +16

Defense

AC 20, touch 18, flat-footed 20 (+2 armor, +1 deflection, +2 Dex, +1 dodge, +2 monk, +2 Wis)

hp 68 (10d8+20)

Fort +8, **Ref** +9, **Will** +10; +2 vs. enchantment

Defensive Abilities improved evasion, orc ferocity, uncanny dodge; **Immune** *sleep*

Offense

Speed 30 ft.

Melee unarmed strike +11/+6 (1d10+3) or flurry +12/+12/+7/+7 (1d10+3)

Ranged mwk composite longbow +10/+5 (1d8+2/x3) or shuriken +9/+4 or flurry +10/+10/+5/+5 (1d2+3)

Special Attacks shadow ki (*shadow conjuration*, *shadow step*, *silent image*), stunning fist (10/day, F-DC 18)

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +7; **CMB** +10 (+12 bull rush, +14 sunder);

CMD 28 (30 vs. bull rush, sunder)

Feats Dodge, Improved Bull Rush, Improved Sunder, Improved Unarmed Strike, Mobility, Power Attack, Skill Focus (Stealth), Spring Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +10, Bluff +1, Climb +10, Disguise +8, Perception +16, Stealth +21, Swim +10; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ hide in plain sight, ki pool (8 points; cold iron, lawful, magic, silver), safety in darkness, shadow discipline (*darkness*, fast stealth, feather fall, *non-detection*)

Combat Gear *potion of bear's endurance* (2), *potion of*

cure serious wounds (2), *potion of mage armor* (4); **Other Gear** masterwork composite (Str 14) longbow with 40 arrows, backpack, bandolier^{UE}, bedroll, belt pouch, explorer's outfit, flint and steel, *headband of inspired wisdom* +2, hemp rope (50 ft.), *ring of protection* +1, sack, *satchel of shurikens*, trail rations (5 days), waterskin, 2 pp, 17 gp, 17 sp, 10 cp

Demographics

Faith Ithreia

Homeland Snowfallen, the Frozen North

Sister Black (CR 14; XP 38,400)

Female half-orc shadow monk 15

LN Medium humanoid (elf, orc)

Init +6; **Senses** darkvision 90 ft.; Perception +22

Defense

AC 25, touch 21, flat-footed 25 (+4 armor, +1 deflection, +2 Dex, +1 dodge, +3 monk, +4 Wis)

hp 116 (15d8+45)

Fort +12, **Ref** +12, **Will** +14; +2 vs. enchantment

Defensive Abilities improved evasion, orc ferocity, uncanny dodge; **Immune** *sleep*

Offense

Speed 30 ft.

Melee unarmed strike +16/+11/+6 (2d6+4/19-20) or flurry +18/+18/+13/+13/+8/+8 (2d6+4/19-20)

Ranged mwk composite longbow +14/+9/+4 (1d8+4/x3) or shuriken +13/+8/+3 or flurry +15/+15/+10/+10/+5/+5 (1d2+4)

Special Attacks shadow ki (*greater shadow conjuration*, *shadow conjuration*, *shadow evocation*, *shadow step*, *shadow walk*, *silent image*), stunning fist (15/day, F-DC 21)

Statistics

Str 18, **Dex** 14, **Con** 14, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +11; **CMB** +15 (+17 bull rush, +19 sunder);

CMD 36 (38 vs. bull rush, sunder)

Feats Critical Focus, Dodge, Improved Bull Rush, Improved Critical (unarmed strike), Improved Initiative, Improved Sunder, Improved Unarmed Strike, Mobility, Power Attack, Sickening Critical, Skill Focus (Stealth), Spring Attack, Stunning Fist, Weapon Focus (unarmed strike)

Skills Acrobatics +18, Bluff +1, Climb +11, Disguise +20, Perception +22, Stealth +26, Swim +11; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ hide in plain sight, ki pool (11 points; cold iron, lawful, magic, silver), safety in darkness, shadow discipline (*darkness*, fast stealth, feather fall, invisible blade,

non-detection, vanishing discipline, wall climber)

Combat Gear *potion of bear's endurance* (2), *potion of cat's grace* (2), *potion of cure serious wounds* (3); **Other Gear** masterwork composite (Str 18) longbow with 40 arrows, backpack, bandolier^{UE}, bedroll, *belt of giant strength* +2, belt pouch, *bracers of armor* +4, *cloak of resistance* +1, explorer's outfit, flint and steel, *hat of disguise*, *headband of inspired wisdom* +4, hemp rope (50 ft), *ring of protection* +1, sack, *satchel of shurikens*, trail rations (5 days), waterskin, 8 pp, 17 gp, 17 sp, 10 cp

Demographics

Faith Ithreia

Homeland Snowfallen, the Frozen North

"You have shown this person disrespect. I shall be the instrument of his offense."

High in the mountains that cross the Frozen North, surrounded by huge, pointed columns of opal-white porphyrite, lies a mysterious structure made entirely of pale ivory and solid ice that cannot melt. This grand hall is called Snowfallen and it is virtually unreachable by any means. The white porphyrite deadens incoming magic, the skies around Snowfallen are so turbulent that flying creatures cannot approach and its sheer mountain cliffs are all but impossible to climb.

The only practical way to reach Snowfallen is a dangerous hidden trail that winds three times all the way around the hall's mountain foundation. Walking this path takes a supreme physical effort and is an act of immense strong will, as most people are turned back by the cold, sharp rocks, and howling wind. Those few travelers who reach Snowfallen are greeted by a group of simple monks who treat them like honored guests.

Sister Black has lived in Snowfallen all her life, having been carried here as a baby. Her orcish mother, fleeing the relentless pursuit of a mysterious archer, braved the path and made it all the way to the top before collapsing. To honor the dead woman's courage and tenacity, the monks took Sister Black in and raised her as one of their own.

Initiated into their ways, Sister Black proved to be an adept in the arts of Shadow, one half of the monastic's order of Balance. She was accepted by the Master of Darkness and given her name along with several years of intense training in the Shadow Way. When she was ready, the Master of Darkness took her from class, gave her the very same clothes and weapons he once used,

and walked her to the Spirit Gate at the edge of Snowfallen.

"Go now. Seek your own path. When you are ready to return, you will find your way back."

Sister Black stepped through the Gate and found herself at the edge of the Frozen North, all of Porphyra stretched out before her. She has been wandering ever since, choosing roads to walk and people to serve, never staying in one place for very long.

She knows it is her destiny to return to Snowfallen someday and spend the rest of her days there. Until then, she intends to do as she was told. She will follow her own path, wherever it might lead next.

Purple Duck Note: *With a flurry of shurikens a monk can go through a lot of shurikens in a single round. It might be useful for the game to include something like this item.*

Satchel of Shurikens

Aura faint conjuration; **CL** 5th

Slot none; **Price** 8,000 gp; **Weight** 1 lb.

Description

This brown leather satchel is worn at the waist. When the wear reaches into the satchel as a free action he can draw forth non-magical shurikens for his use in combat. The shurikens disappear after a single round if not thrown at a target.

