

Caster Prestige Archetypes



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From Rigid Destinies, manifesto of Rolterra, Goddess of Time and Magic

Canto I

"Divine power grants Rolterra glimpses of the future. Her eyes are voids of steaming light tracing time's complex web. Within each cosmic strand she witnesses a tangle of infinite possibilities. Forever she searches until Her gaze rest upon fibers that support her goals. She speaks to us, her devoted, through visions, detailing events to make such futures reality."

Canto II

"Divine expression is in the form of magic, the molding of time and space to the will of the holder, the favored of Rolterra. Magical power to impose the Will on others, to impose the Will on nature, and on those outside of nature, of those from Beyond. Exercise the Will and the power will follow."

Canto III

"Though She exists in all places and in all times, do not be foolish and believe that all magical power comes from The Boundless One. Many beings share time and space, and the Universe has much power to be shared, one from another. Power can be gotten through sacrifice, through ritual, through death, through birth and bloodline, and from the traditions of pact with strange creatures in the boundlessness of Space and Time."

Canto IV

"So as to the Elements, the four aspects of the physical universe, as some would call them. She finds this a limited concept, and thus always has fought against those who would limit their perceptions to such low standards. Dimensions are many, orthodoxy in study is short sighted, one must consider all sources of power simultaneously in space and time."

Canto V

"Time is the most precious of all, the element, if you will that most escapes the control of mortals, for the universe has ordained it thus. For a mortal to seek to harness the power and direction of time is the most audacious of all, for they seek to contain the uncontainable, to stem the river of reality itself, and though Rolterra admires audacity, it is foolish to step into the river of time with mere mortal power, though you may be wizard or cleric."

Canto VI

"Magic is the key to power. Magic is the key for mortals to stand and face immortals. Magic will bind a free the individual, create universes and end them. Beware magic and seek it, always."

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 work out. Prestige archetypes have their class features spread over the entire 20 level spread.

The fourth in Purple Duck Game's series of prestige archetypes (earlier volumes are *Prestige Archetypes*, *Warrior Prestige Archetypes*, *Nobles of Porphyra*, and a handful of *Psionic Prestige Archetypes*), this book focuses on full casters. The most archetypal caster class is the wizard, and the prestige archetypes in this book are all made for wizards, but with minor changes they also work with other classes, commonly the arcanist, cleric, oracle, psychic, sacerdote, sorcerer, or witch. These changes are noted in the alternate build classes section of each prestige archetype. Each casts and learns spells in the same manner as the parent class. Beyond this, most build classes give some other class features that replaces the wizard features given under the build class ability. Any class feature inherited from the build class is acquired and used as if levels in the prestige archetype were levels in the build class.

Only class features specifically mentioned are inherited. Prestige archetypes stand on their own merits and usually inherit only one or two abilities from the build class.

Alternate Favored Class Bonuses

Favored class bonuses are given for prestige caster archetypes for a selection of races. All these choices are available from level 1, even if they enhance an ability you only gain at a much higher level. A favored class bonus that helps you qualify for a certain class ability means you get that particular class ability at an earlier level. If no favored class bonus is given for a particular race, the following default racial bonuses can be used instead.

Aasimar: Add +1/4 to your caster level when casting

spells with the good descriptor.

Anpur: When casting spells that create traps, increase the Perception, Disable Device, and save DC by +1/5.

Avoodim: Add + 1/2 point of cold damage to spells that deal cold damage.

Catfolk: Add either 1/5 daily use to cat's luck, or add 1/5 of a new type of saving throw the cat's luck ability can be applied to.

Dhampir: Add +1/2 hit point of negative energy damage to spells and class features that deal negative energy hit point damage.

Dhosari: When casting spells with the compulsion descriptor, add +1/2 to the effective caster level of the spell, but only with regards to duration.

Dragonblood: Select one energy type from the following: acid, cold, electricity, fire. Add +1/2 to the spell damage of spells that deal that type of damage.

Drow: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the curse, evil, or pain descriptor.

Erkuna: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be of the conjuration or enchantment schools or have the chaotic or evil subtype.

Eventual: Add 1/2 to your caster level, but only for the calculating spell duration.

Fetchling: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. The spell must be of the illusion (shadow) subschool or have the [darkness] descriptor.

Goblin: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the fire descriptor.

Ifrit: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the fire descriptor.

Kitsune: Add +1/5 to the save DC of enchantment spells.

Kobold: Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to spells that deal the chosen energy damage.

Oread: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the acid or earth descriptor.

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

Qit'ar: Add +1/2 to either acid or cold resistance.

Samsaran: Reduce the spell slot required to apply a metamagic feat by 1/10 (to a minimum of +0).

Sylph: Add one spell from your spell list to your spells

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 that; you play a prestige archetype from level one. If you want this, I suggest using the retraining rules—the character retrains the abilities that differ between his old class and the new prestige archetype. Or simply change the class abilities after some “special training”. This generally works fine at lower levels but might feel disconcerting at higher levels, GMs using this kind of plot are advised to present such options early on in a campaign.

known, spellbook, or familiar, as appropriate. This spell must have the air or electricity descriptor.

Tengu: Add +1/5 to your caster level when casting spells with the language dependent descriptor, or those creating magical glyphs, runes, or symbols.

Tiefling: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the darkness or compulsion descriptor.

Undine: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the cold or water descriptor.

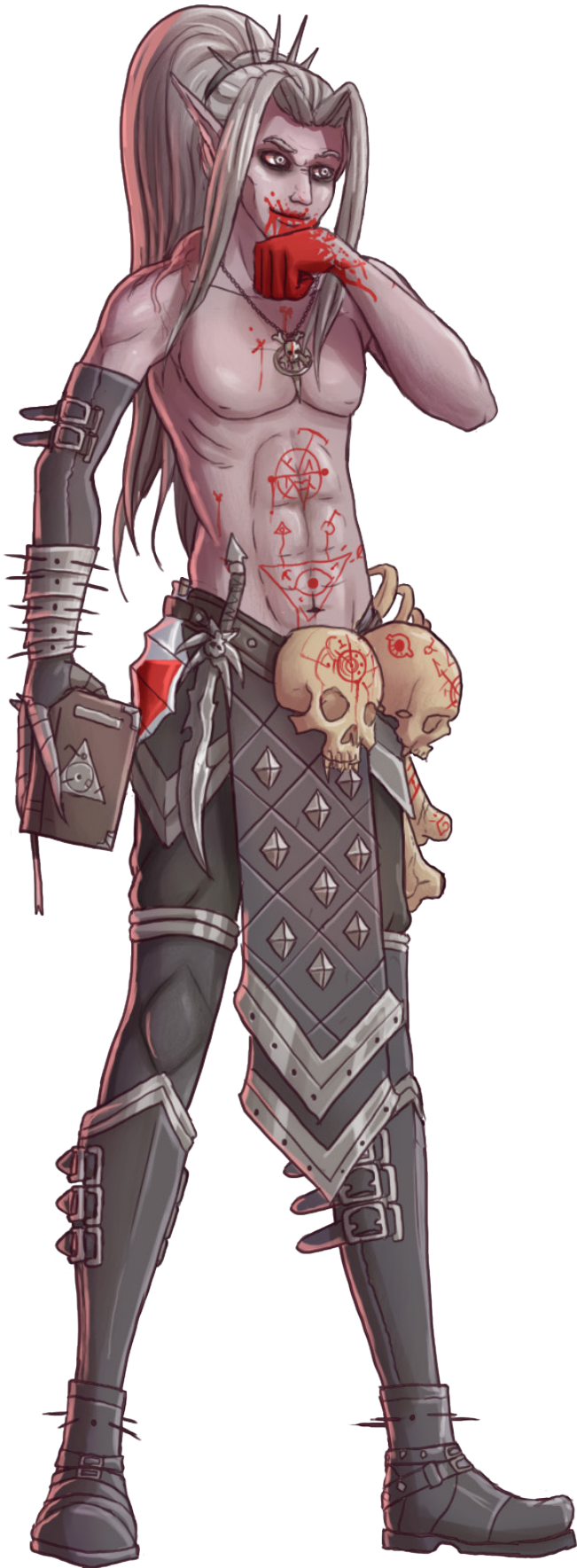
Xesa: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the mind-affecting, polymorph, or poison descriptor.

Zendiqi: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must have the acid, air, cold, electricity, fire, or water descriptor.

A Note on Gender

Archetypes traditionally use the gender used in their build class. Since all of these prestige archetypes are written for the wizard, and the archetypal wizard is a man, the male pronoun has been used throughout.

Bloodmage



The kripár knew the tunnel as the Narrow Path of Blood. All caverns had specific names, names like family. The deep earth sorcerer-messenger Zs'sit moved through the Narrow Path of Blood with only the faintest apprehension; kripár never idly name an underground feature, and were not given to metaphor. The Narrow Path of Blood was, indeed, narrow, even by kripár standards, and blood was often found on the way to the larger chasms of the Eastern Underlands. There were drow there, in their "cities" living on The Watchers knew what, and were best avoided. But Zs'sit needed to move through the Narrow Path of Blood quickly, for there was a camp of gnomes on the reaches of the Eastern Underlands that needed a scroll from their up-top brethren and he was hired to take it to them.

The tunnel floor was damp. Zs'sit was not given to fear, and scuttled up the wall to inspect it. Blood, as he feared. Some kind of insect, by the smell. He moved forward, spells ready. But he could not move forward; he was stuck fast. Zs'sit struggled, panic made worse by the throaty chuckling that came from further down the passage... coming into the bi-dimensional panorama that is darkvision was a gangly, fetish-bedecked figure dressed in spikes and studs, impractical wear for the depths, besmirched with dark liquid, flipping the pages of a stained book. The figure, a male drow elf from one of those horrid clans to the west, sauntered lazily over and smiled a gory smile at Zs'sit. "Blessed be Karzerothrane, and all her vicious brood. A sorcerer, I believe, and the right kind, at last. You are stuck fast, my friend, for that is my magical, adhesive blood you stand upon. And it is your blood I will consume, very soon. I. Will. Consume. Your. Blood." The gray-skinned elf said the words while staring directly into Zs'sit's strange eyes, and drank in the horror he saw there. "For my name is Chaszmyr Dyrr, bloodmage of the Karza, and I wish to possess your eyes that can see through stone, for a trifle that I wish to pursue. For a trifle I will take your blood. Prepare for a painful end, I am afraid..." The drow took a nasty, four-pointed weapon out, and started to chant from his soiled book on the sticky floor beneath them, his other hand holding a crystalline beaker. "Death is not the end, my kripár friend, for your powers will live on in me!" And the drow began to laugh, a laugh that echoed throughout his home, the Narrow Paths of Blood.

Bloodmage

Obsessed with the study of the effects of blood and bloodlines on magic, bloodmages swell their bodies and magnify spell power, attempting to replicate the powers of sorcerer bloodlines by mastering blood magic.

Prestige Class: Bloatmage

Build Class Options: The bloodmage is built on the wizard, but the following optional build classes are described below: arcanist, druid, psychic, sacerdote, sorcerer, or witch.

Role: Bloodmages are powerful and volatile spellcasters.

Alignment: Any. Bloodmages gain their powers through careful study, but obtaining samples to study often forces them to go outside codes of ethics and law.

Hit Die: d6.

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

Class Skills

The bloodmage's class skills (and the key abilities for each skill) are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), 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 bloodmage.

Weapon and Armor Proficiency: A bloodmage is proficient with the blowgun, crossbow (hand, light, and heavy), dagger, gauntlet (spiked), knife (butterfly and switchblade), and quadrens. The bloodmage is not proficient with any armor or shields, and casting arcane spells in armor risks arcane spell failure.

Spells: The bloodmage learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, spells automatically added to the spellbook, and cantrips.

Absorb Bloodline (Su): A bloodmage can gain temporary access to sorcerer bloodlines by consuming the blood of magical creatures. He can absorb a bloodline

once per day at first level and an additional time per day at level seven and every four levels thereafter. Each use lasts an hour. A bloodmage can only have one absorbed bloodline at a time, absorbing a new bloodline negates any earlier absorbed bloodlines.

By drinking a pint of blood tapped from a sorcerer the bloodmage gains limited access to that sorcerer's bloodline. In addition to sorcerers, *Table: Creature Type to Bloodline* lists bloodlines that can be gained by drinking the blood of any creature of the listed type. When a subtype or description is listed, only creatures that fill the description can give the listed bloodline. There may be creatures that give other bloodlines, at the GM's discretion.

At 1st level, a bloodmage can temporarily access the bloodline powers of an absorbed sorcerer bloodline as if he were a sorcerer of his bloodmage level. She gains bloodline powers at the same rate a sorcerer does, at level 1, 3, 9, 15, and 20, and can use these powers when she has absorbed the appropriate bloodline. She uses these powers as a sorcerer of his bloodmage level and uses Intelligence in place of Charisma with these abilities. Bloodline abilities that can only be used a limited number of times per day count separately for each absorbed bloodline, but if the same bloodline is repeatedly absorbed previous uses carry over. Powers that grant a specific type of familiar or companion do so immediately, temporarily changing the tumor familiar into a creature of the new type.

At 6th level, the bloodmage can access any bloodline spell of a level he can cast, casting the spell at the cost of one blood point per spell level. The blood points are expended as a part of the action to cast the spell. This does not use any spell slots.

At 14th level, a bloodmage can access an absorbed bloodline's bloodline arcana.

Tapping Blood for Power

Tapping a pint of blood requires a helpless, willing, or recently dead creature. The process inflicts 1d4 points of Constitution damage on a living donor. The process of draining a corpse must be begun no later than 1 minute after death, and one corpse yields only a single pint of blood. The bloodmage can drink a pint of blood directly from a donor in one minute. By taking 10 minutes to tap the blood, she can preserve a pint of blood indefinitely, to be consumed later as a standard action.

Table: Bloodmage Class

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	Absorb bloodline (powers), blood pool, bloodsurge (1/day), tumor familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Spell Focus	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Absorb bloodline (power), hemophilia	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Bloodsurge (1d4, 2/day)	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Corpulence (+1 caster level, medium encumbrance)	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Absorb bloodline (spells)	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Absorb bloodline (2/day)	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Bloodsurge (1d8, 3/day)	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Absorb bloodline (power)	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Corpulence (+1 AC)	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Absorb bloodline (3/day)	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Bloodsurge (1d12, 4/day)	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	Absorb bloodline (arcana)	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Absorb bloodline (4/day, power)	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	—	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Corpulence (+2 AC, -10 speed)	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	—	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Absorb bloodline (5/day)	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Absorb bloodline (power), bloodsurge (1d12, 5/day)	4	4	4	4	4	4	4	4	4	4

The creature must be corporeal and have blood for this ability to work. *Gentle repose* can be used to preserve a corpse for later tapping. The blood of summoned creatures give no benefit.

Table: Creature Type to Bloodline

Creature Type	Bloodline
Aberration, otyugh*	Otyugh
Aberration, flumph*	Flumph
Aberration, starspawn*	Starspawn
Aberration, other	Aberrant
Animal	Animal
Dragon*	Draconic
Fey, gremlin*	Pugwampi
Fey, other*	Fey
Humanoid, dwarf*	Deep Earth
Humanoid, giant*	Giant
Humanoid, giant (cyclops)*	Cyclopean
Humanoid, gnome*	Fey
Humanoid, human*	Imperious
Humanoid, kobold*	Kobold
Humanoid, reptilian*	Serpentine
Humanoid, shadow folk*	Shadow
Humanoid, shapeshifter*	Shapeshifter
Humanoid, arcane caster*	Arcane
Humanoid, divine caster*	Divine
Humanoid, psychic caster*	Psychic
Humanoid, other*	Maestro
Magical beast, aranea*	Aranea
Magical beast, behemoth*	Behemoth
Magical beast, flail snail*	Flail Snail
Magical beast, phoenix*	Phoenix
Magical beast, sphinx*	Sphinx
Magical beast, stirge	Stirge
Magical beast, unicorn*	Unicorn
Magical beast, other	Destined
Monstrous humanoid, lamia*	Lamia
Monstrous humanoid, medusa*	Medusan
Monstrous Humanoid, other*	Accursed
Ooze	Decay
Outsider, asura*	Aranea
Outsider, elemental*	Elemental
Outsider, elohim*	Elohim
Outsider, kami*	Kami

Outsider, kyton*	Kyton
Outsider, oni*	Oni
Outsider, psychopomp*	Psychopomp
Outsider, rakshasa*	Rakshasa
Outsider, chaotic evil*	Abyssal
Outsider, chaotic neutral*	Protean
Outsider, good*	Celestial
Outsider, lawful evil*	Infernal
Outsider, lawful neutral*	Inevitable
Outsider, neutral evil*	Daemon
Outsider, neutral*	Impossible
Plant, mi-go*	Mi-go
Plant, fungus	Fungal
Plant, other	Verdant
Undead, nosferatu*	Nosferatu
Undead, other	Undead
Vermin	Insect

* Usually intelligent and an evil act to kill for power gain.

Purple Duck Note: *This list of bloodlines contains both core bloodlines and bloodlines found in our Monstrous Bloodlines for Sorcerers series. Please consult with your GM to see what bloodline sources they accept in their home games.*

Blood Frenzy (Su): The bloodmage may push himself via his bloodsurge ability (see below) in order to gain a number of extra blood points, but such exertion is a dangerous gamble. If the bloodmage's current number of blood points is greater than his blood pool but less than or equal to his class level, he gains the sickened condition. If his exertions push his blood pool beyond his class level, he immediately flies into a homicidal rage, striking out with his most damaging attacks and abilities, beginning with enemies but insensitive to collateral damage and moving on to friends when no enemies remain. A blood frenzy lasts for 1d6 rounds or until his blood pool or hit points are reduced to 0 (whichever comes first). At the end of the frenzy, his blood points drop to 0 and he takes damage equal to his remaining hit points.

Blood Pool (Su): At 1st level, a bloodmage has a pool of blood points, representing an overload of his system with excess blood to extend his arcane abilities beyond their normal level. Blood points can be spent at the time of casting to cast a spell without expending the prepared

spell. The spell (or spell slot for a spontaneous caster) is retained as if it had not been cast. Retaining a spell (or spell slot) in this manner costs a number of blood points equal to the spell's level, and these points must be spent at the time of casting. A bloodmage's normal pool of blood points is equal to half his bloodmage level (minimum 1).

Each day, when the bloodmage rests to regain spells, he regains blood points up his normal blood pool maximum but not beyond. If he has more blood points than his normal blood pool, there is no change.

Example: *A level 10 bloodmage is normally restored to 5 blood points, but if the bloodmage has 6 or more blood points when he prepares spells, he retains what he has.*

Bloodsurge (Ex): A bloodmage can exert himself as a free action to instantly gain extra blood points, but doing so puts himself at risk of a dangerous frenzy. At 1st level, the bloodmage can bloodsurge once per day to gain 1 blood point. At 4th level he can bloodsurge 2/day to gain 1d4 points. At 8th, he can surge 3/day per day, and the roll becomes 1d8. At 12th, he can surge 4/day, and the roll becomes 1d12. At 20th, he can bloodsurge 5/day, still for 1d12 blood points.

Some bloodmages conduct constant rituals involving leeches or exsanguination in an attempt to regulate their systems. These rituals, which must be undertaken daily during spell preparation, give the bloodmage the option of subtracting 1 point from any surging rolls after the results are known, but at the price of a non-cumulative -2 penalty to Constitution. This procedure is intended to avoid the condition known as blood frenzy (see below). This penalty cannot be removed, save by the bloodmage abandoning the rituals for a day (also during spell preparation), which removes it immediately.

Tumor Familiar (Ex): The bloodmage creates a Diminutive or Tiny tumor on his body, usually on his back or stomach. As a standard action, the bloodmage can have the tumor detach itself from his body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to the bloodmage as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on the bloodmage's caster level. The tumor acts as the bloodmage's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to the bloodmage, the tumor has fast

healing 5. If a tumor familiar is lost or dies, it can be replaced 1 week later through a specialized procedure that costs 200 gp per bloodmage level. The ritual takes 8 hours to complete.

Spell Focus: At 2nd level bloodmages gain Spell Focus as a bonus feat.

Hemophilia (Ex): At 3rd level bloodmages become particularly susceptible to bleed effects, and the DC of any Heal check made to stop a bleed effect is 5 higher than normal. In addition, anytime a bleeding wound is inflicted on a bloodmage, he loses 1 blood point. This loss of blood points is cumulative for multiple bleed attacks, but not each time he takes damage from the same attack.

Corpulence: At 5th level a bloodmage swells up, his body holding a copious amount of blood. This blood empowers his spells, any spell from a school in which he possesses the Spell Focus feat is cast at +1 caster level. As a side effect he is constantly under the effects of a medium load; his maximum bonus to AC from Dexterity is +3, he gains an armor check penalty of -3, and his speed decreases as appropriate (generally from 30 feet to 20 feet for a Medium creature).

At 10th level, a bloodmage becomes so massive that his rolls of fatty, blood-laden flesh grant him a +1 bonus to natural armor.

At 17th level the bonus to natural armor increases to +2 but reduces his speed by 10 feet. This penalty stacks with the penalty from the level 10 ability. This reduction in speed can never reduce the bloodmage's speed below 5 feet, nor does it affect magical movement. A dwarf bloodmage is immune to this speed reduction.

Alternate Build Classes

The bloodmage can be built on these alternate classes: arcanist, druid, psychic, sacerdot, sorcerer, or witch. The bloodmage learns and casts spells exactly like the build class, including the effect of ability scores on spellcasting and cantrips, orisons, or knacks. The number of spells per day, spell slots, and known spells all use the table for the build class. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the bloodmage inherits the following class features from the build class:

Arcanist: None.

Druid: The blood druid gains the druid's armor and weapon proficiencies (including strictures against metal

armor), and all druid class features except wild shape. He gains the druid's Hit Dice, base attack, base saves, class skills (in addition to those of the bloodmage), and two additional skill points per level. He uses Wisdom instead Intelligence for the absorb bloodline ability.

Psychic: The blood psychic gains the psychic's psychic discipline class feature, including discipline spells and discipline powers. The blood psychic has no phrenic pool, instead he gains and spends points from his blood pool, which can cause him to rage if handled carelessly.

Sacerdote: The sacerdote keeps the advanced spellcasting, bonus languages, calculated targeting, chaotic evil good and lawful spells, divine focus, domains, divine wrath, and manifestation class features. The sacerdote is from *Legendary Classes: Sacerdote* also by Purple Duck Games.

Sorcerer: The sorcerer bloodmage gains Eschew Materials as a bonus feat at level 1. He chooses a bloodline and gains the bloodline spells and the bloodline skill as a class skill, but no other benefits. He uses Charisma instead Intelligence for the absorb bloodline ability.

Witch: A blood witch gains the patron spells class feature. A blood witch does not gain hexes. He stores spells in his tumor familiar.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have bloodmage as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Avodim: When you enter a blood frenzy, you gain 2 temporary hit points that disappear at the end of the blood frenzy.

Dhamphir: As an immediate action you can spend 1/4 up to blood points to heal 1d6 hit points per blood point spent. If you do this right after making a blood surge, and reduce your blood pool below the blood frenzy threshold and still have hit point damage remaining, you avoid entering blood frenzy.

Dragonblood: You can reduce the spell level increase when using metamagic by 1/5. Doing this costs one point of blood pool per level increase avoided.

Dwarf: Count your level as 1/4 level higher to see how many blood points you can hold without entering blood frenzy.

Elf: Add 1/2 to your Spellcraft skill bonus.

Erkuna: When negotiating with a creature called by a *planar binding* spell, you add 1/4 to your Charisma bonus by spending blood points equal to the bonus gained.

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

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

Half-Orc: 1/5 times per day, when reduced to zero or negative hit points but staying conscious, you gain an additional daily use of blood surge.

Halfling: +1/2 dodge bonus to your AC, only against attacks of opportunity triggered by casting spells.

Human: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be at least one level below the highest spell level you can cast.

Qit'ar: As a swift action you can add +1/2 to both acid and cold resistance for one minute at the cost of one point of blood pool.

Tengu: Add 5 ft. to the range of your carrion sense alternate racial trait. If you do not have this racial trait, you gain carrion sense with a range of 5 ft.

Zendiqi: When negotiating with an outsider with the elemental subtype called by a *planar binding* spell, you can add 1/3 to your Charisma bonus by spending blood points equal to the bonus gained.

Sample Character

Below is a sample bloodmage player character that uses the wizard build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Chaszmyr Dyrr (CR 1/2; XP 200)

Male karza drow bloodmage 1

CE Medium humanoid (elf)

Init -1; **Senses** darkvision 120 ft.; Perception +5

Defense

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 9 (1d6+3)

Fort +2, **Ref** -1, **Will** +3; +2 vs. enchantment

Immune sleep; **SR** 7

Weakness blood frenzy, light blindness

Offense

Speed 30 ft.

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

Ranged light crossbow -1 (1d8/19-20)

Spell-Like Abilities (CL 1st; concentration +3)

4/day—*tremor* (CMB +2)

1/day—*blend*, *ghost sound* (Wd-DC 12), *spider climb*

Spells Prepared (CL 1st; concentration +2)

1st—*mage armor*, *magic weapon*

0th (at will)—*detect magic*, *disrupt undead*, *read magic*

Absorbed Bloodline deep earth

Statistics

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

Base Atk +0; **CMB** +1; **CMD** 10

Feats Alertness, Scribe Scroll

Skills Fly +2, Intimidate +6, Knowledge (arcana) +5, Perception +5, Spellcraft +5; **Racial Modifiers** +2 Perception

Languages Aklo, Elven, Undercommon

SQ absorb bloodline (1/day), blood pool (1), blood surge (1/day), poison use, tumor familiar

Combat Gear alkali flask, *potion of cure light wounds* (2), *wand of enlarge person* (5 charges), *wand of magic missile* (9 charges); **Other Gear** quadrens, light crossbow with 20 bolts, backpack, belt pouch, spell component pouch, *Book of Blood* (1st-level); **Coins** 12 gp

Book of Blood

(Spellbook Level 1 Bloodmage)

This small brown tome is reinforced on the corners with metal protectors. The face of the book has a simple summoning circle embossed on it.

Value 205 gp

Spells

1st—*enlarge person*, *mage armor*, *magic weapon*, *shield*, *true strike*

0th—*acid splash*, *arcane mark*, *bleed*, *breeze*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *detect radiation*, *disrupt undead*, *drench*, *flare*, *ghost sound*, *haunted fey aspect*, *jolt*, *light*, *mage hand*, *mending*, *message*, *open/close*, *penumbra*, *prestidigitation*, *ray of frost*, *resistance*, *root*, *scoop*, *spark*, *touch of fatigue*

Chaszmyr Dyrr (CR 4; XP 1,200)

Male karza drow bloodmage 5

CE Medium humanoid (elf)

Init -1; **Senses** darkvision 120 ft.; Perception +7

Defense

AC 9, touch 9, flat-footed 9

(-1 Dex)

hp 40 (5d6+20)

Fort +3, **Ref** +0, **Will** +5; +2 vs. enchantment

Immune sleep; **SR** 11

Weakness blood frenzy, corpulence, hemophilia, light blindness

Offense

Speed 20 ft.

Melee +1 quadrens +4 (1d6+2/19-20)

Ranged light crossbow +1 (1d8/19-20)

Spell-Like Abilities (CL 5th; concentration +7)

5/day—*tremor* (CMB +7)

1/day—*blend*, *ghost sound* (Wd-DC 12), *spider climb*

Spells Prepared (CL 5th; concentration +7)

3rd—*haste*

2nd—*adhesive blood* (R-DC 15), *bull's strength*, *summon swarm*

1st—*burning disarm* (R-DC 14), *enlarge person*, *mage armor*, *shield*

0th (at will)—*detect magic*, *disrupt undead*, *mage hand*, *read magic*

Absorbed Bloodline deep earth

Statistics

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

Base Atk +2; **CMB** +3; **CMD** 12

Feats Alertness, Scribe Scroll, Spell Focus (transmutation), Tenacious Transmutation, Toughness

Skills Fly +8, Intimidate +10, Knowledge (arcana) +10, Perception +7, Spellcraft +10; **Racial Modifier** +2 Perception

Languages Aklo, Elven, Terran, Undercommon

SQ absorb bloodline (1/day), blood pool (2), blood surge (1d4, 2/day), poison use, stonecunning, tumor familiar (bat)

Combat Gear alkali flask, *potion of cure light wounds* (3), *potion of lesser restoration* (2), *wand of enlarge person* (22 charges), *wand of magic missile* (39 charges); **Other Gear** +1 quadrens, light crossbow with 20 bolts, backpack, belt pouch, spell component pouch, *Book of Blood* (5th-level); **Coins** 17 gp

Book of Blood

(Spellbook Level 5 Bloodmage)

This small brown tome is reinforced on the corners with metal protectors. The face of the book has a simple summoning circle embossed on it.

Value 565 gp

Spells

3rd—*haste*, *monstrous physique I*

2nd—*adhesive blood*, *alter self*, *bull's strength*, *summon swarm*

1st—*burning disarm*, *enlarge person*, *mage armor*, *magic weapon*, *shield*, *true strike*

0th—*acid splash, arcane mark, bleed, breeze, dancing lights, daze, detect magic, detect poison, detect radiation, disrupt undead, drench, flare, ghost sound, haunted fey aspect, jolt, light, mage hand, mending, message, open/close, penumbra, prestidigitation, ray of frost, resistance, root, scoop, spark, touch of fatigue*

Chaszmyr Dyrr (CR 9; XP 6,400)

Male karza drow bloodmage 10

CE Medium humanoid (elf)

Init -1; **Senses** darkvision 120 ft., tremorsense 30 ft.;

Perception +11

Defense

AC 10, touch 9, flat-footed 10

(-1 Dex, +1 natural)

hp 77 (10d6+40)

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

Immune sleep; **SR** 16

Weakness blood frenzy, corpulence, hemophilia, light blindness

Offense

Speed 20 ft.

Melee +2 *quadrens* +8 (1d6+3/19-20)

Ranged light crossbow +4 (1d8/19-20)

Spell-Like Abilities (CL 10th; concentration +12)

5/day—*tremor* (CMB +12)

1/day—*blend, crystal shard, ghost sound* (Wd-DC 14), *spider climb*

Spells Prepared (CL 10th; concentration +12)

5th—*baleful polymorph* (F/W-DC 18), *hungry earth* (CMB +15)

4th—*bestow curse* (W-DC 16), *lesser globe of invulnerability, monstrous physique II*

3rd—*dispel magic, fly, haste*

2nd—*adhesive blood* (2, R-DC 15), *bull's strength, summon swarm* (2)

1st—*burning disarm* (2, R-DC 14), *mage armor, shield, true strike*

0th (at will)—*detect magic, disrupt undead, mage hand, read magic*

Absorbed Bloodline deep earth

Statistics

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

Base Atk +5; **CMB** +6; **CMD** 15

Feats Alertness, Combat Casting, Scribe Scroll, Skill Focus (Intimidate), Spell Focus (transmutation), Tenacious Transmutation, Toughness

Skills Fly +12, Intimidate +21, Knowledge (arcana) +12, Perception +11, Spellcraft +15; **Racial Modifiers** +2 Perception

Languages Aklo, Elven, Terran, Undercommon

SQ absorb bloodline (2/day), blood pool (5; 1—*expeditions excavation*, 2—*darkvision*, 3—*shifting sands*, 4—*stoneskin*), blood surge (1d8, 3/day), poison use, stone-cunning, tumor familiar (bat)

Combat Gear alkali flask, *potion of cure moderate wounds* (2), *potion of lesser restoration* (2), *wand of enlarge person* (14 charges), *wand of magic missile* (18 charges); **Other Gear** +2 *quadrens*, light crossbow with 20 bolts, backpack, belt pouch, spell component pouch, *Book of Blood* (10th-level); Coins 2 gp

Book of Blood

(Spellbook Level 10 Bloodmage)

This small, blood-stained tome is reinforced on the corners with metal protectors. The face of the book has a simple summon circle embossed on it.

Value 1,885 gp

Spells

5th—*baleful polymorph, hungry earth*

4th—*bestow curse, lesser globe of invulnerability, monstrous physique II, obsidian flow*

3rd—*dispel magic, fly, haste, monstrous physique I*

2nd—*adhesive blood, alter self, bull's strength, summon swarm*

1st—*burning disarm, enlarge person, mage armor, magic missile, magic weapon, shield, true strike*

0th—*acid splash, arcane mark, bleed, breeze, dancing lights, daze, detect magic, detect poison, detect radiation, disrupt undead, drench, flare, ghost sound, haunted fey aspect, jolt, light, mage hand, mending, message, open/close, penumbra, prestidigitation, ray of frost, resistance, root, scoop, spark, touch of fatigue*

Chaszmyr Dyrr (CR 14; XP 38,400)

Male karza drow bloodmage 15

CE Medium humanoid (elf)

Init -1; **Senses** darkvision 120 ft., tremorsense 30 ft., *x-ray vision* (15 rounds/day); Perception +22

Defense

AC 15, touch 10, flat-footed 15

(+4 armor, +1 deflection, -1 Dex, +1 natural)

hp 130 (15d6+75)

Fort +9, **Ref** +5, **Will** +11; +2 vs. enchantment

Immune sleep; **SR** 21

Weakness blood frenzy, corpulence, hemophilia, light blindness

Offense

Speed 20 ft., fly 30 ft. (good); earth glide (burrow 10 ft.; 15 minutes/day)

Melee +2 keen quadrens +10/+5 (1d6+4/19-20)

Ranged light crossbow +6 (1d8/19-20)

Spell-Like Abilities (CL 15th; concentration +17)

7/day—*tremor* (CMB +19)

1/day—*blend*, *crystal shard*, *ghost sound* (Wd-DC 14), *spider climb*

Spells Prepared (CL 15th; concentration +19)

8th—*frightful aspect*

7th—*greater teleport*, *prismatic spray* (F/R/W-DC 21)

6th—*disintegrate* (F-DC 22), *enemy hammer* (F-DC 22), *extended overland flight* (already cast)

5th—*baleful polymorph* (2, F/W-DC 21), *echolocation*, *hungry earth* (CMB +19)

4th—*bestow curse* (W-DC 18), *extended haste*, *lesser globe of invulnerability*, *monstrous physique II*

3rd—*dispel magic*, *extended bull's strength*, *fly*, *vampiric touch* (2)

2nd—*adhesive blood* (2, R-DC 18), *extended mage armor* (already cast), *summon swarm* (2)

1st—*burning disarm* (2, R-DC 17), *shield*, *true strike* (2)

0th (at will)—*detect magic*, *disrupt undead*, *mage hand*, *read magic*

Absorbed Bloodline deep earth

Statistics

Str 12, **Dex** 8, **Con** 16, **Int** 18, **Wis** 12, **Cha** 15

Base Atk +7; **CMB** +8; **CMD** 18

Feats Alertness, Combat Casting, Extend Spell, Greater Spell Focus (transmutation), Scribe Scroll, Skill Focus (Intimidate), Spell Focus (transmutation), Tenacious Transmutation, Toughness, Uncanny Concentration

Skills Fly +32, Intimidate +26, Knowledge (arcana) +22, Perception +22, Spellcraft +22, Use Magic Device +20;

Racial Modifiers +2 Perception

Languages Aklo, Elven, Terran, Undercommon

SQ absorb bloodline (4/day), blood pool (7; 1—*expeditions excavation*, 2—*darkvision*, 3—*shifting sands*, 4—*stoneskin*, 5—*spike stones*, 6—*stone tell*, 7—*repel metal or stone*), blood surge (1d12, 4/day), poison use, stonecunning, tumor familiar (bat)

Combat Gear alkali flask, *potion of cure serious wounds* (2), *potion of lesser restoration* (2), *wand of enlarge person* (CL 3rd; 24 charges), *wand of magic missile* (CL 5th; 19 charges);

Other Gear +2 keen quadrens, light crossbow with 20 bolts, backpack, *belt of mighty constitution* +2, belt pouch, *cloak of resistance* +1, *headband of aerial agility* +2 (Int; Spellcraft), *ring of protection* +1, spell component pouch, *Book of Blood* (15th-level); Coins 27 gp

Book of Blood

(Spellbook Level 15 Bloodmage)

This small, blood-stained tome is reinforced on the corners with metal protectors. The face of the book has a simple summon circle embossed on it.

Value 7,155 gp

Spells

8th—*form of the dragon III*, *frightful aspect*

7th—*delayed blast fireball*, *elemental body IV*, *greater teleport*, *prismatic spray*

6th—*chain lightning*, *disintegrate*, *enemy hammer*, *globe of invulnerability*

5th—*baleful polymorph*, *echolocation*, *hungry earth*, *overland flight*

4th—*bestow curse*, *lesser globe of invulnerability*, *monstrous physique II*, *obsidian flow*

3rd—*dispel magic*, *fly*, *haste*, *monstrous physique I*, *vampiric touch*

2nd—*adhesive blood*, *alter self*, *bull's strength*, *summon swarm*

1st—*burning disarm*, *enlarge person*, *mage armor*, *magic missile*, *magic weapon*, *shield*, *true strike*

0th—*acid splash*, *arcane mark*, *bleed*, *breeze*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *detect radiation*, *disrupt undead*, *drench*, *flare*, *ghost sound*, *haunted fey aspect*, *jolt*, *light*, *mage hand*, *mending*, *message*, *open/close*, *penumbra*, *prestidigitation*, *ray of frost*, *resistance*, *root*, *scoop*, *spark*, *touch of fatigue*

A former resident of the Karza drow city of Eragnath, Chaszmyr Dyrr was exiled from the House of Kindraun for rebelliousness, as blood-magic is forbidden to them for many reasons, the prime of which is that their ancient enemy-house, the warlike Waerlochar, practice it enthusiastically. Such occurrences are not uncommon, and the traditional protocol would be for Dyrr to simply abandon his Kindraun kin and move discreetly over to House Waerlochar- which he did, for a time. He had no intention on starting from the bottom as an almost-contemptible traitor proving his worth, and rather used his newness in the house's enrolment to steal items that Kindraun spies had located, leave the squabbling maggots, and focusing on increasing his own personal power. Chaszmyr Dyrr has an almost supernatural patience, rare in a drow, beneath the ore-grubbing city of Argentum. Ambush and sacrifice to his blood-needs are Chaszmyr's specialty, though he has toyed with the idea of taking his blood-wares to the surface and see what ridiculous wealth and homage he can drum up in the Lighted Lands.

Cyphermage

[Translated from Zif excretion-script, AC 1010-1013]

4th Tide, Moon Full; One writes the words to let those after learn at birth. Will one's words be heard? The cyphers I seek are more than words, words beyond words. Circularity demands it. I have called the first being, the sagari, and wonder if the hidden magic is worth the strange smells my beachmates give me.

3rd Tide, Waning Moon; My scroll collection grows, I have solved the problem of the Gibbering One eating them, and used the secretions accordingly. To keep thoughtson 'parchment' instead of sand! One will have all manner of secrets stored here forever. Others are jealous. One hates them.

2nd Tide, Sliver-Moon; I called the Scaled Woman again. The chaos infused in the Thing's thoughts disturbs one. The power suggested by her spells intrigues one. One has realized-I have realized- that the "written" word conveys immortality, and

not just in the conveyed consciousness to the zif young. Immortality of the word is real, imminent, rooting Me outside the circularity of Zif.

Ebb Tide, No Moon; This zif will no longer remain here... I have gone Beyond this reality, no further words will come from Me, Amblap, master of the dimension that I chose, another grain of sand on the Beach of Time, magic flows quickly, I can hear the Calling, but not of the Gods; of the Other Things, the Others who gibber and howl in these paces-



Cyphermage

Cyphermages are students of ancient history, runic lore, and abominable secrets man was not meant to know. They are respected for their depth of knowledge about history, yet some people find them dangerously stubborn in their pursuit of secrets best left lost, or their borderline obsession with any scrap or fragment of carven rubble. Cyphermages are dogged in their pursuit of knowledge, often secretive not only with outsiders but with one another, as each strives to uncover a forgotten scrap of lore, or present a triumphant dissertation to his peers or to academics half a world away.

Prestige Class: Cyphermage

Build Classes: The cyphermage is primarily built on the wizard, but the following optional classes are described in their own section, below: arcanist, sacerdot, psychic, and witch.

Alignment: Any. Cyphermages have a hierarchy based on secrets, selfishly keeping their lore to themselves. A few good-aligned cyphermages are slowly overcoming this and forming an open magical discourse.

Hit Die: d6.

Starting Gold: 2d6 x 10 gp (70 gp average)

Class Skills

The cyphermage's class skills (and the key ability for each skill) are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the cyphermage.

Weapon and Armor Proficiency: A cyphermage is proficient with all simple weapons, but not with any type of armor or shield. Armor interferes with a cyphermage's movements, which can cause his spells with somatic components to fail.

Spells: The cyphermage learns and casts spells exactly like a wizard, including using arcane magic, the effect

of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Bonus Languages: A cyphermage can select Aklo, Aquan, Auran, Giant, Ignan, Terran, and dead human languages as bonus languages, in addition to those available to their race.

Build Class: A cyphermage chooses between an arcane bond and an arcane school. Cyphermages who choose arcane school can only pick the divination school (or one of its subschools). Cyphermages can choose a wizard bonus feat instead of a cypher lore selection.

Cypher Magic: A cyphermage casts spells from scrolls at +1 caster level higher than the scroll's caster level. This benefit extends to scrolls that the cyphermage has created himself. In addition, he gains a +1 bonus on caster level checks made to activate a scroll with a higher caster level than his own.

Cypher Pool (Ex): The cyphermage has a cypher pool that is used to power his magic. This pool has a number of cypher points equal to half the cyphermage's class level + the cyphermage's Intelligence modifier. By spending a cypher point when casting a cyphermage spell, the cyphermage can increase the caster level of the spell by 1 and the Spellcraft DC to recognize the spell by 10.

Cypher Lore (Ex/Su): A cyphermage masters written magic such as scrolls, glyphs, and symbols. He also begins to discover ancient magics that further bolster his power. These discoveries are known collectively as cypher lore. At 1st level, 3rd level, and every 2 levels thereafter, the cyphermage learns a new way to enhance his magic, chosen from the list of cypher lore given below.

Analyze Scroll (Su): As a free action, a cyphermage can automatically discern the contents of a magic scroll, as if he were using *read magic*. He gains an insight bonus equal to half his cyphermage level on Use Magic Device checks made to cast spells from scrolls.

Bypass Symbol (Su): When a cyphermage makes a save against a magical *glyph*, *symbol*, *sigil*, or similar written trap, as an immediate action he may attempt a Spellcraft check against the same DC to delay the trap's effects for 1d6 rounds. Once the delay is over, the trap has its normal effect. The cyphermage must have at least 2 ranks in Linguistics to select this lore.

Cypher Summoning (Ex): The cyphermage has learned how to summon strange creatures to his aid when he

Table: Cyphermage

Class 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	Build class, cypher lore, cypher magic, cypher pool	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Scribe Scroll	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Cypher lore	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Cypher lore	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Cypher lore	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	—	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Cypher lore	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Cyphermaster	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Cypher lore	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	—	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Cypher lore	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Cyphermaster	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Cypher lore	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	—	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Cypher lore	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Cyphermaster	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Cypher lore	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Cypherlord	4	4	4	4	4	4	4	4	4	4

casts *summon monster* spells. He adds chon-chon and sagari to the list of monsters he can conjure with *summon monster I*, fleshdreg to the list of monsters he can conjure with *summon monster II*, sinspawn to the list of monsters he can conjure with *summon monster III*, fleshdreg swarm and faceless stalker to the list of monsters he can conjure with *summon monster IV*, lamia to the list of monsters he can conjure with *summon monster VI*, chuul and kuchrima to the list of monsters he can conjure with *summon monster VII*, lamia matriarch to the list of monsters he can conjure with *summon monster VIII* and shining child to the list of monsters he can conjure with *summon monster IX*. The cyphermage must have at least 2 ranks in Knowledge (dungeoneering) to select this lore.

Defensive Scrollcaster (Ex): A cyphermage gains a +4 bonus on concentration checks to cast defensively when casting spells from scrolls.

Enhance Scroll (Su): As a swift action, a cyphermage can cause any scroll spell he reads to function using his caster level rather than the scroll's caster level. Each use of this ability costs a point from the cypher pool.

Extended Scroll (Su): As a swift action, a cyphermage can double the duration of any scroll spell he reads as if the spell were modified by Extend Spell. Each use of this ability costs a point from the cypher pool.

Focused Scroll (Su): As a swift action, a cyphermage can add a bonus equal to twice his Intelligence modifier on any caster level checks made with a scroll spell, including checks to overcome SR. Each use of this ability costs a point from the cypher pool.

Giant's Master (Ex): The cyphermage has unraveled several methods of commanding and controlling giants. As a swift action, whenever he uses a mind-affecting spell or effect on a humanoid with the giant subtype, he increases his spell's save DC by +2. The cyphermage must speak Giant and have at least 2 ranks in Knowledge (history) to select this lore.

Glyph Finder (Ex): A cyphermage can locate glyphs of warding, symbols, and similar magical spell traps that utilize writing as if he had the trapfinding ability of the rogue. He can use Perception or Knowledge (arcana) to notice such traps, and can use Disable Device or Spellcraft to disable these types of traps. He adds half his cy-

phermage level to skill checks to spot or disarm magical written traps.

Insightful Scroll (Su): As a swift action, a cyphermage can alter a spell he's casting from a scroll to use his own Intelligence and relevant feats to set the save DC for the spell. Each use of this ability costs a point from the cypher pool.

Inquisitive Item Use (Ex): The cyphermage can use Intelligence in place of Charisma for Use Magic Device checks.

Rune Trap (Ex): Whenever the cyphermage casts a spell that creates a trap that uses magical writing (such as *explosive runes*, *illusory script*, *sepia snake sigil*, or a *symbol*), as a swift action he may include runes in the writing. This adds +4 to the Perception DCs to notice it, Disable Device DCs to disarm it, and caster level DCs to dispel it. The cyphermage must have at least 2 ranks in Knowledge (arcana) to select this lore.

Swift Scribe (Ex): The cyphermage may scribe up to two scrolls per day, so long as the total market price of all scrolls scribed that day does not exceed 1,000 gp. The cyphermage reduces the casting time of all symbol spells to 1 minute.

Swift Scroll (Ex): The cyphermage does not provoke attacks of opportunity when retrieving a stored scroll. If the cyphermage moves at least 10 feet, he may retrieve a scroll as a free action as part of his move.

Scribe Scroll: The cyphermage gains Scribe Scroll as a bonus feat at second level.

Cyphermaster (Su): At 10th level, a cyphermage selects one of his cypher lore abilities that requires a swift action to activate; thereafter, he may activate that ability as a free action. He may choose another such cypher lore at level 14 and 18.

Cypherlord (Su): At 20th level, a cyphermage gains a +5 insight bonus on saving throws against the effects of magical *symbols*, *glyphs*, *sigils*, and similar writing-based spells and traps.

Alternate Build Classes

The cyphermage can be built on these alternate classes: arcanist, sacerdot, psychic, and witch.

The cyphermage learns and casts spells exactly like the build class, including the effect of ability scores on spell-casting and cantrips, orisons, or knacks. The number of spells per day, spell slots, and known spells all use the

class table for the build class.

In addition, the cyphermage inherits the following class features from the build class. This replaces the build class feature, above.

Arcanist: The cypher arcanist gains one arcanist exploit at level 1, 6, and 12, and can choose additional arcanist exploits instead of a cypher lore. At level 11, the arcanist cyphermage gains the greater exploits ability. The cypher arcanist has no arcane pool, instead he uses points of cypher pool as if they were arcane reservoir points.

Sacerdot: The cyphermage keeps the advanced spell-casting, bonus languages, calculated targeting, chaotic evil good and lawful spells, divine focus, and divine wrath class features. He can gain a manifestation instead of a cypher lore. This class is from *Legendary Classes: Sacerdot*, also by Purple Duck Games.

Psychic: The cypher psychic gains a psychic discipline and one phrenic amplification at level 1, 6, and 12 and can choose an additional phrenic amplification instead of a cypher lore. At level 11, the psychic cyphermage gains the major amplifications ability. The cypher psychic has no phrenic pool, instead he gains and spend points of cypher pool as if they were phrenic pool.

Witch: A cypher witch inherits the witch's familiar class feature. The cypher witch gains one hex at level 1, 6, and 12 and can choose an additional hex instead of a cypher lore. The cypher witch gains major hex at level 10 and grand hex at level 18.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have cyphermage as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Dwarf: Add 1/4 to your skill bonus in Knowledge (arcana), Spellcraft, and Use Magic Device.

Elf: Add 1/4 to the bonuses given by the cyphermagic class feature.

Catfolk: Add 1/3 points to your cypher pool.

Erkuna: +1/4 bonus on saving throws against the effects of magical *symbols*, *glyphs*, *sigils*, and similar writing-based spells and traps.

Gnome: Add 1/4 additional cypher lore.

Half-Elf: When casting enchantment spells, add +1/3 to the effective caster level of the spell, but only to deter-

mine the spell's duration.

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

Halfling: Add +1/2 to your AC against attacks of opportunity triggered by casting spells.

Human: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be at least one level below the highest spell level you can cast.

Kitsune: Add 1/2 to your Spellcraft skill bonus.

Sample Character

Below is a sample cyphermage player character that uses the arcanist build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Amblap (CR 1/2; XP 200)

Zif cyphermage 1

LN Medium aberration

Init +1; **Senses** darkvision 60 ft., *detect magic*; Perception +0 (+1 vs. surprise)

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 8 (1d6+2)

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

Defensive Abilities protective shell

Offense

Speed 20 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged light crossbow +1 (1d8/19-20)

Special Attacks cypher pool (3)

Spell-Like Abilities (CL 1st; concentration +4)

Constant—*detect magic*

6/day—diviner's fortune +1

Spells Prepared (CL 1st; concentration +4)

1st—*comprehend languages*, *endure elements*, *identify*

0th (at will)—*arcane mark*, *mage hand*, *read magic*

Opposition Schools evocation, necromancy

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 17, **Wis** 10, **Cha** 14

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

Feats Cypher Script

Skills Acrobatics +1 (-7 to jump), Climb +3, Knowledge (arcana, history) +7, Linguistics +7, Profession (scribe) +4, Spellcraft +7, Use Magic Device +6; **Racial Modifiers** -4 Acrobatics to jump, +4 Climb

Languages Common, Draconic, Old Porphyran, Ophiduan, Undercommon, Zif

SQ build class (divination), cypher lore (swift scroll), cypher magic, forewarned, inborn knowledge, odd anatomy, shell-caste magic, sucker foot

Combat Gear *scroll of expeditious retreat* (3), *scroll of magic missile* (2), *wand of mage armor* (5 charges); **Other Gear** dagger, light crossbow with 10 bolts, backpack, bedroll, belt pouch, compass, flint and steel, journal, paper (10), parchment (10), sack (2), scholar's outfit, scrivener's kit, scroll case, smoked goggles, spell component pouch, trail rations (10 days), waterproofbag (2), waterskin, *Codex Encryptix* (1st-level) with key; **Coins** 6 gp, 7 sp

Codex Encryptix

(Spellbook Level 1 Cyphermage)

This spellbook is bound in seal-skin and closed with an ornate-looking lock. The contents of the book is encoded with a polyalphabetic cipher.

Protection Average lock (DC 25)

Value 370 gp

Spells

1st—*ant haul*, *burning hands*, *charm person*, *comprehend languages*, *endure elements*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *peacebond*, *ray of enfeeblement*, *shield*, *silent image*, *sleep*, *thunderstomp*, *touch of the sea*, *vanish*, *ventriloquism*, *windy escape*

0th—all, except opposition spells

Amblap (CR 4; XP 1,200)

Zif cyphermage 5

LN Medium aberration

Init +1; **Senses** darkvision 60 ft., *detect magic*; Perception +0 (+2 vs. surprise)

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 30 (5d6+50)

Fort +2, **Ref** +2, **Will** +4

Defensive Abilities protective shell

Offense

Speed 20 ft.

Melee dagger +1 (1d4-1/19-20)

Ranged mwk light crossbow +4 (1d8/19-20)

Special Attacks cypher pool (6)

Spell-Like Abilities (CL 5th; concentration +9)

Constant—*detect magic*

7/day—diviner's fortune +2

Spells Prepared (CL 5th; concentration +9)

3rd—*dispel magic*, *fly*, *seek thoughts* (W-DC 17)

2nd—*blur*, *investigative mind*, *invisibility*, *see invisibility*

1st—*endure elements*, *identify* (2), *sleep* (W-DC 15), *windy escape*

0th (at will)—*arcane mark*, *mage hand*, *message*, *read magic*

Opposition Schools evocation, necromancy

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 18, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 12

Feats Cypher Magic, Cypher Script, Scribe Scroll, Skill Focus (Linguistics)

Skills Acrobatics +1 (-7 to jump), Climb +3, Fly +6, Knowledge (arcana, history) +12, Knowledge (local, nature, nobility, planes, religion) +8, Linguistics +13, Profession (scribe) +4, Spellcraft +12, Use Magic Device +10; **Racial Modifiers** -4 Acrobatics to jump, +4 Climb

Languages Abyssal, Celestial, Common, Draconic, Infernal, Old Porphyrin, Ophidian, Undercommon, Zif
SQ build class (divination), cypher lore (inquisitive item use, swift scrivener, swift scroll), cypher magic, forewarned, inborn knowledge, odd anatomy, shell-caste magic, sucker foot

Combat Gear *scroll of cure light wounds* (2), *scroll of expeditious retreat* (2), *scroll of magic missile* (2), *scroll of scorching ray* (2), *scroll of shield* (2), *scroll of slow* (2, W-DC 14), *wand of mage armor* (10 charges); **Other Gear** dagger, masterwork light crossbow with 20 bolts, bedroll, belt pouch, compass, flint and steel, *handy haversack*, journal, paper (10), parchment (10), sack (2), scholar's outfit, scrivener's kit, scroll case (2), smoked goggles, spell component pouch, trail rations (10 days), waterproof bag (2), waterskin, *Codex Encryptix* (5th-level) with key; **Coins** 1 gp, 7 sp

Codex Encryptix

(Spellbook Level 5 Cyphermage)

This spellbook is bound in seal-skin and closed with an ornate-looking lock. The contents of the book is encoded with a polyalphabetic cipher.

Protection Good lock (DC 30)

Value 1,755 gp

Spells

3rd—*arcane sight*, *dispel magic*, *displacement*, *fireball*, *fly*, *haste*, *seek thoughts*, *slow*, *tongues*

2nd—*acid arrow*, *arcane lock*, *blur*, *detect thoughts*, *investigative mind*, *invisibility*, *locate object*, *mirror image*, *protection from arrows*, *resist energy*, *see invisibility*, *spider climb*

1st—*ant haul*, *burning hands*, *charm person*, *compre-*

hend languages, *endure elements*, *erase*, *expeditious retreat*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *peacebond*, *ray of enfeeblement*, *shield*, *shocking grasp*, *silent image*, *sleep*, *thunderstomp*, *touch of the sea*, *vanish*, *ventriloquism*, *windy escape*

0—all, except opposition spells

Amblap (CR 9; XP 6,400)

Zif cyphermage 10

LN Medium aberration

Init +1; **Senses** darkvision 60 ft., *detect magic*; Perception +0 (+5 vs. surprise)

Defense

AC 12, touch 12, flat-footed 11

(+1 deflection, +1 Dex)

hp 57 (10d6+50)

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

Defensive Abilities protective shell

Offense

Speed 20 ft.

Melee mwk dagger +5 (1d4-1/19-20)

Ranged mwk light crossbow +7 (1d8/19-20)

Special Attacks cypher pool (10)

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

Constant—*detect magic*

8/day—diviner's fortune +5

Spells Prepared (CL 10th; concentration +15)

5th—*contact other plane*, *dominate person* (W-DC 20), *summon monster V*, *teleport*

4th—*dimension door*, *greater invisibility*, *hypercognition*, *scrying* (2, W-DC 19)

3rd—*burrow*, *dispel magic*, *fly*, *seek thoughts* (2, W-DC 18)

2nd—*acid arrow*, *blur*, *investigative mind* (2), *invisibility*, *see invisibility*

1st—*charm person* (W-DC 16), *endure elements*, *identify* (2), *sleep* (W-DC 16), *windy escape* (2)

0th (at will)—*arcane mark*, *mage hand*, *message*, *read magic*

Opposition Schools evocation, necromancy

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 21, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 16

Feats Craft Wondrous Item, Cypher Magic, Cypher Script, Orator, Scribe Scroll, Skill Focus (Linguistics)

Skills Acrobatics +1 (-7 to jump), Climb +3, Fly +9, Knowledge (arcana, dungeoneering, history) +18, Knowledge (engineering, geography) +9, Knowledge (local, nature, nobility, planes, religion) +10, Linguistics +14, Profession (scribe) +4, Spellcraft +18, Use Magic

Device +15; **Racial Modifiers** -4 Acrobatics to jump, +4 Climb

Languages Abyssal, Celestial, Common, Draconic, Infernal, Old Porphyrans, Ophidian, Undercommon, Zif **SQ** build class (divination), cypher lore (enhance scroll, inquisitive item use, insightful scroll, swift scrivener, swift scroll), cypher magic, cyphermaster (insightful scroll), forewarned, inborn knowledge, odd anatomy, scrying adept, shell-caste magic, sucker foot

Combat Gear *scroll of cure serious wounds* (2), *scroll of expeditious retreat* (3), *scroll of magic missile* (3), *scroll of shield* (3), *scroll of slow* (2, W-DC 14), *wand of mage armor* (14 charges); **Other Gear** masterwork dagger, masterwork light crossbow with 20 bolts, bedroll, belt pouch, *cloak of resistance* +1, compass, flint and steel, *handy haversack*, *headband of vast intellect* +2 (Knowledge (dungeoneering)), journal, paper (10 sheets), parchment (10 sheets), powdered amber (500 gp worth), *ring of protection* +1, sack (2), scholar's outfit, scrivener's kit, scroll box, scroll case (2), silver mirror (1,000 gp), smoked goggles, spell component pouch, trail rations (10 days), waterproof bag (2), waterskin, *Codex Encryptix* (10th-level) with key; **Coins** 8 pp, 14 gp, 2 sp

Codex Encryptix

(Spellbook Level 10 Cyphermage)

This spellbook is bound in seal-skin and closed with an ornate-looking lock. The contents of the book is encoded with a polyalphabetic cipher.

Protection Superior lock (DC 40)

Value 6,805 gp

Spells

5th—*contact other plane*, *dismissal*, *dominate person*, *echo location*, *feeblemind*, *hold monster*, *nightmare*, *prying eyes*, *shadow evocation*, *summon monster V*, *telekinesis*, *teleport*

4th—*detect scrying*, *dimension door*, *greater invisibility*, *hypercognition*, *phantasmal killer*, *scrying*, *shocking image*, *summon monster IV*, *telekinetic maneuver*

3rd—*arcane sight*, *burrow*, *deep slumber*, *dispel magic*, *displacement*, *explosive runes*, *fireball*, *fly*, *haste*, *lightning bolt*, *secret page*, *seek thoughts*, *sepia snake sigil*, *slow*, *tongues*

2nd—*acid arrow*, *arcane lock*, *blur*, *detect thoughts*, *investigative mind*, *invisibility*, *locate object*, *mirror image*, *protection from arrows*, *resist energy*, *see invisibility*, *spider climb*

1st—*ant haul*, *burning hands*, *charm person*, *comprehend languages*, *endure elements*, *erase*, *expeditious retreat*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *peacebond*, *ray of enfeeblement*, *shield*, *shocking grasp*, *silent image*, *sleep*, *thunderstomp*, *touch of the sea*, *vanish*,

ventriloquism, *windy escape*

0th—all, except opposition spells

Amblap (CR 14; XP 38,400)

Zif cyphermage 15

LN Medium aberration

Init +1; **Senses** darkvision 60 ft., *detect magic*; Perception +0 (+7 vs. surprise)

Defense

AC 13, touch 13, flat-footed 12

(+2 deflection, +1 Dex)

hp 85 (15d6+30)

Fort +9, **Ref** +9, **Will** +12

Defensive Abilities protective shell

Offense

Speed 20 ft.

Melee mwk dagger +7/+2 (1d4-1/19-20)

Ranged mwk light crossbow +9 (1d8/19-20)

Special Attacks cypher pool (14)

Spell-Like Abilities (CL 15th; concentration +22)

Constant—*detect magic*

10/day—diviner's fortune +7

Spells Prepared (CL 15th; concentration +22)

8th—*discern location*, *mass charm monster* (W-DC 25), *moment of prescience*

7th—*deflection*, *greater scrying* (W-DC 24), *reverse gravity* (R-DC 24), *walk through space*

6th—*enemy hammer* (F-DC 23), *getaway*, *globe of invulnerability*, *greater dispel magic*, *telepathy*

5th—*contact other plane*, *dominate person* (2, W-DC 20), *summon monster V*, *teleport* (2)

4th—*dimension door*, *greater invisibility* (2), *hypercognition*, *scrying* (2)

3rd—*burrow*, *dispel magic* (2), *fly*, *haste*, *seek thoughts* (2, W-DC 18)

2nd—*acid arrow* (2), *blur*, *investigative mind* (2), *invisibility*, *see invisibility*

1st—*charm person* (W-DC 16), *endure elements*, *identify* (2), *sleep* (W-DC 16), *windy escape* (2)

0th (at will)—*arcane mark*, *mage hand*, *message*, *read magic*

Opposition Schools evocation, necromancy

Statistics

Str 8, **Dex** 12, **Con** 13, **Int** 24, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +6; **CMD** 19

Feats Craft Wand, Craft Wondrous Item, Cypher Magic, Cypher Script, Druidic Decoder, Orator, Scribe Scroll, Skill Focus (Linguistics), Xenoglossy

Skills Acrobatics +1 (-7 to jump), Climb +3, Fly +15, Knowledge (arcana, dungeoneering, history) +25,

Knowledge (engineering, geography) +12, Knowledge (local, nature, nobility, planes, religion) +16, Linguistics +31, Profession (scribe) +4, Spellcraft +25, Use Magic Device +20; **Racial Modifiers** -4 Acrobatics to jump, +4 Climb

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Druidic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal, Mâlite, Old Porphyr, Ophidian, Orc, Protean, Sylvan, Terran, Undercommon, Zif

SQ build class (divination), cypher lore (analyze scroll, cypher summoning, enhance scroll, extended scroll, inquisitive item use, insightful scroll, swift scrivener, swift scroll), cypher magic, cyphermaster (extended scroll, insightful scroll), forewarned, inborn knowledge, odd anatomy, scrying adept, shell-caste magic, sucker foot

Combat Gear *scroll of chain lightning* (2, R-DC 19), *scroll of cure critical wounds* (2), *scroll of disintegrate* (F-DC 19), *scroll of expeditious retreat* (3), *scroll of fireball* (2, R-DC 14), *scroll of greater teleport*, *scroll of magic missile* (4), *scroll of polar ray*, *scroll of prismatic spray* (F/R/W-DC 20), *scroll of shield* (3), *scroll of slow* (2, W-DC 14), *scroll of summon monster VIII* (2), *wand of mage armor* (12 charges), *wand of shocking image* (3 charges), *wand of telekinetic maneuver* (+9, 9 charges); **Other Gear** masterwork dagger, masterwork light crossbow with 20 bolts, bedroll, belt pouch, *cloak of resistance* +3, compass, flint and steel, *handy haversack*, *headband of vast intellect* +4 (Knowledge (dungeoneering), Linguistics), *heavyload belt*, journal (2), paper (10 sheets), parchment (10 sheets), powdered amber (500 gp worth), *ring of protection* +2, sack (2), scholar's outfit, scrivener's kit, scroll case (2), smoked goggles, spell component pouch, spring-loaded wrist sheath (2), trail rations (10 days), waterproof bag (2), waterskin, *Codex Encryptix* (15th-level) with key; Coins 1 gp, 7 sp

Codex Encryptix

This spellbook is bound in seal-skin and closed with an ornate-looking lock. The contents of the book is encoded with a polyalphabetic cipher.

Protection Superior lock (DC 40)

Value 21,225 gp

Spells

8th—*clone*, *create demiplane*, *discern location*, *mass charm monster*, *moment of prescience*, *polar ray*, *summon monster VIII*

7th—*deflection*, *greater scrying*, *greater teleport*, *mass hold person*, *phase door*, *plane shift*, *prismatic spray*, *retrocognition*, *reverse gravity*, *walk through space*

6th—*analyze dweomer*, *chain lightning*, *disintegrate*, *enemy hammer*, *flesh to stone*, *geas/quest*, *getaway*, *globe of invulnerability*, *greater dispel magic*, *move earth*, *stone to flesh*, *summon monster VI*, *telepathy*, *veil*

5th—*contact other plane*, *dismissal*, *dominate person*, *echo-location*, *feeblemind*, *hold monster*, *nightmare*, *prying eyes*, *shadow evocation*, *summon monster V*, *telekinesis*, *teleport*

4th—*detect scrying*, *dimension door*, *greater invisibility*, *hypercognition*, *phantasmal killer*, *scrying*, *shocking image*, *summon monster IV*, *telekinetic maneuver*

3rd—*arcane sight*, *burrow*, *deep slumber*, *dispel magic*, *displacement*, *explosive runes*, *fireball*, *fly*, *haste*, *lightning bolt*, *secret page*, *seek thoughts*, *sepia snake sigil*, *slow*, *tongues*

2nd—*acid arrow*, *arcane lock*, *blur*, *detect thoughts*, *investigative mind*, *invisibility*, *locate object*, *mirror image*, *protection from arrows*, *resist energy*, *see invisibility*, *spider climb*

1st—*ant haul*, *burning hands*, *charm person*, *comprehend languages*, *endure elements*, *erase*, *expeditious retreat*, *feather fall*, *hold portal*, *identify*, *mage armor*, *magic missile*, *peacebond*, *ray of enfeeblement*, *shield*, *shocking grasp*, *silent image*, *sleep*, *thunderstomp*, *touch of the sea*, *vanish*, *ventriloquism*, *windy escape*

0th—all, except opposition spells

The zif penchant for strange or eldritch magic, inherited from the days of service to the Great Old Ones aeons ago surfaces regularly. This interest absorbs those zif snail-people who do not fit the mold, albeit that they are essentially fissioned clones. Amblap, of the *murble caste*, is one such zif, a throwback to an offshoot of the race intended for leadership or research. Through the magical discipline of cyphermagic, Amblap seeks experience and knowledge that has been traditionally avoided by the zif, especially that regarding living creatures that have been cast out of civilization, those that are on the outskirts or the underbelly of world affairs- and yet have gained knowledge in spite of that. To seek knowledge before acceptance fascinates Amblap, which is probably a zif reaction that humanoids could not begin to attempt to understand. The first innovation Amblap attempted to use to increase its knowledge of things best forgotten was the outright interrogation of monsters summoned with simple and widely-used summoning spells. An unusual use of such magic, Amblap did gain some tidbits of lore from these irritated travelers and as such set out on its path to explore the outre discipline of cyphermage study, using words and text as a medium of magical power.

Darkfire Adept

The small keep in what was known on the maps as “The Scrublands” held a hundred or so souls, was adequately defended, and its communal government tried not to aggravate the surrounding beasts and tribes and factions. One morning, one of the sentries spotted a lone figure striding over the scrubby landscape, up the carefully watched road. The being was strange and somewhat dangerous looking, with crimson skin, baroque leather clothing, and a small laden pull-cart. “Hail the Fort!” the being said. “I am Velikus Salk, doctor of the Depths of Purity under Duke Melektus, out of Fort Inevitable, come to cure the ails of your wayward citizens! Let me in!”

The sentry considered, and, being suspicious by nature said. “I think not. Camp there and any that are interested in your quackery can come to you in the morning. If you set any fires we will fill you full of arrows, mind.”

The one named Velikus smiled a fanged grin and made a small, cold camp. In the morning, a few of the more addled citizens of the nameless keep shuffled out of the sally port and were

warm-ly greeted by the tiefling, who hung a sign up proclaiming “Why wait for the End of the World? Get right with Doctor Salk!” The “patients” did not return, for Velikus Salk, darkfire adept of the Duke of Hell, Melektus, First Son of Lord Sathax, sacrificed

them and their meager treasures to various planar allies of hers, which proceeded to crawl over the wall of the rough little keep. One was a barbed devil, and it was followed by a pair of bearded devils, their matted beards of iron soaked with the blood of clueless townsmen. The trio stayed long enough after they had slaughtered all of the guards and half of the keep’s population to make sure their caller was firmly in charge.

“Now!” said Lady Velikus, ruler of what was to be called Fort Apocalypse, “where shall we start?”



Darkfire Adept

The darkfire adept works for the ultimate goal; the annihilation of reality and a return to primal nothingness. Not popular even at the best of times, believers in the end times are usually shunned or shut away as madmen. But a few of these fanatics manage to reach out to the power of darkfire, the cleansing flame they believe will ultimately undo all creation. Darkfire adepts seek to further the end of all things. They do this by undermining the very structure of the universe, breaking the boundaries between the planes and setting planar fiends free to wreak havoc. Some show their allegiance openly and go preaching, others hide behind a veneer of civilized behavior and seek to unravel society from within.

Prestige Class: Blackfire adept

Build Class Options: The darkfire adept is built on the wizard, but the following optional build classes are described below: arcanist, cleric, oracle, psychic, sacerdot, sorcerer, summoner, and witch.

Role: The blackfire adept is a consummate summoner of evil creatures.

Alignment: Any non-good. Not all darkfire adepts are evil, but they are all surrounded by an aura of evil. They seek patrons among the lords of evil, well knowing that even such mighty lords will be undone in the end. They need not do evil in their everyday life; their dedication to ending the world marks their souls even if they live fairly ordinary lives. No non-evil power will ever grant divine spells to a darkfire adept. A darkfire adept that changes to a good alignment immediately loses that alignment when he uses any of the spells or supernatural abilities of the class.

Hit Die: d6.

Starting Gold: 2d6 x 10 gp (70 gp average)

Class Skills

The darkfire adept's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the darkfire adept.

Weapon and Armor Proficiency: Darkfire adepts are proficient with all simple weapons, but not with any type of armor or shield. Armor interferes with a darkfire adept's movements, which can cause arcane spells with somatic components to fail.

Spells: The darkfire adept learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Aura: A darkfire adept has a particularly powerful evil aura, as if he was a cleric of a neutral evil deity. See detect evil for details. He is affected by spells and effects as if he was evil, regardless of his actual alignment.

Spontaneous Summoning (Ex): A darkfire adept can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any *summon monster* spell of the same level or lower, even one he doesn't know.

Sacred Summons (Ex): A darkfire adept gains Sacred Summons as a bonus feat at 2nd level.

Darkfire Pact (Su): At 3rd level, a darkfire adept may choose one evil outsider subtype from among the following: asura, daemon, demodand, demon, devil, div, kyton, manasaputra, oni, qliphoth, or rakshasa. Against outsiders with that subtype, he gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks. When using the *planar ally* or *planar binding* spells, he can call 2 additional Hit Dice of outsiders with the chosen subtype, and those creatures gain temporary hit points equal to his class level, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DC for effects that would banish, dismiss, or dispel them. Each of these bonuses last until the creature leaves the plane it was called into.

At 7th level and every 4 levels after level 7, the darkfire adept may select an additional evil outsider subtype for his darkfire pact. In addition, the increased Hit Dice maximum and the profane bonus against any one of his selected subtypes (including the one just selected, if so desired) increases by +1.

Table: Darkfire Adept

Class 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, spontaneous summoning	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Sacred summons	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	1st darkfire pact	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Augment summoning	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Darkfire summons	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Darkfire taint	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	2nd darkfire pact	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Darkfire eruption	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Breaching	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Profane summons	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	3rd darkfire pact	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Darkfire taint (+2)	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Breaching legion	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Accursed sympathy	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	4th darkfire pact	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Breaching (greater)	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Evil summons	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Darkfire taint (+3)	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	5th darkfire pact	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Riftward breaching	4	4	4	4	4	4	4	4	4	4

Augment Summoning (Ex): A darkfire adept gains Augment Summoning as a bonus feat at 4th level. He counts as having Spell Focus (conjunction), but only for the purpose of feat requirements.

Darkfire Taint (Su): At 6th level, as a standard action, a darkfire adept can corrupt the planar substrate into strands of darkfire that create a destructive resonance between himself and a target within 30 feet. He and any called or creature summoned by him gains a +1 profane bonus on attack rolls, save DCs and caster level checks against the target. The taint lasts a number of rounds equal to his class level, though a successful Will save (DC 10 + ½ the darkfire adept's class level + the darkfire adept's Charisma modifier) reduces this to 1 round.

The profane bonus and penalty become +2 and –2 at 12th level. They become +3 and –3 at 18th level.

Darkfire Summons (Ex): At 5th level, when using a *summon monster* spell to summon creatures he has a darkfire pact with, the darkfire adept may cast the spell

as a standard action instead of with a casting time of 1 round.

Darkfire Eruption (Sp): At 8th level, a darkfire adept can sacrifice a prepared spell or spell slot of 4th level or higher, calling forth a searing ebon vortex in the spell's stead. A darkfire eruption acts as *unholy blight*, but its maximum damage is increased by 1d8 points (2d6 against good outsiders) per level of the sacrificed spell above 4th. The saving throw DC is based on the level of the sacrificed spell. A darkfire eruption ignores the hardness of objects, as it unravels their fundamental reality. A creature slain or an object destroyed by a darkfire eruption is reduced to ash, as by the *disintegrate* spell. This also has the effect of darkfire taint, using the same saving throw as *unholy blight*.

Breaching (Su): At 9th level, when a darkfire adept attempts to call or summon a creature of one of his darkfire pact subtypes into an area where summoning is blocked by a magical effect (such as *magic circle against*

evil, forbiddance, or dimensional lock), or when a creature within 30 feet from his darkfire pact he has summoned would have its attacks against a creature blocked by such an effect, as an immediate action he can sacrifice a prepared spell or spell slot of the same level as the warding effect. If his caster level is higher than the caster level of the warding effect, the warding effect is automatically negated. If it is the same or lower, a caster level check (DC 11 + the caster level of the warding) is required to negate the warding effect.

At 16th level, a darkfire adept's breaching can penetrate and destroy an *antimagic field*, a *prismatic sphere*, or an extradimensional shelter like a *mage's magnificent mansion*, though a caster level check is always required regardless of the darkfire adept's caster level. He can summon creatures into a naturally magic-dead area with a successful DC 31 caster level check, but the magic-dead area is not negated.

Profane Summons (Ex): At 10th level, when using *summon monster* to summon creatures whose alignment subtype includes evil, the adept may cast the spell as a standard action instead of with a casting time of 1 round. Note that this applies to the creature's subtype, not merely its alignment.

Breaching Legion (Su): At 13th level, when a darkfire adept summons a creature from one of his darkfire pact subtypes, he can choose to allow that creature to use any innate summoning abilities it possesses. The creatures it summons are not under the darkfire adept's control. Once this decision is made, it cannot be reversed until the summoned creature is sent back to whence it came.

Accursed Sympathy (Su): At 14th level, whenever a darkfire adept or his called or summoned creature deals hit point damage to a target affected by his darkfire taint, as a swift action he can increase the damage dealt by the attack by 1 hit point per class level. If the target dies, the darkfire adept gains temporary hit points equal to the target's total number of Hit Dice. These temporary hit points last 1 hour and do not stack.

Riftward Breaching (Su): At 20th level, whenever one or more creatures appear within 30 ft. of the blackfire adept because of a conjuration (calling, summoning, or teleportation) effect, he can use an immediate action and a prepared spell or spell slot to unleash a darkfire eruption that targets all such creatures within 30 feet (but does not affect other creatures). In addition to the

normal effects of the darkfire eruption, creatures that fail their saving throws are immediately transported to a random location in an evil outer plane as though affected by a *plane shift* spell.

Alternate Build Classes

The darkfire adept can be built on these alternate classes: arcanist, oracle, witch, cleric, psychic, sacerdot, sorcerer, summoner, and witch.

A darkfire adept learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers arcane spell failure in armor if he casts arcane spells. He has the same armor and weapon proficiencies as the build class.

In addition, the darkfire adept inherits the following class features from the build class.

Arcanist: None.

Cleric: A darkfire cleric has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as a cleric. He keeps the chaotic evil good and lawful spells and domains abilities. He knows the Evil domain (this can be a subdomain if in use) but no additional domain.

Oracle: A darkfire oracle has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as an oracle. He gains both a mystery (including mystery skills and spells), an oracle's curse, and a revelation at level 1 but no further revelations.

Psychic: The darkfire psychic gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a phrenic pool, certain discipline powers do not work, notably those of the Enlightenment discipline. He gains all *summon monster* spells as known spells as soon as he can cast them.

Sacerdot: The darkfire sacerdot keeps the advanced spellcasting, bonus languages, calculated targeting, chaotic evil good and lawful spells, divine focus, divine wrath, domains, and manifestations.

Sorcerer: A darkfire sorcerer gains Eschew Materials as a bonus feat at 1st level. He gains all *summon monster* spells as known spells as soon as he can cast them.

Summoner: A darkfire summoner gains all the class features of the summoner, including spellcasting, spell-like abilities, eidolon, and *summon monster*. He does not gain the summoner's weapon and armor proficiency, Hit Dice, base attack, base saves, or skills. He gains all *summon monster* spells on his spell list as known spells as soon as he can cast them.

Witch: A darkfire witch keeps the witch's familiar.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have darkfire adept as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add 1/2 to your class level, but only for the purpose of qualifying for and using the breaching ability.

Avoodim: Add 1/2 to your class level, but only for the purpose of qualifying for and using the accursed sympathy ability.

Drow: Add 1/10 additional alignment subtype to the profane summons ability. You cannot select the good subtype.

Dwarf: Add +1/6 to the profane bonus and penalty of darkfire taint.

Elf: Add 1/2 to your Spellcraft skill bonus.

Erkuna: Add 1/5 Darkfire pact. The maximum bonus you can have against any subtype of outsider is +5.

Eventual: Add 1 to your class level, but only for the purpose of qualifying for and using the breaching ability.

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

Half-Elf: When casting conjuration (calling, summoning, or teleportation) spells, add +1 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 spells.

Halfling: +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Gain a +1/2 bonus on caster level checks for the breaching ability.

Tiefling: Add 1/2 to your class level, but only for the purpose of qualifying for and using the breaching ability.

Zendiqi: Add 1/6 additional alignment subtype to those that take additional damage from your darkfire eruptions.

Sample Character

Below is a sample darkfire adept player character that uses the cleric build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Velikus Salk (CR 1/2; XP 200)

Female hellspawn (devil-spawn tiefling) darkfire adept (cleric) of Duke Melektus 1

LE Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 17, touch 9, flat-footed 17

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

hp 10 (1d8+2)

Fort +3, **Ref** -1, **Will** +5

Resist cold 5, electricity 5, fire 5

Offense

Speed 20 ft.

Melee morningstar +2 (1d8+2), bite -3 (1d6+1) or dagger +2 (1d4+2/19-20), bite -3 (1d6+1) or bite +2 (1d6+3)

Ranged javelin -1 (1d6+2)

Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of evil (1 round)

Spells Prepared (CL 1st; concentration +4)

1st—*bane* (W-DC 14), *divine favor*, *protection from good*^D

0th (at will)—bleed (W-DC 13), detect magic, spark (F-DC 13)

D domain spell; **Domain** evil

Statistics

Str 14, **Dex** 8, **Con** 12, **Int** 12, **Wis** 17, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 11

Feats Cunning

Skills Bluff +4, Diplomacy +6, Knowledge (religion) +5, Sense Motive +9; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Common, Elven, Infernal

SQ maw or claw, spontaneous summoning

Combat Gear *potion of cure light wounds* (2); **Other**

Gear breastplate, heavy steel shield, dagger, javelin (3), morningstar, backpack, bedroll, belt pouch, cleric's vestments, flint and steel, sack, spell component pouch, trail rations (5 days), waterskin, wooden holy symbol of Duke Melektus; **Coins** 3 pp, 13 gp, 3 sp

Velikus Salk (CR 4; XP 1,200)

Female hellspawn (devil-spawn tiefling) darkfire adept (cleric) of Duke Melektus 5

LE Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 18, touch 9, flat-footed 18
(+7 armor, -1 Dex, +2 shield)

hp 36 (5d8+50)

Fort +5, **Ref** +0, **Will** +8

Resist cold 5, electricity 5, fire 5

Offense

Speed 20 ft.

Melee mwk morningstar +6 (1d8+2), bite +1 (1d6+1) or dagger +5 (1d4+2/19-20), bite +1 (1d6+1) or bite +5 (1d6+3)

Ranged javelin +2 (1d6+2)

Spell-Like Abilities (CL 5th; concentration +9)
7/day—touch of evil (2 rounds)

Spells Prepared (CL 5th; concentration +9)

3rd—*bestow curse* (W-DC 17), *dispel magic*, *magic circle against good*^D

2nd—*align weapon* (evil)^D, *bull's strength*, *hold person* (W-DC 16), *resist energy*

1st—*bane* (W-DC 15), *divine favor*, *protection from good*^D, *sanctuary* (2, W-DC 15)

0th (at will)—*bleed* (W-DC 14), *detect magic*, *guidance*, *read magic*

D domain spell; **Domain** evil

Statistics

Str 14, **Dex** 8, **Con** 12, **Int** 12, **Wis** 18, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 14

Feats Augment Summoning, Cosmopolitan (Perception, Use Magic Device), Cunning, Sacred Summons, Versatile Summon Monster (aerial, aqueous)

Skills Bluff +6, Diplomacy +8, Knowledge (religion) +7, Perception +10, Sense Motive +12, Spellcraft +7, Use Magic Device +5; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Abyssal, Common, Draconic, Elven, Infernal
SQ augment summoning, darkfire pact (devil +1), darkfire summons, maw or claw, spontaneous summoning

Combat Gear *wand of cure moderate wounds* (5 charges), *wand of shield of faith* (4 charges); **Other Gear** +1 *breastplate*, masterwork darkwood heavy wooden shield, masterwork morningstar, dagger, javelin (3), backpack, bedroll, belt pouch, cleric's vestments, flint and steel, iron holy symbol of Duke Melektus, *muleback cords*, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 2 gp, 3 sp

Velikus Salk (CR 9; XP 6,400)

Female hellspawn (devil-spawn tiefling) darkfire adept (cleric) of Duke Melektus 10

LE Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 19, touch 10, flat-footed 19
(+7 armor, +1 deflection, -1 Dex, +2 shield)

hp 68 (10d8+20)

Fort +8, **Ref** +2, **Will** +11

Resist cold 5, electricity 5, fire 5

Offense

Speed 20 ft.

Melee +1 *morningstar* +10/+5 (1d8+3), bite +4 (1d6+1) or dagger +9/+4 (1d4+2/19-20), bite +4 (1d6+1) or bite +9 (1d6+2)

Ranged javelin +6 (1d6+2)

Special Attacks darkfire taint (30 ft., 10 rounds, +2/-2; W-DC 16), scythe of evil (5 rounds, 1/day)

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

8/day—touch of evil (5 rounds)

Spells Prepared (CL 10th; concentration +15)

5th—*dispel good*^D (W-DC 20), *plane shift* (W-DC 20), *slay living* (F-DC 20), *spell resistance*

4th—*divine power*, *lesser planar ally*, *spell immunity*, *tongues*, *unholy blight*^D (W-DC 19)

3rd—*bestow curse* (W-DC 18), *deadly juggernaut*, *dispel magic* (2), *magic circle against good*^D

2nd—*align weapon* (evil)^D, *bull's strength*, *hold person* (2, W-DC 17), *resist energy*, *shield of fortification*

1st—*bane* (W-DC 16), *deathwatch*, *divine favor*, *doom* (W-DC 16), *protection from good*^D, *sanctuary* (2, W-DC 16)

0th (at will)—*bleed* (W-DC 15), *detect magic*, *guidance*, *read magic*

D domain spell; **Domain** evil

Statistics

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

Base Atk +7; **CMB** +9; **CMD** 19

Feats Augment Summoning, Cosmopolitan, Cunning, Sacred Summons, Summon Guardian Spirit (imp), Superior Summoning, Versatile Summon Monster

Skills Bluff +10, Diplomacy +11, Knowledge (planes) +7, Knowledge (religion) +10, Perception +13, Sense Motive +15, Spellcraft +10, Use Magic Device +8; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Abyssal, Common, Draconic, Elven, Infernal
SQ augment summoning, breaching, darkfire eruption, darkfire pact (devil +2, kytan +1), darkfire summons, maw or claw, profane summons, spontaneous summon-

ing

Combat Gear *wand of cure serious wounds* (7 charges);

Other Gear +1 *breastplate*, masterwork darkwood heavy wooden shield, +1 *morningstar*, dagger, javelin (3), backpack, bedroll, belt pouch, cleric's vestments, flint and steel, *headband of inspired wisdom* +2, *muleback cords*, *ring of protection* +1, sack, silver holy symbol of Duke Melektus, spell component pouch, trail rations (5 days), waterskin; **Coins** 22 pp, 16 gp, 12 sp, 10 cp

Velikus Salk (CR 14; XP 38,400)

Female hellspawn (devil-spawn tiefling) darkfire adept (cleric) of Duke Melektus 15

LE Medium outsider (native)

Init -1; **Senses** darkvision 60 ft.; Perception +16

Defense

AC 24, touch 11, flat-footed 24

(+10 armor, +2 deflection, -1 Dex, +3 shield)

hp 101 (15d8+30)

Fort +10, **Ref** +4, **Will** +15

Resist cold 5, electricity 5, fire 5

Offense

Speed 20 ft.