Construction

Requirements Craft Wondrous Item, *abundant ammunition*; **Cost** 4,000 gp

Durable Shuriken (4 gp; Weight 1/10th lbs.)

These shuriken are alchemically treated. Durable shuriken don't break with normal use, whether or not they hit their target; unless a durable shuriken goes missing, a thrower can retrieve and reuse it again and again. Durable shuriken can be broken in other ways (such as deliberate snapping, and so on). A magical durable shuriken with an enhancement bonus or magic weapon special ability applies these magical effects only the first time it is used—afterward, the durable shuriken becomes nonmagical, and it can be reused or imbued with magic again.

Shadow Ranger

Most rangers set out to master the wilderness, but the shadow ranger has a more specific goal - to master shadow. Using the borderland between light and darkness to move unseen, they become peerless hunters in their mobile range.

Prestige Class: Shadowdancer.

Build Classes: Ranger.

Role: Shadow rangers make excellent scouts, as they are not bound to any one terrain and can move from shadow to shadow with impunity. They also make versatile skirmishers.

Alignment: Any. Shadow rangers tend to be loners or even recluses and are often chaotic. Observing from the sidelines, they make their own decisions on who is worthy or unworthy of their aid. Lawful shadow rangers work for a cause, but many still operate alone.

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The shadow ranger's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier.

Class Abilities

All of the following are class features of the shadow ranger.

Table 14.1: Shadow Ranger

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1	2	3	4
1st	+1	+2	+2	+0	1st favored enemy, safety in darkness, track	—	—	—	—
2nd	+2	+3	+3	+0	Combat style feat	—	—	—	—
3rd	+3	+3	+3	+1	Evasion, shadow home +2	—	—	—	—
4th	+4	+4	+4	+1	Additional spells	0	—	—	—
5th	+5	+4	+4	+1	2nd favored enemy	1	—	—	—
6th	+6/+1	+5	+5	+2	Combat style feat	1	—	—	—
7th	+7/+2	+5	+5	+2	Swift stealth	1	0	—	—
8th	+8/+3	+6	+6	+2	Hide in plain sight, swift tracker	1	1	—	—
9th	+9/+4	+6	+6	+3	See invisibility	2	1	—	—
10th	+10/+5	+7	+7	+3	3rd favored enemy, combat style feat	2	1	0	—
11th	+11/+6/+1	+7	+7	+3	Quarry	2	1	1	—
12th	+12/+7/+2	+8	+8	+4	Subtle shadow step	2	2	1	—
13th	+13/+8/+3	+8	+8	+4	Shadow home +4	3	2	1	0
14th	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
15th	+15/+10/+5	+9	+9	+5	4th favored enemy	3	2	2	1
16th	+16/+11/+6/+1	+10	+10	+5	Improved evasion	3	3	2	1
17th	+17/+12/+7/+2	+10	+10	+5	Quick shadow step	4	3	2	1
18th	+18/+13/+8/+3	+11	+11	+6	Combat style feat, greater invisibility	4	3	2	2
19th	+19/+14/+9/+4	+11	+11	+6	Improved quarry	4	3	3	2
20th	+20/+15/+10/+5	+12	+12	+6	5th favored enemy, shadow master	4	4	3	3

Weapon and Armor Proficiency: A shadow ranger is proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a shadow ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A shadow ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

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

If the shadow ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the shadow ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Table 14.2: Shadow Ranger Favored Enemies

Type (Subtype)	Type (Subtype)
Aberration	Animal
Construct	Dragon
Fey	Humanoid (aquatic)
Humanoid (dwarf)	Humanoid (elf)
Humanoid (giant)	Humanoid (goblinoid)
Humanoid (gnoll)	Humanoid (gnome)
Humanoid (halfling)	Humanoid (human)
Humanoid (orc)	Humanoid (reptilian)
Humanoid (other)	Magical beast
Monstrous humanoid	Ooze
Outsider (air)	Outsider (chaotic)
Outsider (earth)	Outsider (evil)
Outsider (fire)	Outsider (good)
Outsider (lawful)	Outsider (native)
Outsider (water)	Plant
Undead	Vermin

Safety in Darkness (Su): The dark holds no terror for shadow rangers. The shadow ranger gains darkvision with a range of 60 ft. If the shadow ranger already has darkvision, the range of that darkvision is instead increased by +30 ft. In addition, he is immune to the side effect of any area of darkness that has a side effect, such as the choking darkness shadowdancer trick or the *hungry darkness* spell.

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

Combat Style Feat (Ex): At 2nd level, a shadow ranger must select one combat style to pursue.

The shadow ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites.

The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a shadow ranger selects a combat style, it cannot be changed.

Archery Style: If the shadow ranger selects archery style, he can choose from the following list whenever he gains a combat style feat: Far Shot, Focused Shot, Point Blank Shot, Precise Shot, and Rapid Shot.

At 6th level, he adds Crossbow Mastery, Improved Precise Shot, Parting Shot, Point Blank Master and Manyshot to the list.

At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Crossbow Style: If the character selects crossbow style, he can choose from the following list whenever he gains a combat style feat: Deadly Aim, Focused Shot, Precise Shot, and Rapid Reload.

At 6th level, he adds Crossbow Mastery and Improved Precise Shot to the list.

At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Mounted Combat Style: If the character selects mounted combat style, he can choose from the following list whenever he gains a combat style feat: Mounted Combat, Mounted Archery, Ride-By Attack, and Trick Riding.

At 6th level, he adds Mounted Shield and Spirited Charge to the list.

At 10th level, he adds Mounted Skirmisher and Unseat to the list.

Natural Weapon Style: If the character selects natural weapon style, he can choose from the following list whenever he gains a combat style feat: Aspect of the Beast, Improved Natural Attack, Rending Claws, and Weapon Focus.

At 6th level, he adds Eldritch Claws and Vital Strike to the list.

At 10th level, he adds Multiattack and Improved Vital Strike to the list.

Thrown Weapon Style: If the character selects thrown weapon style, he can choose from the following list whenever he gains a combat style feat: Distance Thrower, Precise Shot, Quick Draw, Two-Weapon Fighting.

At 6th level, he adds Close-Quarters Thrower and False Opening to the list.

At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list.

Two-Handed Weapon Style: If the character selects two-handed weapon style, he can choose from the following list whenever he gains a combat style feat: Cleave, Power Attack, Pushing Assault, and Shield of Swings.

At 6th level, he adds Furious Focus and Great Cleave to the list.

At 10th level, he adds Dreadful Carnage and Improved Sunder to the list.

Two-Weapon Combat Style: If the shadow ranger selects two-weapon combat style, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting.

At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list.

At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list.

Weapon and Shield Style: If the character selects weapon and shield style, he can choose from the following list whenever he gains a combat style feat: Improved Shield Bash, Shield Focus, Shield Slam and Two-Weapon Fighting.