Melee +2 *morningstar* +15/+10/+5 (1d8+4), bite +8 (1d6+1) or dagger +13/+8/+3 (1d4+2/19-20), bite +8 (1d6+1) or bite +13 (1d6+2)

Ranged javelin +10 (1d6+2)

Special Attacks accursed sympathy +15, darkfire taint (30 ft., 15 rounds, +2/-2, W-DC 18), scythe of evil (7 rounds, 2/day)

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

9/day—touch of evil (7 rounds)

Spells Prepared (CL 15th; concentration +21)

8th—*greater planar ally*, *unholy aura*^D (F-DC 24)

7th—*blasphemy*^D (W-DC 23), *destruction* (F-DC 23), *repulsion* (W-DC 23)

6th—*blade barrier* (R-DC 22), *create undead*^D, *harm* (2, W-DC 22), *planar ally*

5th—*dispel good*^D (2, W-DC 21), *plane shift* (W-DC 21), *slay living* (2, F-DC 21), *spell resistance*

4th—*divine power*, *lesser planar ally*, *spell immunity*, *tongues*, *unholy blight*^D (2, W-DC 20)

3rd—*bestow curse* (2, W-DC 19), *deadly juggernaut*, *dispel magic* (2), *magic circle against good*^D

2nd—*align weapon* (evil)^D, *bull's strength*, *hold person* (2, W-DC 18), *resist energy* (2), *shield of fortification*

1st—*bane* (W-DC 17), *deathwatch*, *divine favor*, *doom* (W-DC 17), *protection from good*^D, *sanctuary* (2, W-DC 17)

0th (at will)—*bleed* (W-DC 16), *detect magic*, *guid-*

ance, *read magic*

D domain spell; **Domain** evil

Statistics

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

Base Atk +11; **CMB** +13; **CMD** 24

Feats Augment Summoning, Cosmopolitan, Cunning, Heavy Armor Proficiency, Sacred Summons, Summon Evil Monster, Summon Guardian Spirit (imp), Superior Summoning, Versatile Summon Monster (2; aerial, aqueous, chthonic, primordial)

Skills Bluff +13, Diplomacy +11, Knowledge (planes) +14, Knowledge (religion) +14, Perception +16, Sense Motive +16, Spellcraft +12, Use Magic Device +10; **Racial Modifiers** +2 Diplomacy, +2 Sense Motive

Languages Abyssal, Common, Draconic, Elven, Infernal

SQ augment summoning, breaching, breaching legion, darkfire eruption, darkfire pact (asura +2, devil +4, kyton +3, rakshasa +1), darkfire summons, maw or claw, profane summons, spontaneous summoning

Combat Gear *wand of cure critical wounds* (11 charges);

Other Gear +1 *mithral full plate*, +1 *darkwood heavy wooden shield*, +2 *morningstar*, dagger, javelin (3), backpack, bedroll, belt pouch, cleric's vestments, flint and steel, *headband of inspired wisdom* +4, *muleback cords*, platinum holy symbol of Duke Melektus, *ring of protection* +2, sack, spell component pouch, trail rations (5 day), waterskin; **Coins** 1 pp, 13 gp, 7 sp

Velikus Salk was literally born to the darkfire adept tradition, being the child of a lower-ranked unique devil in the service of Duke Melektus and the high priestess of one of his cults in the wild Scrublands region of Porphyra. Worshipers of the Infernal powers take well to the Scrublands, for, being far from the Elven Emperor in Sil'Arden, the land is lawless, and is ripe for cruel control. The arcane tradition of the Darkfire Adepts is to impose the order of Hell so that the Material and Outer planes would become more like each other, which basically asks for the end of mortal existence, replaced by that of outsiders. Velikus Salk sees no conflict in a mortal seeking the end of mortality, for her faith is based on the reward of afterlife, and she expects to be rewarded handsomely for her efforts in the material world. This is the nature of most infernal, and she is brazen, to boot. Trusting mostly in her summoned helpers, she is slow to trust and only trusts those she has cowed completely. As the Scrublands have many who are on the run due to their run-ins with the law, Velikus has an ample crop of stooges and sacrifices to gain her means to her ends.

Davirat

"No, Sparkwysp, we are not traveling to the City of Tombs, you should remember that. We are in search of a particular building, in a particular set of ruins. What is wrong with your memory?" The sentient sphere of rolling and floating fire known to the anpur davirat sorcerer Sadiq al-Barq crackled with strange speech. This was Ignan, the speech of the Plane of Fire, which, to Sadiq al-Barq, was an Outer Plane greatly to be desired. His anpuri flesh, mortal and normal as it was now, would be turned to ash there. But that might change. Sadiq had learned of a powerful ring that would give the wearer complete immunity to flame. Further research pointed to the Tower of Sighs in the desert thirty leagues south of the Dhuhi Oasis. Sadiq and his elemental wysp companion Sparkwysp had just left that morning. The pair climbed over a gravelly rise, and beheld a crumbling stump of worked stone, destroyed by a cataclysmic force and abandoned. "(i)The Tower of Sighs, Master!" crackled the fire wysp. "Yes, my servant. Prepare the circle." The small servitor placed powdered metals and jewels. Sadiq drew the magic circle, meditated, and cast, chanting words in Ignan, waving his paws in the air, and then, the final command!

"Appear, oh Efreeti of the Great City of Brass! Heed my call, and we will exchange services!"

And appearing in the circle was a crimson humanoid, clad in robes of molten brass, fanged and clawed, but with an air of civilization.

"What am I offered? What is the task? This better be good..." growled the fire-genie, though it seemed secretly pleased to be groveled at.

"Remove the legendary guardian of the Tower of Sighs yonder, oh great genie of fire, an easy task for one of your power... and I will gift you the (i)voidfrost robe, a dangerous item in your lands, one to grant you power!" Sadiq pulled out the blue, glittering garment, a frosty mist rising from it. The naked greed rose in the genie's eyes.

"I will do this task, mortal... gnoll, is it?" Sadiq frowned. "What 'guardian' can stand before an efreeti warrior?" A crackle of energy disintegrated the circle, and the genie moved to the tower-stump, and entered.

"And Sadiq al-Barq, davirat sorcerer of fire, sat and waited, stroking the fiery ball that was his wysp companion, waiting to see who- or what would emerge from the ruins.



Davirat

Many are the names of the genies, and so similar that most cannot discern them. Yet the davirat knows a djinni from a janni and the difference between a half-janni and a sulji-janni. The davirat has a tradition of treating with the genie races. Good and neutral-aligned genies welcome a davirat as a friend, and even hateful efreet know they can rely on their davirat “friends”, sometimes to the davirat’s detriment.

Prestige Class: Davirat

Build Classes: The davirat is built on the wizard, but the following alternate build classes are described below: arcanist, sorcerer, and witch.

Alignment: Non-evil. Davirat are respected by genies for their willingness to treat them as equals rather than potential slaves. Davirat that become evil can continue to advance in the class, but lose the genie-tongue, spell-fetch and genie-friend abilities.

Hit Die: d6.

Starting Gold: 2d6 x 10 gp (70 gp average)

Class Skills

The davirat’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), 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 davirat.

Weapon and Armor Proficiency: A davirat is proficient with the club, dagger, quarterstaff, and shortbow, but not with any type of armor or shield. Armor interferes with the davirat’s movements, which can cause arcane spells with somatic components to fail.

Spells: The davirat learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: A davirat inherits Scribe Scroll as a bonus feat at 1st level from the wizard build class. He does not gain this ability if he selects an alternate build class, see below.

Bonus Languages: A davirat adds Aquan, Auran, Ignan, and Terran (the languages of water, air, fire, and earth-outsiders, respectively) to the bonus languages he can select for his race, and he must learn at least one of these languages if he has any bonus languages from his Intelligence score. If he has no bonus languages, he must spend a rank on Linguistics and learn one of them to use many of his class features.

Elemental Focus (Su): At 2nd level, the davirat gains Elemental Focus as a bonus feat. He must speak the elemental language associated with the chosen element.

Genie-Tongue (Ex): At 4th level a davirat becomes well-versed in communicating with genies and genie-kin. A davirat gains a +2 bonus on Charisma-based skill checks to influence the attitudes (not including Charisma checks, see genie’s friend below) of any genie or elemental who’s language he knows, and a +4 bonus to Knowledge checks regarding genies.

Wysp Bond (Ex): At 6th level, the davirat gains a wysp to serve as his familiar, replacing any familiar he already possesses. This works as the familiar from the wizard’s arcane bond class feature combined with the Improved Familiar feat. This wysp has the same elemental affiliation as the element chosen for the elemental focus ability, above. Davirat never bond with aether wysps. The davirat gains a +2 competence bonus on attack rolls and damage rolls on spells with descriptors matching the wysp’s type as long as it is within 5 ft. Air wysps aid spells of the air and electricity descriptors. Earth wysps aid spells of the acid and earth descriptors. Fire wysps aid spells of the fire descriptor. Water wysps aid spells of the cold and water descriptors. There is no gold piece cost to summon a wysp familiar.

Spell-Fetch (Su): At 8th level, a davirat can send his wysp to find an unusual spell for him. The davirat chooses one spell of a level he can cast. Fetching a strange spell is more difficult. If the fetched spell is not on the davirat’s spell list it is treated as 2 spell levels higher than the spell’s highest spell level for any other class.

Sending the wysp to fetch a spell is a standard action. The wysp disappears for the duration, then returns and

Table: Davirat

Class 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	Build class, cantrips	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Elemental focus	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Genie-tongue	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Wysp bond	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Spell fetch	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Genie's friend (+2)	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	—	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Elemental attunement	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Spell fetch (2/day)	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Greater elemental focus	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	Elemental flexibility	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	Genie's friend (+4)	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Spell fetch (3/day)	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Genie-kin	4	4	4	4	4	4	4	4	4	4

presents the davirat with the desired spell. This takes the wysp 1d6 rounds per spell level. The davirat can cast the fetched spell once without using a spell slot or prepared spell, and must do so before he prepares spells the next time or the spell is lost.

A davirat can use this ability one per day at level 8. At level 13 and 19, the davirat can use fetch spell an additional time per day, but he can only have a single spell readied to be cast this way; fetching a new spell before the previous one is cast means the previous spell is lost.

Genie's Friend (Su): At 10th level, a davirat gains a +2 bonus to his caster level when conjuring genies and to Charisma checks for *planar binding* spells when negotiating with any genie or elemental whose language he knows. At 18th level, this bonus increases to +4.

Elemental Attunement (Ex): At 12th level, the davirat gains energy resistance 10 against an energy type depending on the elemental focus chosen at level 2. Air (electricity), earth (acid), fire (fire), water (cold).

Greater Elemental Focus (Su): At 14th level, the davirat gains Greater Elemental Focus as a bonus feat. The chosen element must be the same that he chose for element focus at level 2. If he already knows this feat, he gains another feat he fulfills the prerequisites for instead.

Elemental Flexibility (Ex): At 16th level, during spell preparation, the davirat can change what element his elemental focus, elemental attunement, and greater elemental focus applies to when he is preparing spells. This also dismisses any wysp familiar he may have and summons one of the new element. He must know the language associated with the new chosen element.

Genie-kin (Ex): At 20th level, the davirat's type changes to outsider (elemental, native). He gains acid, cold, electricity, and fire resistance 10, and damage reduction 5/—.

Alternate Build Classes

The daviat can be built on these alternate classes: arcanist, sorcerer, and witch.

A daviat learns and casts spells exactly like the build class, including the effect of ability scores on spellcasting, and cantrips.

In addition, the daviat inherits the following class features from the build class:

Arcanist: Gain the acid jet, flame arc, ice missile, or lightning lace arcane exploit, usable a number of times per day equal to 3 + the arcanist daviat's Charisma modifier. The arcanist daviat must speak the corresponding elemental language and select the same element for the Elemental Focus feat gained at level 2. At level 16, when using elemental flexibility, he also changes this arcane exploit to fit his new elemental focus.

Sorcerer: The sorcerer daviat gains Eschew Materials as a bonus feat at level 1 and selects a bloodline. He gains bloodline spells and the bloodline skill, but no other bloodline benefits. He must choose the djinni, efreet, elemental, marid, or shaitan bloodline. He must choose the same elemental focus at level 2. At level 16, when using elemental flexibility, he also changes his bloodline spells to a corresponding elemental or genie bloodline.

Witch: A daviat witch keeps the witch's familiar and patron spells class features. He replaces his familiar with a wisp at level 6, any wisp summoned retains all the spells his previous familiar had.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have daviat as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Anpur: Add +1/2 to caster level when casting divination spells.

Dragonblood: Add 1 hit point to your familiar. You can take this option before you have a familiar, but only gain the benefit when you do.

Dwarf: Select one item creation feat you know. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at

which the item is crafted.

Elf: Add +1 hit point to any familiar you possess.

Erkuna: If you are of evil alignment, you count as having 1 level as a daviat for qualifying for and using the genie-tongue, spell-fetch and genie-friend abilities (these abilities are normally lost to evil daviat).

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

Half-Elf: Add 1/5 additional daily use of the spell-fetch ability. This can grant the spell-fetch ability as early as level 5.

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

Halfling: +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be at least one level below the highest spell level you can cast.

Ifrit: Gain a +1/4 bonus on Charisma checks and Charisma-based skill checks against elementals of the fire subtype.

Oread: Gain a +1/4 bonus on Charisma checks and Charisma-based skill checks against elementals of the earth subtype.

Sylph: Gain a +1/4 bonus on Charisma checks and Charisma-based skill checks against elementals of the air subtype.

Undine: Gain a +1/4 bonus on Charisma checks and Charisma-based skill checks against elementals of the water subtype.

Zendi: If you are of evil alignment, you count as having 1 level as a daviat when using the genie-tongue, spell-fetch and genie-friend abilities (these abilities are normally lost to evil daviat).

Sample Character

Below is a sample daviat player character that uses the sorcerer build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Sadiq al-Barq (CR 1/2; XP 200)

Male anpur daviat 1

N Medium humanoid (gnoll)

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

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +2, **Will** +3; +2 vs. fear

Defensive Abilities desert runner

Offense

Speed 30 ft.

Melee light flail +0 (1d8) or dagger +0 (1d4/19-20)

Ranged shortbow +2 (1d6/x3)

Spells Known (CL 1st; concentration +3)

1st (4/day)—*burning hands* (R-DC 13), *magic missile*

0th (at will)—*detect magic*, *prestidigitation*, *read magic*, *spark* (F-DC 12)

Bloodline elemental (fire)

Statistics

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Eschew Materials, Improved Initiative

Skills Knowledge (geography, planes) +5, Spellcraft +5

Languages Common, Gnoll, Ignan

SQ ancestor worship, build class (sorcerer), weapon familiarity

Combat Gear *potion of cure light wounds* (2), *wand of mage armor* (10 charges), *wand of resist energy* (fire; 1 charge); **Other Gear** dagger, shortbow with 20 arrows, light flail, backpack, bedroll, belt pouch, flint and steel, hot-weather outfit, sack, trail rations (5 days), waterskin;

Coins 1 gp, 3 sp

Sadiq al-Barq (CR 4; XP 1,200)

Male anpur davirat 5

N Medium humanoid (gnoll)

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

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 30 (5d6+10)

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

Defensive Abilities desert runner

Offense

Speed 30 ft.

Melee mwk light flail +3 (1d8) or dagger +2 (1d4/19-20)

Ranged mwk shortbow +5 (1d6/x3)

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*fire breath* (R-DC 16), *scorching ray*, *whispering wind*

1st (7/day)—*burning hands* (R-DC 15), *expeditious retreat*, *magic missile*, *thunderstomp*, *windy escape*

0th (at will)—*detect magic*, *flare* (F-DC 13), *mage hand*, *prestidigitation*, *read magic*, *spark* (F-DC 14)

Bloodline elemental (fire)

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 12, **Cha** 16

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

Feats Combat Casting, Craft Wand, Elemental Focus (fire), Eschew Materials, Improved Initiative

Skills Bluff +10 (+20 to lie, +15 to feint, +5 to pass hidden messages), Knowledge (geography) +5, Knowledge (planes) +9, Spellcraft +9

Languages Common, Gnoll, Ignan

SQ ancestor worship, build class (sorcerer), genie-tongue, weapon familiarity

Combat Gear *potion of cure moderate wounds* (2), *potion of shield of faith* (2), *wand of fireball* (3 charges), *wand of mage armor* (CL 4; 4 charges), *wand of resist energy* (fire, CL 7; 3 charges); **Other Gear** masterwork light flail, masterwork shortbow with 20 arrows, dagger, bedroll, belt pouch, flint and steel, hot-weather outfit, *mask of stony demeanor*, masterwork backpack, sack, trail rations (5 days), waterskin; **Coins** 8 gp, 3 sp

Sadiq al-Barq (CR 9; XP 6,400)

Male anpur davirat 10

N Medium humanoid (gnoll)

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

Defense

AC 14, touch 14, flat-footed 11

(+1 deflection, +2 Dex, +1 dodge)

hp 57 (10d6+20)

Fort +5, **Ref** +6, **Will** +9; +2 vs. fear

Defensive Abilities desert runner

Offense

Speed 30 ft.

Melee mwk light flail +6 (1d8) or dagger +5 (1d4/19-20)

Ranged mwk shortbow +8 (1d6/x3)

Special Attacks spell fetch (1/day)

Spells Known (CL 10th; concentration +14)

5th (3/day)—*lesser planar binding* (W-DC 19 (20 fire))

4th (6/day)—*dimension door*, *dragon's breath* (R-DC 18 (19 fire), *elemental body I*

3rd (7/day)—*fireball* (R-DC 18), *fly*, *haste*, *protection from energy*

2nd (7/day)—*blur*, *invisibility*, *molten orb* (R-DC 17), *scorching ray*, *whispering wind*

1st (7/day)—*burning hands* (R-DC 16), *expeditious retreat*, *magic missile*, *thunderstomp*, *touch of combustion* (R-DC 16), *windy escape*

0th (at will)—*acid splash*, *detect magic*, *flare* (F-DC 14), *light*, *mage hand*, *prestidigitation*, *read magic*, *spark*

(F-DC 15), *touch of fatigue* (F-DC 14)

Bloodline elemental (fire)

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 12, **Cha** 18

Base Atk +5; **CMB** +5; **CMD** 19

Feats Combat Casting, Craft Wand, Dimensional Agility, Dodge, Elemental Focus (fire), Eschew Materials, Improved Initiative

Skills Acrobatics +7, Bluff +15 (+25 to lie, +20 to feint, +10 to pass hidden messages), Knowledge (geography) +12, Knowledge (planes) +15, Spellcraft +15

Languages Common, Gnoll, Ignan

SQ ancestor worship, build class (sorcerer), genie-tongue, genie's friend +2, weapon familiarity, wysp bond (fire wysp)

Combat Gear *potion of cure serious wounds* (2), *wand of fireball* (CL 10; 6 charges), *wand of mage armor* (CL 10; 7 charges), *wand of resist energy* (fire, CL 7; 3 charges);

Other Gear masterwork light flail, masterwork shortbow with 20 arrows, dagger bedroll, belt pouch, *cloak of resistance* +1, flint and steel, *headband of alluring charisma* +2, *mask of stony demeanor*, masterwork backpack, *ring of protection* +1, sack, trail rations (5 days), waterskin;

Coins 23 gp, 3 sp

Sadiq al-Barq (CR 14; XP 38,400)

Male anpur davorat 15

N Medium humanoid (gnoll)

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

Defense

AC 15, touch 15, flat-footed 12
(+2 deflection, +2 Dex, +1 dodge)

hp 85 (15d6+30)

Fort +8, **Ref** +9, **Will** +12; +2 vs. fear

Defensive Abilities desert runner; **Resist** fire 10

Offense

Speed 30 ft.

Melee +1 *light flail* +8 (1d8+1) or dagger +5 (1d4/19-20)

Ranged +1 *shortbow* +10 (1d6+1/x3)

Special Attacks spell fetch (2/day)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*delayed blast fireball* (R-DC 24), *elemental body IV*, *walk through space*

6th (6/day)—*chains of fire* (R-DC 23), *elemental body III*, *globe of invulnerability*, *sirocco* (F-DC 23)

5th (7/day)—*elemental body II*, *feeblemind* (W-DC 20), *lesser planar binding* (W-DC 20 (22 fire)), *overland flight*, *teleport*

4th (7/day)—*dimension door*, *dragon's breath* (R-DC 19

(21 fire)), *elemental body I*, *fire shield*, *greater invisibility*
3rd (7/day)—*fireball* (R-DC 20), *fly*, *haste*, *protection from energy*, *slow* (W-DC 18)

2nd (7/day)—*blur*, *elemental touch*, *invisibility*, *molten orb* (R-DC 19), *scorching ray*, *whispering wind*

1st (8/day)—*burning hands* (R-DC 18), *expeditious retreat*, *magic missile*, *thunderstomp*, *touch of combustion* (R-DC 18), *windy escape*

0th (at will)—*acid splash*, *detect magic*, *flare* (F-DC 15), *light*, *mage hand*, *prestidigitation*, *read magic*, *spark* (F-DC 17), *touch of fatigue* (F-DC 15)

Bloodline elemental (fire)

Statistics

Str 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 12, **Cha** 21

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

Feats Combat Casting, Craft Wand, Dimensional Agility, Dimensional Assault, Dimensional Dervish, Dodge, Elemental Focus (fire), Eschew Materials, Greater Elemental Focus (fire), Improved Initiative, Mobility

Skills Acrobatics +17, Bluff +16 (+26 to lie, +21 to feint, +11 to pass hidden messages), Knowledge (geography) +12, Knowledge (planes) +20, Spellcraft +20

Languages Common, Gnoll, Ignan

SQ ancestor worship, build class (sorcerer), genie-tongue, genie's friend +2, weapon familiarity, wysp bond (fire wysp)

Combat Gear *potion of cure serious wounds* (4), *wand of fireball* (CL 10; 10 charges), *wand of mage armor* (CL 10; 11 charges), *wand of resist energy* (fire, CL 11; 4 charges);

Other Gear +1 *light flail*, +1 *shortbow* with 20 arrows, dagger, bedroll, *belt of tumbling*, belt pouch, *cloak of resistance* +2, *feather step slippers*, flint and steel, *headband of alluring charisma* +4, *mask of stone demeanor*, masterwork backpack, *ring of protection* +2, sack, trail rations (5 days), waterskin; **Coins** 75 pp, 33 gp, 3 sp

The anpur enclave at the City of Tombs lines the ancient Oliti River. Sadiq al-Barq was an anpur citizen of the City of Tombs, until he chose a life of wandering the wastes of the southern deserts, occasionally straying into south-border cities for the occasional taste of civilization. This charismatic and self-possessed anpur, a species of advanced gnoll studied the genie-focused mysticism of the davorat caste, benignly controlling the elemental folk for the good of mortal beings- and the respected anpur dead. Al-Barq has the singular obsession of attaining the ability to travel to and survive the Elemental Plane of Fire, and though he prefers the company of elementals such as his fire-wysp familiar, he will work for and with any that non-evil team that will advance his goal.

Demoniac

The small procession of drow elves marched through the wide corridor of the Great Tunnel, some miles beneath the great southern deserts of the Ghadab- or possibly the Simoon, at that rate. A creature that resembled a subterranean beetle and a spiky lizard observed them, secreted in a crevice in the wall, but no more distinguishable from the wall than the wall itself. This creature was Kr'zll, of the Deepfire clan, and she wore armor that made her resemble beetles and lizards, and had compressed herself into a shape that made the resemblance moreso. She watched them with a complicated mixture of envy, hatred, jealousy and avarice, which were all emotions approved of by the patrons of

those who marched below, and of her own demonic patron, She Who Weeps. She looked clinically at the black-skinned “elves” below, but was incurious as to who that patron was- it could be Karzerothrine, the spider-goddess that most drow followed, but might not be. It might be Pasiphae, whom some kripär (for that is what she was) revered as a mistress of traps, but- it mattered not. She dropped to the ground in front of the procession. She spoke in Aklo, which the elves may or may not speak, “I too follow the Lords of Below. I wish to serve you...”



Demoniac

Those who seek to gain power from a specific demon lord are known as demoniacs. All demon worshipers understand that sinful mortal souls become demons once the Abyss digests them, but the demoniac begins the transformation while he yet lives. The drow are particularly fond of this path, but typically refer to demoniacs as demonic initiates.

Prestige Class: Demoniac

Build Classes: The demoniac is built on the wizard, but the following alternate build classes are described below: arcanist, cleric, oracle, psychic, sacerdot, sorcerer, or witch. Other build classes have different build class abilities.

Role: A demoniac is filled with abyssal energy, which he uses to shape himself, his comrades, and the world around him in the image of his demon lord.

Alignment: Chaotic Evil. Demoniacs must devote themselves to one particular demon lord, a creature of godlike power and stature.

Hit Die: d6.

Class Skills

The demoniac's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the demoniac.

Weapon and Armor Proficiency: A demoniac is proficient with all simple weapons and his patron's favored weapon. Demoniacs are not proficient with any armor or shields, and wearing armor can cause arcane spells with somatic components to fail.

Spells: The demoniac learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned

spells, and cantrips.

Aura (Ex): The demoniac has an alignment aura as if he was a cleric of a chaotic evil deity. See *detect evil* for details.

Build Class (Ex): The demoniac gains a wizard bonus feat at level one and can spend a demonic favor to gain a wizard bonus feat.

Spontaneous Summoning (Ex): A demoniac can channel stored spell energy into summoning spells that he hasn't prepared ahead of time. He can "lose" a prepared spell in order to cast any *summon monster* spell of the same level or lower.

Obedience (Ex) : At 2nd level, the demoniac is permitted to emulate his demon lord through obedience. In order to maintain the abilities gained from this class (including all spellcasting abilities), a demoniac must indulge in a daily obedience to his chosen demon lord. Each obedience takes an hour to perform, and also serves as the demoniac's spell preparation for the day.

Once the obedience has been performed, he gains the benefit of a resistance to some element or attack associated with his demon lord, as indicated in the "Obedience" entry for the demon lord (see [Demon Lords of Porphyra](#)).

Demonic Favor (Ex): At 3rd level, and again at level 7 and every 4 levels thereafter, the demoniac is granted a favor by his demon lord. Choose one of the following:

- Gain a familiar (as the wizard's arcane bond class feature). This ability stacks with levels from any other class that grants a familiar, but cannot give the demoniac multiple familiars.
- Gain a bonus feat from the following list: Any item creation feat, any metamagic feat, Augment Summoning, Greater Spell Penetration, Improved Familiar, Sacred Summons, Spell Focus, or Spell Penetration. The demoniac must fulfill the prerequisites of these feats.
- Gain energy resistance 5 against acid, cold, electricity, or fire. At level 11, this resistance increases to 10.
- Gain a +4 profane bonus on saving throws against one of the following, as chosen by the demoniac: disease, paralysis, poison, polymorph, sleep effects, or stun. This ability can be picked multiple times, choosing a different bonus each time.

Table: Demoniac

Class 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, build class, spontaneous summoning	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Demonic mark	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Demonic favor	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Obedience	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Damned	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Demonic favor	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Demonic boon 1	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Energumen +2	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Demonic favor	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Demonic boon 2	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	Energumen +4 (resistances)	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Demonic favor	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Demonic boon 3	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	Energumen +6 (immunities)	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Demonic favor	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Demonic identity	4	4	4	4	4	4	4	4	4	4

Demonic Mark (Ex): At 4th level, the demoniac is branded with the sign of his chosen demon lord as a tattoo-like mark somewhere on his body. A demonic mark shown openly functions as a divine focus. Once per day, a demoniac can call upon the profane power of this mark to power a spell as he casts it. Doing so causes the spell to gain the chaotic and evil descriptors, and causes the spell (or spell slot) not be expended as it is cast, allowing the demoniac to cast the spell again at a later point in the day.

Damned (Ex): At 6th level, the demoniac definitively sells his soul to his demon lord. When a demoniac is killed, his soul is instantly claimed by the Abyss. In time, the demoniac's soul is transformed into a demon appropriate to the sins the demoniac gloried in while he lived. Any character attempting to resurrect a slain demoniac must succeed at a caster level check equal to 10 + the demoniac's level or the spell fails. That character cannot attempt to resurrect the demoniac again until the following day, though other characters can attempt to do so if they please.

Demonic Boon: As a demoniac gains levels, he gains Boons from his demonic patron as his body and soul become increasingly infused with demonic energies. The nature of the Boons granted varies, depending upon the demoniac's chosen demon lord. Each demon lord grants three Boons, each more powerful than the last.

At 8th level, the demoniac gains the first boon. At 12th level, he gains the second boon, and at 16th level, he gains the third and final boon. Consult the various demon lord descriptions for details on demonic boons. When a demonic boon grants a spell-like ability, his caster level for the spell-like ability equals his Hit Dice. This ability allows a demoniac to access these Boons earlier than they are normally granted; it does not grant additional uses of the Boons once the character reaches the necessary Hit Dice to earn the Boons normally.

Energumen (Su): Once per day at 10th level, a demoniac can open his soul to a demonic spirit as a free action. This spirit possesses the demoniac for a number of rounds equal to his demoniac level, granting a +2 profane bonus to one ability score of the demoniac's choice.

At 14th level, energumen grants a +4 profane bonus

to one ability score, electricity resistance 10, and a +4 bonus on all saving throws against poison.

At 18th level, energumen grants a +6 profane bonus to one ability score and also immunity to electricity and poison.

When the energumen ends, the demoniac becomes confused for a number of rounds equal to his demoniac level as the demonic spirit has its way with his mind. At the start of each round of confusion, the demoniac can make a DC 25 Will save to end the confusion effect immediately.

Energumen is a possession effect, and is negated by *protection from evil* or *protection from chaos* and other effects that affect possession. The possessing demon uses the demoniac's Will save modifier to resist such effects. A demoniac can prevent or end the confusion side effect by having one of these spells cast upon him when (or before) the energumen ends, but being affected by such a spell before the energumen has run its course also causes the benefits granted to end prematurely.

Demonic Form (Ex): When a demoniac reaches 20th level, he undergoes a transformation into a unique demon. His type changes to outsider with the chaotic, demon, evil, and native subtypes. He gains damage reduction 10/good and cold iron, immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, and telepathy to a range of 100 feet. When he gains this ability, he chooses one additional physical transformation from the following to gain when he transforms. For each of poison, acid, cold, electricity, and fire he chooses to be resistant against as a demonic favor, he gains an additional choice.:

- Wings (fly speed of 40 feet with good maneuverability).
- Gills (ability to breathe water and a swim speed of 30 feet).
- A single primary natural attack (a bite, gore, slam, or tail sting—damage inflicted as appropriate for the demoniac's size).

Once this additional physical transformation is chosen, it can never be changed. The newly created demon's natural weapons, as well as any weapon it wields, are treated as chaotic and evil for the purpose of resolving damage reduction.

Ex-Demoniacs

A demoniac whose alignment becomes anything other than chaotic evil, or who goes against the will of his demonic patron, loses all class features of this class. He cannot thereafter gain levels as a demoniac until he atones for his deeds (see *atonement* spell). This is the only route a demoniac can take to switch to a different demonic patron—the atonement must come from a worshiper of the new demon lord.

Alternate Build Classes

The demoniac can be built on these alternate classes: arcanist, cleric, oracle, psychic, sorcerer, or witch.

A demoniac learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers from arcane spell failure if he casts arcane spells.

In addition, the demoniac inherits the following class features from the build class. This replaces the build class ability of the demoniac wizard, above.

Arcanist: An arcanist demoniac gains an arcane reservoir with a number of points equal to his Charisma modifier (minimum 1). He can spend a demonic favor to learn an arcanist exploit, and gains an additional point to his arcane reservoir each time he does so. He gains the greater exploits class feature at level 11.

Cleric: A demoniac cleric has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as a cleric. He keeps the chaotic, evil, good, and lawful spells and domains abilities. A demoniac cleric selects two domains from among those offered by his patron.

Oracle: A demoniac oracle has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as an oracle. At 1st level he gains an appropriate mystery (including mystery skills and spells), an oracle's curse, and a revelation, but he gains no further revelations at higher levels.

Psychic: Replace all references to arcane magic with psychic magic. The psychic demoniac gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a phrenic pool, certain discipline powers do not work, notably those of the Enlightenment discipline.

Sorcerer: A demoniac sorcerer gains Eschew Materials as a bonus feat and a bloodline power at first level, but gains only the bloodline skill and bloodline spells from

that bloodline.

Witch: A demoniac witch keeps the witch's familiar and patron spells abilities. The familiar is always of chaotic evil alignment.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have demoniac as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Avoodim: Reduce the time it takes you to perform your demonic obedience by 3 minutes (minimum 1 minute).

Dwarf: Whenever crafting a magic item, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Drow: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Elf: Gain 1/6 of an additional demonic favor.

Erkuna: Gain 1/4 of a Weapon Proficiency or Armor Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Goblin: Increase all energy resistances gained from demonic favors by 1/2.

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

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

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

Halfling: +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Subtract 1/2 from the strength of your alignment aura (see *detect evil*) and from your class level for the damned class feature. If this reduces your effective class level to less than six, you avoid damnation.

Qit'ar: Add 1/6 to your size category, but only when

calculating the damage of your natural attacks.

Tengu: Gain 1/5 daily use of *death knell* (sp), with a caster level equal to your class level. Multiply the benefits of each use of the spell by your number of daily uses.

Tiefling: Add 1 to your level to calculate the strength of your alignment aura. A powerful aura can stun those who detect it, see *detect evil*.

Zendiqi: Gain 1/6 additional daily use of demonic mark.

Sample Character

Below is a sample demoniacs player character that uses the cleric build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Kr'zll Deepfire (CR 1/2; XP 200)

Female kripar demoniac 1

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +1

Defense

AC 17, touch 13, flat-footed 14

(+2 armor, +3 Dex, +2 natural)

hp 10 (1d8+2)

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

Weaknesses light sensitivity

Offense

Speed 30 ft.

Melee 2 claws +1 (1d4+1) or machete +1 (1d6+1/19-20), claw -4 (1d4)

Ranged light crossbow +3 (1d8/19-20)

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

1/day—*reduce person* (self only)

Spells Known (CL 1st; concentration +2)

1st (4/day)—*bane* (W-DC 12), *divine favor*, *inflict light wounds* (W-DC 12)

0th (at will)—*bleed* (W-DC 11), *detect magic*, *guidance*, *spark* (F-DC 11)

Mystery apocalypse

Statistics

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

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

Feats Improved Initiative

Skills Intimidate +5

Languages Aklo, Kripar

SQ aura (chaotic and evil), build class (oracle), oracle's curse (*tongues*; Aklo)

Combat Gear *wand of cure light wounds* (12 charges), *wand of shield of faith* (6 charges); **Other Gear** leather

armor, dagger, light crossbow with 10 bolts, machete, bedroll, belt pouch, explorer's outfit, flint and steel, masterwork backpack, sack, spell component pouch, trail rations (5 days), waterskin, wooden holy symbol of Naehemoth; **Coins** 3 sp

Kr'zll Deepfire (CR 4; XP 1,200)

Female kripar demoniac 5

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +1

Defense

AC 18, touch 13, flat-footed 15

(+3 armor, +3 Dex, +2 natural)

hp 41 (5d8+15)

Fort +3, **Ref** +5, **Will** +6

Weakness light sensitivity

Offense

Speed 30 ft.

Melee 2 claws +4 (1d4+1) or machete +4 (1d6+1/19-20), claw -1 (1d4)

Ranged mwk light crossbow +7 (1d8/19-20)

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*reduce person* (self only)

Spells Known (CL 5th; concentration +7)

2nd (5/day)—*bull's strength*, *dread bolt* (W-DC 14), *inflict moderate wounds* (W-DC 14), *summon swarm*

1st (7/day)—*bane* (W-DC 13), *deathwatch*, *divine favor*, *doom* (W-DC 13), *inflict light wounds* (W-DC 13), *magic weapon*

0th (at will)—*bleed* (W-DC 12), *detect magic*, *guidance*, *read magic*, *spark* (F-DC 12), *virtue*

Mystery apocalypse

Statistics

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

Base Atk +3; **CMB** +4; **CMD** 17

Feats Improved Initiative, Power Attack, Toughness

Skills Intimidate +7, Knowledge (planes) +3, Spellcraft +4

Languages Abyssal, Aklo, Kripar

SQ aura (chaotic and evil), build class (oracle), demonic favor (familiar [bat]), demonic mark, obedience, oracle's curse (tongues; Abyssal, Aklo), revelation (spell blast)

Combat Gear *wand of cure moderate wounds* (6 charges), *wand of shield of faith* (CL 6; 3 charges); **Other Gear**

+1 *leather*, dagger, machete, masterwork light crossbow with 10 bolts, bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, masterwork backpack, sack, spell component pouch, trail rations (5 days), waterskin, wooden holy symbol of Naehemoth; **Coins** 70 gp, 3 sp

Kr'zll Deepfire (CR 9; XP 6,400)

Female kripar demoniac 10

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +1

Defense

AC 19, touch 13, flat-footed 16

(+4 armor, +3 Dex, +2 natural)

hp 78 (10d8+30)

Fort +5, **Ref** +7, **Will** +9

Weakness light sensitivity

Offense

Speed 30 ft.

Melee 2 claws +9 (1d4+2) or mwk machete +10/+5 (1d6+2/19-20), claw +4 (1d4+1)

Ranged mwk light crossbow +11 (1d8/19-20)

Special Attacks energumen (1/day, 10 rounds)

Spell-Like Abilities (CL 10th; concentration +13)

1/day—*reduce person* (self only)

Spells Known (CL 10th; concentration +13)

5th (3/day)—*insect plague*, *mass inflict light wounds* (W-DC 18), *summon monster V*

4th (5/day)—*aura of doom* (W-DC 17), *divine power*, *ice storm*, *inflict critical wounds* (W-DC 17)

3rd (7/day)—*bestow curse* (W-DC 16), *deadly juggernaut*, *explosive runes* (R-DC 16), *inflict serious wounds* (W-DC 16), *prayer*

2nd (7/day)—*bull's strength*, *dread bolt* (W-DC 15), *inflict moderate wounds* (W-DC 15), *shield of fortification*, *summon swarm*, *weapon of awe*

1st (7/day)—*bane* (W-DC 14), *deathwatch*, *divine favor*, *doom* (W-DC 14), *entropic shield*, *inflict light wounds* (W-DC 14), *magic weapon*

0th (at will)—*bleed* (W-DC 13), *create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, *spark* (F-DC 13), *stabilize*, *virtue*

Mystery apocalypse

Statistics

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

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

Feats Improved Familiar, Improved Initiative, Power Attack, Sacred Summons, Spell Focus (conjuration), Toughness

Skills Intimidate +12, Knowledge (planes) +3, Spellcraft +4

Languages Abyssal, Aklo, Kripar; *tongues*

SQ aura (chaotic and evil), build class (oracle), damned, demonic boon 1, demonic favor (familiar [quasit]), improved familiar, demonic mark, obedience, oracle's curse (tongues; Abyssal, Aklo), revelation (spell blast)

Combat Gear *wand of cure critical wounds* (10 charges),

wand of shield of faith (CL 12; 9 charges); **Other Gear** +1 studded leather, dagger, masterwork light crossbow with 10 bolts, masterwork machete, bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, *headband of alluring charisma* +2, iron holy symbol of Naehemoth, masterwork backpack, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 45 gp, 3 sp

Kr'zll Deepfire (CR 14; XP 38,400)

Female kripar demoniac 10

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +1

Defense

AC 21, touch 13, flat-footed 18

(+6 armor, +3 Dex, +2 natural)

hp 131 (15d8+60)

Fort +10, **Ref** +11, **Will** +13

Resist acid 10

Weakness light sensitivity

Offense

Speed 30 ft.

Melee 2 claws +15 (1d4+4) or mwk machete +14/+9/+4 (1d6+2/19-20), claw +10 (1d4+3)

Ranged mwk light crossbow +15 (1d8/19-20)

Special Attacks energumen (1/day, 15 rounds)

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

1/day—*reduce person* (self only)

Spells Known (CL 15th; concentration +18)

7th (4/day)—*destruction* (F-DC 20), *jolting portent* (F-DC 20), *mass inflict serious wounds* (W-DC 20), *summon monster VII*

6th (6/day)—*circle of death* (F-DC 19), *greater dispel magic*, *heal*, *mass inflict moderate wounds* (W-DC 19), *summon monster VI*

5th (6/day)—*flame strike* (R-DC 18), *insect plague*, *mass inflict light wounds* (W-DC 18), *plane shift*, *righteous might*, *summon monster V*

4th (6/day)—*aura of doom* (W-DC 17), *blessing of fervor*, *control summoned creature* (W-DC 17), *divine power*, *ice storm*, *inflict critical wounds* (W-DC 17)

3rd (7/day)—*animate dead*, *bestow curse* (W-DC 16), *deadly juggernaut*, *explosive runes* (R-DC 16), *inflict serious wounds* (W-DC 16), *prayer*

2nd (7/day)—*bull's strength*, *dread bolt* (W-DC 15), *inflict moderate wounds* (W-DC 15), *protective penumbra*, *shield of fortification*, *summon swarm*, *weapon of awe*

1st (7/day)—*bane* (W-DC 14), *deathwatch*, *divine favor*, *doom* (W-DC 14), *entropic shield*, *inflict light wounds* (W-DC 14), *magic weapon*

0th (at will)—*bleed* (W-DC 13), *create water*, *detect magic*, *detect poison*, *guidance*, *read magic*, *spark* (F-DC 13), *stabilize*, *virtue*

Mystery apocalypse

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 8, **Wis** 12, **Cha** 17

Base Atk +11; **CMB** +13; **CMD** 26

Feats Augment Summoning, Extend Spell, Improved Familiar, Improved Initiative, Power Attack, Quicken Spell, Reach Spell, Sacred Summons, Spell Focus (conjunction), Toughness

Skills Intimidate +13, Knowledge (planes) +8, Spellcraft +4

Languages Abyssal, Aklo, Kripar; tongues

SQ aura (chaotic and evil), build class (oracle), damned, demonic boon 2, demonic favor (acid resistance, augment summoning, familiar [quasit], improved familiar), demonic mark, obedience, oracle's curse (tongues; Abyssal, Aklo), revelation (spell blast)

Combat Gear *wand of cure critical wounds* (12 charges), *wand of shield of faith* (CL 18; 4 charges); **Other Gear** +2 *mithral shirt*, dagger, masterwork light crossbow with 10 bolts, masterwork machete, *amulet of mighty fists* +2, bedroll, *belt of mighty constitution* +2, belt pouch, *cloak of resistance* +3, explorer's outfit, flint and steel, *headband of alluring charisma* +2, masterwork backpack, platinum holy symbol of Naehemoth, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 70 gp, 3 sp

Kripar are solitary and nomadic, but still have reverence for the powers of The Great Beyond, which they feel live beneath even their subterranean homes, not far above. Kr'zll, of the dangerous Deepfire Clan, is as typical as any other kripar, nomadic, solitary, secretive, but also desirous of power, the power offered by the Lords Below, in this case, Thurin'Waethil, She Who Weeps, the "Vampire in Iron" as some call her. It cannot be said who tutored Kr'zll in her worship, or if the Bloody Marshal whispered to her in the deep dark, but Kr'zll seeks sacrifices to her dark Lady, and isn't particularly choosy about who or what she uses for sacrificial fuel. Kr'zll Deepfire prefers to soften up potential targets with summoned monsters of many varieties, both to weaken opponents and to observe and size up the powers of those she has targeted. She takes to physical melee as the final step, after damaging spells and controls have been used, but she is enthusiastic as any clawed kripar in getting her nails dirty.