At 6th level, he adds Saving Shield and Shield Master to the list.

At 10th level, he adds Bashing Finish and Greater Shield Focus to the list.

Evasion (Ex): When he reaches 3rd level, a shadow ranger can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadow ranger is wearing light armor, medium armor, or no armor. A helpless shadow ranger does not gain the benefit of evasion.

Shadow Home (Ex): At 3rd level, a shadow ranger gains a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks when she is adjacent to an area of dim light. She does not gain a bonus from her own shadow. A shadow ranger traveling through shadow normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

At 13th level the skill and initiative bonuses increases to +4.

Spells: Beginning at 4th level, a shadow ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. In addition, add the these spells to the shadow ranger's spell list at the indicated spell levels.

1. *shadow weapon*^{UM}, *silent image*.
2. *darkness*, *gloomblind bolts*^{ARG}.
3. *shadow conjuration*, *shadow step*^{UM}.
4. *shadow walk*.

A shadow ranger must choose and prepare his spells in advance.

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

Like other spellcasters, a shadow ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Shadow Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score (see Table: Ability Modifiers and Bonus Spells). When Table: Shadow Ranger indicates that the shadow ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level.

A shadow ranger must spend 1 hour per day in quiet meditation to regain his daily allotment of spells. A shadow ranger may prepare and cast any spell on the shadow ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a shadow ranger has no caster level. At 4th level and higher, his caster level is equal to his shadow ranger level – 3.

Swift Stealth (Ex): Beginning at 7th level, a ranger can move at his normal speed while using Stealth without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Hide in Plain Sight (Su): At 8th level, a shadow ranger can use the Stealth skill even while being observed. As long as she is adjacent to an area of dim light, a shadow ranger can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

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

See Invisibility (Sp): At 9th level, the shadow ranger adds *see invisibility* to the ranger spell list as a second level spell.

Quarry (Ex): At 11th level, a shadow ranger can, as a standard action, denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a shadow ranger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his quarry, and all critical threats are automatically confirmed. A shadow ranger can have no more than one quarry at a time and the creature's type must correspond to one of his favored enemy types. He can dismiss this effect at any time as a free action, but he cannot select a new quarry for 24 hours. If the shadow ranger sees proof that his quarry is dead, he can select a new quarry after waiting 1 hour.

Subtle Shadow Step (Ex): At 12th level, when casting *shadow step*, the shadow ranger can make a Stealth check to hide immediately afterwards, and this Stealth check suffers no penalties for the shadow ranger's actions earlier in the round.

Improved Evasion (Ex): At 16th level, a shadow ranger's evasion improves. This ability works like evasion, except that while the shadow ranger still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless shadow ranger does not gain the benefit of improved evasion.

Quick Shadow Step (Ex): At 17th level, the shadow ranger can cast shadow step as a swift action. This works as the Quicken Spell feat, but with no increase in effective spell level.

Greater Invisibility: At 18th level, add *greater invisibility* to the shadow ranger's spell list as a 4th level spell.

Improved Quarry (Ex): At 19th level, the shadow ranger's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Shadow Master (Su): At 20th level, whenever a shadow ranger is in an area of dim light, she gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever she successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

Favored Class Bonuses

Instead of receiving an additional hit point or skill rank when gaining a level of shadow ranger, the following races may select the following race specific alternate bonus.

Dwarf: Gain see in darkness out to 1 foot, as the universal monster ability. In combat this option has no effect unless the shadow ranger has selected it five times (or another increment of five).

Elf: Add +1 to the shadow ranger's base speed. In combat this option has no effect unless the shadow ranger

has selected it five times (or another increment of five).

Gnome: Add 1/4 of an illusion spell from the sorcerer/wizard spell list, adding it the list of ranger spells you are able to prepare.

Half-Elf: Add a +1/2 bonus on Bluff checks and Intimidate checks against favored enemies.

Half-Orc: Add +1/3 on critical hit confirmation rolls made while attacking a favored enemy (maximum bonus of +5). This bonus doesn't stack with Critical Focus.

Halfling: Add a +1/4 dodge bonus to Armor Class against the shadow ranger's favored enemies.

Human: The shadow ranger gains 1/6 of a rogue talent the shadow ranger may use.

Sample Shadow Ranger Character

Below is a sample shadow ranger player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Ridoc (CR 1/2; XP 200)

Male halfling shadow ranger 1

N Small humanoid (halfling)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +8

Defense

AC 16, touch 14, flat-footed 13

(+2 armor, +3 Dex, +1 size)

hp 12 (1d10+2)

Fort +3, **Ref** +5, **Will** +2; +2 vs. fear

Offense

Speed 20 ft., climb 20 ft.

Melee kukri +5 (1d3/18-20)

Ranged shortbow +5 (1d4/x3)

Special Attacks favored enemy (human +2), low blow

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 13

Feats Weapon Finesse

Skills Acrobatics +9 (+5 jumping), Climb +12, Perception +8, Stealth +11, Survival +6, Swim +4; **Racial Modifiers** +2 Acrobatics, +2 Perception

Languages Common, Halfling

SQ swift as shadows, track +1, weapon familiarity

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, kukri, shortbow with 20 arrows, bedroll, belt pouch, explorer's outfit, flint and steel, masterwork backpack^{UE}, sack, silk rope (50 ft.), torch (3), trail rations (5 days), waterskin, whetstone, 10 gp, 2 sp, 5 cp

Demographics

Faith Myketa

Homeland Madienheim, Iskandar

Ridoc (CR 4; XP 1,200)

Male halfling shadow ranger 5

N Small humanoid (halfling)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +12

Defense

AC 18, touch 15, flat-footed 14

(+3 armor, +4 Dex, +1 size)

hp 42 (5d10+10)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities evasion

Offense

Speed 20 ft., climb 20 ft.

Melee mwk kukri +12 (1d3/19-20) or mwk kukri +10 (1d3/18-20), mwk kukri +10 (1d3/18-20)

Ranged mwk composite longbow +11 (1d6/x3)

Special Attacks combat style (two-weapon combat), favored enemy (human +4, orc +2), low blow

Spells Prepared (CL 2nd; concentration +4)

1st—*longstrider*, *pass without trace*

Statistics

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +5; **CMB** +4; **CMD** 18

Feats Point-Blank Shot, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +12 (+8 jumping), Climb +12, Escape Artist +8, Knowledge (nature) +8, Perception +12, Stealth +16, Survival +10, Swim +8; **Racial Modifiers** +2 Acrobatics, +2 Perception

Languages Common, Halfling

SQ shadow home +2, swift as shadows, track +2, weapon familiarity

Combat Gear *potion of cure light wounds* (2), *potion of disguise self*, *potion of shield of faith* (2); **Other Gear** masterwork studded leather, masterwork kukri (2), masterwork composite longbow with 40 arrows, bandolier^{UE}, bedroll, belt pouch, explorer's outfit, flint and steel, handy haversack, sack, silk rope (50 ft.), torch (5), trail rations (5 days), waterskin, whetstone, 1 pp, 5 gp, 7 sp, 3 cp

Demographics

Faith Myketa

Homeland Madienheim, Iskandar

Ridoc (CR 9; XP 6,400)

Male halfling shadow ranger 10

N Small humanoid (halfling)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +17

Defense

AC 21, touch 16, flat-footed 17

(+5 armor, +1 deflection, +4 Dex, +1 size)

hp 79 (10d10+20)

Fort +9, **Ref** +12, **Will** +6; +2 vs. fear

Defensive Abilities evasion

Offense

Speed 20 ft., climb 20 ft.