Diabolist

"Something must be done!" rang the querulous voice of Count Velunac, rising to his full height above the Table of Waters in the Captain's Council Chamber of Freeport. The old man's eyes were rheumy with age, but tonight they were intent and alert, as though all of his past power and ambition were focused on this one, last meeting. The other five, old themselves, nodded thoughtfully, but only one could frame a question. It was the serpentfolk merchant Count Sthistor, who could be 30 or 300, who knew, but the age of wisdom was in her voice. "Eathy wordth to thay, my good count. You speak of the inroadth of the Thervants of the Theven, the diabolist followerth of the fortheth of Hell. Now I have named them, do you with to continue?"

"Yes, and specifically the fanatics of the depraved Duchess Hadriel, the Infernal Accountant, and her depraved ways. She is corrupting the entire court! And not even council-approved corruption!" But before more could be said, the overpowering tang of brimstone polluted the air of the chamber. Striding out of the yellow-red cloud was a heavily made-up elf in garish clothing, bold symbols in red painted upon her face, immediately recognizable as the sigils of the cult of the Hell-Duchess Hadriel. "You!" cried the elderly count, with real fear in his eyes.

"Yes, good count, it is I, Phausta, of the 3rd Tier. As a registered representative of a major religious power (sanctioned in the GodLaws of the Freeport-Siwath codicil circa 200 AC) I am permitted to enter chambers when issues are brought to table concerning said religious group—"

"But how did you—" started the aged count, but Phausta cut him off.

"You said her name, sweet count." She smiled and let the brimstone of her infernal transport waft around the room, a simple effect, really, but an effective one. "You called upon her, and here I am. Would you prefer the She had come instead? No? Then, pray, continue."

The Captain's Council gamely went on, attempting to address issues of small and large import to the city-state, but it was difficult with the imposing, smiling elf cultist there, drinking everything in. The tense atmosphere was made more so by the appearance of a bird that flew into the chamber from somewhere, an imposing sea-hawk. Except that it wasn't. Each member of the council, in turn, had a chance to see the hawk... change into something else. Something nasty, unnatural, scaled and vaguely humanoid, spiny, stingered, but with a knowing look that it had seen

them before. A look of... familiarity. Phausta spoke only once, brightly and animatedly, asking if the city's shuttering service, paying a small tax for flying beings of one sort or another to close windows and skylights were to be continued.

"Ath far ath we know, milady," said Councillor Sthistor.

"Good, good. It will keep the damp out, and Freeport-ers like to stay warm. Very warm." A spark came up on the tips of the fingers of her left hand. "And it is good that open windows and the like will be monitored, you wouldn't want... rain to get in, now would you?" And Phausta of the 3rd Tier took her leave, and her not-osprey with her. Count Velunac passed away, in his sleep, but not peacefully, before the next Captain's Council meeting.



Diabolist

Some face damnation willingly, selling their souls for power. Born without natural affinity for magic, they gain this affinity by literally dealing with the devil. Seeking to control the awesome might of the infernal legions and twist the very powers of Hell to their whims, these blasphemous spellcasters jeopardize their immortal souls for mastery over devilkind.

Prestige Class: Diabolist

Build Classes: The diabolist is built on the wizard, but the following alternate build classes are described below: arcanist, cleric, oracle, psychic, sacerdote, sorcerer, or witch.

Role: A diabolist draws directly upon the powers of hell to aid his cause.

Alignment: Lawful evil, neutral, lawful neutral, or neutral evil only. Though some tread the path of the diabolist to enslave the forces of Hell and turn them towards goals other than corruption, only the most stalwart of diabolists can resist the temptations of the Pit. A diabolist that changes to a good or chaotic alignment immediately loses that alignment if he uses the channel hellfire, infernal charisma, or master conjurer class features.

Hit Die: d6.

Class Skills

The diabolist's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the diabolist.

Weapon and Armor Proficiency: A diabolist is proficient with all simple weapons and his patron's favored weapon. Diabolists are not proficient with any armor or shields, and wearing armor can cause arcane spells with somatic components to fail.

Spells: The diabolist learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Aura (Ex): The diabolist has an alignment aura as if he was a cleric of a lawful evil deity. See *detect evil* for details.

Damned (Ex): When a diabolist is killed, his soul is instantly sent to Hell. Any character attempting to resurrect him must succeed at a caster level check equal to 10 + the diabolist's level or the spell fails. That character cannot attempt to resurrect the diabolist again until the following day, though other characters can attempt as they please.

Infernal Familiar (Ex): The diabolist gains a familiar identical to that of a wizard's arcane bond feature. A diabolist may not bond with an object, and the familiar is always lawful evil in alignment and black and/or crimson in color.

Bonus Spells: A diabolist gains bonus spells as he advances in level. At 3rd level, and every two levels thereafter, a diabolist learns an additional spell from the list below. These spells are added to the diabolists spell list and to his familiar, known spells, or spellbook, as appropriate. These spells cannot be exchanged for different spells at higher levels.

Burning hands (3rd), *scorching ray* (5th), *suggestion* (7th), *charm monster* (9th), *dominate person* (11th), *planar binding* (13th), *limited wish* (15th), *power word stun* (17th), *meteor swarm* (19th).

Channel Hellfire (Su): At 2nd level, the diabolist can alter spells that deal fire damage to instead deal hellfire damage. He can do this as a free action a number of times per day equal to his Intelligence, Wisdom, or Charisma modifier (whichever is higher, minimum 1). Spells altered to use hellfire gain the lawful and evil descriptors. Using this ability is a lawful and evil act.

Hellfire deals half fire damage and half damage from unholy energy. Damage dealt by hellfire is known as hellfire damage. Evil-aligned creatures and creatures with the evil subtype take no damage from the unholy energy, but good-aligned beings and those with the good subtype take double the normal damage from it. Creatures under

Table: Diabolist

Class 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, damned, infernal familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Channel hellfire	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Bonus spell	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Infernal charisma +2	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Bonus spell	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Imp companion	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Bonus spell	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Infernal transport	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Bonus spell	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Hellish soul, infernal charisma +4	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Bonus spell	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	infernal transport (2/day, teleport)	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Bonus spell	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Master hellfire	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Bonus spell	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Infernal transport (3/day, greater teleport)	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Bonus spell	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Infernal charisma +6	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Bonus spell	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Master conjurer, infernal transport (4/day, gate)	4	4	4	4	4	4	4	4	4	4

the effects of spells like *protection from evil* or *protection from law* are unaffected by this unholy energy, though they still take fire damage.

Infernal Charisma (Ex): At 4th level a diabolist gains a +2 bonus on all Charisma checks and Charisma-based skill checks made when interacting with devils and creatures with the half-fiend and fiendish templates and on checks made to research specific devils' true names or sigils. This bonus increases to +4 at 10th level and to +6 at 18th level. Using this ability is a lawful and evil act.

Imp Companion (Ex): At 6th level, the diabolist gains the Improved Familiar feat but must choose an imp. At will this imp can assume the shape of the animal familiar the diabolist had before gaining this ability, as *beast shape II* but with no change in ability scores.

Infernal Transport (Sp): At 8th level, a diabolist can transport himself through Hell in a burst of brimstone. He may use this ability once per day as *dimension door* or *plane shift* (only to hell or to his native plane). He cannot

use this ability to enter or leave areas warded against teleportation or evil creatures. Using this ability is a lawful and evil act. He gains an additional use of this ability at level 12 and every four levels thereafter, and can expend two uses to *teleport*. At level 16 he can expend three uses as *greater teleport* and at 20th level four uses as *gate*. Using this ability is a lawful and evil act.

A diabolist with an infernal patron (see the generic patrons included or check out *Archdevils of Porphyra*) and the appropriate Obedience feat can trade daily uses of this ability for the obedience boons offered by his infernal patron. If he does this, he gains one daily use of infernal transport at level 12, two at level 16, and four at level 20. He gains the first infernal boon at level 8, the second at level 12, and the third at level 16. This ability allows a diabolist to access these Boons earlier than they are normally granted; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the Boons normally.

Hellish Soul (Ex): At 10th level, a diabolist has been deemed useful enough to the cause of Hell to be allowed

a brief respite from damnation. If killed by any means outside of the will of the archdevils or another influential force in Hell, the diabolist can be resurrected as normal.

Master Hellfire (Su): At 14th level, the diabolist may use channel hellfire with any spell that deals energy damage. Spells altered to use hellfire lose any energy type descriptors and gain the fire, lawful, and evil descriptors.

Master Conjuror (Su): At 20th level, when using a *planar binding* spell to call a devil whose name he knows, he may cast the calling spell as a standard action and bargain with it as a move action. Using this ability is a lawful and evil act.

Alternate Build Classes

The diabolist can be built on these alternate classes: arcanist, cleric, oracle, psychic, sacerdot, sorcerer, or witch.

A diabolist learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the diabolist inherits the following class features from the build class:

Arcanist: None.

Cleric: A diabolist cleric has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as a cleric and inherits the chaotic evil good and lawful spells and domains abilities. He knows the Evil domain (this can be a subdomain if in use) and one additional domain suited to his infernal allegiance. At 2nd level he can choose to inflict hellfire damage instead of negative energy damage when he channels energy.

Oracle: The diabolist oracle has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as an oracle. At 1st level he gains a mystery (including mystery skills and spells), an oracle's curse, and a revelation, but he gains no further revelations.

Psychic: The diabolist psychic gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a phrenic pool, certain discipline powers do not work, notably those of the Enlightenment discipline.

Sacerdot: The diabolist sacerdot keeps the advanced spellcasting, bonus languages, chaotic evil good and lawful spells, divine focus, divine wrath, and manifestation

class features. He must always choose the evil and lawful domains. This class is from *Legendary Classes: Sacerdot*, also from Purple Duck Games.

Sorcerer: A diabolist sorcerer gains Eschew Materials as a bonus feat at level 1.

Witch: A diabolist witch uses his infernal familiar to store spells, and any spells his familiar knows are transferred to his imp familiar at level 6.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have diabolist as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Anpur: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Avoodim: Gain 1/8 additional daily use of infernal transport. If you have the Infernal Obedience feat, reduce the time it takes you to perform your infernal obedience by 3 minutes (minimum 1 minute).

Dhosari: Gain 1/2 additional daily use of hellfire.

Dwarf: Add 1 point of fire damage when using channel hellfire.

Elf: Add 1/2 to your Spellcraft skill bonus.

Erkuna: Gain 1/4 of a Weapon Proficiency or Armor Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

Half-Elf: Add +1/2 to Diplomacy skill checks.

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

Halfling: +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Subtract 1/2 level from the strength of your alignment aura (see *detect evil*) and from your class level for the damned class feature. Add 1/2 to your class level for the purpose of qualifying for the hellish soul ability.

Kobold: Increase natural armor bonus by 1/5.

Tengu: Gain 1/5 daily use of *death knell*, with a caster

level equal to your class level. The bonuses of multiple uses of this ability stack.

Tiefling: Add 1 to your level to calculate the strength of your lawful and evil aura. A powerful aura can stun those who detect it, see *detect evil*.

Infernal Obedience

Certain archdevils offer specific boons in exchange for obedience. This feat is available to any devil worshiper, but diabolists gain the advantages of the feat more rapidly.

Infernal Obedience (General)

You made a contract of obedience with an archdevil, offering a specific service in exchange for boons of infernal power.

Prerequisites: Knowledge (religion) 3 ranks, must worship an archdevil.

Benefit: Each archdevil requires a different daily obedience, but all obediences take no more than 1 hour per day to perform. Once you've performed the obedience, you gain the benefit of a special ability or resistance as indicated in the "Obedience" entry for the archdevil to whom you performed the obedience.

If you have at least 12 Hit Dice, you also gain the first boon granted by your archdevil upon undertaking your obedience. If you have at least 16 Hit Dice, you also gain the archdevil's second boon. If you have 20 Hit Dice or more, you also gain the archdevil's third boon. Unless a specific duration or number of uses per day is listed, a boon's effects are constant.

If you ever fail to perform a daily obedience, you lose all access to the benefits and boons granted by this feat until you next perform the obedience.

Special: A diabolist gains access to these boons at lower levels as a benefit of their prestige archetype. He gains the first infernal boon at class level 8, the second at class level 12, and the third at class level 16. This ability allows a diabolist to access these Boons earlier than they are normally granted; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the Boons normally. See infernal transport.

Sample Character

Below is a sample diabolist player character that uses the cleric build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Phausta of the 3rd Tier (CR 1/2; XP 200)

Female elf diabolist of Duchess Hadriel 1

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 8 (1d6+2)

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

Offense

Speed 30 ft.

Melee dagger -1 (1d4-1/19-20)

Ranged light crossbow +2 (1d8/19-20)

Spells Prepared (CL 1st; concentration +4)

1st—*charm person* (W-DC 14), *mage armor*

0th (at will)—*detect magic*, *light*, *read magic*

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** -1; **CMD** 11

Feats Cosmopolitan (Linguistics, Use Magic Device)

Skills Appraise +6, Knowledge (arcana) +9, Knowledge (planes) +7, Linguistics +7, Spellcraft +7, Use Magic Device +5; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception

Languages Common, Draconic, Elven, Giant, Goblin, Infernal, Orc, Undercommon

SQ arcane focus, aura (evil and lawful), damned, dream-speaker, elven magic, infernal familiar (raven), sociable

Combat Gear *potion of shield of faith*, *wand of cure light wounds* (5 charges), *wand of invisibility* (1 charge); Other

Gear dagger, light crossbow with 10 bolts, belt pouch, courtier's outfit, fine jewelry (100 gp worth), spell component pouch; **Coins** 1 gp

Spells in Familiar: 1st—*charm person*, *command*, *cure light wounds*, *mage armor*, *mount*, *ray of enfeeblement*; 0—all.

Phausta of the 3rd Tier (CR 4; XP 1,200)

Female elf diabolist of Duchess Hadriel 5

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

Defense

AC 13, touch 12, flat-footed 11

(+1 armor, +2 Dex)

hp 30 (5d6+10)

Fort +3, **Ref** +4, **Will** +5

Offense

Speed 30 ft.

Melee mwk dagger +2 (1d4-1/19-20)

Ranged mwk light crossbow +5 (1d8/19-20)

Special Attacks channel hellfire (4/day)

Spells Prepared (CL 5th; concentration +9)

3rd—*deep slumber* (W-DC 17), *ray of exhaustion* (F-DC 17)

2nd—*detect thoughts* (W-DC 16), *scorching ray*, **web** (R-DC 16)

1st—*charm person* (W-DC 15), *mage armor*, *mount*, *ray of enfeeblement* (F-DC 15)

0th (at will)—*detect magic*, *light*, *read magic*, *touch of fatigue* (F-DC 14)

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 18, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 13

Feats Cosmopolitan (Linguistics, Use Magic Device), Magical Aptitude, Skill Focus (Diplomacy)

Skills Appraise +7, Bluff +7, Diplomacy +10, Knowledge (arcana) +12, Knowledge (planes, religion) +10, Linguistics +8, Sense Motive +7, Spellcraft +14, Use Magic Device +11; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception

Languages Common, Draconic, Elven, Giant, Goblin, Infernal, Orc, Undercommon

SQ arcane focus, aura (evil and lawful), bonus spells, damned, dreamspeaker, elven magic, infernal charisma +2, infernal familiar (raven), sociable

Combat Gear *potion of shield of faith* (2), *wand of cure moderate wounds* (4), *wand of invisibility* (2); **Other Gear** masterwork dagger, masterwork light crossbow with 10 bolts, belt pouch, *bracers of armor* +1, *cloak of resistance* +1, courtier's outfit, fine jewelry (100 gp worth), spell component pouch; **Coins** 36 gp

Spells in Familiar: 3rd—*deep slumber*, *ray of exhaustion*; 2nd—*cure moderate wounds*, *detect thoughts*, *enthrall*, *scorching ray*, *web*; 1st—*burning hands*, *charm person*, *command*, *comprehend languages*, *cure light wounds*, *mage armor*, *mount*, *obscuring mist*, *ray of enfeeblement*; 0—all.

Phausta of the 3rd Tier (CR 9; XP 6,400)

Female elf diabolist of Duchess Hadriel 10

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

Defense

AC 15, touch 13, flat-footed 13 (+2 armor, +1 deflection, +2 Dex)

hp 57 (10d6+20)

Fort +6, **Ref** +7, **Will** +9

Offense

Speed 30 ft.

Melee mwk dagger +5 (1d4-1/19-20) or unarmed strike +4 (1d3-1)

Ranged mwk light crossbow +8 (1d8/19-20)

Special Attacks channel hellfire (4/day)

Spells Prepared (CL 10th; concentration +14)

5th—*dominate person* (W-DC 19), *waves of fatigue*

4th—*charm monster* (2, W-DC 18), *enervation*, *poison* (F-DC 18)

3rd—*deep slumber* (W-DC 17), *ray of exhaustion* (F-DC 17), *suggestion* (W-DC 17), *vampiric touch*

2nd—*detect thoughts* (2, W-DC 16), *enthrall* (W-DC 16), *scorching ray*, *web* (R-DC 16)

1st—*charm person* (2, W-DC 15), *mage armor*, *mount*, *ray of enfeeblement* (F-DC 15)

0th (at will)—*detect magic*, *light*, *read magic*, (F-DC 14)

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 19, **Wis** 10, **Cha** 12

Base Atk +5; **CMB** +4; **CMD** 17

Feats Combat Expertise, Cosmopolitan (Linguistics, Use Magic Device), Improved Unarmed Strike, Magical Aptitude, Skill Focus (Diplomacy)

Skills Bluff +10, Diplomacy +13, Knowledge (arcana, planes, religion) +14, Linguistics +8, Perception +2, Sense Motive +11, Spellcraft +21, Use Magic Device +18; **Racial Modifiers** +2 Knowledge (arcana), +2 Perception

Languages Common, Draconic, Elven, Giant, Goblin, Infernal, Orc, Undercommon

SQ arcane focus, aura (evil and lawful), bonus spells, damned, dreamspeaker, elven magic, hellish soul, infernal charisma +4, infernal familiar (imp), infernal transport, sociable

Combat Gear *wand of cure serious wounds* (6 charges), *wand of invisibility* (5 charges); **Other Gear** masterwork dagger, masterwork light crossbow with 10 bolts, belt pouch, *bracers of armor* +2, *cloak of resistance* +2, fine jewelry (200 gp worth), noble's outfit, *ring of protection* +1, signet ring, spell component pouch; **Coins** 26 gp

Spells in Familiar: 5th—*dominate person*, *feeblemind*, *hold monster*, *waves of fatigue*; 4th—*charm monster*, *enervation*, *hellmouth lash*, *poison*; 3rd—*deep slumber*, *fly*, *ray of exhaustion*, *suggestion*, *vampiric touch*; 2nd—*cure moderate wounds*, *detect thoughts*, *enthrall*, *scorching ray*, *web*; 1st—*burning hands*, *charm person*, *command*, *comprehend languages*, *cure light wounds*, *long arm*, *mage armor*, *mount*, *obscuring mist*, *ray of enfeeblement*; 0—all.

Phausta of the 3rd Tier (CR 14; XP 38,400)

Female elf diabolist of Duchess Hadriel 15

LE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +2

Defense

AC 18, touch 14, flat-footed 16

(+4 armor, +2 deflection, +2 Dex)

hp 85 (15d6+30)

Fort +8, **Ref** +9, **Will** +13

Offense

Speed 30 ft.

Melee +1 dagger +7/+2 (1d4/19-20) or unarmed strike +6/+1 (1d3-1)

Ranged +1 light crossbow +10 (1d8+1/19-20)

Special Attacks channel hellfire (6/day), master hellfire

Spells Prepared (CL 15th; concentration +21)

8th—*summon monster VIII*

7th—*limited wish*, *waves of ecstasy* (W-DC 23)

6th—*banshee blast* (R/W-DC 22), *cone of cold* (R-DC 22), *greater dispel magic*, *slay living* (F-DC 22)

5th—*dominate person* (2, W-DC 21), *feeblemind* (W-DC 21), *hold monster* (W-DC 21), *waves of fatigue*

4th—*charm monster* (2, W-DC 20), *enervation*, *hellmouth lash*, *poison* (F-DC 20)

3rd—*deep slumber* (W-DC 19), *fly*, *ray of exhaustion* (F-DC 19), *suggestion* (W-DC 19), *vampiric touch*

2nd—*detect thoughts* (2, W-DC 18), *enthrall* (W-DC 18), *scorching ray* (2), *web* (R-DC 18)

1st—*charm person* (2, W-DC 17), *long arm*, *mount*, *ray of enfeeblement* (2, F-DC 17)

0th (at will)—*detect magic*, *light*, *read magic*, *touch of fatigue* (F-DC 16)

Statistics

Str 8, **Dex** 15, **Con** 12, **Int** 22, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +6 (+10 disarm); **CMD** 20 (22 vs. disarm)

Feats Combat Expertise, Cosmopolitan (Linguistics, Use Magic Device), Greater Disarm, Improved Disarm, Improved Unarmed Strike, Iron Will, Magical Aptitude, Skill Focus (Diplomacy)

Skills Bluff +13, Diplomacy +23, Fly +20, Intimidate +12, Knowledge (arcana) +21, Knowledge (planes, religion) +22, Linguistics +10, Perception +2, Sense Motive +18, Spellcraft +28, Use Magic Device +26; **Racial**

Modifiers +2 Knowledge (arcana), +2 Perception

Languages Common, Draconic, Elven, Giant, Goblin, Infernal, Orc, Undercommon

SQ arcane focus, aura (evil and lawful), bonus spells, damned, dreamspeaker, elven magic, hellish soul, infernal charisma +4, infernal familiar (imp), infernal transport (2/day), sociable

Combat Gear *wand of cure critical wounds* (11 charges),

wand of greater invisibility (5 charges); **Other Gear** +1 dagger, +1 light crossbow with 10 bolts, belt pouch, bracers of armor +4, circlet of persuasion, cloak of resistance +2, fine jewelry (500 gp worth), headband of aerial agility +2 (Int; Fly), noble's outfit, ring of protection +2, signet ring, spell component pouch; **Coins** 56 gp

Spells in Familiar: 8th—*clone*, *summon monster VIII*; 7th—*chain lightning*, *harm*, *limited wish*, *planar binding*, *waves of ecstasy*; 6th—*banshee blast*, *cone of cold*, *greater dispel magic*, *slay living*, *true seeing*; 5th—*dominate person*, *feeblemind*, *hold monster*, *teleport*, *waves of fatigue*; 4th—*charm monster*, *enervation*, *hellmouth lash*, *poison*; 3rd—*deep slumber*, *fly*, *ray of exhaustion*, *suggestion*, *vampiric touch*; 2nd—*cure moderate wounds*, *detect thoughts*, *enthrall*, *scorching ray*, *web*; 1st—*burning hands*, *charm person*, *command*, *comprehend languages*, *cure light wounds*, *long arm*, *mage armor*, *mount*, *obscuring mist*, *ray of enfeeblement*; 0—all.

Many consider the sobriquet “renegade” when they speak of an elf that has adopted the ethics of legality and the morals of evil, but most of the Silvanath of Porphyra believe that a person will do what a person will do, that freedom of choice is present even when it is a choice to give up the option of free will. Philosophy aside, the elven woman who has chosen the name Phausta is totally and enthusiastically dedicated to pursuing her faith in the Seven Circles, the residences of the infernal powers, and is a leader of the Freeport chapter of The Septagon, the quasi-cultic organization that reverses the members of Lord Sathax's inner circle. She who is now Phausta was recruited from her fairly normal elven studies in rustic witchcraft by agents of Duchess Hadriel, the Ambitious One. She took it into her head to depart from her home in the Purple Mountain region to the seething hotbed of intrigue that is Freeport. Competing there with the connoisseurs of back-hall deception, the Supplicant and Patrons seems to invigorate her more than ever. She balances awful demonstrations of gory force with subtle bribery and coercion like no mage-bureaucrat has ever seen, and few can say where she will be stopped.

Appendix: Obedience and Generic Archdevils

These are generic archdevils, with domains, obedience, and boons.

Pride, Slavery, Tyranny

Alignment: LE

Cleric Domains: Evil, Fire, Law, Trickery

Subdomains: Ash, Corruption, Deception, Devil (Evil), Devil (Law), Greed, Legislation (Law), Smoke

Favored Weapon: Mace

Obedience

Using a ruby-bladed knife, inscribe symmetrical cuts into the flesh of another creature—preferably an unwilling sentient being you own or hold dominion over. The blade may be solid ruby or forged of metal and edged with serrated ruby fragments. Drain the victim's blood into a bowl of bone made from the skull of a sentient humanoid. The amount of blood drained is up to you; you don't have to drain so much that you make the creature weak or too useless to serve you. Use the bowl of blood to draw a large pentagram on the ground. Kneel within the pentagram and concentrate on the glory you will bring to the Prince of Darkness's name. Gain a +4 profane bonus on saving throws against fire effects.

Boons

1: Darkfire (Sp): *burning hands* 3/day, *darkness* 2/day, or *deeper darkness* 1/day

2: Embersight (Su) Your eyes take on the appearance of red-hot, glowing embers, granting you the ability to see in darkness much like devils. You gain darkvision to a range of 60 feet. If you chose either *darkness* or *deeper darkness* as the spell-like ability granted by your first boon, you can also see perfectly through both *darkness* and *deeper darkness*. If you already have darkvision to a range of 60 feet or more, instead increase the range of your darkvision by 10 feet. Your eyes make you extremely distinctive, causing you to take a -4 penalty on Disguise checks.

3: Hellfire Blast (Sp): You can use *delayed blast fireball* once per day as a spell-like ability to throw a sphere of soulscouring hellfire. The hellfire is a distinctive mixture of black and crimson flames in which screaming devilish faces can be seen twisting and writhing. See the diabolist's channel hellfire ability for the effects of hellfire.

Contracts, Lies, Secrets

Alignment: LE

Cleric Domains: Evil, Knowledge, Law, Rune

Subdomains: Devil (Evil), Devil (Law), Language, Memory, Thought

Favored Weapon: Trident

Obedience

Every day you must lie to someone for your own personal gain (this cannot be the same person more than once a week). Additionally, once per week, you must write down a new secret that you have learned about someone else and burn it as a sacrifice. Gain a +4 profane bonus to Diplomacy checks.

Boons

1: Faith Taker (Sp): *unseen servant* 3/day, *detect thoughts* 2/day, or *glibness* 1/day

2: False Priest (Su): You gain a +4 bonus on Disguise checks to pass as a worshiper of another deity and can cast spells using holy symbols other than your own. Additionally, for a number of hours per day equal to your Charisma modifier (minimum 1), you can disguise your alignment. By spending a standard action, you hide your true alignment and instead gain an alignment aura matching the alignment of the deity whose holy symbol you are wearing.

3: Revoke Healing (Su): A number of times per day equal to your Charisma modifier (minimum 1), you can deal damage to a creature in your line of sight that you have magically healed within the past 24 hours. The damage equals the amount restored by the highest-level spell with the healing descriptor that you can cast. This may result in you causing more damage than you healed. The damage occurs in a single round. In the case of healing spells that heal over multiple rounds, only healing provided in the first round is counted when determining damage.

False Priest

The tent was set up in what was likely the most “open” street in Kormus, a small tent for two men, but roomy for the bilgerat-folk that comprised most of the foot traffic that morning. A carefully lettered sign sat atop the tent-pole, gilded paint and black reading “Father Jonah, Confessor of Toma Thule”. A hammered brass icon of a noble, catlike being was pinned to the side of the tent, probably in the hopes that some instinctive revulsion to felines, deific or not, would keep the grasping paws of ratfolk from coming too close. Within the tent was a well-groomed man in white raiment, wearing the holy symbol of the lion-god shown outside, and a grubby little ratfolk of the bilgerat variety, who made up the lion’s share (no pun intended) of the population of this scrofulous port on this ragged isle. The human’s name was Father Jonah, as advertised, the ratfolk was Squi’chee, sometime guide and full-time informant between squabbling factions in Kormus. Squi’chee looked both rapturous and reticent, the latter emotion likely permanent. It clutched a tiny set of plates with simple Common-tongue runes on them. “So- I tells you all the bad things Squi’chee done, and Tomatool says, be a good ratty, it is all better?”

“By the benevolent roar of ‘Toma. Thule.’” Jonah pronounced carefully, “Yes, Squi’chee, my little paladin, all the things will be better. But you must tell me all the things, so that I can tell Toma Thule, and he will make them all better. Then you will not get the Dock Shakes in the winter, lots of food, and your nest will welcome you back again. You want those things, don’t you, Squi’chee?” Jonah waved a hand over the bilgerat, spoke the charming formula, and smiled widely. Squi’chee looked like it would fall on the floor and expose its tummy, like a large dog. “Oh, yes, Fadder Jonah, oh yes... but, but I is afraid of the Pinchers, they mean, and they swear they do mean things like take off my toeses and fingerses if I say where the bags of the purple-crystals come in, they will! Tomatull won’t pull of my toeses, will it?”

“Tsk, tsk, little Squi’chee, of course not!” Jonah laughed, “All Toma Thule will do is call up the Snake of Death to swallow you whole if you disobey him, you will be in the Holy Belly- like this!” Jonah pushed forward a basket, and from it arose a “snake”, a carefully painted brass wire-coil with features of cats, snakes, and terror all over it. The animation incantation was personally modified by Jonah to make the toy rise and sway, and could not attack Squi’chee if he wanted it to, but it seemed to do the trick.

“Oh, don’t let Tomatullsnake eat me, don’t, I be good, I tell you all the things, and it be all better!” Squi’chee proceeded to babble the points of contact, smugglers involved,

storage facility, everything about the clandestine porphyrite flake shipment that was to take place the next night. Jonah pursed his lips at the problem of dealing with probable security muscle at the exchange, but he could worry about that later.

“Go on your way, Squi’chee, in the light of Toma Thule. Leave your collection so The Lion who Rules and Eats the Wicked will save you for last,” he intoned in a deep voice. It was important to mix praise and hope with fear of punishment at all times... Squi’chee tossed something in the “snake’s” basket, and vanished through the tent-flap into the street. Jonah fished into the basket containing the puppet, and pulled out a set of glass disks connected by eelskin straps... a pair of medusa-goggles? The smoked-glass lenses were hopelessly cracked, but Jonah just turned them over in his hands and murmured, and they were whole again. He likely gained the talent at the grubby hedge-wizards he had apprenticed at, fixing his lousy bowls and retorts, and made the connection to the power of the Thulites then, that they could fix broken arrows and shields at a touch- wasn’t his method more practical? And if it fooled the masses into believing his lies- that is, his doctrine, why then, the “church” of “Father Jonah” could prosper, even in this cesspool of thievery.



False Priest

False priests have a knack for disguising their arcane or psychic magic as god-given divine magic, and in the use of divine scrolls, staves, and wands. They roam the lands as false prophets, using their power to convince the unfaithful of their misplaced loyalties in other gods and governments and to defeat those who oppose them.

Prestige Class: False Priest

Build Classes: The false priest is built on the wizard, but the following alternate build classes are described below: arcanist, psychic, sorcerer, or summoner.

Role: The false priest brings a message to the masses. He can sway onlookers in his favor and discredit divine authority.

Alignment: Any.

Hit Die: d6.

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

Class Skills

The false priest's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (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 false priest.

Weapon and Armor Proficiency: A false priest is proficient in simple weapons, but not with any armor or shields. A false priest that casts arcane spells with somatic components in armor risks arcane spell failure.

Spells: The false priest learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The false priest inherits the arcane bond class feature from the wizard. If he chooses the bonded object option, he can choose a divine focus item as his bonded item.

Domain: A false priest may select one cleric domain. He may select an alignment domain only if he shares that alignment. A false priest gains the granted powers of the chosen domain, using his spellcaster level as his cleric level. He adds any domain spells to his spell list as arcane spells, these spells are learned and cast normally.

Illusory Healing (Ex): Whenever a false priest spell would heal hit point damage, that spell is modified. The spell becomes an illusion (shadow) spell with a duration of 10 minutes/level. Any hit points healed are illusory healing, temporary hit points that stack with other illusory healing but cannot exceed the damage the creature has currently taken. Illusory healing does not stack with normal temporary hit points. Illusory healing does not apply to spells the false priest casts from magic items.

False Casting (Ex): When a false priest uses a magic item or a spell-like ability to create a magical effect, he may add additional magic-seeming words and hand gestures to trick onlookers into believing he cast the spell himself as a divine spell. If using an item that is recognizable as a magical implement (such as a wand or ring), he can trick viewers into thinking he is just using the item as a focus component.

Onlookers who have no ranks in Spellcraft have no knowledge of what is genuine spellcasting, and automatically believe the false priest is casting a divine spell. If an onlooker attempts a Spellcraft check to identify the "casting," his check is opposed by the false priest's Bluff check. If he succeeds, he realizes the spell is not a divine spell or that the false priest is using an item. Regardless of the result of that opposed check, he uses the result of the Spellcraft check to identify the spell cast, except the DC is 20 + the spell's level instead of 15 + the spell's level.

When using false casting to cast a spell on the cleric spell list of a spell level he can cast, he receives a +10 circumstance bonus on the Bluff check made when casting the spell.

False Ritual (Su): A false priest adds a number of spells what are normally divine spells as arcane spells to his spell list and to his spell book, familiar, or list of known spells, as appropriate. He gains each spell as soon as he

Table: False Priest

Class 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	Build class, domain, illusory healing, false casting, false ritual	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Master of lies	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	False channel 1d6	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	—	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	False focus, false piety	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	—	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	False channel 2d6	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	—	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Replacement channel	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	—	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	False channel 3d6	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	—	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	False spell list	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	—	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	False channel 4d6	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	—	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Conversion	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	—	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	False channel 5d6	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	True pretender	4	4	4	4	4	4	4	4	4	4

can cast spells of that level.

0th—*Bleed, stabilize*

1st—*Bless, cure light wounds.*

2nd—*Aid, spiritual weapon.*

3rd—*Cure moderate wounds, remove disease.*

4th—*Cure serious wounds, prayer.*

5th—*Cure critical wounds, neutralize poison.*

6th—*Flame strike, mass cure light wounds.*

7th—*Heroes' feast, mass cure moderate wounds.*

8th—*Heal, mass cure serious wounds.*

9th—*Mass cure critical wounds, miracle.*

Master of Lies (Ex): At 2nd level a false priest adds half his class level to Bluff checks. In addition, whenever he is subject to a spell or special ability that can discern whether or not he is telling the truth, he is automatically aware of such magic. He is not immune to such spells or abilities, but he can choose to remain silent or avoid answering questions.

False Channel (Su): Starting at 3rd level, a false priest can channel shadow energy to give illusory healing (see above) to all living creatures within 30 ft., healing 1d6

points of damage. The amount healed increases to 2d6 at level 7 and by another d6 for every four levels after level seven. This looks and feels just like a cleric channeling positive energy to heal. He can use this ability a number of times per day equal to half his false priest level.

False Focus (Ex): At 5th level, using a divine focus as part of casting arcane or psychic spells, the false priest can cast any spell with a material component costing the value of that divine focus (maximum 100 gp) or less without needing that component. For example, if he uses a silver holy symbol worth 25 gp, he does not have to provide material components for an arcane spell if its components are worth 25 gp or less. If the spell requires a material component that costs more than the value of the divine focus, the false priest must have the material component on hand to cast the spell, as normal.

False Piety (Ex): At 5th level a false priest adds half his class level to Use Magic Device and Knowledge (religion) checks.

Replacement Channel (Su): At 9th level, the false priest can use his own magic to power spell completion and

spell trigger items that use divine spells. He expends a spell slot or prepared spell that is at least 1 level higher than the level of the spell he's trying to activate, then makes a Use Magic Device check. If he succeeds, the item's spell occurs and the item or charge is not expended. If he fails, the item fails to activate but the spell or spell slot is still spent.

False Spell List (Su): At 13th level, when determining what spell trigger and spell completion magic items he can use, the false priest acts as though all cleric spells were on his spell list. This makes it so that he does not need to make a Use Magic Device skill check when using such items, but he must still make Bluff skill checks when using false casting with such spells.

Conversion (Su): At 17th level, whenever a false priest heals himself, the effect heals damage instead of giving illusory healing. Area healing effect still gives illusory healing to others in the area.

True Pretender (Su): At 20th level, a false priest attains true power. Whenever he uses an effect that heals hit point damage, he can spend one use of false channel to avoid using the illusory healing ability and perform actual healing.

Alternate Build Classes

The false priest can be built on these alternate classes: arcanist, psychic, sorcerer, or summoner.

A false priest learns and casts spells exactly like the build class, including type of magic (arcane or psychic), the effect of ability scores on spellcasting, and cantrips or knacks. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the false priest inherits the following class features from the build class. This replaces the build class feature, above.

Arcanist: The arcanist false priest gains an arcanist exploit at level 4, 8, and 12. He cannot choose greater exploits. He can spend uses of false channel as if it was arcane pool to power arcane exploits.

Psychic: Replace all references to arcane magic in the class description with psychic magic (except for arcane spell failure). The psychic false priest gains the psychic's psychic discipline class feature, including discipline spells and discipline powers. He does not gain a phrenic pool. Instead, when using his psychic discipline, he gains and spends uses of false channel as if it was phrenic pool.

Sorcerer: The sorcerer false priest gains Eschew Materials as a bonus feat at level 1 and adds the spells gained from false ritual to his list of known spells in addition to those from *Table: Sorcerer Spells Known*. Many sorcerer false priests delude themselves into believing in their creed, this belief can be responsible for awakening their sorcerous powers. This makes them dangerous wild cards for any hierarchy of false priests.

Summoner: A false priest summoner gains all the class features of the summoner, including spellcasting, spell-like abilities, eidolon, and summon monster. He does not gain the summoner's weapon and armor proficiency, Hit Dice, base attack, base saves, or class skills. He gains two additional skill points per level.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have false priest as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: Add 1/4 to your skill bonus in Bluff, Diplomacy, and Intimidate.

Avoodim: Add 1/2 to your skill bonus in Intimidate.

Dhampir: When you use false channel and living creatures besides you benefit, you heal one hit point of damage.

Dwarf: Select one item creation feat you know. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

Elf: Add 1/2 to your Spellcraft skill bonus.

Goblin: Add 1/4 to your skill bonus in Use Magic Device.

Gnome: Gain 1/10 additional domain.

Half-Elf: Add 1/4 to your skill bonus in Bluff and Diplomacy.

Half-Orc: Add 1/4 to your skill bonus in Bluff and Intimidate.

Halfling: Add 1/4 to your skill bonus in Bluff and Sleight of Hand.

Human: Add 1/4 daily use of false channel.

Kitsune: Add 10 minutes to the duration of any illusory healing you use.

Samsaran: When you use illusory healing, 1 hit point of the illusory healing becomes real healing.

Tengu: Add 1/4 daily use of false channel.

Sample Character

Below is a sample false priest player character that uses the sorcerer build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Father Jonah (CR 1/2; XP 200)

Male human false priest of Toma Thule 1

LE Medium humanoid (human)

Init +1; **Senses** Perception -1

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +1, **Will** +1

Offense

Speed 30 ft.

Melee battle aspergillum +0 (1d6)

Ranged sling +1 (1d4)

Spell-Like Abilities (CL 1st; concentration +4)

At will—*mending*

2/day—*artificer's touch* (1d6+1)

Spells Known (CL 1st; concentration +4; ASF 5%)

1st (4/day)—*animate rope*, *bless*, *charm person* (W-DC 14), *cure light wounds*, *magic weapon*

0th (at will)—*bleed* (W-DC 13), *detect magic*, *disrupt undead*, *light*, *resistance*, *stabilize*

Domain Artifice

Statistics

Str 10, **Dex** 12, **Con** 13, **Int** 17, **Wis** 8, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 11

Feat Eschew Materials, Light Armor Proficiency, Skill Focus (Knowledge [religion])

Skills Bluff +6, Heal +0, Knowledge (religion) +10, Perform (acting) +6, Spellcraft +7, Use Magic Device +6

Languages Aquan, Common, Maenad

SQ false casting, illusory healing, multitiered, skilled, urbanite

Combat Gear 10 sling bullets, holy water; **Gear** battle aspergillum, cleric's kit, lamellar cuirass, sling; **Coins** 9 gp

Father Jonah (CR 4; XP 1,200)

Male human false priest of Toma Thule 5

LE Medium humanoid (human)

Init +1; **Senses** Perception -1

Defense

AC 13, touch 11, flat-footed 12

(+2 armor, +1 Dex)

hp 35 (5d6+15)

Fort +4, **Ref** +4, **Will** +5

Offense

Speed 30 ft.

Melee +1 *battle aspergillum* +3 (1d6+1)

Ranged sling +3 (1d4)

Spell-Like Abilities (CL 5th; concentration +9)

At will—*mending*

2/day—*artificer's touch* (1d6+2)

Spells Known (CL 5th; concentration +9; ASF 5%)

2nd (5/day)—*aid*, *fog cloud*, *spiritual weapon*, *summon monster II*, *wood shape*

1st (7/day)—*animate rope*, *bless*, *charm person* (W-DC 15), *cure light wounds*, *disguise self*, *magic weapon*, *ray of enfeeblement* (F-DC 15)

0th (at will)—*bleed* (W-DC 14), *detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *resistance*, *stabilize*

Domain Artifice

Statistics

Str 10, **Dex** 12, **Con** 13, **Int** 18, **Wis** 8, **Cha** 14

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

Feat Arcane Armor Training, Eschew Materials, Light Armor Proficiency, Skill Focus (Knowledge [religion]), Toughness

Skills Bluff +12, Craft (weapons) +12, Heal +4, Knowledge (religion) +17, Perform (acting) +10, Spellcraft +12, Use Magic Device +12

Languages Aquan, Common, Maenad

SQ false casting, false channel 2/day (1d6), false piety, illusory healing, master of lies +2, multitiered, skilled, urbanite

Combat Gear 10 sling bullets, holy water [2], *potion of cure light wounds* [2], *wand of cure light wounds* [2]; **Gear** +1 *battle aspergillum*, *blood reservoir of physical prowess*, *book of lesser extend summoning*, cleric's kit, *cloak of resistance* +2, lamellar cuirass, phylactery, sling; **Coins** 84 gp

Father Jonah (CR 9; XP 6,400)

Male human false priest of Toma Thule 10

LE Medium humanoid (human)

Init +1; **Senses** Perception -1

Defense

AC 20, touch 11, flat-footed 19

(+9 armor, +1 Dex)

hp 87 (10d6+50)

Fort +9, **Ref** +8, **Will** +10

Offense

Speed 30 ft.