Melee mwk kukri +17/+12 (1d3/18-20) or mwk kukri +15/+10 (1d3/18-20), mwk kukri +15/+10 (1d3/18-20)

Ranged mwk composite longbow +16/+11 (1d6/x3)

Special Attacks combat style (two-weapon combat), favored enemy (goblin +2, human +4, orc +4), low blow

Spells Prepared (CL 7th; concentration +9)

2nd—*barkskin*, see *invisibility*

1st—*aspect of the falcon*^{APG}, *longstrider*, *pass without trace*

Statistics

Str 13, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +10; **CMB** +10; **CMD** 25

Feats Deadly Aim, Improved Two-Weapon Fighting, Point-Blank Shot, Power Attack, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +19 (+15 jumping), Climb +13, Escape Artist +12, Knowledge (dungeoneering, geography) +7, Knowledge (nature) +9, Perception +17, Stealth +21, Survival +10, Swim +9; **Racial Modifiers** +2 Acrobatics, +2 Perception

Languages Common, Halfling

SQ hide in plain sight, shadow home +2, swift as shadows, swift stealth, swift tracker, track +5, weapon familiarity

Combat Gear *potion of cure moderate wounds* (2); **Other Gear** +1 *mithral shirt*, masterwork kukri (2), masterwork composite longbow with 40 arrows, bandolier^{UE}, bedroll, *belt of giant strength* +2, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, *handy haversack*, *ring of protection* +1, sack, silk rope (50 ft.), torch (5), trail rations (5 days), waterskin, whetstone, 2 pp, 13 gp, 8 sp, 11 cp

Demographics

Faith Myketa

Homeland Madienheim, Iskandar

Ridoc (CR 14; XP 38,400)

Male halfling shadow ranger 15

N Small humanoid (halfling)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +22

Defense

AC 23, touch 18, flat-footed 18

(+5 armor, +2 deflection, +5 Dex, +1 size)

hp 132 (15d10+45)

Fort +13, **Ref** +16, **Will** +9; +2 vs. fear

Defensive Abilities evasion

Offense

Speed 30 ft., climb 20 ft.

Melee +1 *kukri* +23/+18/+13 (1d3+2/18-20) or 2 +1 *kukri* +21/+21/+16/+16/+11/+11 (1d3+2/18-20)

Ranged +1 *composite longbow* +22/+17/+12 (1d6+2/x3)

Special Attacks combat style (two-weapon combat), favored enemy (giant +4, goblin +2, human +4, orc +4), low blow, quarry

Spells Prepared (CL 12th; concentration +14)

4th—*freedom of movement*

3rd—*shadow step*^{UM}, *thorny entanglement*^{ACG} (R-DC 15)

2nd—*barkskin*, *darkness*, see *invisibility*

1st—*aspect of the falcon*^{APG} (2), *longstrider*, *pass without trace*

Statistics

Str 13, **Dex** 20, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +15; **CMB** +15; **CMD** 32

Feats Clustered Shots^{UC}, Deadly Aim, Greater Two-Weapon Fighting, Hammer the Gap^{UC}, Improved Two-Weapon Fighting, Point-Blank Shot, Power Attack, Precise Shot, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus (kukri)

Skills Acrobatics +25 (+30 jumping), Climb +17, Escape Artist +18, Knowledge (dungeoneering, geography) +7, Knowledge (nature) +9, Perception +22, Stealth +32, Survival +11, Swim +14; **Racial Modifiers** +2 Acrobatics, +2 Perception

Languages Common, Halfling

SQ hide in plain sight, shadow home +4, subtle shadow step, swift as shadows, swift stealth, swift tracker, track +7, weapon familiarity

Combat Gear *potion of cure serious wounds* (2), *potion of invisibility* (3), *potion of jump* (2); **Other Gear** +1 *shadow mithral shirt*, +1 *kukri* (2), +1 composite (Str 12) longbow with 40 arrows, bandolier^{UE}, bedroll, *belt of physical prowess* +2 (Str, Dex), belt pouch, *boots of striding and springing*, *cloak of resistance* +2, explorer's outfit, flint and steel, *handy haversack*, *ring of protection* +2, sack, silk rope (50 ft.), torch (5), trail rations (5 days), waterskin, whetstone, 1 pp, 5 gp, 7 sp, 3 cp

Demographics

Faith Myketa

Homeland Madienheim, Iskandar

"The most important thing in the world is family. The second most important thing is finding mine."

Ridoc is a halfling with a mission, one that began when his whole life ended. Once a farmer's son, helping out on his family's mixed crop-and livestock farm in Madienheim, he was captured in a deadly raid that left his mother and father dead and his siblings taken as well. The last he saw of his pastoral home was rising flames and a field of halfling corpses, as his enslavers rode away into the night. The wild madness and fanaticism of his attackers eventually revealed them to be the infamous Skorath dervish-raiders, who kill, raid, enslave and steal in a semireligious ecstasy. Unreasoning and immune to negotiation, they travel and kill and recruit those who cannot bear the weight of normal civilization.

For days, they travelled by wagon until they reached a tiny port on the western edge of Iskandar. There, delirious from hunger and thirst, Ridoc managed to slip out of his cage but was unable to free any of his brothers and sisters before they were loaded onto the slavers' ship. He was too weak to stand, too weak to fight. All he could do was crawl into the shadows and hide as the raiders set sail and disappeared across the surging waves.

Vowing to rescue his family, no matter what it took, Ridoc forced himself to keep going. Before he could save anyone, he had to recover himself. He grew stronger, relying on skills he had not used since he was a child. While tracking a particularly elusive deer, he came across another hunter also on the trail. Offering quietly to share the kill, he worked with the hooded newcomer and together they brought the stag down. The stranger was as good as her word, sharing the meat and hide with Ridoc without trying to cheat him. They were both lost in this land, both just looking to survive. Over the course of a long, hard winter, they shared a fire and kept each other going with conversation, camaraderie, and a mutual hatred of slavery.

Ridoc's new friend, a displaced city thief of the dark creeper race, by the name of Burke, was a long way from home and far outside her element. Ridoc showed the strange woman how to survive in the forest and in return, she taught him the secret lore of shadows. Together, they endured the season and by the time the

spring thaw came, both were stronger than they had ever been before.

Burke, unfortunately, had a mission of her own, one she had to return to, but she left Ridoc with one final lesson and a wickedly sharp kukri dagger to remember her by. He bid her farewell and left in search of passage across the sea. Even if the journey takes years and he has to cut their freedom from the throats of every Skorath raider he finds, he will bring his family back together again, though he has a monumental task.

Ridoc has found the trail of the Skorath, and their winter camp just south of the Northlands penal colony of Gulag Blue. A dangerous crossroads of the north, the region is frequented by dangers almost as dire as the Skorath. The powerful aquatic race called the orcam regularly claim these paracoastal lands as their personal hunting and raiding grounds, and Ridoc learned that it was likely that the Skorath made some kind of deal with the whale-men, supplying steel weapons to the underwater dwellers in exchange for the right to camp out of the eye of the prudent. The Northlanders, as well, would likely be only a source of combat for the Skorath, but they would probably enjoy that... Ridoc has many problems as he contemplates his moves in the cold lands between the Lost Sea and Ithreia's Mirror, the Sea of the North.

Shadowdancer

Civilized folk have always feared the night, barring themselves behind doors or comforting themselves with bonfires when the shadows grow long, rightfully wary of the creatures that prowl the darkness. Yet long ago, some learned that the best way to conquer an enemy is to embrace it. These were the first shadowdancers. Even today shadowdancers exist in the boundary between light and darkness, where they weave shadows to become half-seen artists of deception.

Prestige Class: Shadowdancer.

Build Class: Ninja

Role: Shadowdancers adventure for a wide variety of reasons. Many adventuring parties find shadowdancers valuable members of their teams due to their incredible stealth and ability to surprise enemies with lightning-quick attacks where they're least expected. For this rea-

son, their services are often sought out by those groups in need of scouts or spies.

Alignment: Any. Because of their nature as visually duplicitous tricksters, shadowdancers do not fit comfortably into the lawful category, as many use their talents to avoid the eyes of legitimate authority. Yet though they are allies of darkness, shadowdancers are neither inherently evil nor predisposed to good. To them, the darkness is simply the darkness, without any of the usual moral connotations made by the unenlightened.

Hit Die: d8.

Class Skills

The shadowdancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge

Table 15.1: Shadowdancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Safety in darkness, sneak attack +1d6
2nd	+1	+0	+3	+0	Ki pool, shadowdancer trick
3rd	+2	+1	+3	+1	Evasion, sneak attack +2d6
4th	+3	+1	+4	+1	Shadowdancer trick, uncanny dodge
5th	+3	+1	+4	+1	Hide in plain sight, sneak attack +3d6
6th	+4	+2	+5	+2	Shadow steps, ki pool (silent image), shadowdancer trick
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6/+1	+2	+6	+2	Improved uncanny dodge, shadowdancer trick
9th	+6/+1	+3	+6	+3	ki pool (shadow conjuration, shadow step), sneak attack +5d6
10th	+7/+2	+3	+7	+3	Master tricks, shadowdancer trick
11th	+8/+3	+3	+7	+3	Sneak attack +6d6
12th	+9/+4	+4	+8	+4	Ki pool (shadow evocation, shadow walk), shadowdancer trick, shadow move
13th	+9/+4	+4	+8	+4	Sneak attack +7d6
14th	+10/+5	+4	+9	+4	Shadowdancer trick
15th	+11/+6/+1	+5	+9	+5	Ki pool (greater shadow evocation, move action shadow step), sneak attack +8d6
16th	+12/+7/+2	+5	+10	+5	Shadowdancer trick
17th	+12/+7/+2	+5	+10	+5	Sneak attack +9d6
18th	+13/+8/+3	+6	+11	+6	Ki pool (shades, swift action shadow step), shadowdancer trick
19th	+14/+9/+4	+6	+11	+6	Sneak attack +10d6
20th	+15/+10/+5	+6	+12	+6	Shadowdancer trick, shadow master

(local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

This is all the class features of the shadowdancer.

Weapon and Armor Proficiency: Shadowdancers are proficient with the club, crossbow (hand, light, or heavy), dagger, dart, mace, morningstar, quarterstaff, rapier, sap, shortbow (normal and composite), and short sword. Shadowdancers are proficient with light armor but not with shields.

Safety in Darkness (Su): The dark holds no terror for shadowdancers. The shadowdancer gains darkvision with a range of 60 ft. If the shadowdancer already has darkvision, the range of that darkvision is instead increased by +30 ft. In addition, he is immune to the side effect of any area of darkness that has a side effect, such as the choking darkness shadowdancer trick or the *hungry darkness* spell.

Sneak Attack (Ex): If a shadowdancer can catch an opponent when he is unable to defend himself effectively from his attack, he can strike a vital spot for extra damage.

The shadowdancer's attacks deal extra damage anytime his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the shadowdancer flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two shadowdancer levels thereafter. Bonus damage from sneak attacks is precision damage. Should the shadowdancer score a critical hit with a sneak attack, this precision damage is not multiplied. Ranged attacks count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (such as a sap, whip, or unarmed strike), a shadowdancer can make a sneak attack that deals nonlethal damage instead of lethal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, even with the usual –4 penalty.

The shadowdancer must be able to see the target well enough to pick out a vital spot, and must be able to reach this spot. A shadowdancer cannot sneak attack while striking a creature that has concealment.

Ki Pool (Su): At 2nd level, a shadowdancer gains a pool of ki points, supernatural energy he can use to accomplish amazing feats. The number of points in the shadowdancer's ki pool is equal to 1/2 his shadowdancer level + his Wisdom modifier.

By spending 1 point from his ki pool, a shadowdancer can make one additional attack at his highest attack bonus, but he can do so only when making a full attack. In addition, he can spend 1 point to increase his speed by 20 feet for 1 round. Finally, a shadowdancer can spend 1 point from his ki pool to give himself a +4 insight bonus on Stealth checks for 1 round. Each of these powers is activated as a swift action. A shadowdancer can gain additional powers that consume points from his ki pool as he advances in level and by selecting certain shadowdancer tricks.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the shadowdancer possesses levels in another class that grants points to a ki pool, shadowdancer levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The shadowdancer can now use ki points from this pool to power the abilities of every class he possesses that grants a ki pool.

As he advances in level, the shadowdancer learns to use his ki pool for spell-like abilities. All spell-like abilities from the ki pool ability work as if cast by a cleric of the shadowdancer's level, and count as spells of their sorcerer spell level.

- At level 6, as long as the shadowdancer has at least 1 point in his ki pool, he can use *silent image* as a spell-like ability.
- At level 9, the shadowdancer can cast *shadow conjuration* and *shadow step* at the cost of one point from his ki pool.
- At 12th level, he can cast *shadow evocation* and *shadow walk* at the cost of 1 point of ki.
- At 15th level, he can cast *greater shadow evocation*. He can also cast *shadow walk* as a move action. Either use costs 2 points from his ki pool.
- At 18th level, he can cast 'shades'. He can also cast *shadow walk* as a swift action. Either use costs 3 points from his ki pool.