Melee +3 *battle aspergillum* +8 (1d6+3)

Ranged sling +6 (1d4)

Special Attacks dancing weapons (1/day), replacement channel

Spell-Like Abilities (CL 10th; concentration +15)
 At will—*mending*
 2/day—*artificer's touch* (1d6+5)

Spells Known (CL 10th; concentration +15; ASF 15%)
 5th (4/day)—*cure critical wounds*, *fabricate*, *mage's faithful hound*, *neutralize poison*
 4th (6/day)—*charm monster* (W-DC 19), *cure serious wounds*, *minor creation*, *phantasmal killer* (Wd/F-DC 19), *prayer*
 3rd (7/day)—*cure moderate wounds*, *dispel magic*, *heroism*, *remove disease*, *stone shape*, *summon monster III*
 2nd (7/day)—*aid*, *fog cloud*, *obscure object*, *spiritual weapon*, *see invisibility*, *summon monster II*, *wood shape*
 1st (8/day)—*animate rope*, *bleed*, *charm person* (W-DC 16), *cure light wounds*, *disguise self*, *magic weapon*, *ray of enfeeblement* (F-DC 16), *summon monster I*
 0th (at will)—*acid splash*, *bleed* (W-DC 15), *detect magic*, *detect poison*, *disrupt undead*, *ghost sound* (Wd-DC 15), *light*, *mage hand*, *message*, *resistance*, *stabilize*

Domain Artifice

Statistics

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 8, **Cha** 14
Base Atk +5; **CMB** +5; **CMD** 16

Feat Arcane Armor Mastery, Arcane Armor Training, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Skill Focus (Heal, Knowledge [religion]), Toughness

Skills Bluff +20, Craft (weapons) +18, Heal +15, Knowledge (arcana) +18, Knowledge (religion) +29, Perform (acting) +15, Spellcraft +18, Use Magic Device +22

Languages Aquan, Common, Maenad

SQ false casting, false channel 5/day (2d6), false piety, illusory healing, master of lies +2, multitalented, skilled, urbanite

Combat Gear 10 sling bullets, holy water [2], *potion of cure light wounds* [4], *wand of cure light wounds* [2]; **Gear** +3 *mithral agile breastplate*, +3 *battle aspergillum*, *belt of mighty constitution* +2, *blood reservoir of physical prowess*, *book of lesser extend summoning*, cleric's kit, *hat of disguise*, *headband of vast intelligence* +2, *cloak of resistance* +4, phylactery, sling; **Coins** 134 gp

Father Jonah (CR 14; XP 38,400)

Male human false priest of Toma Thule 15
 LE Medium humanoid (human)

Init +1; **Senses** Perception -1

Defense

AC 22, touch 11, flat-footed 21
 (+11 armor, +1 Dex)

hp 160 (15d6+105)

Fort +13, **Ref** +10, **Will** +12

DR 5/magic

Offense

Speed 30 ft.

Melee +5 *humanbane battle aspergillum* +12/+7 (1d6+5) or +7 *humanbane battle aspergillum* +14/+9 (1d6+7 plus 2d6) against humans

Ranged sling +8 (1d4)

Special Attacks dancing weapons (2/day), replacement channel

Spell-Like Abilities (CL 15th; concentration +20)
 At will—*mending*
 2/day—*artificer's touch* (1d6+7)

Spells Known (CL 15th; concentration +20; ASF 15%)
 7th (4/day)—*control weather*, *heroes' feast*, *mass cure moderate wounds*, *prismatic spray* (F/R/W-DC 22), *wall of iron*
 6th (6/day)—*eyebite* (F-DC 21), *fabricate*, *flame strike*, *geas/quest*, *greater heroism*, *mass cure light wounds*,
 5th (7/day)—*cure critical wounds*, *fabricate*, *geyser* (R-DC 20), *hungry pit* (R-DC 20), *life bubble*, *mage's faithful hound*, *neutralize poison*
 4th (7/day)—*charm monster* (W-DC 19), *cure serious wounds*, *minor creation*, *moonstruck* (W-DC 19), *phantasmal killer* (Wd/F-DC 19), *prayer*, *summon monster IV*
 3rd (7/day)—*cure moderate wounds*, *dispel magic*, *heroism*, *hydraulic torrent*, *remove disease*, *stone shape*, *summon monster III*
 2nd (7/day)—*aid*, *burning gaze* (F-DC 17), *fog cloud*, *obscure object*, *spiritual weapon*, *see invisibility*, *summon monster II*, *wood shape*
 1st (8/day)—*animate rope*, *bleed*, *charm person* (W-DC 16), *cure light wounds*, *disguise self*, *magic weapon*, *ray of enfeeblement* (F-DC 16), *summon monster I*
 0th (at will)—*acid splash*, *bleed* (W-DC 15), *detect magic*, *detect poison*, *disrupt undead*, *ghost sound* (Wd-DC 15), *light*, *mage hand*, *message*, *resistance*, *stabilize*

Domain Artifice

Statistics

Str 10, **Dex** 12, **Con** 20, **Int** 20, **Wis** 8, **Cha** 14
Base Atk +7; **CMB** +7; **CMD** 18

Feat Arcane Armor Mastery, Arcane Armor Training,

Arcane Shield, Defiant Luck, Eschew Materials, Light Armor Proficiency, Medium Armor Proficiency, Skill Focus (Heal, Knowledge [religion]), Surge of Success, Toughness

Skills Bluff +27, Craft (weapons) +23, Heal +20, Knowledge (arcana) +23, Knowledge (religion) +36, Perform (acting) +20, Spellcraft +23, Use Magic Device +27

Languages Aquan, Common, Maenad

SQ false casting, false channel 7/day (4d6), false piety, false spell list, illusory healing, master of lies +2, multi-talented, skilled, urbanite

Combat Gear 10 sling bullets, holy water [2], *potion of cure moderate wounds* [2], *wand of cure serious wounds*;

Gear +5 mithral agile breastplate of invulnerability, +5 humanbane battle aspergillum, belt of mighty constitution +6, blood reservoir of physical prowess, book of lesser extend summoning, cleric's kit, cloak of resistance +4, hat of disguise, headband of vast intelligence +2, longarm bracers, phylactery, sling, vampiric gloves; **Coins** 17 gp

Little is known of the culture that exists on the Haunted Seas island of Sthenno, often called "The Viper's Nest" or "Mandearth Island" or worse epithets. Many assume that the entire population is medusae and half-medusas, as though a monosexual race could just spring out of the ground... femanx and satyrines notwithstanding! There is a variety of races on Sthenno, though none but the half-medusae caste gets to travel and make a name for themselves off-island. Jonah was born one of these non-entities, as all non-medusae are a slave population, living only to serve the needs of the snake-haired overlords, and existence at their pleasure and whims. It is a mercy to the slave population, most of which are human, that the medusoid rulers don't particularly care what their slave population does, as long as they are cared for and comfortable. As long as you follow the rules you shouldn't fare too badly, but- a slave is a slave. Soon after a childhood spent raking beaches for fertilizing seaweed, Jonah was apprenticed to a hedge-wizard, as he was an obviously clever boy, finding more efficient ways to collect seaweed, noticed by his taskmasters. Hedge-wizards are about as high a magical aspiration as the slave-population could hope to achieve, but Jonah begrudged even that, disliking the exercises in drudgery and the magic seeming purposed only for making mundane tasks easier. It was here that he developed the knack for fixing things, which increased his chagrin at being even more useful to his masters. Having necessarily been taught to read, he began to become curious about the power of religion in addition to arcane magic,

as the slaves of his village were only given a few services a year to worship and be administered by Kamus, god of Slavery, a natural choice. Jonah saw the clerics of Kamus as twice-enslaved, once by the medusas and again by the hierarchical nature of their credo- Jonah sought, as an unscrupulous and intelligent young man would, a way to benefit from ecclesiastical and magical power without being a slave to either.

Thus, by learning extremely practical magic based on the material world, mimicking the mummery of divisive religion to his own benefit, and becoming an extremely impressive liar, Jonah restored a wrecked ship's cutter, fled Sthenno forever, and started on a career of cheerful and careful deception of the gullible masses. Father Jonah always says what his audience wants to hear, purporting to be the acolyte of the Lion God of Crusades, Toma Thule, but following exactly none of His precepts. He cows evil clerics into staying out of his way, as they are fearful of bringing the wrath of his "Order" upon them, he quite gladly treats with thieves, smugglers and cutthroats as a healer and spellcaster, and none know quite what to make of him, his iconoclastic and irreverent behaviour keeping everyone off balance. There are very few clerics of righteous religions on the islands of the Haunted Seas, so none know truly what a "Good" cleric should be. Father Jonah does "make up" his fake religion's tenets, but he is careful and intelligent enough not to contradict himself, and if he does.... The harbor will never notice one more corpse.

As for future plans and endeavours, Father Jonah has begun to feel that the islands of the Haunted Seas are too limiting for him, that he would like to go to some mainland where real clerics of Toma Thule might be, and attempt to corrupt them utterly. Converting such to armed warriors in his false religion would please him greatly, as would starting a church in some community that could fall under his spell and his complete control. Towns in the Seas cannot get any bigger or better, he reasons, and he would like to wash the stink of brine and fish out of his nose, and get used to silk sheets, incense, and lots and lots of gold. This endeavour might mean recruiting some assistants, which has always been Jonah's weak spot, as he does not like to share money or the spotlight, and has always liked being a loner and self-made man. If his powers of magical control were to increase, this will definitely be the dark and self-serving path he will follow.

Mage of the Third Eye

From her vantage point atop her stone tower, Sumephy, called the Sheepreader by the farming humanfolk who called upon her power years ago, could see much of the Hinterlands. The large orb of her single eye- the single physical eye, as she had not manifested the metaphysical eye- saw that the land was quiet, and that was good. Prying eyes



upon her work were unwelcome, possibly dangerous. And her work must be completed, she had foreseen it many years ago. She dropped her eye down to the crudely humanoid collection of stones forty paces from her home, marks upon its surface. She reached out with her mind and the marks glowed bluely, from a simple spell. On a whim she opened the third eye, and saw what approached, a group of young adventurers.

“Who dares disturb my great work, the work of Destiny?” shouted Sumephy, floating in air, her third eye glowing with metaphysical might. A wisp-bearded young human carrying what looked his father’s blacksmith hammer shouted back. “We are the- the Riders of Knotville! We have come to destroy the cyclopean monstrosity you are conducting out here, and to destroy you, if we must! What is your evil plan, you cannibal?”

Always with the cannibalism. What is the consumption of the body compared to the powers of the mind? “My great golem shall restore the vast... cannibal empire of the cyclopes! You cannot stop it, puny humans!” Sumephy used several simple effects to make the runes on the stone-man pulse and tremble. The little group paused for a second, and then the leader charged and smote the idol with his hammer, chipping it. The others gathered their courage and also charged in. After one pass, it fell into a pile of random pieces and quit pulsing. Sumephy wailed and spun, and lowered herself into the tower, crying “You have defeated me...”

She lay upon the deck of her tower, and heard the joyful cry when they found the small pile of treasure under the stones of the would-be “golem”. She also heard the fearful discussion of whether they should breach the tower, and the consensus of leaving it alone. When the hoof beats could no longer be heard, she stood up.

“Shall I reassemble the decoy statue, mistress?” came the rumbling voice of the preanimate tower-construct beneath her.

“Yes, Castellan, reassemble it. It gives them something to work toward. Tomorrow we get back to work. We must finish, for Neria’s sake...”

The tower rumbled and gathered its power.

Mage of the Third Eye

Mages of the third eye have focused their studies on the mystical power of the third eye to increase their divination abilities, and through this study have discovered abilities that no other mystic can claim to possess.

Prestige Class: Mage of the Third Eye

Build Classes: The mage of the third eye is built on the wizard, but the following alternate build classes are described below: arcanist, cleric, oracle, psychic, or witch.

Role: Mages of the third eye are insightful and astute spellcasters. Able to use all kinds of magic, they also have their own powers of perception.

Alignment: Any.

Hit Die: d6.

Class Skills

The mage of the third eye's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Sense Motive (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 mage of the third eye.

Weapon and Armor Proficiency: A mage of the third eye is proficient with the club, dagger, dart, and quarterstaff, but not with any type of armor or shield. Armor interferes with a mage of the third eye's movements, which can cause his arcane spells with somatic components to fail.

Spells: The mage of the third eye learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The mage of the third eye inherits a few wizard class features. A wizard of the third eye gains Scribe Scroll as a bonus feat at level 1. At 4th level, a wizard of the third eye can access the wizard school powers of any school of magic. He chooses a single arcane school spell-like ability that has a number of uses per day equal to 3 + his Intelligence modifier. Henceforth, he may use that ability (as wizard of his class level) by expending one point from his hand pool.

At 8th level and again at 12th level, a wizard of the third eye can choose an additional arcane school spell-like ability that has a number of uses per day equal to 3 + his Intelligence modifier to use with this ability.

Hand Pool (Su): The mage of the third eye gains a hand pool with a number of hand points equal to 3 + half his class level + his Intelligence modifier. This pool refreshes when the mage prepares spells.

By expending one point from his hand pool as a standard action, the mage of the third eye can cause his melee weapon to fly from his grasp and strike a foe before instantly returning. He can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that he adds his Intelligence modifier on the attack roll instead of his Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. This is the same ability as the wizard generalist school ability hand of the apprentice.

Mystic Pedagogue (Ex): At 2nd level, a mage of the third eye adds a bonus equal to 1/2 his class level on Spellcraft checks.

Bonus Feats: A mage of the third eye gains the following bonus feats at the indicated levels: 3rd—Craft Wondrous Item 5th—Craft Construct

Third Eye (Su): At 6th level the mage gains the eponymous third eye. Deep understanding of esoteric teachings allows him to open an eldritch eye that grants superior perception of the magical world. As a standard action, the mage of the third eye can open an incandescent third eye upon his forehead. The eye can remain open for 1 minute, during which time he gains the following benefits:

- Cast all divination spells at +1 caster level (as long as you begin casting the spell before the eye closes).
- Darkvision 60 feet

Table: Mage of the Third Eye

Class 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	Build class, cantrips/knacks, hand pool	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Mystic pedagogue	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Craft Wondrous Item	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Build class	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Craft Construct	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Third eye	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Artificer's touch	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Build class	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Arcane architect	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Improved third eye	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	—	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Build class	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	Extradimensional extension	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	Greater third eye	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	Call for aid	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	True third eye	4	4	4	4	4	4	4	4	4	4

- Constant *detect magic* (sp).
- A +8 bonus on Perception checks to notice invisible creatures.
- The mage of the third eye can use the aid another action to grant an adjacent arcane caster a +1 bonus to his caster level and a +2 circumstance bonus on concentration checks for the next arcane spell he casts before the beginning of the mage of the third eye's next turn.

Each use of this ability consumes one point from his hand pool. When the duration is about to run out, the mage can expend one point of hand pool as a free action to add a minute to the duration.

Artificer's Touch: At 7th level, a mage of the third eye can prepare *mending* in addition to their normal cantrip slots. In addition, he can spend one point from his hand pool to cause or heal damage to objects and construct creatures with a melee touch attack. Objects and constructs take or heal 1d6 points of damage +1 for every two class levels. Used as an attack, this bypasses an amount of damage reduction and hardness equal to the

mage of the third eye's level.

Arcane Architect (Ex): At 9th level, a mage of the third eye can create constructs with the Craft Construct feat in only half the time it would normally take. In addition, he can apply the Extend Spell and/or Widen Spell metamagic feats to conjuration (creation) spells he prepares, even if he doesn't possess those feats. If he does possess them, the level increase for applying Extend Spell to a conjuration (creation) spell is eliminated, and the level increase for applying Widen Spell to a conjuration (creation) spell is reduced to 2.

Improved Third Eye (Sp): At 10th level, a mage of the third eye can activate third eye as a move action. As a free action the mage of the third eye can expend one points from his hand pool to add the effect of *arcane sight* or *see invisibility* to the benefits of his third eye for 1 minute (or until the duration of the eye ends, whichever is sooner). He can add both effects by expending two uses of the hand pool.

Extradimensional Extension (Su): At 14th level, the duration and range of any spell cast by a mage of the third eye that creates an extradimensional space (or demiplane) or moves creatures or objects through the Ethereal Plane is doubled as though affected by the Enlarge Spell and Extend Spell feats, without altering the level of the spell. Applications of Enlarge Spell and Extend Spell do not stack with this ability.

Greater Third Eye (Sp): At 16th level, a mage of the third eye can activate third eye as a swift action. As a free action, the mage of the third eye can expend four points from his hand pool to gain *greater arcane sight* or *true seeing* for 1 minute (or until the duration of the eye ends, whichever is sooner). He gains both effects if he expends eight uses of the hand pool.

Call for Aid (Su): At 18th level, as a standard action, a mage of the third eye can sacrifice a prepared spell of 2nd level or higher to call a creature bound to him, including an animal companion, eidolon, familiar, personally controlled construct or undead creature, creature telepathically linked to him (including by *telepathic bond*, *dominate person*, or *dominate monster*), or an outsider bound with a *planar binding* spell. The named creature appears adjacent to the mage of the third eye or in the nearest open space if all adjacent squares are occupied. This ability functions like *greater teleport*, except the range limit is determined by the level of the sacrificed spell: short (1st), medium (2nd-3rd), long (4th-5th), unlimited (same plane) (6th-7th), or unlimited (any plane) (8th-9th).

True Third Eye (Su): The mage of the third eye can now extend the duration of his third eye at no cost to his hand pool. He can turn it off as a free action. The third eye automatically closes when he sleeps or goes unconscious. He must still activate the third eye normally.

Alternate Build Classes

The mage of the third eye can be built on these alternate classes: arcanist, cleric, oracle, psychic, or witch.

A mage of the third eye learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips or knacks. He only suffers from arcane spell failure if he casts arcane spells.

In addition, the mage of the third eye inherits the following class features from the build class. This replaces

the build class abilities, above.

Arcanist: The arcanist of the third eye does not gain an arcane reservoir but can use hand pool points as if they were points of arcane reservoir, and learns an arcanist exploit at level 4, 8, and 12. He cannot choose greater exploits.

Cleric: A cleric of the third eye has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as a cleric and inherits the chaotic, evil, good, and lawful spells and domains abilities.

Oracle: The oracle of the third eye has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as an oracle. At level 1 he gains a mystery (including mystery skills and spells), an oracle's curse, and a revelation, but he gains no further revelations.

Psychic: The psychic of the third eye gains the psychic discipline ability and a phrenic amplification at level 4, 8, and 12. He gains the major amplification ability at level 10. He does not gain a phrenic pool, but can use hand pool points as phrenic pool points.

Witch: A witch of the third eye keeps the patron spells and witch's familiar class features. The witch of the third eye gains an hex at level 4, 8, and 12. He can never pick major or grand hexes.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have mage of the third eye as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Dwarf: Add 1/5 to the bonuses you can grant another caster with the aid other action when using third eye.

Elf: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Erkuna: Gain 1/4 of a Weapon Proficiency or Armor Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Eventual: Add 1 to the % change of success when casting divination spells that have a chance to fail, like *augury*. You can exceed the spell's maximum chance of

success this way.

Gnome: Add 1 to your level to qualify for and use artificer's touch.

Half-Cyclops: Add 1/2 to visual Perception checks.

Half-Elf: When casting 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 spells.

Halfling: Add +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Add 1/4 to your hand pool.

Kitsune: Gain a +1/2 bonus on Bluff and Diplomacy checks.

Tengu: Gain a +1 bonus on Linguistics checks and learn an additional language.

Xesa: Gain 1/2 additional daily use of the racial pheromones ability, and add 1/2 to the save DC of *sanctuary* from pheromones.

Sample Character

Below is a sample mage of the third eye player character that uses the sorcerer build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Sumephy Sheepreader (CR 1/2; XP 200)

Female half-cyclops mage of the third eye 1

N Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +3 (+5 visual)

Defense

AC 10, touch 10, flat-footed 10

hp 8 (1d6+2)

Fort +1, **Ref** +0, **Will** +5

Offense

Speed 30 ft.

Melee dagger +0 (1d4/19-20) or spear +0 (1d8/x3)

Ranged javelin +0 (1d6)

Special Attacks hand pool (5/day)

Spell-Like Abilities (CL 1st; concentration +1)

1/day—*augury*

Spells Known (CL 1st; concentration +3)

1st (4/day)—*comprehend languages*, *heightened awareness*, *mind thrust I* (W-DC 13)

0th (at will)—*detect magic*, *light*, *prestidigitation*, *read magic*

Statistics

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

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

Feats Psychic Sensitivity

Skills Knowledge (arcana) +6, Linguistics +6, Perception +3 (+5 visual), Sense Motive +7, Spellcraft +6; **Racial Modifiers** +2 Perception (visual only)

Languages Common, Cyclops, Draconic, Dwarven, Giant

SQ build class (psychic), illuminating answers, intimidating, mnemonic cache, psychic discipline (lore), weapon familiarity

Combat Gear *potion of cure light wounds* (3), *wand of mage armor* (5 charges), *wand of shield* (4 charges);

Other Gear dagger, javelin, spear, bedroll, belt pouch, explorer's outfit, flint and steel, masterwork backpack, prismatic crystal, trail rations (5 days), waterskin; **Coins** 14 gp, 4 sp

Sumephy Sheepreader (CR 4; XP 1,200)

Female half-cyclops mage of the third eye 5

N Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +5 (+7 visual)

Defense

AC 10, touch 10, flat-footed 10

hp 30 (5d6+10)

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

Defensive Abilities defensive prognostication

Offense

Speed 30 ft.

Melee dagger +2 (1d4/19-20) or greataxe +2 (1d12/x3)

Ranged javelin +2 (1d6)

Special Attacks hand pool (8/day)

Spell-Like Abilities (CL 5th; concentration +5)

1/day—*augury*

Spells Known (CL 5th; concentration +8)

2nd (5/day)—*hypercognition*, *investigative mind*, *mind thrust II* (W-DC 15)

1st (7/day)—*comprehend languages*, *detect thoughts* (W-DC 14), *feather step*, *heightened awareness*, *magic missile*

0th (at will)—*detect magic*, *flare* (F-DC 13), *know direction*, *light*, *prestidigitation*, *read magic*

Statistics

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

Base Atk +2; **CMB** +2; **CMD** 12

Feats Craft Construct, Craft Wondrous Item, Psychic Sensitivity, Skill Focus (Sense Motive), Spirit Sense

Skills Heal +4, Knowledge (arcana) +11, Knowledge (history) +10, Linguistics +9, Perception +5 (+7 visual), Sense Motive +14, Spellcraft +13; **Racial Modifiers** +2 Perception (visual only)

Languages Aklo, Common, Cyclops, Draconic, Dwarven, Giant, Undercommon

SQ build class (psychic), illuminating answers, intimidating, mnemonic cache, mystic pedagogue +2, psychic discipline (lore), superior automatic writing, weapon familiarity

Combat Gear *potion of cure moderate wounds* (3), *potion of shield of faith* (2), wand of blur (2 charges), wand of mage armor (CL 4th; 10 charges), wand of shield (7 charges); **Other Gear** dagger, greataxe, javelin, bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, *handy haversack*, prismatic crystal, trail rations (5 days), waterskin; **Coins** 6 gp, 4 sp

Sumephy Sheepreader (CR 9; XP 6,400)

Female half-cyclops mage of the third eye 10

N Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +13 (+15 visual)

Defense

AC 12, touch 11, flat-footed 12

(+1 armor, +1 deflection)

hp 57 (10d6+20)

Fort +5, **Ref** +4, **Will** +11

Defensive Abilities defensive prognostication

Offense

Speed 30 ft.

Melee +1 greataxe +6 (1d12+1/x3) or dagger +5 (1d4/19-20)

Ranged javelin +5 (1d6)

Special Attacks artificer's touch, hand pool (12/day)

Spell-Like Abilities (CL 10th; concentration +14)

1/day—*augury*

Spells Known (CL 10th; concentration +14)

5th (3/day)—*retroognition*, *summon monster V*

4th (6/day)—*greater invisibility*, *mind probe* (W-DC 18), *mind thrust IV* (W-DC 18)

3rd (7/day)—*dispel magic*, *fly*, *haste*, *resinous skin*

2nd (7/day)—*darkvision*, *hypercognition*, *investigative mind*, *resist energy*, *spider climb*

1st (7/day)—*comprehend languages*, *detect thoughts* (W-DC 15), *feather step*, *heightened awareness*, *mage armor*, *magic missile*

0th (at will)—*detect magic*, *detect psychic significance*, *flare* (F-DC 14), *know direction*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*

Statistics

Str 10, **Dex** 10, **Con** 13, **Int** 19, **Wis** 16, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 16

Feats Alertness, Cosmopolitan (Heal, Perception), Craft

Construct, Craft Wondrous Item, Psychic Sensitivity, Skill Focus (Sense Motive), Spirit Sense

Skills Fly +7, Heal +10, Knowledge (arcana, history) +14, Knowledge (planes) +17, Linguistics +10, Perception +13 (+15 visual), Sense Motive +26, Spellcraft +22;

Racial Modifiers +2 Perception (visual only)

Languages Aklo, Common, Cyclops, Draconic, Dwarven, Giant, Old Porphyrin, Sylvan, Undercommon

SQ arcane architect, build class (psychic), conjured armor +3, illuminating answers, improved third eye, intimidating, mnemonic cache, mystic pedagogue +5, psychic discipline (lore), superior automatic writing, weapon familiarity

Combat Gear *potion of cure serious wounds* (2), wand of blur (CL 10th; 4 charges), wand of shield (10 charges);

Other Gear +1 greataxe, dagger, javelin (3), bedroll, belt pouch, *boots of the cat*, *bracers of armor* +1, explorer's outfit, flint and steel, *handy haversack*, *headband of vast intellect* +2 (Knowledge (planes)), *heavyload belt*, prismatic crystal, *ring of protection* +1, trail rations (5 days), waterskin; **Coins** 41 gp, 4 sp

Sumephy Sheepreader (CR 90; XP 38,400)

Female half-cyclops mage of the third eye 15

N Medium humanoid (giant, human)

Init +0; **Senses** low-light vision; Perception +20 (+22 visual)

Defense

AC 16, touch 12, flat-footed 16

(+4 armor, +2 deflection)

hp 85 (15d6+20)

Fort +8, **Ref** +7, **Will** +16

Defensive Abilities defensive prognostication

Offense

Speed 30 ft.

Melee +2 greataxe +9/+4 (1d12+2/x3) or dagger +7/+2 (1d4/19-20)

Ranged javelin +7 (1d6)

Special Attacks artificer's touch, hand pool (16/day), undercast surge

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

1/day—*augury*

Spells Known (CL 15th; concentration +21)

7th (4/day)—*greater arcane sight*, *greater scrying* (W-DC 23), *summon monster VII*

6th (7/day)—*blade barrier* (R-DC 22), *disintegrate* (F-DC 22), *greater dispel magic*, *legend lore*

5th (7/day)—*explode head* (F/R-DC 21), *greater command* (W-DC 21), *hold monster* (W-DC 21), *retroognition*

tion, mind thrust V (W-DC 21)

4th (7/day)—break enchantment, charm monster (W-DC 20), freedom of movement, greater invisibility, mind probe (W-DC 20)

3rd (7/day)—dispel magic, fly, haste, resinous skin, telekinetic maneuver

2nd (8/day)—darkvision, hypercognition, investigative mind, resist energy, shield of fortification, spider climb

1st (8/day)—comprehend languages, detect thoughts (W-DC 17), feather step, heightened awareness, mage armor, magic missile

0th (at will)—detect magic, detect psychic significance, flare (F-DC 16), know direction, light, mage hand, mending, message, prestidigitation, read magic

Statistics

Str 10, **Dex** 10, **Con** 13, **Int** 22, **Wis** 16, **Cha** 10

Base Atk +7; **CMB** +7; **CMD** 19

Feats Alertness, Cosmopolitan (Heal, Perception), Craft Construct, Craft Wondrous Item, Empath, Iron Will, Psychic Maestro, Psychic Sensitivity, Skill Focus (Sense Motive), Spirit Sense

Skills Fly +13, Heal +11, Knowledge (arcana, history) +21, Knowledge (planes) +26, Knowledge (religion) +24, Linguistics +24, Perception +20 (+22 visual), Sense Motive +31, Spellcraft +31; **Racial Modifiers** +2 Perception (visual only)

Languages Aklo, Common, Cyclops, Draconic, Dwarven, Giant, Old Porphyrin, Sylvan, Undercommon, plus 12 more

SQ arcane architect, build class (psychic), conjured armor +4, illuminating answers, extradimensional extension, improved third eye, intimidating, memory palace (Knowledge [arcana, history, planes], mnemonic cache, mystic pedagogue +7, psychic discipline [lore], superior automatic writing, weapon familiarity

Combat Gear *potion of cure serious wounds* (2), *wand of blur* (CL 10th; 10 charges), *wand of force punch* (12 charges), *wand of shield* (50 charges); **Other Gear** +2 greataxe, dagger, javelin (3), bedroll, belt pouch, *boots of the cat*, *bracers of armor* +4, *cloak of resistance* +2, explorer's outfit, flint and steel, *handy haversack*, *headband of vast intellect* +4 (Knowledge [planes, religion]), *heavyload belt*, prismatic crystal, *ring of protection* +2, trail rations (5 days), waterskin; **Coins** 17 pp, 19 gp, 4 sp

Sumephy, called the Sheepreader, exemplifies the single-minded purpose of the caste of spellcasters that follow the path of the Mystic Third Eye. A fairly common profession among her people of the half-cyclops race, what was uncommon about her was her fierce intel-

ligence, surpassing most intellects of her race, and her subsequent devotion to the mysterious world of psychic magic. Sumephy journeyed far to the east to the land of Ele'Porphyrene, the domain of the tower elves. There a certain cabal of psychic mages dwells, and a subcaste of these elves perfected, or perhaps even invented, the discipline of psychic mages of the Third Eye.

Her journey to this far land brought her much knowledge and experience, and she has many tales to tell of the Northland and its arrogant half-dragon king, the primitive and mystical Sikoyan people, the intrepid penal colonists of Gulag Blue, and the noble and self-important Iskandari. Though she saw much of the world and made many connections and likely sparked many relationships, her life's goal now is a solitary one. Sumephy the Sheepreader has chosen the path that is laid before many Mages of the Third Eye in the construction of magically-powered constructs, the designs of which she found in her journeys to and back from the psychic Third-Eye mages of the Purple Castles of Ele'Porphyrene. Common gossip is that she seeks to restore the ancient might of the Cyclops Warlords, some small remnants of which can be seen in the defensive works of the Fortress of the Eye in the northern Hinterlands. This is actually true, in part, but Sumephy wants no empire as most see it, for she is slow to trust and desires no subjects, only partners and colleagues, and those would have to prove themselves to her in the depths of time.

It is ironic that those who know her legend know she is a powerful prognosticator, foreseeing storms and attacks and the like, but fail to realize that even more subtle and specific fates can be seen, such as the arrival of individuals and the tests that must be put them in order to see their fitness for the great and misty fate amongst the reconstructed artifices that Sumephy seeks to build on the breaks of the vast Hinterlands of Kesh. Sumephy is at a vulnerable stage in her preparations, as her magics are those of divination and movement, not of mass attack and defense, though she does have some martial skill. It behooves her to soon find some allies that can provide defense, as her tricks will not long protect her from glory and treasure seekers.

Mystic Savant

*- from an address before the
collected Elders of the Great Clans
of the Sandstone Collective*

My hammer is laid before you, honored dwarven kin of the Great Clans, and I greet you with hand open. May the good will of all of the New Gods of this place be upon you, and guide you safely in your seekings for gem and stone. I am Ugrorsh, son of Ut-Kosh, of the Stonebeard Clan, who reside in the downtunnel cavelands of the Sandstone Collective. I was given by my hearth-family, my rock-mother and sire to the Elderbeards who decide who shall follow the gods, and in what manner. Something was seen in me by the gemstone minds of the elders of the clans, and I followed the study of all of the gods, the pantheon of them in entirety. This discipline is called the profession of the 'sacerdote' in the language of the surface-men, but it is seen by the secret cabals of elders who can see in the stones the ways of how it is going to be in the days to come as a discipline that will lead our clans of people to hard times, cataclysms, apocalypses, even, when the powers of the gods clash with those of the Elementalists.

I, Ugrorsh Stonebeard, must examine the confluence of magic and faith, and I do so by contemplating all forms of magic, an uncomfortable focus of study for our people, as we see the dependable ways of stone, the healing and destructive powers of the gods and tend not to look to the left or right. But I have been given a more fractured path, like how the purest stone of quartz refracts the light of the magnesium flame to cut the hard light into the brightest of spectrums, with all of the potential that these colors bring.

In my youth I adventured in the surface-lands, as is common for those of our kind to prove themselves before returning to the Clans below the surface of this our race's adopted home. The surface world of Porphyra is a strange one to us dwarves, and the conditioning by the Honored Mothers of Rock to withstand the light of the Burning Eye, what men call the 'sun' does not completely prepare an under-dweller for

its rays, except, perhaps, for the Sun-cults of Telchar, Blessed be His Name.

I walked with man and elf, with gnome-cousin and the not-gnomes called halflings. I have broken bread with deformed beings with the souls of angels, called the dhosari, and crossed hammers with beautiful beings with skin of alabaster and souls of coal, called the erkunae, their enslavers. I have spoken with dragons, and left their gold untouched, and I have taken the lost riches of the foul beings of the land above, the Ghadabi, who slaughtered their own race to gain power with foul beings of the New Gods. And now I return, to lead us into an age of new prosperity!



Mystic Savant

Mystic savants roam in search of forgotten lore and ancient magical devices. They are specialists in the theory of magic, illuminating mysteries of the eldritch fabric that permeates existence. The path of the savant brings mastery of the lore of glyphs and sigils, knowledge of exotic spells, and the power to unlock the full potential of magical devices.

Prestige Class: Arcane savant

Build Classes: The mystic savant is built on the wizard, but the following optional build classes are described below: arcanist, sacerdote, sorcerer, psychic, or witch.

Role: A mystic savant is a wizard with an usually wide breadth of magic, but are even more capable than other spellcasters when it comes to understanding any magic encountered.

Alignment: Any

Hit Die: d6.

Class Skills

The mystic savant's class skills (and the key ability for each) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int) Survival (Wis), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the mystic savant.

Weapon and Armor Proficiency: Mystic savants are proficient with the club, dagger, and quarterstaff, but not with any type of armor or shield. Armor interferes with a mystic savant's movements, which can cause his arcane spells with somatic components to fail.

Spells: The mystic savant learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Bonus Languages: A mystic savant adds Aboleth, Aklo, Auran, Aquan, Cyclops (Giant dialect), Draconic, Ignan, Necril, Sphinx, and Terran to the list of bonus languages

available to the character because of his race.

Savant Activation (Ex): A mystic savant can always take 10 on Use Magic Device checks, except when activating an item blindly.

Scribe Scroll (Feat): At 1st level, a mystic savant gains Scribe Scroll as a bonus feat.

Esoteric Magic (Ex): At 2nd level and every two class level beyond 2nd, the mystic savant chooses a spell from the cleric, witch, or wizard class's spell list and thereafter treats it as if it were on his personal spell list; if it is not normally on his class spell list, it is treated as 1 level higher. A spell on one more than one of the listed spell lists uses the lowest spell level. The spell's final level must be one the mystic savant can cast. This spell is automatically added to the mystic savant's familiar, known spells, or spellbook, as appropriate.

Master Scholar (Ex): At 2nd level a mystic savant adds 1/2 his class level as a bonus on all Knowledge (arcana), Spellcraft, and Use Magic Device checks.

Glyph-Finding (Ex): At 3rd level, a mystic savant can use Spellcraft to find and disarm writing-based magical traps (including *glyphs*, *runes*, *sigils*, and *symbols*) in the same way a rogue with trapfinding uses Perception and Disable Device.

Scroll Master (Su): A 5th-level mystic savant uses his own caster level instead of the item's caster level when using a scroll or other spell completion item.

Quick Identification (Sp): Starting at 7th level, a savant may identify the magic properties of an item as a swift action. This has the effect of using Spellcraft to determine properties of a magic item for 3 rounds on a particular item.

Sigil Master (Su): A 9th level, a mystic savant receives a +5 bonus on saving throws against writing-based magical traps, and if the save is successful he does not trigger the trap. If he leaves the trap's area and then re-enters, he must save again. A trap that has already been triggered functions normally against a mystic savant, though he still receives this saving throw bonus.

Silence Master (Su): A 11th-level mystic savant is able to activate spell trigger, spell completion, and command

Table: Mystic Savant

Class 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	Savant activation, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Esoteric magic, master scholar	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Glyph finding	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Esoteric magic	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Scroll master	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Esoteric magic	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Quick identification	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Esoteric magic	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Sigil master	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Esoteric magic	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Silence master (3rd)	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Esoteric magic	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Dispelling master	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Analyze dweomer, esoteric magic	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Silence master (6th)	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Esoteric magic	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Dispelling master (greater)	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Esoteric magic	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Silence master (9th)	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Esoteric magic	4	4	4	4	4	4	4	4	4	4

word items silently, substituting a magical gesture for the necessary words. He cannot use this ability in circumstances where he could not cast a spell with somatic components. He must know how to activate an item normally for this ability to work.

Three times per day he may cast a spell of 3rd level or lower as if he were using a *silent metamagic rod*. At level 15, he can use silence master six times per day. He can cast spells up to 6th level silently. At level 19, he can cast spells silently nine times per day. He can cast up to 9th level silently.

Analyze Dweomer (Sp): Starting at 12th level, a savant may use *analyze dweomer* as a free action for up to 1 round per level per day. He may use this ability in 1-round increments.

Dispelling Master (Su): Starting at 13th level, the savant can spontaneously convert any prepared spell into *dispel magic* by losing a spell slot of equal or higher level. At level 17, he can spontaneously convert any spell into a *greater dispel magic* as well. Every time he successfully uses either of these spells to make a targeted dispel or

counterspell, he heals hit points equal to the caster level of the effect dispelled or counterspelled.

Alternate Build Classes

The mystic savant can be built on these alternate classes: arcanist, psychic, sacerdot, sorcerer, or witch.

A mystic savant learns and casts spells exactly like the build class, including type of magic (arcane or psychic), the effect of ability scores on spellcasting and cantrips or knacks. He only suffers from arcane spell failure if he casts arcane spells.

In addition, the mystic savant inherits the weapon and armor proficiencies of the build class, replacing those given above. He also gains following class features from the build class.

Arcanist: None.

Psychic: The psychic savant gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a phrenic pool, certain discipline powers do not work, notably those of the Enlightenment discipline.

Sacerdot: The sacerdot savant keeps the advanced

spellcasting, bonus languages, chaotic evil good and lawful spells, divine focus, divine wrath, domains, and manifestation class features. Spells gained from the esoteric magic are added to the domain spell list.

Sorcerer: The sorcerer savant gains Eschew Materials as a bonus feat at level 1. He chooses a sorcerer bloodline, but only gains bloodline spells and the bloodline skill from his bloodline.

Witch: A witch savant gains the witch's familiar and patron spells abilities.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have mystic savant as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Dwarf: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Elf: Add 1 to your class level, but only to qualify for and use silence master. When your effective level with silence master reaches 20, and each level thereafter, you gain an additional daily use of silence master.

Erkunaec: Gain 1/4 of a Weapon Proficiency or Armor Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Eventual: Add 1/2 spell from your class spell list to your familiar, known spells, or spellbook as appropriate. You cannot learn more spells from this ability than you have learned from your own class spell list using esoteric magic.

Gnome: Reduce the time by 1/2, when learning a spell with using esoteric magic that is of the illusion school and not on your class spell list, you count the spell as being of its original spell level (instead of increasing the effective spell level by 1).

Half-Elf: When casting 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 spells.

Halfling: Add +1/2 dodge bonus to your AC against

attacks of opportunity triggered by casting spells.

Human: Add 1/2 spell to the number of spells learned from the esoteric magic ability.

Ifrit: Reduce the time by 1/2, when learning a spell with using esoteric magic that has the fire descriptor and is not on your class spell list, you count the spell as being of its original spell level.

Kitsune: Reduce the time by 1/2, when learning a spell with using esoteric magic that is of the enchantment school and is not on your class spell list, you count the spell as being of its original spell level.

Oread: Reduce the time by 1/2, when learning a spell with using esoteric magic that has the acid or earth descriptor and is not on your class spell list, you count the spell as being of its original spell level.

Sylph: Reduce the time by 1/2, when learning a spell with using esoteric magic that has the air or electricity descriptor and is not on your class spell list, you count the spell as being of its original spell level.

Undine: Reduce the time by 1/2, when learning a spell with using esoteric magic that has the cold or water descriptor and is not on your class spell list, you count the spell as being of its original spell level.

Zendiqi: Reduce the time by 1/2, when learning a spell with using esoteric magic that has the air, earth, fire, or water descriptor and is not on your class spell list, you count the spell as being of its original spell level.

Sample Character

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

Urgrosh Stonebeard (CR 1/2; XP 200)

Male dwarf mystic savant 1

NG Medium humanoid (dwarf)

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

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 9 (1d6+3)

Fort +2, **Ref** +1, **Will** +5

SR 6

Offense

Speed 20 ft.

Melee warhammer -1 (1d8-1/x3) or dagger -1 (1d4-1/19-20)

Special Attacks divine wrath (W-DC 12 + spell level; 20

ft. cone, 110 ft. ray), hatred

Spells Prepared (CL 1st; concentration +4)

1st—*bless*, *cure light wounds*^D, *shield of faith*

0th (at will)—*detect magic*, *light*, *read magic*

D domain spell; **Domains** fire, good, healing, knowledge, rune

Statistics

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

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

Feats Scribe Scroll

Skills Knowledge (arcana) +6, Linguistics +6, Spellcraft +6, Use Magic Device +3

Languages Common, Draconic, Dwarven, Giant, Undercommon

SQ advanced spellcasting, build class (sacerdote), craftsman, deep warrior, divine focus, savant activation, slow and steady, stonecunning, weapon familiarity

Combat Gear *scroll of cure light wounds* (2), *scroll of mage armor* (2), *scroll of sanctuary* (2; W-DC 11), *scroll of shield of faith* (2), *wand of magic missile* (4 charges);

Other Gear dagger, warhammer, bandolier, bedroll, belt pouch, candles (50), explorer's outfit, flint and steel, helmet candle, journal (2), magnifying glass, masterwork backpack, sack, scrivener's kit, scroll box, scroll case, silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin, wooden holy symbols (5; Aleria, Linium, Neria, Paletius, Yolana); **Coins** 10 gp, 3 sp

Domain Spell List

1st—*burning hands*, *comprehend languages*, *cure light wounds*, *erase*, *mage armor*, *protection from evil*

Urgrosh Stonebeard (CR 4; XP 1,200)

Male dwarf mystic savant 5

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 35 (5d6+15)

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

SR 10

Offense

Speed 20 ft.

Melee warhammer +1 (1d8-1/x3) or dagger +1 (1d4-1/19-20)

Special Attacks divine wrath (+2d6; W-DC 12 + spell level; 20 ft. cone; 150 ft. ray; 2 35 ft. rays), hatred

Spells Prepared (CL 5th; concentration +9)

3rd—*fireball*^P (R-DC 17), *magic vestment*, *prayer*

2nd—*detect thoughts*^D (W-DC 16), *produce flame*^D, *share language* (2), *zone of truth* (W-DC 16)

1st—*bless* (2), *deathwatch*, *endure elements*, *protection from evil*^D (3)

0th (at will)—*create water*, *detect magic*, *detect poison*, *light*, *read magic*

D domain spell; **Domains** fire, good, healing, knowledge, rune

Statistics

Str 8, **Dex** 12, **Con** 15, **Int** 14, **Wis** 18, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 12 (16 vs. bull rush, trip)

Feats Magical Aptitude, Restore the Living, Scribe Scroll

Skills Knowledge (arcana) +12, Linguistics +10, Spellcraft +14, Use Magic Device +11

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Old Porphyrans, Undercommon, Zif

SQ advanced spellcasting, build class (sacerdote), craftsman, deep warrior, divine focus, esoteric magic (magic missile, spark), glyph finding, manifestation (forked ray), master scholar +2, savant activation, scroll master, slow and steady, stonecunning, weapon familiarity

Combat Gear *scroll of bull's strength*, *scroll of burning hands* (2), *scroll of cure moderate wounds* (4), *scroll of deadly juggernaut*, *scroll of mage armor* (4), *scroll of magic missile* (4), *scroll of remove curse*, *scroll of resist energy* (2), *scroll of resistance* (2), *scroll of sanctuary* (2), *scroll of shield of faith* (4), *scroll of whispering lore* (2); **Other Gear** dagger, warhammer, bandolier, bedroll, belt pouch, candles (50), explorer's outfit, flint and steel, *handy haversack*, helmet candle, iron holy symbols (Aleria, Linium, Neria, Paletius, Yolana), journal (2), magnifying glass, sack, scrivener's kit, scroll box, scroll case, silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin; **Coins** 1 gp, 8 sp

Domain Spell List

3rd—*cure serious wounds*, *fireball*, *glyph of warding*, *magic circle against evil*, *speak with dead*

2nd—*align weapon* (good only), *cure moderate wounds*, *detect thoughts*, *magic missile*, *produce flame*, *secret page*

1st—*burning hands*, *comprehend languages*, *cure light wounds*, *erase*, *know direction*, *mage armor*, *protection from evil*

Urgrosh Stonebeard (CR 9; XP 6,400)

Male dwarf mystic savant 10

NG Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex)

hp 67 (10d6+30)

Fort +6, **Ref** +5, **Will** +13

SR 15

Offense

Speed 20 ft.

Melee +1 *warhammer* +5 (1d8/x3) or *dagger* +4 (1d4-1/19-20)

Special Attacks *divine wrath* (+5d6; W-DC 12 + spell level; 20 ft. cone, 200 ft. ray, 2 50 ft. rays, 50 ft. snake shape), *hatred*

Spells Prepared (CL 10th; concentration +15)

5th—*break enchantment*, *flame strike* (2, R-DC 20), *lesser globe of invulnerability*^D, *true seeing*^D

4th—*blessing of fervor* (2), *discern lies* (W-DC 19), *divination*^D (2), *fly*^D, *freedom of movement*

3rd—*archon's aura* (W-DC 18), *dispel magic*, *fireball*^D (R-DC 18), *magic vestment*, *prayer*, *speak with dead*^D (2, W-DC 18)

2nd—*bear's endurance*, *detect thoughts*^D (2, W-DC 17), *produce flame*^D (2), *share language* (2), *shield of fortification*, *zone of truth* (W-DC 17)

1st—*bless* (2), *deathwatch*, *divine favor* (2), *endure elements*, *protection from evil*^D (4)

0th (at will)—*create water*, *detect magic*, *detect poison*, *light*, *read magic*, *spark*

D domain spell; **Domains** fire, good, healing, knowledge, rune

Statistics

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

Base Atk +5; **CMB** +4; **CMD** 15 (19 vs. bull rush, trip)

Feats *Combat Casting*, *Magical Aptitude*, *Restore the Living*, *Scribe Scroll*, *Selective Divine Wrath*

Skills *Fly* +5, *Knowledge (arcana)* +19, *Knowledge (history, local, nature, planes, religion)* +6, *Linguistics* +10, *Spellcraft* +24, *Use Magic Device* +21

Languages *Celestial*, *Common*, *Draconic*, *Dwarven*, *Elven*, *Giant*, *Old Porphyrin*, *Undercommon*, *Zif*

SQ *advanced spellcasting*, *build class (sacerdote)*, *craftsman*, *deep warrior*, *divine focus*, *esoteric magic* (*fly*, *invisibility*, *lesser globe of invulnerability*, *magic missile*, *spark*), *glyph finding*, *manifestation (forked ray, snake shape)*, *master scholar* +5, *quick identification*, *savant activation*, *scroll master*, *sigil master*, *slow and steady*, *stonecunning*, *weapon familiarity*

Combat Gear *scroll of bull's strength* (2), *scroll of burning hands* (2), *scroll of cure critical wounds* (4), *scroll of deadly juggernaut*, *scroll of divine power*, *scroll of fly*, *scroll of invisibility*, *scroll of mage armor* (2), *scroll of magic missile* (4), *scroll of remove curse*, *scroll of resist energy* (2), *scroll of*

sanctuary (2), *scroll of shield of faith* (2), *scroll of whispering lore* (2); **Other Gear** +1 *warhammer*, *dagger*, *bandolier*, *bedroll*, *belt pouch*, *candles* (50), *cloak of resistance* +1, *explorer's outfit*, *flint and steel*, *handy haversack*, *headband of inspired wisdom* +2, *helmet candle*, *iron holy symbol (Aleria, Linium, Neria, Paletius, Yolana)*, *journal* (2), *magnifying glass*, *sack*, *scrivener's kit*, *scroll box*, *scroll case*, *silk rope* (50 ft.), *spell component pouch*, *trail rations* (5 days), *waterskin*; **Coins** 1 gp, 8 sp

Domain Spell List

5th—*breath of life*, *dispel evil*, *fire shield*, *lesser globe of invulnerability*, *lesser planar binding*, *true seeing*

4th—*cure critical wounds*, *divination*, *explosive runes*, *fly*, *holy smite*, *wall of fire*

3rd—*cure serious wounds*, *fireball*, *glyph of warding*, *invisibility*, *magic circle against evil*, *speak with dead*

2nd—*align weapon (good only)*, *cure moderate wounds*, *detect thoughts*, *magic missile*, *produce flame*, *secret page*

1st—*burning hands*, *comprehend languages*, *cure light wounds*, *erase*, *know direction*, *mage armor*, *protection from evil*

Urgrosh Stonebeard (CR 14; XP 38,400)

Male dwarf mystic savant 15

NG Medium humanoid (dwarf)

Init +5; **Senses** *darkvision* 60 ft.; *Perception* +20

Defense

AC 11, *touch* 11, *flat-footed* 10

(+1 Dex)

hp 100 (15d6+45)

Fort +9, **Ref** +8, **Will** +16

SR 20

Offense

Speed 30 ft.

Melee +1 *warhammer* +7 (1d8/x3) or *dagger* +6 (1d4-1/19-20)

Special Attacks *dispelling master*, *divine wrath* (+7d6; W-DC 14 + spell level; 20 ft. cone, 20 ft. radius cylinder 150 ft. tall with 250 ft. range, 250 ft. ray, 2 60 ft. rays, 75 ft. snake shape), *hatred*, *silence master* (6/day, 6th-level or lower)

Spells Prepared (CL 15th; concentration +20)

8th—*discern location*^D, *holy aura* (F-DC 23)

7th—*elemental body III*^D, *holy word* (W-DC 22), *jolt-ing portent* (F-DC 22), *regenerate*^D

6th—*cold ice strike* (R-DC 21), *fire seeds*^D (R-DC 21), *greater dispel magic* (2), *heal*^D, *teleport*^D

5th—*break enchantment*, *dispel evil* (2, W-DC 20), *flame strike* (2, R-DC 20), *lesser globe of invulnerability*^D

(2), *true seeing*^D (2)

4th—*blessing of fervor* (2), *discern lies* (2, W-DC 19), *divination*^D (2), *fly*^D (2), *freedom of movement*

3rd—*archon's aura* (2, W-DC 18), *fireball*^D (3, R-DC 18), *magic vestment*, *prayer* (3), *speak with dead*^D (2, W-DC 18)

2nd—*bear's endurance* (2), *detect thoughts*^D (3, W-DC 17), *produce flame*^D (2), *share language* (2), *shield of fortification*, *zone of truth* (W-DC 17)

1st—*bless* (2), *deathwatch*, *divine favor* (3), *endure elements*, *protection from evil*^D (5, W-DC 16)

0th (at will)—*create water*, *detect magic*, *detect poison*, *light*, *read magic*, *spark*

D domain spell; **Domains** fire, good, healing, knowledge, rune

Statistics

Str 8, **Dex** 12, **Con** 15, **Int** 18, **Wis** 20, **Cha** 8

Base Atk +7; **CMB** +6; **CMD** 17 (21 vs. bull rush, trip)

Feats Combat Casting, Cunning, Improved Initiative, Magical Aptitude, Quickened Wrath, Restore the Living, Scribe Scroll, Selective Divine Wrath

Skills Acrobatics +1 (+6 to jump), Fly +14, Knowledge (arcana) +29, Knowledge (dungeoneering, engineering, geography, nature, nobility, planes) +10, Knowledge (history, local, religion) +11, Linguistics +12, Perception +20, Spellcraft +33, Use Magic Device +28

Languages Celestial, Common, Draconic, Dwarven, Elven, Giant, Old Porphyrans, Undercommon, Zif

SQ advanced spellcasting, analyze dweomer (15 rounds/day), build class (sacerdote), craftsman, deep warrior, divine focus, esoteric magic (*elemental body III*, *fly*, *invisibility*, *lesser globe of invulnerability*, *magic missile*, *spark*, *teleport*), glyph finding, manifestation (cylinder, forked ray, snake shape), master scholar +5, quick identification, savant activation, scroll master, sigil master, slow and steady, stonecunning, weapon familiarity

Combat Gear *scroll of bull's strength* (4), *scroll of burning hands* (4), *scroll of cure critical wounds* (8), *scroll of deadly juggernaut* (2), *scroll of divine power* (2), *scroll of fireball* (5), *scroll of fly* (2), *scroll of greater planar ally* (2), *scroll of invisibility* (2), *scroll of mage armor* (4), *scroll of magic missile* (12), *scroll of remove curse* (2), *scroll of resist energy* (4), *scroll of sanctuary* (4), *scroll of shield of faith* (4), *scroll of whispering lore* (4); **Other Gear** +1 warhammer, dagger, bandolier, bedroll, belt pouch, *boots of striding and springing*, candles (50), *cloak of resistance* +2, explorer's outfit, flint and steel, *handy haversack*, *headband of mental prowess* +2 (Int, Wis; Perception), helmet candle, iron holy symbol (Aleria, Linium, Neria, Paletius, Yolana), journal (2), magnifying glass, sack, scrivener's kit, scroll

box, scroll case, silk rope (50 ft.), spell component pouch, trail rations (5 days), waterskin; **Coins** 1 gp, 8 sp

Domain Spell List

8th—*discern location*, *holy aura*, *incendiary cloud*, *mass cure critical wounds*, *symbol of death*

7th—*elemental body III*, *elemental body VI (fire only)*, *holy word*, *instant summons*, *legend lore*, *regenerate*

6th—*blade barrier*, *find the path*, *fire seeds*, *greater glyph of warding*, *heal*, *teleport*

5th—*breath of life*, *dispel evil*, *fire shield*, *lesser globe of invulnerability*, *lesser planar binding*, *true seeing*

4th—*cure critical wounds*, *divination*, *explosive runes*, *fly*, *holy smite*, *wall of fire*

3rd—*cure serious wounds*, *fireball*, *glyph of warding*, *invisibility*, *magic circle against evil*, *speak with dead*

2nd—*align weapon (good only)*, *cure moderate wounds*, *detect thoughts*, *magic missile*, *produce flame*, *secret page*

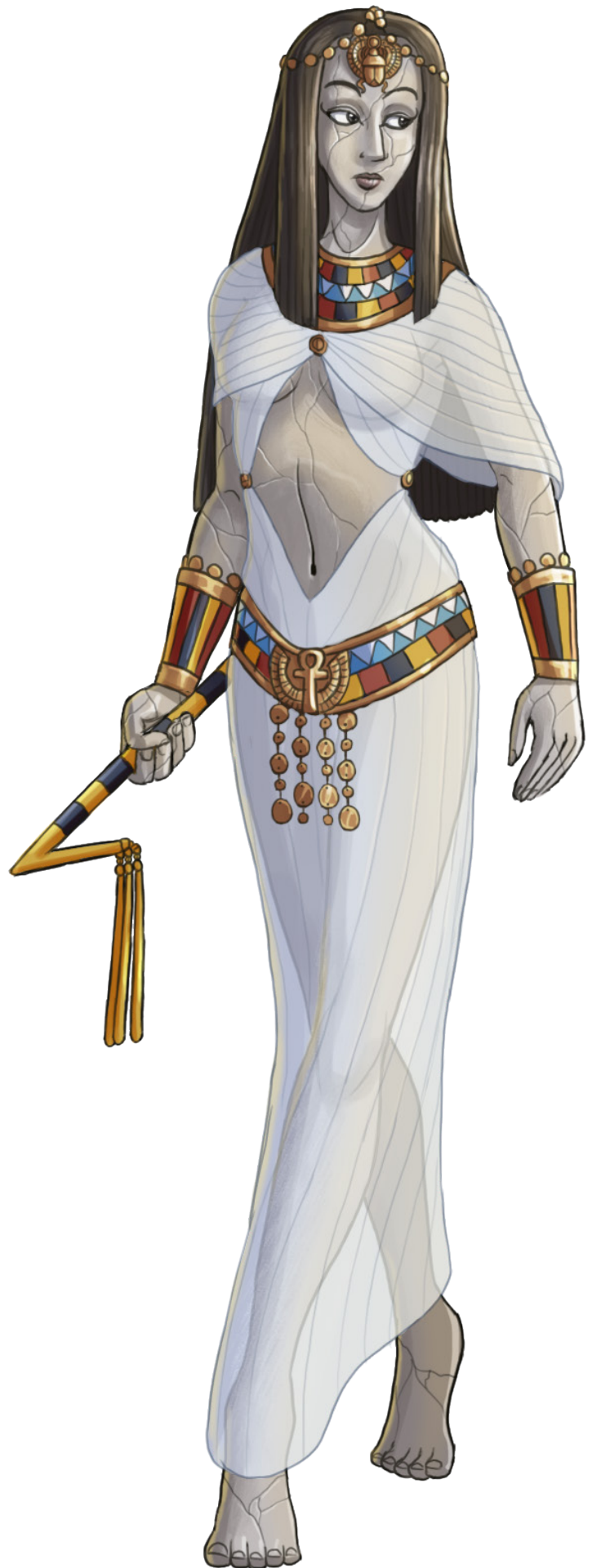
1st—*burning hands*, *comprehend languages*, *cure light wounds*, *erase*, *know direction*, *mage armor*, *protection from evil*

The relevance of prophecy is disregarded by some clans of dwarven people, as they say that “the stone does not change, not in the whole time of dwarf”, but other, more mystical clans, disagree. Earthquakes rumble even far beneath the surface, and mineral forms can change after long period of time. The Sandstone Collective is a group of clans that does believe in prophecy, and Urgrosh Stonebeard, of the line of Ut-Kosh is, some factions say, the fulfillment of that prophecy. Urgrosh has been trained in the sacerdotal discipline, revering all of the New Gods pantheon, with all of the responsibility and power that entails. The hope is that his insight will lead the dwarven communities of the Sandstone Collective to a recognizable power in their region, maybe even legitimize a national government out of the dwarven strength in that abandoned region. Urgrosh spend several years adventuring on the surface, observing the lives of surface cultures and noting what is required of a surface nation to be part of the global community. Urgrosh generally is not impressed with the state of affairs on the surface, though some nations seem to be on the right path, in his opinion- but he believes fervently in the dwarven people and is implacable in his goal to create the nation of Sandstone. His is a practical goal, requiring funds, mercenaries, embassies, and the monumental job of clearing the surface nearby of foul beasts and races, allowing the dwarves to emerge from their holdfasts underground and become more like surface-dwellers.

Ren Monolith

And Magnesia was one with the stone. It had taken training to master the magic that enabled her to be one with stone, and she had had to endure a period of wandering the world outside the palaces of stone that the zendiqi had put her in. Magnesia could remember not being one with the stone, the years she spent in training and wandering, in discovering and fighting for knowledge and her life, recognizing the glyph of language for the first time. Her teacher had been a shaitan, what the commoners would have called a 'genie' and had been her many-times-over grandmother, though they appeared the same age. Grandmother Stone had placed the ka gem into her head, and that memory did not need to be sought out in Magnesia's memory, that event seared its reality into Magnesia's reality. Her true name was set there, of which the name 'Magnesia' was but a pale shadow. She learned from the slave-genies, in between forays into the desert to test her magical and physical abilities, the magical and geological knowledge that would serve her in her long service to the Zendik Order, to the inscrutable sheiks that roamed the desert determining the fates of the rimal and the other element-kin, and, presumably, the fate of the world.

But now she was one with the stone. When she had progressed far enough in her training, the fierce, brown-skinned zendiqi overseers tested her, interrogated Grandmother Stone and bade Magnesia come with them to a distant, ancient mastaba and bade her use her powers of attunement with the stone core of the building. Meld with the stone, as you have been bade, they commanded. Emerge when the sanctity of the mastaba of Haroun al-Rashid has been violated, and destroy the interlopers with you magical powers. If you live, then proceed to the Green Lands and kill all those who bear the sign of the 'Gods'. And- with little warning- the seal on the mastaba was broken! Magnesia's consciousness snapped to the fore, she perceived beings entering the mastaba she was bade to guard. They came in as she emerged, bearing torches and heavy weapons. Her spell knowledge came to her, and she cast a spell that made them weak as kittens, and another to call forth a 'stone brother', an elemental of suitable size to hold them still. One dared to open its eyes weakly, and stammer "W-what?" whereupon Magnesia, now of sandy flesh instead of stone, said, "I will ask the questions, interloper. Now, what, tell me, is a 'god'?"



Ren Monolith

The ancient lands of the desert are rife with aged ruins guarded by stony sentinels from bygone days, whose implacable gaze can still the heart of a miscreant or scare off a would-be tomb robber. The ren monolith is a ren monolith of the scribe caste, a wielder of mystic power. The ancient race of sphinxes is said to have endowed the first ren monoliths with their powers, raising statuettes to a semblance of life, but today, most of these paragons of justice are mortals who willingly take on the mantle of immortal guardians through ritual and devotion, imbuing themselves with the patience and eternal strength of stone.

Purple Duck Note: *There is also a curse to create a living monolith, as described in Warrior Prestige Archetypes.*

Prestige Class: Living monolith

Build Classes: The ren monolith is built on the wizard, but the following optional build classes are described below: arcanist, psychic, sacerdot, sorcerer, or witch.

Role: Ren monoliths are sacred guardians, using magical powers to hinder and destroy tomb robbers. In a party, their role is essentially the same, to anticipate and destroy the enemies of the team.

Alignment: Any. Alignment is generally similar to that of the noble whose tomb they guard. There are more lawful and good monoliths than chaotic and evil ones, because those taking up the task voluntarily are usually lawful and evil nobles tend to prefer undead guardians. Adventuring ren monoliths are usually chasing those who plundered their tomb.

Hit Die: d6.

Class Skills

The ren monolith's class skills (and the key ability for each) are Appraise (Int), Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 2 + Int modifier.

Class Features

These are all the class features of the ren monolith.

Weapon and Armor Proficiency: Ren monoliths are proficient with the club, dagger, dart, mace (light), sling, and quarterstaff, but not with any type of armor or shield. Armor interferes with a ren monolith's movements, which can cause his arcane spells with somatic components to fail.

Bonus Language: Sphinx. A ren monolith can pick sphinx as a bonus language, in addition to those allowed by his race.

Spells: The ren monolith learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The wizard monolith can meld his spellbook with his ren stone, causing it to disappear and become inaccessible and indestructible. Many ren monoliths scribe their spells on individual rolls of papyrus or stone tablets, and only need to take out the tablets for the spells they actually study. Melding or taking out the spell book is a move action. If the ren monolith dies, the spellbook immediately materializes.

Ren Stone (Su): During his induction into this class, a ren monolith has a stone scarab embedded in his forehead, often set with gems or inlaid with precious metals. This stone is inscribed on its inner side with the monolith's true name and his oaths to the gods and pharaohs. It cannot be removed without his permission, cannot be *dispelled* (though it does not function in areas where magic does not work), and does not use a magic item slot.

The soul stone grants the ren monolith a +2 bonus on saving throws against death effects, mind-affecting effects, effects that grant negative levels, and on saves to overcome negative levels.

Additionally, a ren stone can be used once per day to cast any one spell that the ren monolith has in his spell list and of a level he is capable of casting. The ren monolith doesn't need to know the spell. This spell is treated like any other spell cast by the ren monolith, including casting time, duration, and other effects dependent on the ren monolith's level. This spell cannot be modified by metamagic feats or other abilities.

Table: Ren Monolith

Class 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	Build class, ren stone, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Armor bonus +4	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Fortified flesh 1	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Figurine	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Tombsight	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Stone blood	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Fortified flesh 2	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Stability	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Attunement to stone	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Immune to disease	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Fortified flesh 3	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Summon sphinx	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Assumption of stone	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Communion with stone	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Fortified flesh 4	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Summon sphinx (greater)	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Judgment of the monolith	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Lore of stone	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Fortified flesh 5	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Ageless stone	4	4	4	4	4	4	4	4	4	4

Scribe Scroll (Feat): At 1st level, a ren monolith gains Scribe Scroll as a bonus feat.

Armor Bonus (Ex): At 2nd level, a ren monolith receives +4 armor bonus to AC as a result of their ongoing petrification. This is an armor bonus (not natural armor) and does not stack with armor worn or effects that give an armor bonus, like *mage armor*.

Fortified Flesh (Ex): At 3rd level, the flesh of a ren monolith takes on some of the hardness of stone. A ren monolith gains DR 1/— and 10% immunity to critical hits and sneak attacks (as if wearing fortification armor). At 7th level and every four levels thereafter, this DR increases by 1 and the immunity to critical hits increases by 10%. Neither effect stacks with similar effects from other sources.

Figurine (Sp): At 4th level a ren monolith can invoke the power of his ren stone 3 times per day as a standard action, enabling him to shrink to Tiny size as if using *reduce person* (even if he is not a humanoid or larger than Small in his natural form). This effect lasts until dispelled

or dismissed by the ren monolith. For each size category larger than Small the ren monolith is in his natural form, the size penalty to Strength increases by -2.

Tombsight (Su): At 5th level, a ren monolith can perceive the balance of life and death, as if using *deathwatch* and *detect undead* simultaneously.

This power can be used at will and lasts as long as the ren monolith concentrates.

Stone Blood (Ex): At 6th level, the vital fluids and tissues of a ren monolith can selectively petrify in response to injury. A ren monolith automatically stabilizes when at negative hit points and is immune to continuous damage from bleed attacks (including weapons with the *wounding* special ability) and ability damage from blood drain

Stability (Ex): At 8th level, a ren monolith becomes exceptionally stable on his feet, gaining a +4 bonus to his CMD when he resists a bull rush or trip attempt while standing on the ground. This stacks with a dwarf's stability trait and similar abilities.

Attunement to Stone (Sp): At 9th level, a ren monolith can use *meld into stone* at will. The duration of this ability can be freely extended, and the ren monolith does not age, eat, drink, breathe, or need to sleep while so melded.

Immune to Disease (Ex): At 10th level, a ren monolith becomes immune to all diseases, including supernatural and magical diseases (such as mummy rot). He is also immune to parasitic infestation and swarm attacks.

Summon Sphinx (Sp): At 12th level the ren monolith gains a +4 bonus on Diplomacy checks to influence sphinxes, and can call upon the aid of the sphinxes. Once per day, the ren monolith can call a sphinx to his presence and bargain for its services as if using *planar ally* to call upon an outsider. At 16th level, this ability functions as *greater planar ally*.

Communion with Stone (Su): At 14th level, a ren monolith achieves a unique communion with the earth, gaining tremorsense to a range of 30 feet. Once per day, the ren monolith can communicate with rock and stone as if using *stone tell*. He gains Terran as a bonus language.

Assumption of Stone (Sp): At 16th level a ren monolith becomes immune to petrification. Also, he may use *statue* (sp) with a range of personal at will. Add any damage reduction the ren monolith has to its hardness in statue form. The duration of this ability can be freely extended, and the ren monolith does not age, eat, drink, breathe, or sleep while using it. Time in *statue* form does not count against the duration of any spell or spell-like ability the ren monolith has cast on himself, and all such spells are suspended for the duration. This allows the ren monolith to leave statue form and instantly be buffed and ready for combat.

Judgment of the Monolith (Sp): At 17th level, a ren monolith gains the divine authority to demand truthful answers. Once per day, a ren monolith can conduct a ritual of inquisition. If performed on a dead body, this functions as *speak with dead*. Upon a living creature, it functions as a *mark of justice* that activates if the target lies to the ren monolith.

Lore of Stone (Sp): At 18th level a ren monolith can use this power to entreat the spirits of the living and the dead to answer questions as if using *contact other plane* (treat as contacting a lesser deity).

Ageless Stone (Ex): At 20th level, a ren monolith becomes immortal. He ceases aging (though any aging effects already accrued remain in place) and becomes immune to energy drain and death effects, though he can still be killed by other means.

Alternate Build Classes

The ren monolith can be built on these alternate classes: arcanist, psychic, sacerdote, sorcerer, or witch.

A ren monolith learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the ren monolith inherits the following class features from the build class. This replaces the build class feature, above.

Arcanist: Same as the build class ability of the wizard, above.

Psychic: The psychic monolith gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a phrenic pool, certain discipline powers do not work, notably those of the Enlightenment discipline.

Sacerdote: The sacerdote monolith keeps the advanced spellcasting, bonus languages, chaotic evil good and lawful spells, divine focus, divine wrath, domains, and manifestation class features.

Sorcerer: The sorcerer monolith gains Eschew Materials as a bonus feat at level 1. He selects a bloodline, but gains only bloodline spells, bloodline arcana, and the bloodline skill from the bloodline; the rest of his power is channeled into the ren stone. Most sorcerer monoliths have bloodlines related to earth or the dead.

Witch: A witch monolith has no familiar and stores his spells in his ren stone. He gains patron spells; most witch monoliths have patrons related to earth or the dead.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have ren monolith as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Anpur: Add 1/2 to your Perception skill modifier when inside a stone building (including underground).

Dhampir: Add 1 to your class level to qualify for tombsight and add 1 ft. to the range.

Dwarf: Gain a +1/5 bonus on saving throws against poison, spells, and spell-like abilities.

Eventual: Gain +1/4 to Will saves when inside a stone building (including underground).

Gnome: When casting illusion spells, add +1/2 round to the duration of the spell. This does not apply to spells with a duration of instantaneous or permanent.

Half-Elf: Add +1/5 to your racial saving throw bonus against enchantment spells and effects.

Half-Orc: Add 1 to your Constitution score, but only when calculating how many negative hit points you can suffer before you die.

Halfling: Add +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Increase the armor bonus by 1/5.

Oread: Increase the armor bonus by 1/5.

Xesa: Add 1/4 to concentration checks.

Zendiqi: Add a spell from your spell list to your familiar, known spells, or spellbook that has the air, earth, fire, or water descriptor and is at least one level lower than the highest level spell you can cast.

Sample Character

Below is a sample ren monolith player character that uses the witch build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Magnesia (CR 1/2; XP 200)

Female oread ren monolith 1

LN Medium outsider (native)

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

Defense

AC 11, touch 11, flat-footed 10

(+1 Dex; +4 dodge vs. humans)

hp 9 (1d6+3)

Fort +4, **Ref** +1, **Will** +3

Defensive Abilities stone in the blood; **Resist** acid 5

Offense

Speed 20 ft.

Melee dagger +0 (1d4/19-20) or club +0 (1d6)

Ranged dart +1 (1d4)

Special Attacks treacherous earth (1/day)

Spells Prepared (CL 1st; concentration +3)

1st—*charm person* (W-DC 13), *chill touch* (F/W-DC

13)

0th (at will)—*detect magic*, *read magic*, *touch of fatigue* (F-DC 12)

Patron plague

Statistics

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

Base Atk +0; **CMB** +0; **CMD** 11

Feats Great Fortitude, Scribe Scroll

Skills Knowledge (arcana, history, religion) +6, Spellcraft +6

Languages Common, Old Porphyran, Terran, Undercommon

SQ build class (witch), earth affinity, ren stone

Combat Gear *scroll of comprehend languages* (5), *scroll of mage armor* (2), *wand of cure light wounds* (10 charges);

Other Gear club, dagger, dart (3), bedroll, belt pouch, explorer's outfit, flint and steel, ioun torch, masterwork backpack, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 13 gp, 3 sp

Spells Known

1st—all prepared spells plus: *comprehend languages*, *cure light wounds*, *ray of enfeeblement*

0th—all.

Magnesia (CR 4; XP 1,200)

Female oread ren monolith 5

LN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft., tombsight; Perception +1

Defense

AC 16, touch 12, flat-footed 15

(+4 armor, +1 deflection, +1 Dex; +4 dodge vs. humans)

hp 35 (5d6+15)

Fort +6, **Ref** +3, **Will** +6

DR 1/—; **Defensive Abilities** fortification (10%), stone in the blood; **Resist** acid 5

Offense

Speed 20 ft.

Melee dagger +2 (1d4/19-20) or club +2 (1d6)

Ranged dart +3 (1d4)

Special Attacks treacherous earth (1/day)

Spells Prepared (CL 5th; concentration +8)

3rd—*dispel magic*, *ray of exhaustion* (F-DC 16)

2nd—*command undead* (W-DC 15), *false life*, *molten orb* (R-DC 15)

1st—*charm person* (W-DC 14), *chill touch* (F/W-DC 14), *long arm*, *ray of enfeeblement* (F-DC 14)

0th (at will)—*detect magic*, *read magic*, *stabilize*, *touch of fatigue* (F-DC 13)

Patron plague

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 16, **Wis** 12, **Cha** 10

Base Atk +2; **CMB** +2; **CMD** 17

Feats Defensive Combat Training, Endurance, Great Fortitude, Scribe Scroll

Skills Knowledge (arcana, history, religion) +11, Knowledge (dungeoneering, geography, local, nobility, planes) +7, Spellcraft +11

Languages Common, Old Porphyrin, Terran, Undercommon

SQ build class (witch), earth affinity, figurine (3/day), ren stone

Combat Gear *scroll of comprehend languages* (3), *wand of cure moderate wounds* (3 charges); **Other Gear** club, dagger, dart (3), bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, ioun torch, masterwork backpack, *ring of protection* +1, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 3 gp, 3 sp

Spells Known

3rd—all prepared spells.

2nd—all prepared spells plus: *cure moderate wounds*, *see invisibility*

1st—all prepared spells plus: *burning hands*, *comprehend languages*, *cure light wounds*, *detect undead*

0th—all.

Magnesia (CR 9; XP 6,400)

Female oread ren monolith 10

LN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft., tombsight; Perception +1

Defense

AC 16, touch 12, flat-footed 15

(+4 armor, +1 deflection, +1 Dex; +4 dodge vs. humans)

hp 67 (10d6+30)

Fort +8, **Ref** +5, **Will** +9

DR 2/—; **Defensive Abilities** fortification (20%), stone blood, stone in the blood; **Immune** disease (all), parasitic infestation, swarm attacks; **Resist** acid 5

Offense

Speed 20 ft.

Melee mwk dagger +6 (1d4/19-20) or club +5 (1d6)

Ranged dart +6 (1d4)

Special Attacks treacherous earth (1/day)

Spell-Like Abilities (CL 10th; concentration +14)

At will—attunement to stone

Spells Prepared (CL 10th; concentration +14)

5th—*summon monster V*, *waves of fatigue*

4th—*charm monster* (W-DC 18), *enervation* (2), *vermin shape II*

3rd—*dispel magic*, *fly*, *ray of exhaustion* (2, F-DC 18)

2nd—*command undead* (W-DC 17), *false life*, *molten orb* (R-DC 16)

1st—*charm person* (W-DC 15), *chill touch* (F/W-DC 16), *long arm*, *ray of enfeeblement* (F-DC 16)

0th (at will)—*detect magic*, *read magic*, *stabilize*, *touch of fatigue* (F-DC 15)

Patron plague

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 19, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +5; **CMD** 22 (26 vs. bull rush, trip)

Feats Defensive Combat Training, Endurance, Great Fortitude, Scribe Scroll, Spell Focus (necromancy), Undead Master

Skills Fly +11, Knowledge (arcana, religion) +15, Knowledge (dungeoneering, engineering, geography, local, nature, nobility, planes) +9, Knowledge (history) +17, Spellcraft +17

Languages Common, Old Porphyrin, Terran, Undercommon

SQ build class (witch), earth affinity, figurine (3/day), ren stone

Combat Gear *scroll of lightning bolt* (4), *wand of cure moderate wounds* (11 charges); **Other Gear** masterwork dagger, club, dart (3), bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, *headband of aerial agility* +2 (Int; Fly), *ioun torch*, masterwork backpack, *ring of protection* +1, sack, *spectacles of understanding*, spell component pouch, trail rations (5 days), waterskin; **Coins** 68 gp, 8 sp

Spells Known

5th—all prepared spells plus: *cure critical wounds*, *giant vermin*, *inflict critical wounds*

4th—all prepared spells plus: *animate dead*, *cure serious wounds*

3rd—all prepared spells plus: *contagion*, *lightning bolt*

2nd—all prepared spells plus: *cure moderate wounds*, *see invisibility*

1st—all prepared spells plus: *burning hands*, *comprehend languages*, *cure light wounds*, *detect undead*

0th—all.

Magnesia (CR 14; XP 38,400)

Female oread ren monolith 15

LN Medium outsider (native)

Init +1; **Senses** darkvision 60 ft., tombsight, tremorsense 30 ft.; Perception +1

Defense

AC 17, touch 13, flat-footed 16
(+4 armor, +2 deflection, +1 Dex; +4 dodge vs. humans)
hp 100 (15d6+45)
Fort +11, **Ref** +8, **Will** +12
DR 4/—; **Defensive Abilities** fortification (40%), stone blood, stone in the blood; **Immune** disease (all), parasitic infestation, swarm attacks; **Resist** acid 5

Offense

Speed 20 ft.
Melee mwk dagger +8/+3 (1d4/19-20) or club +7/+2 (1d6)
Ranged dart +8 (1d4)
Special Attacks treacherous earth (1/day)
Spell-Like Abilities (CL 15th; concentration +20)
At will—attunement to stone
Spells Prepared (CL 15th; concentration +20)
8th—*summon monster VII*
7th—quicken *fly*, *waves of exhaustion*
6th—*greater dispel magic*, *mass suggestion* (W-DC 21), *slay living* (F-DC 23)
5th—*inflict critical wounds* (W-DC 22), quickened *ray of enfeeblement* (F-DC 22), *summon monster V* (2), *waves of fatigue*
4th—*charm monster* (2, W-DC 19), *enervation* (2), *vermin shape II*
3rd—*contagion* (F-DC 20), *dispel magic*, *lightning bolt* (R-DC 18), *ray of exhaustion* (2, F-DC 20)
2nd—*command undead* (W-DC 19), *false life*, *molten orb* (2, R-DC 17), *see invisibility*
1st—*charm person* (W-DC 16), *chill touch* (2, F/W-DC 18), *long arm*, *ray of enfeeblement* (2, F-DC 18)
0th (at will)—*detect magic*, *read magic*, *stabilize*, *touch of fatigue* (F-DC 17)

Patron plague

Statistics

Str 10, **Dex** 13, **Con** 14, **Int** 20, **Wis** 12, **Cha** 10
Base Atk +7; **CMB** +7; **CMD** 28 (32 vs. bull rush, trip)
Feats Defensive Combat Training, Endurance, Great Fortitude, Greater Spell Focus (necromancy), Quicken Spell, Scribe Scroll, Skeleton Summoner, Spell Focus (necromancy), Undead Master
Skills Fly +16, Knowledge (arcana, history, religion) +23, Knowledge (dungeoneering, engineering, geography, local, nature, nobility) +12, Knowledge (planes) +14, Spellcraft +23
Languages Common, Old Porphyran, Terran, Undercommon
SQ build class (witch), communion with stone (1/day), earth affinity, figurine (3/day), ren stone, summon

sphinx (1/day)

Combat Gear *scroll of chain lightning* (2), *scroll of greater teleport* (2), *scroll of heal* (2), *wand of cure critical wounds* (10 charges); **Other Gear** masterwork dagger, club, darts (3), bedroll, belt pouch, *cloak of resistance* +2, explorer's outfit, *extend metamagic rod*, flint and steel, *headband of aerial agility* +2 (Int; Fly), *heavyload belt*, *helm of comprehend languages and read magic*, *ioun torch*, masterwork backpack, *ring of protection* +2, sack, spell component pouch, trail rations (5 days), waterskin; **Coins** 85 gp, 8 sp

Spells Known

8th—all prepared spells plus: *horrid wilting*
7th—all prepared spells plus: *chain lightning*, *control undead*, *greater teleport*, *heal*
6th—all prepared spells plus: *create undead*, *raise dead*
5th—all prepared spells plus: *cure critical wounds*, *giant vermin*
4th—all prepared spells plus: *animate dead*, *cure serious wounds*
3rd—all prepared spells plus: *fly*
2nd—all prepared spells plus: *cure moderate wounds*
1st—all prepared spells plus: *burning hands*, *comprehend languages*, *cure light wounds*, *detect undead*
0th—all.

The oread Magnesia is of the order of Ren Monoliths, spellcasters at once one with the ways and understandings of stone and sand and possessing magical power of the chosen discipline of their master. Born to duty, ren monoliths are trained and groomed to become eternally watchful guardians of stony tombs and hidden places, as they can, after accumulating enough power, become one with stone without ceasing for life's needs, or become a statuette in the grave goods of an honored ruler and protect his eternal remains in that regard. It is seldom a profession or fate one would willingly choose, but most see it as a sacred duty to their overlords. Magnesia is of a slightly different mindset, having trained outside the fastness of zendiqli strongholds by facing myriad wild dangers in the destroyed lands of the Brown Lands and Ghadab. Her rapid progression to a guardian state has not made her as compliant as others of her kind, and Magnesia has some remnants of burning curiosity about her, mostly about the opponents of her overlords, and what the nature of them might be. She is also rather cain about her magical power, and greatly likes to show it off in flashy fashion, exerting control over others as her masters have over her.

Riftwarden

Inasmuch as felines could look nervous, the “honour guard” contingent of catfolk elite guard were so, only in Micayrel’s experience, a nervous cat was never seen, as a nervous cat was wise enough to hide from the phenomenon that made it so. These catfolk were intelligent and dedicated, and so, supposedly, was he, and he wondered, as he perused the pulsing screen of flashing colors and sounds, whether it was the animal that was more intelligent, as no normal cat would come so near to this fearful place- the so-called Wall of Sleep. In his order, the Riftwardens, it was called The Bane, and took up much of the order’s time and resources. Micayrel had been assigned close-watch of The Bane, along with several others somewhere else along the dimensional border, and had brought along a personal guard that he trusted, along with his otherself, his whale-like eidolon Leviath. What was worse, furtive catfolk scouts had reported to him that there were strange (stranger) phenomenon not part of the Wall- portals far from the event horizon. Micayrel was doubtful, but The Bane had surprised them before...

The choice to bring catfolk elite guard was a good one, for they detected the sudden presence of the pair of bearded devils, suffused with the stink of brimstone, beyond the next rise. Micayrel knew that unsupervised planar collection often left its passengers disoriented, so he rallied the “troops”. As Micayrel and the lumbering Leviath tried to keep up with the snarling felinoids, they surprised the foul-tempered infernals, with Micayrel ripping most of their vitality away with a heavy pulse of planar-damaging energy, and the catfolk digging in with tooth, claw and shurikens.

Micayrel disengaged early, scanning the area for rift-sign.

There was little, but he consulted with the wound-licking catfolk and questioned them carefully on what they sensed during the battle. Most could not get over the sulphurous and bloody stench of the devils, but one odd-eyed catman spoke of a “dusty” smell on the battlefield, “like crushed rock”. Micayrel considered this, scanned the

area, and located the issue; quantities of crushed porphyrite, which were an expendable retransmogrifyer to The Bane’s effects! Someone has gone through a lot of trouble- the Darkfire Adepts were at it again...

By the end of day, the other dispatched Riftwardens had followed Micayrel’s instructions, and had used mercenaries to search out the porphyrite-dust deposits and remove them. Many removals needed help from the Riftwardens to combat last-minute manifestations, but, luckily, a few were of beneficial nature, angels and the like. In such cases, it is best to be polite to trespassing good outsiders, and a firm word is all that is need to see that they not trespass again.



Riftwarden

A riftwarden studies the fabric of reality and learns to close its loopholes. Most riftwardens work to maintain the structure of reality as we know it. Riftwardens are hereditary enemies of darkfire adepts and are often caught up in their plots.

Prestige Class: Riftwarden

Build Classes: The riftwarden is built on the wizard, but the following alternate build classes are described below: arcanist, cleric, oracle, psychic, sacerdote, summoner, or witch.

Role: A riftwarden is a spellcaster that defends reality itself.

Alignment: Any. Most riftwardens are good and use their power to guard the safety of the universe, but there are no strictures in the class against being evil.

Hit Die: d6.

Class Skills

The riftwarden's class skills (and the key ability for each skill) are Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), 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 riftwarden.

Weapon and Armor Proficiency: Riftwardens are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a riftwarden's gestures, which can cause arcane spells with somatic components to fail (see Arcane Spells and Armor).

Spells: The riftwarden learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The riftwarden wizard keeps the arcane school class feature and must choose the abjuration or conjuration schools.

Planar Channel (Su): A riftwarden can channel the energy of his home plane in a way similar to the cleric's channel energy ability. This harms creatures with the extraplanar subtype, regardless of alignment. It also harms creatures that used a teleportation effect since the riftwarden's last turn. When using this ability outside his home plane, the riftwarden still damages creatures extraplanar to his home plane, even if they are native to the plane the riftwarden is on.

Planar channel can only harm, not heal. It can be used with feats, magic items, or other effects that modify channel energy used to harm.

Channeling energy causes a burst that affects all eligible creatures in a 30-foot radius centered on the riftwarden. The amount of damage dealt is 1d6 points of damage plus 1d6 points of damage for every two riftwarden levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the riftwarden's level + the riftwarden's Charisma modifier.

A riftwarden may use planar channel a number of times per day equal to 3 + his Charisma modifier. This is a standard action that does not provoke an attack of opportunity.

Counter-Summons (Su): A 2nd level riftwarden can ready an action to use a summon monster spell or spell-like ability as a counterspell, even though the casting time for a summon monster spell is 1 full round. When used to counterspell this way, *summon monster* automatically counters any conjuration (summoning) spell or spell-like ability of its level or lower, including an outsider's summon ability.

Counterport (Su): At 4th level, a riftwarden can ready an action to counterspell a teleportation effect that allows a creature to enter or exit an area within 100 feet of him. He can use Spellcraft to identify a teleportation effect immediately as creatures arrive and can counter the teleportation effect with an identical spell or with any conjuration spell or spell-like ability at least 1 spell level higher, returning teleporting creatures to their point of origin. He can use *dispel magic* to counter a teleportation effect, but must roll a dispel check to succeed.