Shadowdancer Tricks: As a shadowdancer continues his training, he learns a number of tricks that allow him to confuse his foes and grant him supernatural abilities. Starting at 2nd level, a shadowdancer gains one shadowdancer trick. He gains one additional shadowdancer trick for every 2 levels attained after 2nd. Unless otherwise noted, a shadowdancer cannot select an individual trick more than once.

Acrobatic Master (Su): As a swift action, a shadowdancer with this trick can focus his ki to grant him a +20 bonus on one Acrobatics check of his choice made before the start of his next turn. Using this ability expends 1 ki point from his ki pool.

Choking Darkness (Ex): Whenever a shadowdancer uses the darkness trick, all living creatures in the darkness must make a Fortitude save each round or become staggered for 1 round. The DC of this saving throw is equal to 10 + 1/2 the shadowdancer's level + the shadowdancer's Wisdom modifier. Choking darkness costs one ki point to use, beyond the cost of the darkness ability. The shadowdancer can still decide to create an ordinary darkness. The shadowdancer must have the darkness trick before selecting this trick.

Combat Trick: A shadowdancer who selects this trick gains a bonus combat feat. This trick can be selected several times.

Darkness (Sp): The shadowdancer adds *darkness* to the list of spell like abilities he can use, at a cost of one ki point. This effect is heightened (as the Heighten Spell feat) to a spell level equal to half the shadowdancer's level (to a maximum of spell level 9 at level 18). The shadowdancer must be at least 6th level to learn this trick.

Fast Stealth (Ex): A shadowdancer with this trick can move at full speed using the Stealth skill without penalty.

Feather Fall (Su): As an immediate action, the shadowdancer can slow his descent as if using *feather fall*. This ability uses his shadowdancer level as the caster level. Each use of this ability uses up 1 ki point.

High Jumper (Ex): When a shadowdancer with this trick makes a high jump, the DC for that jump is

half the normal DC. The shadowdancer must have the acrobatic master trick before taking this talent.

Incorporeal Defense (Su): By spending 1 ki point as a swift action, the shadowdancer gains immunity to non-magical physical damage and takes half damage from magical physical attacks for 1 round. Force effects, ghost touch weapons, incorporeal attacks, and other effects that specifically do full damage to incorporeal creatures bypass this protection. He is not otherwise considered incorporeal, and cannot pass through solid objects.

Nondetection (Sp): The shadowdancer adds *nondetection* to the list of spell like abilities he can use, at a cost of one ki point. The shadowdancer must be at least 6th level to learn this trick.

Release Shadow (Su): The shadowdancer can release his shadow as a swift action at the cost of 1 ki point. This acts as *summon monster* spell and summons a shadow, except that the creature is a construct (not an undead), inflicts 1d6 points of hit point damage instead of Strength damage, and lacks the create spawn ability. It must end each of its turns in sight of the shadowdancer or be destroyed. For every two class levels the shadowdancer gains beyond level 6, the shadow gains +2 hit dice, +13 hit points, and a +1 bonus to AC, attack, damage and all saves. The added hit dice have no effect in themselves, they just makes the creature stronger for the purpose of effects related to hit dice. As long as his shadow is released, the shadowdancer casts no shadow, and he can only have one summoned shadow at a time. The shadowdancer must be at least level 6 to learn this trick.

See the Unseen (Sp): A shadowdancer with this trick learns how to see that which cannot be seen. As a swift action, the shadowdancer can cast *see invisibility* with a duration of one minute per level, using his level as the caster level. Each use of this ability uses up 1 ki point.

Shadow Clone (Su): The shadowdancer can create shadowy duplicates of himself that conceal his true location. Add *mirror image* to the list of spell like abilities he can use, at a cost of one ki point. The shadowdancer must be at least 6th level to learn this trick.

Slow Reactions (Ex): Opponents that are damaged by the shadowdancer's sneak attack can't make attacks of opportunity for 1 round.

Vanishing Trick (Sp): As a swift action, the shadowdancer can cast *vanish* as a cleric of his class level. Using this ability uses 1 ki point.

Ventriloquism (Sp): The shadowdancer adds ventriloquism to the list of spell like abilities he can use, at a cost of one ki point.

Wall Climber (Sp): The shadowdancer adds spider climb to the list of spell like abilities he can use, at a cost of one ki point.

Evasion (Su): At 3rd level, a shadowdancer gains evasion. If exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw. The evasion ability can only be used if the shadowdancer is wearing light armor or no armor.

Uncanny Dodge (Ex): Starting at 4th level, a shadowdancer can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A shadowdancer with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

If a shadowdancer already possesses uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Hide in Plain Sight (Su): A shadowdancer of 5th level can use the Stealth skill even while being observed. As long as he is adjacent to an area of dim light, a shadowdancer can hide himself from view in the open without anything to actually hide behind. He cannot, however, hide in his own shadow.

Shadow Steps (Ex): At 6th level, a shadowdancer learns to move while barely touching the surface underneath. As a full-round action, he can move up to twice his speed, ignoring difficult terrain. While moving in this way, any surface will support him, no matter how much he weighs. This allows him to move across water, lava, or even the thinnest tree branches. He must end his move on a surface that can support him normally, or risk a fall.

He cannot move across air in this way, nor can he walk up walls or other vertical surfaces. When moving in this way, he does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does he need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using shadow steps, the shadowdancer ignores any mechanical traps that use a location-based trigger.

Improved Uncanny Dodge (Ex): At 8th level, a shadowdancer can no longer be flanked. This defense denies another creature the ability to sneak attack the shadowdancer by flanking him, unless the attacker has at least four more levels in classes that grants sneak attack than the target has levels in classes that grant uncanny dodge.

Master Tricks: At 10th level, and every two levels thereafter, a shadowdancer can select one of the following master tricks in place of a shadowdancer trick.

Blinding Darkness (Ex): Whenever the shadowdancer uses the darkness trick, all living creatures in the area must make a Fortitude save or be blinded by the darkness for 1d4 rounds. The DC of this saving throw is equal to 10 + 1/2 the shadowdancer's level + the shadowdancer's Wisdom modifier. Blinding darkness costs one ki point to use, beyond the cost of the darkness trick. This trick cannot be combined with a choking darkness. The shadowdancer must know the darkness trick before selecting this one. Feat: A shadowdancer may gain any feat that he qualifies for in place of an advanced shadowdancer trick.

Ghost Step (Su): When using the incorporeal defense trick, the shadowdancer can pass through walls like a ghost. Until the end of his turn, he can pass through a wall or other surface that is up to 1 foot thick per level as if he were incorporeal. He must exit the solid material by the end of his turn. The shadowdancer must know the incorporeal defense trick to select this trick.

Incorporeal Attack (Su): By spending 2 ki points as a swift action, the shadowdancer gains the ability to make his melee attacks as incorporeal touch attacks. Incorporeal touch attacks ignore armor, natural armor, and shield bonuses to armor class, except that force armor and armor with the ghost touch property protect fully against them. In addition, the

shadowdancer's attacks cause full damage to ethereal and incorporeal creatures. The effect lasts until the end of the shadowdancer's turn. If the shadowdancer knows the incorporeal defense trick, he can activate both effects with a single swift action, but must pay the ki cost separately for each.