Table: Riftwarden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Planar channel 1d6	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Counter-summons	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Planar channel 2d6	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Counterport	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Planar channel 3d6	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Eradication +1	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Planar channel 4d6	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Immediate counter-summons	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Planar channel 5d6	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Planar scourge	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	Planar channel 6d6	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Immediate counterport, eradication +2	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8	Planar channel 7d6	4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Riftward	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9	Planar channel 8d6	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+5	+5	+10	Planar purge	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+5	+5	+10	Planar channel 9d6	4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+6	+6	+11	Eradication +3	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11	Planar channel 10d6	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Riftpulse	4	4	4	4	4	4	4	4	4	4

Eradication (Su): At 6th level, a riftwarden gains a +1 sacred bonus on saving throws against the spells and spell-like, supernatural, and extraordinary abilities of outsiders. This bonus also applies to the save DC and caster level of any spell or spell-like or supernatural ability that he uses against legal targets of planar channel, or that counters, dispels, or prevents planar travel or teleportation. These bonuses increase by +1 for every six levels after 6th.

Immediate Counter-Summons (Su): At 8th level, counter-summons can be used as an immediate action, without the need to ready an action beforehand. A riftwarden can use this ability even if surprised.

Planar Scourge (Su): At 10th level, an extraplanar creature that fails its save against the riftwarden's planar channel gains the panicked, sickened, or staggered condition, chosen by the riftwarden, for 1d4 rounds.

Immediate Counterport (Su): At 12th level, the riftwarden can use counterport to counter a teleportation effect as an immediate action, without the need to ready an action beforehand. A riftwarden can use this ability even if surprised.

Riftward (Su): At 14th level, a riftwarden can use his counter-summons and counterport ability to forcibly redirect a creature using a teleportation effect or a creature being summoned or called within 100 feet to a new valid destination within 100 feet of him.

The riftwarden must successfully counter the teleportation effect using counterport, redirecting targets instead of negating the teleportation. All creatures affected by a particular summoning or teleportation effect are redirected. The wrenching redirection deals 1d6 points of damage per riftwarden level and stuns the redirected creature(s) for one round. A successful Reflex save (DC 10 + half the riftwarden's character level + the riftwarden's Cha modifier) halves the damage and negates the

stun, but targets are still redirected.

Planar Purge (Sp): At 16th level, a creature that is not on its plane of origin that fails its save against a riftwarden's planar channel is banished to its home plane. Creatures with Hit Dice greater than the riftwarden's class level cannot be banished, but still take damage from planar channel as normal.

Riftpulse (Su): At 20th level, as a standard action, the riftwarden can expend two uses of his planar channel ability to create a riftpulse, causing the substance of reality itself to pull back escaping creatures. This works as a normal planar channel except as noted. In addition to targets in the area, it affects targets who teleported out of the area covered by this planar channel since the riftwarden's last turn, and affects them regardless of their current distance from the riftwarden, even if they are on other planes. If target(s) fail their save against the planar channel, the teleportation effect is reversed and the target returns to the point from which it teleported (or the nearest available space, if that space is now occupied) and is stunned for one round. Any gate, teleportation circle or similar lasting teleport or planar travel effect in the area is closed and can't be reopened for 1d6 minutes.

Alternate Build Classes

The riftwarden can be built on these alternate classes: arcanist, cleric, oracle, psychic, sorcerer, summoner, or witch.

A riftwarden learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the riftwarden inherits the following class features from the build class. This replaces the build class feature, above.

Arcanist: The arcanist riftwarden gains an arcanist exploit at level 4, 8, and 12. He cannot choose greater exploits. He does not get an arcane pool, but can spend uses of planar channel as if it was arcane pool.

Cleric: A riftwarden cleric has the same base attack bonus, base saving throws, Hit Dice, and armor and weapon proficiencies as a cleric. He gains the aura and chaotic evil good and lawful spells cleric class features. A cleric riftwarden inherits the ability to channel positive or negative energy. He has a single pool of daily uses shared between channel energy and planar channel.

Oracle: A riftwarden oracle has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as an oracle. At 1st level he gains both a mystery (including mystery skills and spells), an oracle's curse, and a revelation, but no further revelations. He also gains 2 additional skill points per level.

Psychic: The psychic riftwarden gains the psychic's psychic discipline class feature, including discipline spells and discipline powers. He has no phrenic pool but can gain and spend uses of planar channel as if it was phrenic pool points.

Sacerdote: The sacerdote riftwarden keeps the advanced spellcasting, bonus languages, calculated targeting, chaotic evil good and lawful spells, divine focus, divine wrath, domains, and manifestation class features.

Sorcerer: The sorcerer riftwarden gains Eschew Materials as a bonus feat at level 1. He selects a bloodline, but gains only the bloodline skill and bloodline spells from the bloodline.

Summoner: A riftwarden summoner gains all the class features of the summoner, including spellcasting, spell-like abilities, eidolon, and summon monster. He does not gain the summoner's weapon and armor proficiency, hit dice, base attack, base saves, or class skills. He gains two additional skill points per level.

Witch: A witch riftwarden keeps the patron spells and witch's familiar class features. He gains a hex at level 1, 4, and 8.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have riftwarden as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Anpur: You gain a scent ability with a range of 3 ft. that can only sense extradimensional creatures.

Avoodim: Add +1/4 to the save DC of your planar channel.

Catfolk: You gain a scent ability with a range of 3 ft. that can only sense extradimensional creatures.

Dwarf: Add +1/4 to the save DC of your planar channel.

Elf: Increase the range of your spell-like and supernatural class abilities by 1 ft. Round the increase down

to the nearest multiple of 5 ft.

Gnome: You gain a +1/4 bonus on dispel checks.

Half-Elf: You gain a blindsense ability with a range of 3 ft. that can only sense extradimensional creatures.

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

Halfling: Add +1/2 dodge bonus to your AC against attacks of opportunity triggered by casting spells.

Human: Gain 1/3 daily uses of planar channel.

Kitsune: You gain a scent ability with a range of 3 ft. that can only sense extradimensional creatures.

Qit'ar: You gain a scent ability with a range of 3 ft. that can only sense extradimensional creatures.

Samsaran: Add 1/2 points of damage to your planar channel.

Tengu: You gain a scent ability with a range of 3 ft. that can only sense extradimensional creatures.

Xesa: You gain tremorsense with a range of 3 ft. that can only sense extradimensional creatures.

Zendiqi: When you use planar channel, you can choose 1 creature of an elemental subtype (air, earth, elemental, fire, water) in the area. Selected targets are not affected by your planar channel.

Sample Character

Below is a sample riftwarden player character that uses the unchained summoner build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Micayrel (CR 1/2; XP 200)

Male aasimar riftwarden 1

NG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7 (1d6+1)

Fort +0, **Ref** +2, **Will** +3

Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee dagger -1 (1d4-/19-20) or morningstar -1 (1d8-1)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks planar channel (6/day, 1d6, W-DC 13)

Spell-Like Abilities (CL 1st; concentration +4)

6/day—*summon monster I*

1/day—*daylight*

Spells Known (CL 1st; concentration +4)

1st (2/day)—*shield, unfetter*

0th (at will)—*acid splash, detect magic, guidance, read magic*

Statistics

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** -1; **CMD** 11

Feats Selective Channeling

Skills Diplomacy +5, Handle Animal +7, Knowledge (arcana, planes) +5, Linguistics +5, Spellcraft +5; **Racial**

Modifiers +2 Diplomacy

Languages Auran, Celestial, Common, Draconic

SQ eidolon, life link

Combat Gear *potion of cure light wounds* (2), *potion of mage armor* (2), *potion of shield of faith* (2); **Other**

Gear dagger, light crossbow with 10 bolts, morningstar, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, sack, trail rations (5 days), waterskin; **Coins** 36 gp, 3 sp

Leviath

Female quadruped eidolon

NG Medium outsider (agathion, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +4

Defense

AC 15, touch 13, flat-footed 12

(+2 Dex, +1 dodge, +2 natural)

hp 7 (1d10+1)

Fort +3, **Ref** +4, **Will** +0; +4 vs. petrification, poison

Resist electricity 5

Offense

Speed 40 ft.

Melee bite +3 (1d6+3)

Statistics

Str 14, **Dex** 14, **Con** 13, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Dodge

Skills Acrobatics +6 (+10 to jump), Climb +6, Perception +4, Stealth +6

Languages Auran, Celestial, Common, Draconic

SQ evolutions (bite, limbs [legs, 2], magic attacks, resistance [electricity]), link, share spells

Micayrel (CR 4; XP 1,200)

Male aasimar riftwarden 5

NG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 25 (5d6+5)

Fort +1, **Ref** +3, **Will** +5

Defensive Abilities shield ally; **Resist** acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee mwk morningstar +2 (1d8-1) or dagger +1 (1d4-1/19-20)

Ranged mwk light crossbow +5 (1d8/19-20)

Special Attacks counter-summons, counterport, planar channel (7/day, 3d6, W-DC 16)

Spell-Like Abilities (CL 5th; concentration +9)

7/day—*summon monster III*

1/day—*daylight*

Spells Known (CL 5th; concentration +9)

2nd (3/day)—*blur*, *bull's strength*, *invisibility*

1st (5/day)—*expeditious retreat*, *lesser rejuvenate eidolon*, *shield*, *unfetter*

0th (at will)—*acid splash*, *detect magic*, *guidance*, *mage hand*, *open/close*, *read magic*

Statistics

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 12, **Cha** 18

Base Atk +2; **CMB** +1; **CMD** 13

Feats Augment Summoning, Selective Channeling, Spell Focus (conjuration)

Skills Diplomacy +8, Handle Animal +10, Knowledge (arcana, planes) +9, Knowledge (dungeoneering, local, nature, religion) +5, Linguistics +7, Spellcraft +9; **Racial Modifiers** +2 Diplomacy

Languages Aquan, Auran, Celestial, Common, Draconic, Terran

SQ bond senses (5 rounds/day), eidolon, life link

Combat Gear *potion of cure moderate wounds* (2), *potion of shield of faith* (2), *wand of mage armor* (6 charges);

Other gear masterwork light crossbow with 10 bolt, masterwork morningstar, dagger, bedroll, belt pouch, explorer's outfit, flint and steel, *handy haversack*, sack, trail rations (5 days), waterskin; **Coins** 8 gp, 3 sp

Leviath

Female quadruped eidolon

NG Medium outsider (agathion, extraplanar)

Init +3; **Senses** darkvision 60 ft.; Perception +7

Defense

AC 20, touch 14, flat-footed 16

(+3 Dex, +1 dodge, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +7, **Will** +1; +4 vs. petrification, poison

Defensive Abilities evasion; **Resist** cold 10, electricity 10, sonic 10

Offense

Speed 40 ft., climb 40 ft., swim 40 ft.

Melee bite +7 (1d6+4)

Statistics

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 10, **Cha** 11

Base Atk +4; **CMB** +7; **CMD** 21 (25 vs. trip)

Feats Dodge, Mobility

Skills Acrobatics +18 (+22 to jump), Climb +16, Perception +7, Stealth +10, Swim +16

Languages Aquan, Auran, Celestial, Common, Draconic, Terran

SQ evolutions (bite, climb, limbs [legs, 2], magic attacks, resistance [electricity], skilled [Acrobatics], swim), link, share spells

Micayrel (CR 9; XP 6,400)

Male aasimar riftwarden 10

NG Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 14, touch 13, flat-footed 12

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

hp 47 (10d6+10)

Fort +4, **Ref** +6, **Will** +9

Defensive Abilities eradication +1, shield ally; **Resist** acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee mwk morningstar +5 (1d8-1) or dagger +4 (1d4-1/19-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Special Attacks counterport, immediate counter-summons, maker's call 2/day, planar channel (8/day, 5d6, W-DC 20), planar scourge, transposition

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

8/day—*summon monster V*

1/day—*daylight*

Spells Known (CL 10th; concentration +15)

4th (2/day)—*charm monster* (W-DC 19), *greater invisibility*

3rd (4/day)—*dispel magic*, *fly*, *haste*, *rejuvenate eidolon*

2nd (5/day)—*blur*, *bull's strength*, *invisibility*, *resist energy*, *spider climb*

1st (7/day)—*expeditious retreat*, *lesser rejuvenate eidolon*, *mage armor*, *shield*, *unfetter*

0th (at will)—*acid splash*, *detect magic*, *guidance*, *mage hand*, *open/close*, *read magic*

Statistics

Str 8, **Dex** 14, **Con** 11, **Int** 12, **Wis** 12, **Cha** 21

Base Atk +5; **CMB** +4; **CMD** 17

Feats Augment Summoning, Selective Channeling, Spell

Focus (conjunction), Superior Summoning, Versatile Summon Monster (aerial, aqueous)

Skills Diplomacy +9, Fly +8, Handle Animal +13, Knowledge (arcana, planes) +11, Knowledge (dungeoneering, local, nature, religion) +6, Knowledge (engineering, geography, history, nobility) +5, Linguistics +10, Spellcraft +14 ; **Racial Modifiers** +2 Diplomacy

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran

SQ aspect, bond senses (10 rounds/day), eidolon, life link

Combat Gear *potion of cure serious wounds* (2), *wand of evolution surge* (3 charges); **Other Gear** masterwork light crossbow with 10 bolts, masterwork morningstar, dagger, bedroll, belt pouch, *bracers of armor* +1, *cloak of resistance* +1, explorer's outfit, flint and steel, *handy haversack*, *headband of alluring charisma* +2, *ring of protection* +1, sack, trail rations (5 day), waterskin; **Coins** 5 gp, 3 sp

Leviath

Female quadruped eidolon

NG Medium outsider (agathion, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 25, touch 15, flat-footed 20
(+4 Dex, +1 dodge, +10 natural)

hp 60 (8d10+16)

Fort +8, **Ref** +10, **Will** +2 (+6 vs. enchantment); +4 vs. petrification, poison

Defensive Abilities evasion; **Resist** cold 10, electricity 15, sonic 10

Offense

Speed 40 ft., climb 40 ft., fly 40 ft. (perfect), swim 40 ft.

Melee bite +12/+7 (1d6+6)

Statistics

Str 18, **Dex** 18, **Con** 14, **Int** 8, **Wis** 10, **Cha** 11

Base Atk +8; **CMB** +12; **CMD** 27 (31 vs. trip)

Feats Dodge, Flyby Attack, Mobility, Multiattack, Vital Strike

Skills Acrobatics +23 (+27 to jump), Climb +18, Fly +23, Perception +11, Stealth +15, Swim +18

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran

SQ evolutions (bite, climb, flight [magic], limbs [legs, 2], magic attacks, resistance [electricity], skilled [Acrobatics], swim), link, share spells

Micayrel (CR 14; XP 38,400)

Male aasimar riftwarden 15

NG Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 17, touch 15, flat-footed 14
(+2 armor, +2 deflection, +3 Dex)

hp 47 (15d6+15)

Fort +7, **Ref** +10, **Will** +12

Defensive Abilities eradication +2, greater shield ally;

Resist acid 5, cold 5, electricity 5

Offense

Speed 30 ft.

Melee mwk morningstar +5 (1d8-1) or dagger +4 (1d4-1/19-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Special Attacks immediate counter-summons, immediate counterport, maker's call 3/day, planar channel (10/day, 8d6, W-DC 24), planar scourge, riftward, transposition

Spell-Like Abilities (CL 15th; concentration +22)

10/day—*summon monster VIII*

1/day—*daylight*

Spells Known (CL 15th; concentration +22)

5th (4/day)—*dismissal* (W-DC 22), *greater dispel magic*, *greater rejuvenate eidolon*, *teleport*

4th (5/day)—*charm monster* (W-DC 21), *dimension door*, *greater invisibility*, *stoneskin*

3rd (7/day)—*dispel magic*, *fly*, *haste*, *rejuvenate eidolon*, *slow* (W-DC 20)

2nd (7/day)—*blur*, *bull's strength*, *invisibility*, *resist energy*, *see invisibility*, *spider climb*

1st (7/day)—*blurred movement*, *expeditious retreat*, *lesser rejuvenate eidolon*, *mage armor*, *shield*, *unfetter*

0th (at will)—*acid splash*, *detect magic*, *guidance*, *mage hand*, *open/close*, *read magic*

Statistics

Str 8, **Dex** 16, **Con** 11, **Int** 12, **Wis** 12, **Cha** 24

Base Atk +7; **CMB** +6; **CMD** 21

Feats Augment Summoning, Improved Initiative, Selective Channeling, Spell Focus (conjunction), Superior Summoning, Versatile Summon Monster (aerial, aqueous, chthonic, dark, fiery, primordial)

Skills Diplomacy +11, Fly +13, Handle Animal +15, Knowledge (arcana, planes) +14, Knowledge (dungeoneering, local, nature, religion) +8, Knowledge (engineering, geography, history, nobility) +6, Linguistics +12, Spellcraft +15; **Racial Modifiers** +2 Diplomacy
Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Malite, Protean, Sylvan, Terran

SQ aspect, bond senses (15 rounds/day), eidolon, life bond, life link

Combat Gear *potion of cure serious wounds* (3), *wand of greater evolution surge* (9 charges); **Other Gear** masterwork light crossbow with 10 bolts, masterwork morningstar, dagger, bedroll, *belt of incredible dexterity* +2, belt pouch, *bracers of armor* +2, *cloak of resistance* +2, explorer's outfit, flint and steel, *handy haversack*, *headband of alluring charisma* +4, *ring of protection* +2, sack, trail rations (5 days), waterskin; **Coins** 30 pp, 18 gp, 3 sp

Leviath

Female quadruped eidolon

NG Medium outsider (agathion, extraplanar)

Init +5; **Senses** darkvision 60 ft.; Perception +15

Defense

AC 25, touch 15, flat-footed 20

(+4 Dex, +1 dodge, +10 natural)

hp 90 (12d10+24)

Fort +10, **Ref** +12, **Will** +4 (+8 vs. enchantment); +4 vs. petrification, poison

Defensive Abilities improved evasion; **Resist** cold 10, electricity 15, sonic 10; **SR** 26

Offense

Speed 40 ft., climb 40 ft., fly 40 ft. (perfect), swim 40 ft.

Melee bite +18/+13 (1d6+7)

Statistics

Str 20, **Dex** 20, **Con** 15, **Int** 8, **Wis** 10, **Cha** 11

Base Atk +12; **CMB** +17; **CMD** 33 (37 vs. trip)

Feats Dodge, Flyby Attack, Mobility, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +28 (+32 to jump), Climb +24, Fly +24, Perception +15, Stealth +20, Swim +24

Languages Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Malite, Protean, Sylvan, Teran

SQ evolutions (bite, climb, flight [magic], limbs [legs, 2], magic attacks, resistance [electricity], skilled [Acrobatics], spell resistance, swim), link, share spells

The Order of Riftwardens, and those who have powers associated with them, more informally called riftwardens, must be composed of stern stuff; they are charged with nothing less than the protection of the inhabitants of the local reality from the depredations of other realities, typically the Material from the Realms Beyond, Between and Within. The Riftwardens are, ironically, one of the few named organizations that are found on multiple Myriad Material Planes, and there are examples of Riftwardens in the Realms Beyond, always mortal, that serve to protect those higher dimensions from the depredations of out-planar menaces- such as marauding

adventurers from the Prime Material. Micayrel's status as an aasimar, scion of avoral warriors of Nirvana, makes him both eminently qualified and somewhat suspect among the spellcasters of the Riftwardens, and when one adds to the equation his profession as a summoner of extraplanar eidolons, it is a wonder he was ever allowed to join their ranks at all. A bit of a maverick within their ranks, Micayrel does whatever needs to be done to accomplish his goals, within the measures of doing no harm- a monumental task considering the purview of the Riftwardens.

Micayrel's otherself, the whale-like eidolon Leviath, seems as out of place and incongruous to Micayrel's appearance and disposition as Micayrel himself sometimes does among the Riftwardens. His order does recognize that this otherworldly connection gives Micayrel valuable insight into the extraplanar mind and circumstance, and allows him advantages few other Riftwardens could benefit from. This also makes him somewhat of a target of the sworn enemies of the Riftwardens, the Darkfire Adepts, and Micayrel and Leviath have had to fight off assassination attempts on many occasions. The seeming paradox of an extraplanar creature sworn to one who is dedicated to destroying extraplanar invasions might seem unresolvable, but Leviath, a simple being, sums it up succinctly: "Those of good, they are visitors. Those of bad, or those of hunger, are not meant to come, but stay at their home." Few understand the tireless efforts of those who watch for rifts in reality and the invasion of those who would raver and destroy the helpless mortals of the Prime Material.

Micayrel's personal ambitions are mysterious, he keeps his motives outside of the general edicts of his order to himself. His communion with Leviath is his strongest relationship, and he is not inclined to pursue other life partners. He is quite willing to cooperate with good or neutral aligned adventurers whose motives and goals coincide with his, but will not join causes that do not contain at least the possibility of extraplanar threat. Micayrel will not be ordered about or instructed in his behaviour in his work, but seeks to work in a spirit of cooperation when the need to cooperate is paramount. Micayrel does have a serious dislike for tieflings, however, regardless of their professed motivations, and will not work with them, maintaining a constant suspicious attitude.

Souldrinker

Conversation overheard whilst in the Border Ethereal. Plane believed to be Abaddon, but could easily be one of the northern slums of Dravi Ankor

"I don't know why I ever talk to you. All you care about is devouring souls. You have no insight into anything."

"What else there is? Souls tasty. Leperus like eat souls. Falco Nix tell Leperus what else there is."

"I have hopes. I have dreams. I have ambitions. It should be considered time that I have needs, wants, I should get what I want and need sometimes, not just 'souls, souls, souls for the Horsemen' from dusk until dawn. Why don't I get a rest, a respite?"

"No rest for wicked, white-priest say."

"Don't try to be funny, Leperus, you're too stupid to be funny. Its you that has gotten me on the endless treadmill of servitude. Its only through service and summoning foul creatures that I can go on, you know. What would you be

without me?"

"Leperus would be free. And full of your soul in my gullet."

"You shut up, you! You need to tell me how to get these daemons off my back!"

"Leperus daemon. Leperus always got your back. Unless something big and mean want to stick big knife in your back. Then Leperus probably somewhere else."

"How like a craven daemon, to fully admit its treachery, knowing I have no choice in the matter. I should stuff you full of gunpowder and send you to the Horsemen as a lovely little present. You know I can do it. I have the power, the means, the will. Arcane magic can do things you can't even imagine, you little wad of misery!"



Soulrinker

Soulrinkers learn the worst of daemonic magic while gaining the ability to bind and devour souls. With every soul they consume, these casters tithe a fraction to their patrons. They are the proxies of death, serving the architects of the apocalypse until eventually their own souls are drawn into their masters' waiting maws.

Prestige Class: Soulrinker

Build Classes: The soulrinker is built on the wizard, but the following alternate build classes are described below: arcanist, cleric, oracle, psychic, sacerdote, sorcerer, or witch.

Role: A soulrinker seeks to collect souls for personal power, and as bribes to their daemonic masters.

Alignment: Neutral evil. A soulrinker must worship one of the Four Horsemen. If other daemonic lords offer oblivion abilities to mortals, a soulrinker can worship one of these instead, but that is outside the scope of this book.

Hit Dice: d6.

Class Skills

The soulrinker's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skills Points at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the soulrinker.

Weapon and Armor Proficiency: Soulrinkers are proficient with all simple weapons, but not with any armor or shields, and wearing armor can cause arcane spells with somatic components to fail. In addition, they gain proficiency with the favored weapon of their daemonic patron.

Spells: The soulrinker learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically

learned spells, and cantrips.

Aura: The soulrinker has an alignment aura as if he was a cleric of a neutral evil deity. See *detect evil* for details.

Bonus Language: A soulrinker can pick Infernal and Abyssal in addition to the languages available to the character because of his race.

Build Class: The souleater wizard gains the wizard's bonus languages, in addition to the souleater ones.

Daemonic Patron (Ex): At 1st level, a soulrinker must choose one of the Four Horsemen to serve as his patron. Once made, this choice cannot be changed.

Damned (Ex): Starting at 1st level, when a soulrinker dies, his patron instantly claims his soul. In time, the soul is consumed for its power or transformed into a daemon appropriate to the patron's needs and interests. Any character attempting to resurrect a slain soulrinker must succeed at a caster level check equal to 10 + the soulrinker's level or the spell fails. That character cannot attempt to resurrect the soulrinker again until the following day, though other characters can attempt to do so if they please.

Soulbound Familiar: At 1st level, the soulrinker gains a familiar identical to that of a wizard's arcane bond feature. A soulrinker may not bond with an object, and the familiar is always neutral evil in alignment and completely devoid of color, tinted only in greys.

Energy Drain (Su): At 2nd level, a soulrinker gains the energy drain ability. By touching a helpless opponent, he can bestow one negative level on the target. The soulrinker gains 5 temporary hit points for each negative level he bestows on an opponent, but only if the target has Hit Dice of at least half the soulrinker's class level. Temporary hit points do not stack. These temporary hit points last for a maximum of 1 hour. The DC to remove this negative level is 10 + 1/2 the soulrinker's class level + his spellcasting ability modifier.

At 7th level, the soulrinker can use energy drain as a melee touch attack. By making a touch attack as a standard action, he bestows one negative level on the target (two levels on a critical hit).

At 10th level, he can use energy drain as a ranged touch attack with a range of 30 ft.

At 18th level, soul drain bestows two negative levels as

Table: Soul drinker

Class 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	Build class, daemonic patron, damned, souldbound familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Energy drain, soul pool	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Paid summoning	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Paid extension	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Summon Souleater	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Cacodaemon familiar	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	Energy drain (touch)	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Lesser oblivion	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	Improved soul pool	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Energy drain (100 ft.)	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	—	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Oblivion	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 soul pool	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	Greater oblivion	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	Energy drain (2 levels)	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	Daemonic assumption	4	4	4	4	4	4	4	4	4	4

a melee touch attack (four on a critical hit).

Soul Pool (Su): At 2nd level, a souldrinker gains a pool of soul points, stolen life energy he can use to accomplish unnatural feats. The number of soul points in the pool begins at 0 and only increases when the souldrinker uses his energy drain ability on a suitable target. A souldrinker gains 1 soul point for each negative level bestowed by his energy drain, but only if the target has an Intelligence of 1 or more and Hit Dice of at least half the souldrinker's class level. Exceptional creatures, such as nobles and artists, might qualify even if they lack sufficient Hit Dice, at the GMs discretion. Summoned creatures never give any soul points. The maximum number of soul points a souldrinker can have in his pool is equal to 1/2 his class level plus his spellcasting ability modifier; any points above this are wasted. Note that soul points are fragments of souls and do not prevent a slain creature from being raised.

A souldrinker can use soul points for the following:

Material Components: A souldrinker can use

soul points in the place of expensive material components. Each counts as 100 gp toward this purpose.

Recover Spell Slot: As a full-round action, a souldrinker can expend soul points equal to the spell level to regain a spell or slot as if it had not been cast of a cast spell or used spell slot (similar to using a *pearl of power*, except it also works for spontaneous casters).

Summon Familiar: A souldrinker can replace his slain familiar at any time by spending 1 hour and 2 soul points in a ritual. This avoids the gold piece cost of summoning a familiar.

Paid Summoning (Sp): At 3rd level, a souldrinker can use points from his soul pool to cast *summon monster* spells he knows and can cast. The cost is one point per spell level, which must be paid when the spell is cast. Creatures of good alignment cannot be summoned this way, while creatures of the evil subtype that lacks either

the lawful or chaotic subtype only demand 1 soul point per 2 spell levels (minimum 1 soul point).

Paid Extension (Sp): At 4th level, when using *summon monster* to summon an evil creature, he can spend two points from his soul pool to add 1 minute/level to the spell's remaining duration. These points can be spent as a part of casting the spell, or as a standard action while the spell is running.

Cacodaemon Familiar (Ex): At 6th level, the souldrinker gains Improved Familiar as a bonus feat (ignoring prerequisites) and must choose a cacodaemon familiar. If the souldrinker already has a familiar, the cacodaemon devours it (which does not penalize the souldrinker). The souldrinker counts as an evil outsider for the purpose of utilizing cacodaemon soul gems.

Lesser Oblivion (Su): At 8th level, a souldrinker's patron invests him with a specific ability, described under daemon patrons, below.

Improved Soul Pool (Su): At 9th level, a souldrinker's gains new options when using soul points:

Item Creation: A souldrinker can use soul points as part of crafting magic items. Each counts as 100 gp toward this purpose.

Recharge Staff: This works like recharging a staff in the normal manner, but instead of spell slots, the souldrinker expends soul points equal to the spell level needed. The souldrinker need not know a spell the staff provides.

Oblivion (Sp): At 12th level, the souldrinker is granted another, more powerful ability by his patron, gaining a spell-like ability usable at will, but costing 1 soul point for each use.

Greater Soul Pool (Su): At 14th level, a souldrinker's soul pool has a maximum capacity equal to his class level + spellcasting ability modifier. He also gains the following new option when using soul points.

Soul Charge: The souldrinker can use soul points instead of using up a scroll or consuming charges from a staff or wand. This costs one point per spell level.

Greater Oblivion (Sp): At 16th level, the souldrinker gains another power from his patron, even more powerful than before. The spell-like ability is usable at will, but cost 3 soul points for each use.

Daemonic Assumption (Su): When a souldrinker reaches 20th level, he can transform into a unique daemon and back as a standard action. While in daemon form, his type changes to outsider with the daemon, evil, and native subtypes. He gains damage reduction 10/good and silver, immunity to acid, death effects, disease, and poison and resistance to cold 10, electricity 10, and fire 10.

This transformation must be paid for in souls. It costs four soul points to gain these abilities for 1 minute/level. While transformed, the souldrinker can spend a full-round action and an additional 4 soul points add one hour to the remaining duration of the change.

Ex-Souldrinkers

A souldrinker whose alignment becomes anything other than neutral evil or who blatantly goes against the will of his daemonic patron loses access to all class features except for Damned. He cannot thereafter gain levels as a souldrinker until he atones for his deeds.

Daemon Patrons

A souldrinker has made an unholy pact with one of the four horsemen of the apocalypse. Each offers a different preferred weapon and different powers for the lesser oblivion, oblivion, and greater oblivion abilities.

Horseman of Death

Unholy Symbol: grinning skull, its eye sockets covered by two gold coins.

Domains: Death, Evil, Knowledge, Water.

Favored Weapon: quarterstaff.

Lesser Oblivion (Su): Immunity to aging effects and effects that give penalties to Strength and Constitution.

Oblivion (Sp): *vampiric touch*.

Greater Oblivion (Sp): Gain fast healing 10 for 10 rounds. This counts as a 6th-level spell.

Horseman of Famine

Unholy Symbol: black jackal's skull devouring an eclipsed sun.

Domains: Earth, Evil, Madness, Weather.

Favored Weapon: spiked gauntlet.

Lesser Oblivion (Su): Immunity to ingested and inhaled poisons, and the subject no longer needs to eat or drink.

Oblivion (Sp): *bestow curse* (DC 10 + 1/2 the souleater's class level + his spellcasting ability score modifier).

Greater Oblivion (Sp): *horrid wilting* (DC 10 + 1/2 the souleater's class level + his spellcasting ability score modifier).

Horseman of Pestilence

Unholy Symbol: yellow scythe covered in polyps and diseased, fleshy tendrils.

Domains: Air, Darkness, Destruction, Evil.

Favored Weapon: scythe.

Lesser Oblivion (Su) Immunity to diseases, including supernatural and magical diseases.

Oblivion (Sp) *contagion* (DC 10 + 1/2 the souleater's class level + his spellcasting ability score modifier).

Greater Oblivion (Sp) *creeping doom* (DC 10 + 1/2 the souleater's class level + his spellcasting ability score modifier).

Horseman of War

Unholy Symbol: pale hand holding a black sword.

Domains: Evil, Fire, Strength, War.

Favored Weapon: greatsword.

Lesser Oblivion (Su): Immunity to bleed effects and effects that give penalties to Strength.

Oblivion (Sp): *rage*.

Greater Oblivion (Sp): *Greater magic weapon* (+4 enhancement bonus). Like a paladin with a weapon divine bond, the souleater can use the enhancement bonuses to add any of the following weapon properties: *mighty cleaving*, *unholy*, *vicious*, *wounding*.

Summon Souleater Monster (Feat)

You are able to summon a host of daemonic creatures.

Prerequisite: Ability to cast *summon monster I*, neutral evil alignment.

Benefit: Add the following creatures to the list you can summon with *summon monster*.

Summon monster III: cacodemon, vargouille (no kiss ability)

Summon monster IV: ceustodaemon, lacridaemon, vulnadaemon, yeth hound (no bay ability)

Summon monster V: genthodaemon, nightmare, shad-

ow mastiff, venedaemon

Summon monster VI: hydrodaemon, sangudaemon, soul eater, suspiridaemon

Summon monster VII: leukodaemon, piscodaemon, night hag

Summon monster VIII: cauchemar, meladaemon

Summon monster IX: derghodaemon, thanadaemon, temerdaemon

Alternate Build Classes

The souldrinker can be built on these alternate classes: arcanist, cleric, oracle, psychic, sacerdote, sorcerer, or witch.

A souldrinker learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting, and cantrips, knacks, or orisons. He only suffers arcane spell failure in armor if he casts arcane spells.

In addition, the souldrinker inherits the following class features from the build class. This replaces the build class feature, above.

Arcanist: None.

Cleric: A souldrinker cleric has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as a cleric. A souldrinker cleric keeps the chaotic, evil, good, and lawful spells and domains abilities. A souldrinker selects two domains from those offered by his patron.

Oracle: A souldrinker oracle has the same base attack bonus, base saving throws, hit dice, and armor and weapon proficiencies as an oracle. At 1st level the souldrinker oracle gains a mystery (including mystery skills and spells), an oracle's curse, and a revelation, but he gains no further revelations at higher levels.

Psychic: The souldrinker psychic does not gain a phrenic pool, but can spend points from his soul pool as if it was phrenic pool class feature and gains a phrenic amplification at level 3, 7, and 11. He cannot select major amplifications.

Sacerdote: The souldrinker sacerdote keeps the advanced spellcasting, bonus languages, chaotic evil good and lawful spells, divine focus, divine wrath, domains, and manifestation class features. He gains all the domains offered by his patron (maximum 5 domains), and can fill out his selection with domains offered by other daemonic patrons, up to the usual 5 domains.

Sorcerer: A souldrinker sorcerer has a bloodline, but gains only the bloodline skill and bloodline spells from that bloodline.

Witch: A souldrinker witch stores spells in his soul-bound familiar, and later in his cacodemon familiar. The cacodemon familiar absorbs all spells in the old familiar when eating it.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have souldrinker as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Drow: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Dwarf: Increase the value of each point of your soul pool by 25 gp when used to create magic items.

Elf: Add 1/2 to your Spellcraft skill bonus.

Erkuna: Gain 1/4 of a Weapon Proficiency or Armor Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Gnome: Add one spell from your spell list to your spells known, spellbook, or familiar, as appropriate. This spell must be from the illusion school.

Half-Elf: When casting 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 spells.

Halfling: Increase your maximum soul pool by 1/4.

Human: Subtract 1 from the strength of your alignment aura (see *detect evil*) and from your class level for the damned class feature.

Qit'ar: Add 1/6 to your size category, but only when calculating the damage of your natural attacks.

Samsaran: Gain 1/4 additional skill you can use with shards of the past.

Tengu: Gain 1/5 daily use of *death knell*, with a caster level equal to your class level. Multiply the benefits of each use of the spell by your number of daily uses if you use *death knell* on a creature with a challenge rating equal or greater than your level.

Tiefling: Add 1 to your level to calculate the strength of your alignment aura. A powerful aura can stun those

who detect it, see *detect evil*.

Sample Character

Below is a sample souldrinker player character that uses the wizard build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Falco Nix (CR 1/2; XP 200)

Female strix souldrinker 1

NE Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +6

Defense

AC 13, touch 13, flat-footed 10

(+3 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +4, **Will** +2; +2 vs. illusion

Offense

Speed 30 ft., fly 60 ft. (average)

Melee dagger +1 (1d4+1/19-20) or morningstar +1 (1d8+1)

Ranged light crossbow +3 (1d8/19-20)

Special Attacks hatred

Spells Prepared (CL 1st; concentration +3)

1st—*magic missile*, *strong wings*

0th (at will)—*detect magic*, *ray of frost*, *read magic*

Statistics

Str 12, **Dex** 16, **Con** 13, **Int** 15, **Wis** 10, **Cha** 6

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

Feats Eschew Materials

Skills Fly +7, Intimidate +0, Knowledge (arcana) +7, Perception +6, Spellcraft +6; **Racial Modifiers** +2 Intimidate, +2 Perception

Languages Common, Infernal, Strix

SQ build class (wizard), daemonic patron (death), damned, dayguard, soulbound familiar (bat)

Combat Gear *potion of cure light wounds* (2), *wand of mage armor* (5 charges), *wand of shield* (10 charges);

Other Gear dagger, light crossbow with 10 bolts, morningstar, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, sack, spellbook, trail rations (5 days), waterskin; **Coins** 11 gp, 3 sp

Spellbook

1st—all prepared spells plus: *blurred movement*, *mage armor*, *shield*

0th—all.

Falco Nix (CR 4; XP 1,200)

Female strix souldrinker 5

NE Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**Defense****AC** 13, touch 13, flat-footed 10
(+3 Dex)**hp** 30 (5d6+10)**Fort** +2, **Ref** +5, **Will** +4; +2 vs. illusion**Offense****Speed** 30 ft., fly 60 ft. (average)**Melee** dagger +3 (1d4+1/19-20) or morningstar +3 (1d8+1) or energy drain +3 (1 negative level)**Ranged** mwk light crossbow +6 (1d8/19-20)**Special Attacks** energy drain (F-DC 15), hatred**Spells Prepared** (CL 5th; concentration +8)3rd—*firestream* (R-DC 16), *summon monster III*2nd—*acid arrow*, *blur*, *invisibility*1st—*blurred movement*, *burning hands* (R-DC 14),
magic missile, *strong wings*0th (at will)—*detect magic*, *prestidigitation*, *ray of frost*,
*read magic***Statistics****Str** 12, **Dex** 16, **Con** 13, **Int** 16, **Wis** 10, **Cha** 6**Base Atk** +2; **CMB** +3; **CMD** 16**Feats** Eschew Materials, Point-Blank Shot, Summon Souleater Monster**Skills** Fly +10, Intimidate +0, Knowledge (arcana) +11, Knowledge (planes, religion) +9, Perception +10, Spellcraft +11; **Racial Modifiers** +2 Intimidate, +2 Perception**Languages** Common, Infernal, Strix**SQ** build class (wizard), daemonic patron (death), damned, dayguard, paid extension, paid summoning, soul pool (2 HD; max 5), soulbound familiar (bat)**Combat Gear** *potion of cure moderate wounds* (2), *scroll of fireball*, *wand of mage armor* (CL 4th; 1 charge), *wand of shield* (CL 2nd; 2 charges); **Other Gear** masterwork light crossbow with 20 bolts, dagger, morningstar, bedroll, belt pouch, explorer's outfit, flint and steel, *handy haversack*, sack, spellbook, trail rations (5 days), water-skin; **Coins** 2 gp, 3 sp**Spellbook**

All prepared spells plus:

2nd—*blood transcription*1st—*expeditious retreat*, *mage armor*, *shield*

0th—all

Falco Nix (CR 9; XP 6,400)

Female strix souldrinker 10

NE Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15**Defense****AC** 14, touch 14, flat-footed 11
(+1 deflection, +3 Dex)**hp** 57 (10d6+20)**Fort** +4, **Ref** +7, **Will** +7; +2 vs. illusion**Defensive Abilities** lesser oblivion**Offense****Speed** 30 ft., fly 60 ft. (average)**Melee** dagger +6 (1d4+1/19-20) or morningstar +6 (1d8+1) or energy drain +6 touch (1 negative level)**Ranged** mwk light crossbow +9 (1d8/19-20) or energy drain +8 touch (1 negative level)**Special Attacks** energy drain (F-DC 19; 30 ft. range), hatred**Spells Prepared** (CL 10th; concentration +14)5th—*dominate person* (W-DC 19), *summon monster V*4th—*bestow curse* (W-DC 18), *black tentacles*, *crushing despair* (W-DC 18), *stoneskin*3rd—*firestream* (R-DC 17), *greater thunderstomp*, *haste* (2)2nd—*acid arrow* (2), *blur*, *invisibility* (2)1st—*blurred movement*, *burning hands* (R-DC 15),
magic missile (2), *strong wings*0th (at will)—*detect magic*, *prestidigitation*, *ray of frost*,
*read magic***Statistics****Str** 12, **Dex** 16, **Con** 13, **Int** 19, **Wis** 10, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 20**Feats** Eschew Materials, Improved Familiar, Point-Blank Shot, Precise Shot, Skill Focus (Fly), Summon Souleater Monster**Skills** Fly +13, Intimidate +13, Knowledge (arcana) +16, Knowledge (planes, religion) +14, Perception +15, Spellcraft +17; **Racial Modifiers** +2 Intimidate, +2 Perception**Languages** Common, Infernal, Strix**SQ** build class (wizard), daemonic patron (death), damned, dayguard, improved soul pool (5 HD; max 9), paid extension, paid summoning, soulbound familiar (cacodaemon)**Combat Gear** *potion of cure serious wounds* (2), *scroll of fireball* (2), *scroll of lesser globe of invulnerability* (2), *wand of mage armor* (CL 8th; 4 charges), *wand of shield* (CL 2nd; 8 charges); **Other Gear** masterwork light crossbow with 20 bolts, dagger, morningstar, bedroll, belt pouch,

explorer's outfit, flint and steel, *handy haversack*, *headband of vast intelligence* +2 (Intimidate), *ring of protection* +1, sack, spellbook, trail rations (5 days), waterskin; **Coins** 27 gp, 3 sp

Spellbook

All prepare spells plus:

5th—*teleport*, *thoughtsense*

3rd—*summon monster III*

2nd—*blood transcription*

1st—expeditious retreat, mage armor, shield

0th—all.