Invisible Blade (Su): Whenever a shadowdancer uses the vanishing trick, he is treated as if he were under the effects of *greater invisibility*. The shadowdancer must know the vanishing trick before learning this one.

Shadow Split (Sp): This trick allows the shadowdancer to cast *mislead*. The saving throw to disbelieve the glamor part of this is $10 + 1/2$ the shadowdancer's level + the shadowdancer's Wisdom modifier. Each use of this ability uses up 1 ki point. The shadowdancer must possess the shadow clone shadowdancer trick before selecting this trick.

Subtle Shadow Step (Su): After using *shadow step* from his ki pool, the shadowdancer can make a Stealth check to hide, and this Stealth check suffers no penalties for the shadowdancer's actions earlier in the round.

Shadow Swarm (Sp): When he uses release shadow, the shadowdancer can pay one additional ki point each to summon additional shadows, up to his Wisdom bonus in number (minimum 2). He cannot use release shadow again until all the summoned shadows are gone. He must know release shadow to learn this trick.

Unbound Steps (Su): This trick allows a shadowdancer to use his ki to walk through the air. Whenever the shadowdancer uses the shadow steps class feature, he can walk on air, rising or descending as he desires. He must end his move on a solid surface or risk falling. Each use of this ability uses up 1 ki point.

Shadow Master (Su): At 20th level, whenever a shadowdancer is in an area of dim light, he gains DR 10/— and a +2 luck bonus on all saving throws. In addition, whenever he successfully scores a critical hit against a foe who is in an area of dim light, that foe is blinded for 1d6 rounds.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever he gains a level in a class of shadowdancer, the following races have the option of choosing an alternate bonus depending on their race.

Dwarf: Add a +1/2 bonus on Disable Device checks regarding stone traps and a +1/2 bonus to trap sense regarding stone traps.

Elf: Add +1 to the shadowdancer's base speed. In combat this option has no effect unless the shadowdancer has selected it five times (or another increment of five).

Gnome: Add +1 bonus on Acrobatics checks to make a running jump.

Half-Elf: Add a +1 bonus on Sleight of Hand checks to conceal objects.

Half-Orc: Add +1/3 on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus does not stack with Critical Focus.

Halfling: Add a +1 bonus to the shadowdancer's CMD to resist grapples and trips.

Human: The shadowdancer gains +1/6 of a new shadowdancer trick.



Sample Shadowdancer Character

Below is a sample shadow monk player character created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Burke (CR 1/2; XP 200)

Female dark creeper shadowdancer 1

CN Small humanoid (dark folk)

Init +3; **Senses** see in darkness; Perception +8

Defense

AC 16, touch 14, flat-footed 13

(+2 armor, +3 Dex, +1 size)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +2

Weaknesses light blindness

Offense

Speed 30 ft.

Melee rapier +4 (1d4/18-20) or dagger +4 (1d3/19-20)

Ranged shortbow +4 (1d4/x3) or dagger +4 (1d3/19-20)

Special Attacks death throes (F-DC 11), sneak attack +1d6

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +0; **CMB** -1; **CMD** 12

Feats Weapon Finesse

Skills Acrobatics +7, Climb +6, Perception +8, Sleight of Hand +7, Stealth +13, Swim +4; **Racial Modifiers** +2 Climb, +2 Perception, +2 Stealth

Languages Common, Dark Folk

SQ safety in darkness

Gear leather armor, rapier, dagger, shortbow with 20 arrows, bedroll, belt pouch, hemp rope (50 ft.), masterwork backpack, sack, trail rations (5 days), waterskin, whetstone, wrist sheath, 1 pp, 10 gp, 2 sp, 8 cp

Demographics

Faith None

Homeland Erkusaa

Burke (CR 4; XP 1,200)

Female dark creeper shadowdancer 5

CN Small humanoid (dark folk)

Init +4; **Senses** see in darkness; Perception +11

Defense

AC 19, touch 16, flat-footed 19

(+3 armor, +4 Dex, +1 dodge, +1 size)

hp 36 (5d8+10)

Fort +2, **Ref** +8, **Will** +3

Defensive Abilities evasion, uncanny dodge; **Weaknesses** light blindness

Offense

Speed 30 ft.

Melee mwk rapier +9 (1d4/18-20) or dagger +8 (1d3/19-20)

Ranged mwk composite shortbow +9 (1d4/x3) or dagger +8 (1d3/19-20)

Special Attacks death throes (F-DC 13), sneak attack +3d6

Statistics

Str 10, **Dex** 18, **Con** 13, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +3; **CMB** +2; **CMD** 16

Feats Combat Reflexes, Dodge, Weapon Finesse

Skills Acrobatics +11, Climb +11, Disguise +8, Perception +11, Sleight of Hand +11, Stealth +18, Swim +7;

Racial Modifiers +2 Climb, +2 Perception, +2 Stealth

Languages Common, Dark Folk

SQ hide in plain sight, ki pool (4 points), shadowdancer trick (vanishing trick, wall climber)

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility* (2), *potion of shield of faith* (2); **Other Gear** masterwork studded leather, masterwork rapier, dagger (2), masterwork composite shortbow with 40 arrows, backpack, bandolier^{UE}, bedroll, belt pouch, climber's kit, *muleback cords*^{UE}, silk rope (100 ft.), trail rations (5 days), waterskin, whetstone, wrist sheath^{UE} (2), 18 pp, 14 gp, 7 sp, 18 cp

Demographics

Faith None

Homeland Erkusaa

Burke (CR 9; XP 6,400)

Female dark creeper shadowdancer 10

CN Small humanoid (dark folk)

Init +4; **Senses** see in darkness; Perception +17

Defense

AC 20, touch 16, flat-footed 20

(+4 armor, +4 Dex, +1 dodge, +1 size)

hp 78 (10d8+30)

Fort +6, **Ref** +12, **Will** +6

Defensive Abilities evasion, improved uncanny dodge;

Weaknesses light blindness

Offense

Speed 30 ft.

Melee +1 rapier +13/+8 (1d4+1/18-20) or mwk dagger +13/+8 (1d3/19-20)

Ranged mwk composite shortbow +13/+8 (1d4/x3) or mwk dagger +13 (1d3/19-20)

Special Attacks death throes (F-DC 16), sneak attack +5d6

Statistics

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +7; **CMB** +6; **CMD** 21

Feats Combat Reflexes, Dodge, Mobility, Stand Still, Weapon Finesse

Skills Acrobatics +17, Climb +13, Disguise +23, Perception +17, Sleight of Hand +15, Stealth +23, Swim +9;

Racial Modifiers +2 Climb, +2 Perception, +2 Stealth

Languages Common, Dark Folk

SQ hide in plain sight, ki pool (7 points; *shadow conjuration*, *shadow step*, *silent image*), shadow steps, shadowdancer trick (*nondetection*, release shadow, shadow clone, vanishing trick, wall climber)

Combat Gear *potion of cure serious wounds* (2), *potion of invisibility* (4), *potion of shield of faith* (2); **Other Gear** +1 studded leather, +1 rapier, masterwork dagger (2), masterwork composite shortbow with 40 arrows, bandolier^{UE}, bedroll, belt pouch, climber's kit, *cloak of resistance* +1, *handy haversack*, *hat of disguise*, silk rope (200 ft.), trail rations (5 days), waterskin, whetstone, wrist sheath^{UE} (2), 7 pp, 6 gp, 7 sp, 18 cp

Demographics

Faith None

Homeland Erkusaa

Burke (CR 14; XP 38,400)

Female dark creeper shadowdancer 15

Init +4; **Senses** see in darkness; Perception +22

Defense

AC 22, touch 18, flat-footed 22

(+4 armor, +2 deflection, +4 Dex, +1 dodge, +1 size)

hp 116 (15d8+45)

Fort +9, **Ref** +15, **Will** +9

Defensive Abilities evasion, improved uncanny dodge;

Weaknesses light blindness

Offense

Speed 40 ft.

Melee +1 rapier +17/+12/+7 (1d4+1/18-20) or mwk dagger +17/+12/+7 (1d3/19-20)

Ranged +1 composite shortbow +17/+12/+7 (1d4+1/x3) or mwk dagger +17 (1d3/19-20)

Special Attacks death throes (F-DC 19), sneak attack +8d6

Spell-Like Abilities (CL 15th; concentration +15)

1/day—*darkness*, *detect magic*

Statistics

Str 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +11; **CMB** +10; **CMD** 27

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Dodge, Mobility, Spring Attack, Stand Still, Weapon Finesse

Skills Acrobatics +22 (+31 jumping), Climb +15, Dis-

guise +28, Perception +22, Sleight of Hand +19, Stealth +38, Swim +13; **Racial Modifiers** +2 Climb, +2 Perception, +2 Stealth

Languages Common, Dark Folk

SQ hide in plain sight, ki pool (9 points; *greater shadow evocation*, *shadow conjuration*, *shadow evocation*, *shadow step* [move action], *shadow walk*, *silent image*), shadow move, shadow steps, shadowdancer trick (*nondetection*, release shadow, shadow clone, shadow split, shadow swarm, vanishing trick, wall climber)

Combat Gear *potion of cure serious wounds* (4), *potion of invisibility* (4); **Other Gear** +1 studded leather, +1 rapier, +1 composite shortbow with 40 arrows, masterwork dagger (2), bandolier^{UE}, bedroll, belt pouch, *boots of striding and springing*, climber's kit, *cloak of resistance* +2, *deathwatch eyes*^{UE}, *handy haversack*, *shadowhip ring*, *ring of protection* +2, silk rope (200 ft.), trail rations (5 days), waterskin, whetstone, wrist sheath^{UE} (2), 2 pp, 6 gp, 7 sp, 18 cp

Demographics

Faith None

Homeland Erkusaa

"Yes, I am small, but that simply puts me in easy reach of things you can't afford to lose..."

Burke, her nickname short for Berakarhux, is a dark creeper, a small humanoid race found only in a few places on the surface of Porphyra. Unfortunately for them, one of those places is Erkusaa, the Mist-Shrouded Isle, a large colony pledged as slaves to the power of Chaos for a long-forgotten favor in the dimly remembered past, to their mad and enigmatic leaders. Their weakness and agility both make them perfectly suited to be a servitor race for the haughty, magically powerful erkunae that dominate the island kingdom with a powerful, magic-driven fist of steel and elemental power.

Slaves in the city-island of G'sho'laa'n'rr lead harrowing lives, not simply because of their state of being owned, which is, unfortunately, not unique on the Patchwork Planet of Porphyra. The island of Erkusaa is a nation of concentrated chaos and unpredictable occurrences, and G'sho'laa'n'rr the nexus of this maelstrom of chance and mischance. A slave can literally be a pampered performer in a court, living a life of luxury unheard of in civilized countries, and then selected the next day for a sumptuous meal to be fed to living ghouls in an obscure ritual to revere a ghost that once lived in a sewer...

Growing up a slave did nothing to soften Burke's strong will, nor did the abuses she suffered almost daily in the service of nyr-Duke Kyrhkatus, a petty erkunae with more vicious imagination than common sense. The tortures he would inflict on his slaves were composed of depraved eloquence but they were also his downfall. When a rival house attacked the nyr-Duke's stronghold, his servants were too weak to defend him. He died as he lived, bound to one of his flensing chairs and left to bleed out in sublime agony.

Unfortunately, this turn of events did not better Burke's lot in life. It was customary among erkunae nobility to 'cleans' the households of conquered rivals. Burke escaped this death sentence by being rescued, pulled from the doomed demesne by a shadowy group of fellow dark creepers and spirited away to a hidden network of tunnels in the heart of the island empire.

With these brave rebels, Burke found a home and a purpose. It did not take for her to become a valuable new agent, quick to learn and willing to do anything for the cause. Her first few missions went well, rescuing abused slaves and making sure their masters were in no condition to come looking for them. All was well until an erkunae magus survived her poisoned blades long enough to cast a powerful spell in retaliation.

The magic sent her hurtling through space, teleporting her far away from Erkusaa. She ended up wounded in a cold, distant land, surrounded by trees and unforgiving wilderness. Though a trained killer, she was no hunter and this isolation almost proved to be too great a challenge. Only the timely arrival of a native halfling, himself lost and desperate, helped her bring down enough prey to survive- two lost souls clinging to each other.

Over the next few months, Burke and her new companion, Ridoc, shared their stories and their skills. He taught her how to live in the wilds and she taught him all the shadow lore at her command. When spring came, her injuries had healed and it was time to move on. Ridoc had a mission to reunite his scattered family and she had a task of her own that was much the same. Parting ways with her halfling friend, Burke set off in search of civilization. She needed some idea where she was, some clue as to where Erkusaa was, and some way to return there. Her family in the shadows needed her and she needed them, for even those raised in the heart of chaos need a place that they can call their own, mad

though it may be.

One way or another, no matter who has to bleed, Burke will find her way home.

Shadowhip Ring

Aura faint illusion; **CL** 7th

Slot ring; **Price** 12,700 gp; **Weight** —

Description

This slim band of shifting tendrils of shadow seems to squirm on the wearer's hand. As a full-round action, the wearer can point to a location within his normal movement rate, and extend a tendril of shadow. The whiplike tendril will attach to a surface at that location that will bear their weight and pull the wearer to that location, like a fleeting shadow; they are not subject to attacks of opportunity. The location need not be horizontal- they wearer will be rooted to the location for one round, be it a vertical wall or a ceiling.

Construction

Requirements Forge Ring; *blurred movement, shadow anchor*; **Cost** 6,350 gp

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