Falco Nix (CR 14; XP 38,400)

Female strix souldrinker 15

NE Medium humanoid (strix)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +20

Defense

AC 15, touch 15, flat-footed 11
(+1 deflection, +3 Dex, +1 dodge)

hp 85 (15d6+30)

Fort +6, **Ref** +9, **Will** +9; +2 vs. illusion

Defensive Abilities lesser oblivion

Offense

Speed 30 ft., fly 60 ft. (average)

Melee dagger +8 (1d4+1/19-20) or morningstar +8 (1d8+1) or energy drain +8 touch (1 negative level)

Ranged +1 light crossbow +11 (1d8+1/19-20) or energy drain +10 touch (1 negative level)

Special Attacks energy drain (F-DC 19; 30 ft. range), hatred

Spell-Like Abilities (CL 15th; concentration +13)

1 soul point—*vampiric touch*

Spells Prepared (CL 15th; concentration +21)

8th—*summon monster VIII*

7th—*find of death* (F-DC 23), *prismatic spray* (F/R/W-DC 23)

6th—*contagious flame*, *disintegrate* (F-DC 22), *enemy hammer* (F-DC 22), *greater dispel magic*

5th—*dominate person* (2, W-DC 21), *summon monster V*, *teleport*, *thoughtsense*

4th—*bestow curse* (2, W-DC 20), *black tentacles*, *crushing despair* (W-DC 20), *stoneskin*

3rd—*firestream* (R-DC 19), *greater thunderstomp* (2), *haste* (2)

2nd—*acid arrow* (3), *blur*, *invisibility* (2)

1st—*blurred movement*, *burning hands* (R-DC 17), *magic missile* (3), *strong wings*

0th (at will)—*detect magic*, *prestidigitation*, *ray of frost*,

read magic

Statistics

Str 12, **Dex** 16, **Con** 13, **Int** 22, **Wis** 10, **Cha** 6

Base Atk +7; **CMB** +8; **CMD** 23

Feats Dodge, Eschew Materials, Improved Familiar, Mobility, Point-Blank Shot, Precise Shot, Skill Focus (Fly), Shot on the Run, Summon Souleater Monster

Skills Bluff +16, Disguise +8, Fly +19, Intimidate +18, Knowledge (arcana) +24, Knowledge (planes, religion) +19, Perception +20, Spellcraft +24, Stealth +28; **Racial Modifiers** +2 Intimidate, +2 Perception

Languages Common, Infernal, Strix

SQ build class (wizard), daemonic patron (death), damned, dayguard, greater soul pool (7 HD; max 13), paid extension, paid summoning, soulbound familiar (cacodaemon)

Combat Gear *potion of bull's strength* (3), *potion of cat's grace* (3), *potion of cure serious wounds* (3), *scroll of fireball* (2), *scroll of lesser globe of invulnerability* (2), *scroll of undead anatomy IV*, *wand of mage armor* (CL 8th; 4 charges), *wand of shield* (CL 2nd; 8 charges); **Other Gear** +1 light crossbow with 20 bolts, dagger, morningstar, bedroll, belt pouch, explorer's outfit, flint and steel, *handy haversack*, *headband of vast intelligence* +4 (Intimidate, Stealth), *ring of chameleon power*, *ring of protection* +1, sack, spellbook, trail rations (5 days), waterskin; **Coins** 27 gp, 3 sp

Spellbook

All prepared spells plus:

8th—*undead anatomy IV*

7th—*form of the dragon II*, *limited wish*

3rd—*summon monster III*

2nd—*blood transcription*

1st—*expeditious retreat*, *mage armor*, *shield*

0th—all.

Falco Nix has spent some time riding the line between obedience to her savage lord, the Horsemen of Death, and rebellion, in an attempt to save her person from the depredations of lurking daemons and saving her soul from eternal damnation. Her likely rebellion would be of the chaotic variety, though the subtle differences between the selfish evil of the daemons and the destructive malice of personal chaos are rather moot. Her personal cacadaemon, Leperus, has begun to amuse itself by telling the strix servant of the Lords of Death of what awaits her after death, and it doubtful the evil spellcaster can take it much longer. But fear has sharpened her mind, and there is a glimmer of dark hope- undeath...

Tattooed Mystic

The tattooing continued by the guttering light of the bhorloth-dung fire, with Glistar Sigilskin wielding the scorpion-barb stylus on his bleeding flesh with expert precision. Pouncing Beasts, the sign of the demon, the archon, the devil and the elemental, summoned from Beyond to serve his bidding. The spell of summoning, enabled by the glyph of the tattoo- the pain powering the beauty of the sigil. Glistar used pain to power his art, and his magic, and his magic was as beautiful as his art. Blistering Bands, the defense against magic used against oneself, there must always be a way to repel those that would impose their will, and upset the balance. The Rune of Fangs, turning the canvas of the flesh into the creation of the beast, releasing the ancient presence of the beasts that the orcs were, the animals that humans were, reconnecting the two realities, into a modern actuality. Glistar was half of each, from a long line of half-orcs that preserved their miscegenation for the advantages of both races, the access to gods of civilization and savagery, the double universe of the crossbreed. But as Glistar snickered for his pet, his magic-mate Bleeder, a star-footed weasel, he mused on the magical glyphs that decorate his flesh, and re-

viewed them intimately: calling the lightning, snake of fire, summoning creatures from the fields of Nirvana, spells to climb as the spider does... the potentials for magic were endless, but the spaces on his skin for the sigils was not- would he someday reach the limit for his tattoo magic? Would his flesh betray him? Glistar thought, and his orcish blood warmed to that thought, that the end of his existence would be the most glorious of his life, that he would pass in battle, heroically, and the minions he had collected would harvest and tan his skin, his canvas, so that others like him could learn from it as one does a holy book.



Tattooed Mystic

Tattooed mystics are renowned for both the artistry with which they adorn their bodies and the powerful magic they summon from these markings. Many learn the ways of tattooing from their forebears, the craft having been passed down through generations.

Prestige Class: Tattooed mystic

Build Classes: The tattooed mystic is built on the wizard, but the following alternate build classes are described below: arcanist, druid, psychic, sacerdot, sorcerer, or witch.

Role: Tattooed mystics develop a magic different from other spellcasters, but to their team they fulfill much the same role as any mage.

Alignment: Any. The personal nature of tattoo magic means many tattoo mystics are chaotic.

Hit Die: d6.

Class Skills

The tattooed mystic's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the tattooed mystic.

Weapon and Armor Proficiency: A tattooed mystic is proficient with all simple weapons, but not with any armor or shields. A tattooed mystic wearing armor risks arcane spell failure when casting arcane spells with somatic components. In addition, armor or heavy clothes hide tattoos, making them impossible to use.

Spells: The tattooed mystic learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The tattooed wizard records his spellbook as tattoos, either on his own skin or on the skin of

another living creature (commonly a familiar). These tattoos take the form of complex glyphs and can be deciphered and copied like a normal spellbook. They do not radiate magic or occupy any item slots or interfere with magical tattoos. A tattooed mystic must be able to study these glyphs like a wizard studies his spell book, which requires the tattoo to be visible and in a spot he can see—mirrors can be used.

Identifying the patch of skin that holds a particular spell requires a Spellcraft check (DC 20) as a full-round action when the tattoo is visible. The spellbook tattoo for a particular spell can be cut away as a full-round action that requires the target to be helpless and inflicts 1d6 hit points of damage and requires a Heal or Craft (leather) skill check (DC 20) or the tattoo is ruined. Such cut-away tattoos work just like a spellbook with a single spell in it.

Familiar Tattoo (Su): A tattooed mystic gains a familiar like that gained from an arcane bond, as a wizard equal to his tattooed mystic level. His tattooed mystic levels stack with levels in classes that grant a familiar—this ability does not allow him to have multiple familiars or both a familiar and a bonded item.

Unlike most familiars, a familiar tattoo can transform itself into a tattoo that the tattooed mystic carries in his flesh. Transforming into a tattoo or back to normal familiar form is a move action for his familiar. In tattoo form, the familiar looks like a stylized version of itself, but does not count as a creature separate from the tattooed sorcerer. It continues to grant its special familiar ability and can perceive the world around the tattooed mystic, but otherwise has no abilities and can take no actions except to transform from tattoo into creature. A familiar tattoo cannot be erased or dispelled.

Mystic Tattoo (Su): A tattooed mystic inscribes ancient symbols of power on his skin to enhance his spellcasting.

At 2nd level and every four levels thereafter, the mystic inscribes a new tattoo on his body, chosen from the list below. Mystic tattoos do not occupy magic item or tattoo slots. The mystic can select each tattoo up to three times; the effects of multiple tattoos are noted in their descriptions.

Binding Trine: This triangular design allows the mystic to transform a hostile spell affecting him into a magical tattoo. When the mystic fails a saving throw against a spell of 3rd level or lower that targets only him, he gets a chance to identify it with a Spellcraft

Table: Tattooed Mystic

Class 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	Build class, familiar tattoo	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Mystic tattoo	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	—	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Inscribe tattoo	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Mystic tattoo	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Tattoo mastery	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Mystic tattoo	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	—	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Skillful tattooist	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	Mystic tattoo	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	Potent tattoos	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	Mystic tattoo	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	Enduring Tattoos	4	4	4	4	4	4	4	4	4	4

check (DC 15 + twice the spell level). If he succeeds at this check, he can sacrifice a prepared spell (or spell slot for a spontaneous caster) of equal or higher level as an immediate action to bind the spell, suppressing its effects and suspending its duration for a number of rounds equal to his caster level. Only spells with a duration longer than instantaneous can be bound this way, and only one spell can be held at a time. While bound, the spell can be dispelled or removed as normal. The maximum spell level this tattoo can bind increases by 3 each time it's selected, to a maximum of 9th level spells.

Blistering Bands: These glowing, angular markings encircle the mystic's arms. Whenever the mystic casts an evocation spell that deals energy damage, he can spend a swift action to surround himself with an aura of the same type of energy until the beginning of his next turn. Creatures adjacent to the mystic when he activates the ability or that end their turns adjacent to him take 1d10 points of damage per spell level. This damage has a maximum of 3d10 for a spell of third level or higher. Selecting this tattoo

again increases the maximum damage to 6d10 (6th level spell or higher) the second time and to 9d10 (9th level spell) the third time. A Reflex save for half damage is allowed (DC 10 + 1/2 the tattooed mystic's level + the tattooed mystic's Constitution modifier). If the spell deals more than one type of energy damage, the mystic must choose which of those types of damage his aura deals when he creates the aura.

Flickering Eye: The skin beneath this stylized eye seems partially translucent and insubstantial. When the mystic casts a spell of 1st level or higher from the illusion school or spends a standard action to concentrate on an ongoing illusion effect created by one of his spells, he gains concealment (20% miss chance) until the beginning of his next turn. This counts as concealment for using the Stealth skill. When this tattoo is chosen a second time and used with an illusion spell of 4th level or higher, the miss chance increases to 50%. This also allows the use of the Stealth skill even while observed. When it's chosen a third time and used with an illusion spell

of 6th level or higher, the mystic gains *invisibility*, as per the spell, until the beginning of his next turn. Against a creature able to see invisibility, the tattooed mystic still gains the advantage of the earlier concealment effect. Effects such as *glitterdust* that negate invisibility or concealment negate any concealment granted by this ability. Concealment gained this way never lasts more than a minute, even of the tattooed mystic continues to concentrate on a spell beyond that time.

Pouncing Beasts: These bestial pictographs seem poised to leap off the mystic's skin. The mystic can cast *summon monster* and *summon nature's ally* spells of up to 3rd level as a standard action, rather than a full-round action, provided all the creatures summoned enter play adjacent to him. The maximum spell level the tattoo can affect increases by 3 each time it's selected, to a maximum of 9th level spells.

Rune of Fangs: These jagged runes cover the mystic's face, giving him a bestial expression. While polymorphed or otherwise transformed into a form with natural attacks, the mystic gains an enhancement bonus on his attack and damage rolls equal to 1/4 his level (minimum +1) with one natural attack, chosen when he assumes that form. Selecting this tattoo twice allows him to apply the bonus to three natural attacks. Selecting the tattoo three times (the maximum allowed) applies the bonus to all natural attacks.

Swallowing Glyph: This ornate, shadowy glyph feeds on the souls of those the mystic defeats. Any time the mystic casts necromancy spell, he can spend a swift action to gain a number of temporary hit points equal to the spell's level. Temporary hit points gained from this ability last for one round and do not stack. The second time this tattoo is selected, the number of temporary hit points increases to double the spell's level. The third time it's selected (the maximum allowed), the temporary hit points increases to three times the spell's level.

Twisting Script: The indistinct shapes that form this spiral tattoo twist into legible text when scrutinized. Creatures within 50 feet of the mystic that can see him are affected by his language-dependent enchantment spells, even if they do not understand the language he speaks. Creatures without a language are

immune to this effect. The range of the effect increases by 50 feet each time this tattoo is selected, to a maximum of 150 feet.

Inscribe Tattoo: At 4th level, a tattooed mystic gains Inscribe Magical Tattoo as a bonus feat, ignoring prerequisites.

Tattoo Mastery (Ex): At 8th level, a tattooed mystic can use his own ability score modifier and relevant feats to set the DC for spell tattoos he uses, and can use his own caster level if it is higher than that of the spell tattoo he is using (similar to a caster using a staff.)

Skillful Tattooist (Ex): At 12th level, when a tattooed mystic is using Inscribe Magical Tattoo to craft magical tattoos, he can do so in half the time it would normally take.

Potent Tattoos (Ex): At 16th level, when a tattooed mystic uses his caster level with a spell tattoo, he does so at +1 caster level.

Enduring Tattoos (Ex): At 20th level, when a tattooed mystic activates a spell tattoo on his own body, he can expend a spell slot or prepared spell of the same level or higher instead of consuming the spell tattoo. The spell tattoo remains and can be used again. If the spell has a material component with a cost of 100 gp or more, he must provide that component.

Alternate Build Classes

The tattooed mystic can be built on these alternate classes: arcanist, druid, psychic, sacerdot, sorcerer, or witch.

A tattooed mystic learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers from arcane spell failure if he casts arcane spells.

In addition, the tattooed mystic inherits the following class features from the build class. This replaces the build class ability, above.

Arcanist: Same as the build class ability of the tattooed wizard, see build class above.

Druid: The tattooed druid gains the druid's Hit Dice, base attack, base saves, armor proficiencies (including limitations against metal armor), class skills, skill points per level, woodland stride, and wild shape.

Psychic: The tattooed psychic gains the psychic discipline class feature, including discipline spells and discipline powers. Because he lacks a pheretic pool, certain discipline powers do not work, notably those of the Enlightenment discipline.

Sacerdote: The tattooed sacerdot keeps the advanced spellcasting, bonus languages, chaotic evil good and lawful spells, divine focus, domains, and divine wrath class features. He can pick a manifestation instead of a mystic tattoo. His divine wrath counts as an evocation ability for the purpose of the blistering bands tattoo.

Sorcerer: The sorcerer tattooed mystic gains Eschew Materials as a bonus feat at level 1. He chooses a bloodline and gains the bloodline skill and bloodline spells, but no other bloodline effects.

Witch: A witch tattooed mystic uses his familiar tattoo to store spells. He gains the patron spells class feature.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have tattooed mystic as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Catfolk: Add 1/4 to the bonus of your natural hunter racial ability. Requires tattoos of your typical prey.

Dhamphir: Heal 1 hit point of damage when gaining temporary hit points from a swallowing glyph tattoo. This cannot be more than the number of temporary hit points gained from swallowing glyph.

Dragonblood: Add 1/4 to the bonus of your gatecrasher racial ability. Requires tattoos of elemental energies.

Dwarf: A melee weapon you are wielding gains a 1/4 point of circumstance bonus to attack and damage. Requires a tattoo of a melee weapon.

Elf: +1/2 on Spellcraft checks.

Erkuna: Add 1/4 to the bonus gained from the court intrigue class feature. Requires elaborate decorative tattoos.

Gnome: Add 2% concealment miss chance when your flickering eye tattoo is active.

Half-Elf: Add 1 ft. to the range of your twisting script tattoo. Multiply this bonus by the number of times you've selected the twisting script tattoo. When using squares, round the final range bonus down to the nearest

multiple of 5 ft. You can exceed the maximum range of 150 ft. this way.

Half-Orc: Add +1 damage to your blistering bands tattoo.

Halfling: When you summon a creature using your pouncing beast's tattoo, it can appear up to 1/2 5 ft. square away from you.

Human: Gain 1/4 additional magical tattoo.

Polkan: Add 1/2 to Strength score, but only for the purpose of calculating encumbrance. Requires a tattoo of things you typically carry.

Tiefling: Gain +1 temporary hit point when gaining temporary hit points from a swallowing glyph tattoo. This cannot do more than double the number of temporary hit points gained.

Sample Character

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

Glifitar Sigilskin (CR 1/2; XP 200)

Male half-orc tattooed mystic 1

N Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +3

Defense

AC 16, touch 12, flat-footed 14

(+4 armor, +2 Dex)

hp 10 (1d8+2)

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

Defensive Abilities orc ferocity; **Immune** sleep

Offense

Speed 30 ft.

Melee greataxe +3 (1d12+4/x3) or dagger +3 (1d4+3/19-20)

Ranged composite longbow +2 (1d8+1/x3)

Special Attacks gatecrasher

Spells Prepared (CL 1st; concentration +2)

1st—*jump*, *longstrider*

0th (at will)—*detect magic*, *flare* (F-DC 11), *read magic*

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 15

Feats Alertness, Eschew Materials

Skills Bluff +0, Craft (tattoo) +4, Disguise +0, Knowledge (nature) +4, Perception +3, Sense Motive +3, Spellcraft +4, Survival +5; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ build class (druid), familiar tattoo (weasel), weapon familiarity

Combat Gear *wand of cure light wounds* (6 charges);

Other Gear leather lamellar, composite (Str 12) longbow with 20 arrows, dagger, greataxe, bedroll, belt pouch, common artisan's tools (Craft (tattoos)), explorer's outfit, flint and steel, sack, trail rations (5 days), waterskin;

Coins 6 gp, 3 sp

Glifitar Sigilskin (CR 4; XP 1,200)

Male half-orc tattooed mystic 5

N Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +8

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +2 Dex, +1 dodge)

hp 36 (5d8+10)

Fort +6, **Ref** +6, **Will** +7; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** *sleep*

Offense

Speed 30 ft.

Melee greataxe +6 (1d12+4/x3) or dagger +6 (1d4+3/19-20)

Ranged composite longbow +5 (1d8+1/x3)

Special Attacks blistering bands (R-DC 13), gatecrasher, wild shape 1/day

Spells Prepared (CL 5th; concentration +7)

3rd—*greater thunderstomp*

2nd—*barkskin*, *bear's endurance*, *spider climb*

1st—*jump*, *keen senses*, *longstrider*, *windy escape*

0th (at will)—*detect magic*, *flare* (F-DC 12), *guidance*, *read magic*

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 14, **Cha** 8

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

Feats Alertness, Dodge, Eschew Materials, Inscribe Magical Tattoo, Natural Spell

Skills Bluff +0, Craft (tattoos) +10, Disguise +0, Knowledge (nature) +8, Perception +10, Sense Motive +4, Spellcraft +5, Survival +10; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ build class (druid), familiar tattoo (weasel), inscribe tattoo, mystic tattoo, weapon familiarity, woodland stride

Combat Gear *potion of bull's strength*, *wand of cure moderate wounds* (6 charges); **Other Gear** +1 leather lamellar, composite (Str 12) longbow with 20 arrows, dagger, greataxe, bedroll, belt pouch, *cloak of resistance*

+1, explorer's outfit, flint and steel, masterwork artisan's tools (tattoos), masterwork backpack, sack, trail rations (5 days), waterskin; **Coins** 66 gp, 3 sp

Glifitar Sigilskin (CR 9; XP 6,400)

Male half-orc tattooed mystic 10

N Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 18, touch 13, flat-footed 15

(+5 armor, +2 Dex, +1 dodge)

hp 68 (10d8+20)

Fort +9, **Ref** +8, **Will** +11; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** magic sleep

Offense

Speed 30 ft.

Melee +1 greataxe +11/+6 (1d12+5/x3) or dagger +10/+5 (1d4+3/19-20)

Ranged mwk composite longbow +10/+5 (1d8+3/x3)

Special Attacks blistering bands (R-DC 16), gatecrasher, pouncing beasts (3rd), rune of fangs +2 (one attack), wild shape 4/day

Spells Prepared (CL 10th; concentration +13)

5th—*call lightning storm* (R-DC 18), *fire snake* (R-DC 18)

4th—*echolocation*, *freedom of movement*, *thorn body*

3rd—*greater thunderstomp*, *summon natures ally III* (2), *thorny entanglement* (R-DC 16)

2nd—*barkskin*, *bear's endurance*, *spider climb*, *wilderness soldiers* (2)

1st—*jump*, *keen senses*, *longstrider*, *produce flame*, *windy escape*

0th (at will)—*detect magic*, *flare* (F-DC 13), *guidance*, *read magic*

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 17, **Cha** 8

Base Atk +7; **CMB** +10; **CMD** 23

Feats Alertness, Dodge, Eschew Materials, Inscribe Magical Tattoo, Natural Spell, Power Attack, Quick Wild Shape

Skills Bluff +0, Climb +8, Craft (tattoos) +10, Disguise +0, Handle Animal +4, Knowledge (nature) +11, Perception +15, Sense Motive +5, Spellcraft +8, Survival +13, Swim +8; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ build class (druid), familiar tattoo (weasel), inscribe tattoo, mystic tattoo, tattoo mastery, weapon familiarity, woodland stride

Combat Gear *potion of bull's strength* (3), *wand of cure*

serious wounds (11 charges); +1 *leather lamellar*, +1 *greataxe*, masterwork composite (Str 16) longbow with 40 arrows, dagger, bedroll, belt pouch, *cloak of resistance* +1, explorer's outfit, flint and steel, *headband of inspired wisdom* +2, masterwork artisan's tools (tattoos), masterwork backpack, sack, trail rations (5 days), waterskin; **Coins** 30 gp, 3 sp

Glifitar Sigilskin (CR 14; XP 38,400)

Male half-orc tattooed mystic 15

N Medium humanoid (elf, orc)

Init +2; **Senses** darkvision 60 ft.; Perception +22

Defense

AC 19, touch 14, flat-footed 16

(+5 armor, +1 deflection, +2 Dex, +1 dodge)

hp 101 (15d8+30)

Fort +12, **Ref** +11, **Will** +16; +2 vs. enchantment

Defensive Abilities orc ferocity; **Immune** *sleep*

Offense

Speed 30 ft.

Melee +1 *greataxe* +15/+10/+5 (1d12+4/x3) or dagger +14/+9/+4 (1d4+3/19-20)

Ranged mwk composite longbow +14/+9/+4 (1d8+3/x3)

Special Attacks blistering bands (R-DC 18), gatecrasher, pouncing beasts (6th), rune of fangs +3 (one attack), wild shape 6/day

Spells Prepared (CL 15th; concentration +20)

8th—*stormbolts* (R-DC 23)

7th—*fire storm* (R-DC 22), *sunbeam* (R-DC 22)

6th—*greater dispel magic*, *liveoak*, *summon nature's ally*

VI

5th—*call lightning storm* (R-DC 20), *fire snake* (2, R-DC 20), *summon nature's ally V* (2)

4th—*echolocation*, *freedom of movement*, *summon nature's ally IV*, *thorn body*

3rd—*greater thunderstomp* (2), *summon nature's ally III* (2), *thorny entanglement* (R-DC 18)

2nd—*barkskin*, *bear's endurance*, *spider climb*, *wilderness soldiers* (2)

1st—*jump*, *keen senses*, *longstrider*, *produce flame* (2), *windy escape*

0th (at will)—*detect magic*, *flare* (F-DC 15), *guidance*, *read magic*

Statistics

Str 16, **Dex** 14, **Con** 13, **Int** 10, **Wis** 20, **Cha** 8

Base Atk +11; **CMB** +14; **CMD** 28

Feats Alertness, Combat Reflexes, Dodge, Eschew Materials, Inscribe Magical Tattoo, Natural Spell, Power Attack, Quick Wild Shape, Vital Strike, Wild Speech

Skills Bluff +0, Climb +10, Craft (tattoos) +12, Disguise +0, Handle Animal +6, Knowledge (nature) +13, Perception +22, Sense Motive +7, Spellcraft +12, Survival +18, Swim +10; **Racial Modifiers** +1 Bluff, +1 Disguise, +1 Knowledge (local)

Languages Common, Elven, Orc

SQ build class (druid), familiar tattoo (weasel), inscribe tattoo, mystic tattoo, skillful tattooist, tattoo mastery, weapon familiarity, woodland stride

Combat Gear *potion of bull's strength* (2), *wand of cure critical wounds* (7 charges); **Other Gear** +1 *wild leather lamellar*, +1 *greataxe*, masterwork composite (Str 16) longbow with 40 arrows, dagger, bedroll, belt pouch, *cloak of resistance* +2, explorer's outfit, flint and steel, *headband of inspired wisdom* +4, masterwork artisan's tools (tattoos), masterwork backpack, *ring of protection* +1, sack, trail rations (5 days), waterskin; **Coins** 10 pp, 15 gp, 3 sp

The orcish race has their own harsh homeland (Azagor) and have a place of honor in the history of the world, as one of the races that brought about The Calling. Even on other worlds the tradition of the half-orcish race has a certain power, the combination of rationality and bestiality, power and intelligence. Glifitar, called Sigilskin for his enduring and thriving in the tradition of the tattooed mystic, is from a long line of half-orcs, and proudly celebrates his unique magical tradition, and has set his eyes on reaching the pinnacle of magical power, testing the limits of physical and metaphysical achievement. Though contemplative and skilled, Glifitar possess the orcish contempt for pain and death, and often takes chances that most spellcasters do not, thrusting himself in the heat of battle to see if he will emerge victorious or not.

Among the half-orcs and occasional orcish allies that Glifitar Sigilskin has to deal with, he is seen as something of a dangerous anomaly, but a natural anomaly like a drought, blizzard or flood. They do not deal with him idly, but know that he can be useful if there is a need. In no way do any of his kin wish to supplant his dominance, that would be like fighting the ocean. Glifitar has no desire to rule or dominate, unless it is for the purpose of furthering his personal magical journey. A non-magical individual interests him little, except for clearing the way to more knowledge for him. Glifitar is quite glad to tattoo any being that asks it of him and explains their motive- and of course pays the listed fee for the job.

Veiled Illusionist

Ellen walked the streets of the city, A pretty human woman, her dress swinging, a smile on her face. A basket was in her arms, holding bread of a nondescript vintage, as though she might be selling it. As she was not, she discarded basket and bread as soon as she passed beyond the eyes of the grim guard at the City Mansion. A flicker of magic, and her clothes changed into velvets and silks, and she was at the side servants' door (the Door of Whores, called by some) smiling meekly in the line of other, attractive men and women. Ellen kept smiling, smiling, a few words, and the procurer at the desk smiled too, and did not note when she turned left instead of right. Then Ellen was no more... and Bucklemore was, a chubby, mutton-chopped Halfling man with the demeanor and dress of a major-domo of the kitchen, a common job for the food-minded halflings. Bucklemore strutted along the halls, muttering in a singsong manner as though preoccupied. The functionaries and guards barely perceived the little Halfling, and Bucklemore barely noted them, too, intent on finding the area of the Mansion that was required.

The required region was found, "Arcane Research" and Bucklemore looked furtively around- and then was no more. Where he had been, Wizzlewittiwick was, a stooped gnome with an enormous nose, a wizard's robe, and a jeweled pointed cap. Wizzlewittiwick took a deep breath and knocked on the door, simultaneously casting a dire spell... The gnome was let in at the same moment as the spell went off, and the gnome scrambled up the wall like a spider before the blast of magical energy flared in the spot where he once was. The feeble-seeming Wizzlewittick shouted and waved a hand, disintegrating the inner door. A moderate amount of psychic slaughter ensued shortly thereafter, mostly fueled by nightmarish magic, and then the item itself was secured. A tall, regal looking elf walked out of the "Arcane Research" department that had the Sarenite clerics so worried, with a small item that smelled faintly of brimstone. The elf, whose name was Silmarathil, had anyone asked, carried the item out of the Mansion to no one's surprise, and the alarm was not raised for a surprising number of minutes afterward. When a dark-complected forlarren, a rare enough sight in the city, limped along the street outside the Sarenite compound, no one paid any mind but to wrinkle one's nose and stare. And Idagra preferred it that way.



Veiled Illusionist

While skilled in all forms of illusion, veiled illusionists primarily excel at casting glamers—spells that alter or conceal the illusionist's true form. Most veiled illusionists are uncomfortable with maintaining one disguise for an extended period of time. Instead, they prefer to change their appearance from day to day, or even from hour to hour. This makes it difficult for veiled illusionists to integrate into society, most end up as wanderers, taking on a new face with each new town they visit.

Prestige Class: Veiled illusionist

Build Classes: The veiled illusionist is built on the wizard, but the following alternate build classes are described below: arcanist, psychic, sacerdot, sorcerer, or witch.

Role: Veiled illusionists make excellent spies and infiltrators, and have a full magical arsenal to fall back on when a situation turns dire.

Alignment: Any. Most veiled illusionists are chaotic, changing their behavior as they change roles.

Hit Die: d6.

Class Skills

The veiled illusionist's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device.

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

These are all the class features of the veiled illusionist.

Weapon and Armor Proficiency: A veiled illusionist gains the armor and weapon proficiencies of its build class.

Spells: The veiled illusionist learns and casts spells exactly like a wizard, including using arcane magic, the effect of Intelligence on spellcasting, spellbooks, automatically learned spells, and cantrips.

Build Class: The veiled illusionist gains the wizard's arcane school class feature, and must choose the illusion school.

Eschew Materials (Feat): A veiled illusionist gains Eschew Materials as a bonus feat at 1st level.

Veil Pool (Sp): A veiled illusionist draws power from a reserve of magical energy to strengthen his illusions. This veil pool has a number of points equal to half his class level + his highest mental ability modifier (Intelligence, Wisdom, or Charisma). The pool refreshes once per day when the veiled illusionist prepares spells.

As a standard action, the veiled illusionist can spend 1 point from his veil pool to alter his appearance as per the spell *disguise self*. This is a glamor effect that lasts a number of hours equal to the veiled illusionist's class level. The DC to disbelieve the effect is equal to 15 + the number of points remaining in the veiled illusionist's veil pool. Assuming a different veil while still under the effects of his *disguise self* spell-like ability does not expend any additional points from his veil pool.

At 3rd level, the veiled illusionist can alter his perceived audible (sound) properties when he assumes his disguise. At 10th level, the veiled illusionist can also alter his perceived olfactory (scent) and tactile (touch) properties, and can imitate any voice with which he is familiar. At 18th level, the veiled illusionist's veil fools even extraordinary senses, such as blindsight, tremorsense, or true seeing.

At 6th level, the veiled illusionist can assume or change appearance as a swift action. At level 14, he can do so as an immediate action.

Illusionist's Veils (Ex/Sp/Su): A veiled illusionist learns to cloak himself in the forms favored by his class—human, halfling, elf, gnome, cyclops, and naga. Once the veiled illusionist learns a veil, he can use his veil pool to disguise himself as a member of that veil's type and subtype, even if doing so would exceed the limitations of *disguise self*. When disguising himself as a creature he knows the veil for, he gains an additional bonus on his Disguise check equal to half his class level.

Each veil also grants the illusionist an additional power. These powers are always available, regardless of if the illusionist is using an illusionist's veil or not.

Human (Ex): At 1st level, the veiled illusionist gains his build class abilities from his human veil. This is just a flavorful explanation for the build

Table: Veiled Illusionist

Class 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	Build Class, Eschew Materials, veil pool, illusionist's veil (human)	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Illusionist's veil (halfling)	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Veil pool (sound)	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Illusionist's veil (elf)	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	—	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Veil pool (swift)	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5	—	4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Illusionist's veil (gnome)	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6	—	4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Veil pool (scent, touch)	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7	—	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Illusionist's veil (cyclops)	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	Veil pool (immediate)	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	Illusionist's veil (naga)	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	Veil pool (extraordinary)	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	True veil	4	4	4	4	4	4	4	4	4	4

class abilities.

Halfling (Su): At 2nd level, a veiled illusionist can spend 1 point from his veil pool as a free action while casting an illusion spell to disguise his spellcasting. Creatures attempting to identify the spell as it's being cast must succeed at a Will save (DC 15 + the number of points remaining in the illusionist's veil pool) or misidentify the spell as a spell of the illusionist's choice or even no spell at all. An illusory spell must be the same level as the true spell, and must be on the veiled illusionist's spell list. This does not conceal the effect of the spell, it only conceals the veiled illusionist's actions.

Elf (Ex): At 4th level, a veiled illusionist can spend 1 point from his veil pool as an immediate action to reroll a caster level check made to bypass spell resistance. He must accept the second roll, even if it's worse.

Gnome (Ex): At 8th level, a veiled illusionist can

spend 1 point from his veil pool to concentrate on a glamor, figment, or phantasm as a swift action, rather than a standard action. This effect lasts as long as he continues to concentrate each round.

Cyclops (Sp): At 12th level, a veiled illusionist can spend 1 point from his veil pool as a free action to gain the benefits of the spell *true seeing* until the beginning of his next turn.

Naga (Sp): At 16th level, as a free action while casting an illusion spell or using *disguise self* from his veil pool, the veiled illusionist can spend 2 points from his veil pool to coil the illusion upon itself. Any creature that disbelieves the illusion sees a second illusion within the translucent outline of the first, as if the illusionist had cast the same spell a second time. Effectively, after a creature disbelieves the first illusion, it sees a second illusion in its place, which it must attempt to disbelieve separately. To the creature, it seems as if the first illusion was a glamor hiding the true form

(the second illusion). The creature must specifically spend a standard action disbelieving the second illusion, mere interaction with the illusion is not sufficient. Unrealistic effects or a warning from an ally allows a disbelief saving throw without spending an action. Spells like *shadow conjuration* that always allow a save only do so for the first stage of the illusion. The second illusion is hidden from magical detection, not even *true seeing* can penetrate it. The veiled illusionist must determine the features of the second illusion as he casts the first. If the second illusion is especially similar to the first one, it counts as an unrealistic effect and allows automatic disbelief saves.

True Veil (Su): At 20th level, a veiled illusionist can spend 1 point from his veil pool to imbue his disguise with a measure of reality. The veiled illusionist's *disguise self* spell-like ability is treated as a polymorph effect, though it retains the illusion school and gains the shadow descriptor. Other creatures no longer get a Will save to recognize the effect as an illusion, though they can still make Perception checks to realize the veiled illusionist is using a disguise.

If disguised as a humanoid using his veil pool ability, the veiled illusionist gains the benefit of *alter self*. If disguised as a cyclops or naga, he gains a +4 size bonus to Strength, a -2 penalty to Dexterity, a +4 natural armor bonus, and any of the following abilities possessed by the creature whose form he has taken: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, ferocity, guarded thoughts, poison, and spit. The effect lasts for a number of minutes equal to the veiled illusionist's level if he is disguised as a humanoid, or rounds per level if disguised as a cyclops or naga.

Alternate Build Classes

The veiled illusionist can be built on these alternate classes: arcanist, psychic, sacerdot, sorcerer, or witch. A veiled illusionist learns and casts spells exactly like the build class, including type of magic (arcane, divine, or psychic), the effect of ability scores on spellcasting and cantrips, knacks or orisons. He only suffers from arcane spell failure if he casts arcane spells.

In addition, the veiled illusionist inherits the following class features from the build class. This replaces the build class ability, above.

Arcanist: A veiled arcanist can prepare an additional

spell of each level of spells he can cast. This additional spell must be from the illusion school. He can cast a prepared illusion spell without expending a spell slot by expending a number of uses of his veil pool equal to the level of the spell.

Psychic: Add all sorcerer/wizard spells of the illusion school to the veiled psychic's spell list. At every level, the veiled psychic adds one spell from his spell list with the illusion school of a level he can cast to his list of known spells.

Sacerdot: The veiled sacerdot keeps the advanced spellcasting, bonus languages, calculated targeting, chaotic evil good and lawful spells, divine focus, divine wrath, and manifestations class features. The veiled sacerdot's domain spell list is all the wizard spells of the illusion school (and no other spells).

Sorcerer: At every level, the veiled sorcerer adds one spell from his spell list with the illusion school of a level he can cast to his list of known spells.

Witch: A veiled witch illusionist has the witch's familiar ability. Add all sorcerer/wizard spells of the illusion school to the veiled witch's spell list. A veiled witch can prepare an additional spell of each level of spells he can cast. This additional spell must be from the illusion school.

Favored Class Bonuses

Instead of receiving an additional skill rank or hit point whenever they gain a level in a favored class, some races have the option of choosing from a number of other bonuses, depending upon their favored classes. The following options are available to the listed race who have veiled illusionist as their favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Aasimar: When enemies suffer a concealment miss chance against you, add 1% to that miss chance.

Avodim: When you are under an illusion that gives a bonus on Disguise checks, increase that bonus by +1/2.

Catfolk: When you are affected by an illusion effect that grants a miss chance, you also gain DR ½ / magic.

Dhamphir: When in dim light or less, enemies attacking you have 1% miss chance. This stacks with miss chance from other sources.

Dwarf: Gain 1/4 of a Weapon Proficiency, Armor Proficiency, or Shield Proficiency feat. You must fulfill the prerequisites. For each proficiency gained this way, reduce the chance of arcane spell failure by 5% when wearing armor.

Drow: When in dim light or less, you gain a +1/2 bonus on Stealth checks.

Elf: Add 1/5 to caster level checks to penetrate spell resistance.

Gnome: A spell with a duration of concentration lasts 1/2 additional round after you cease concentrating on it.

Half-Elf: Gain 1/2 level of the elf's, gnome's, and halfling's favored class bonuses.

Half-Orc: When you cast an illusion spell targeting yourself you gain 1/2 temporary hit point, but no more temporary hit points than the spell's level +1. Spell-like abilities do not count as spells for this ability. These temporary hit points last 10 minutes.

Halfling: The save DC to spot a spell concealed with your halfling pool ability increases by 1/2.

Human: The save DC of *disguise self* cast using your veil pool increases by 1/2.

Kitsune: When you are under an illusion that changes your appearance and that you assumed specifically to impress this target, as decided when the appearance is assumed, you gain a +1/2 bonus on Diplomacy and Intimidate checks.

Kobold: When you are under an glamer that makes you look larger than the creature you are trying to Intimidate, you gain a +1 bonus on Intimidate checks.

Samsaran: When you are under an illusion that gives a bonus on Disguise checks and you are assuming a form that goes with one of your shards of the past skills, you gain a +1 bonus on Disguise checks to act out that role.

Sylph: When you cast an illusion spell with range, add 5 ft. to that range.

Tengu: Increase the save DC of any illusion you make that incorporates corpses or cadavers by +1/5.

Tiefling: When you are under an illusion that alters your appearance, you gain a +1/2 bonus on Intimidate checks.

Undine: Increase the save DC of your Illusion (figment) spells by +1/5.

Xesa: Increase the save DC of your Illusion (phantasm) spells by +1/5.

Sample Veiled Illusionist

Below is a sample veiled illusionist player character that uses the psychic build class created using these rules at levels 1, 5, 10, and 15. Favored class bonus is used to provide additional hit points.

Igadra (CR 1/2; XP 200)

Female forlarren veiled illusionist 1

CG Medium fey

Init +2; **Senses** low-light vision; Perception +0

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 7 (1d6+1)

Fort +0, **Ref** +2, **Will** +2

DR 1/cold iron; **Weaknesses** remorse (W-DC 12)

Offense

Speed 30 ft.

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

Ranged light crossbow +2 (1d8/19-20)

Spell-Like Abilities (CL 1st; concentration +3)

1/day—*faerie fire*, *heat metal* (W-DC 14), *light*

Spells Known (CL 1st; concentration +3)

1st (4/day)—*charm person* (W-DC 13), *expeditious retreat*, *vanish*

0th (at will)—*detect magic*, *flare* (F-DC 12), *prestidigitation*, *read magic*

Statistics

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

Base Atk +0; **CMB** +0; **CMD** 12

Feats Deceitful, Eschew Materials

Skills Bluff +8, Disguise +8, Spellcraft +6, Stealth +6

Languages Aklo, Common, Draconic, Sylvan

SQ build class (psychic), craftsman, hellfires, illusionist's veil (human), veil pool (2)

Combat Gear *potion of cure light wounds* (2), *wand of mage armor* (5 charges), *wand of shield* (6 charges); **Other Gear** dagger, light crossbow with 10 bolts, backpack, bedroll, belt pouch, explorer's outfit, flint and steel, *ioun torch*, sack, trail rations (5 days), waterskin; **Coins** 4 gp, 3 sp

Igadra (CR 4; XP 1,200)

Female forlarren veiled illusionist 5

CG Medium fey

Init +2; **Senses** low-light vision; Perception +8

Defense

AC 12, touch 12, flat-footed 10

(+2 Dex)

hp 25 (5d6+5)

Fort +1, **Ref** +3, **Will** +4

DR 2/cold iron; **Weaknesses** remorse (W-DC 14)

Offense

Speed 30 ft.

Melee 2 claws +4 (1d4) or dagger +4 (1d4/19-20)

Ranged mwk light crossbow +5 (1d8/19-20)

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*faerie fire*, *heat metal* (W-DC 14), *light*

Spells Known (CL 5th; concentration +8)

2nd (4/day)—*blur*, *cat's grace*, *invisibility*, *see invisibility*

1st (7/day)—*color spray* (W-DC 14), *charm person* (W-DC 14), *expeditious retreat*, *vanish*, *ventriloquism* (W-DC 14)

0th (at will)—*detect magic*, *flare* (F-DC 13), *light*, *mage hand*, *prestidigitation*, *read magic*

Statistics

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

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

Feats Cunning, Deceitful, Eschew Materials, Weapon Finesse

Skills Bluff +12, Disguise +12, Knowledge (arcana) +11, Perception +8, Spellcraft +11, Stealth +10

Languages Aklo, Common, Draconic, Sylvan

SQ build class (psychic), craftsman, hellfires, illusionist's veil (elf, halfling, human), veil pool (5; sound)

Combat Gear *potion of cure moderate wounds* (2), *wand of mage armor* (10 charges), *wand of shield* (18 charges);

Other Gear masterwork light crossbow with 20 bolts, dagger, bedroll, belt pouch, explorer's outfit, flint and steel, *handy haversack*, *ioun torch*, sack, trail rations (5 days), waterskin; **Coins** 10 gp, 3 sp

Igadra (CR 9; XP 6,400)

Female forlarren veiled illusionist 10

CG Medium fey

Init +2; **Senses** low-light vision; Perception +13

Defense

AC 13, touch 13, flat-footed 10

(+2 Dex, +1 dodge)

hp 47 (10d6+10)

Fort +4, **Ref** +6, **Will** +8

DR 5/cold iron; **Weaknesses** remorse (W-DC 17)

Offense

Speed 30 ft.

Melee 2 claws +7 (1d4) or dagger +7 (1d4/19-20)

Ranged mwk light crossbow +8 (1d8/19-20)

Spell-Like Abilities (CL 10th; concentration +12)

1/day—*faerie fire*, *heat metal* (W-DC 14), *light*

Spells Known (CL 10th; concentration +14)

5th (3/day)—*shadow evocation* (W-DC 19), *teleport*

4th (6/day)—*charm monster* (W-DC 18), *eyes of the void*, *greater invisibility*, *phantasmal killer* (W/F-DC 18)

3rd (7/day)—*displacement*, *fearsome duplicate* (W-DC 17), *fly*, *haste*, *telekinetic maneuver*

2nd (7/day)—*blur*, *cat's grace*, *invisibility*, *resist energy*, *see invisibility*, *spider climb*

1st (7/day)—*color spray* (W-DC 15), *charm person* (W-DC 15), *endure elements*, *expeditious retreat*, *feather step*, *magic missile*, *vanish*, *ventriloquism* (W-DC 15)

0th (at will)—*arcane mark*, *detect magic*, *flare* (F-DC 14), *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

Statistics

Str 10, **Dex** 15, **Con** 10, **Int** 19, **Wis** 10, **Cha** 14

Base Atk +5; **CMB** +5; **CMD** 23

Feats Cunning, Deceitful, Defensive Combat Training, Dodge, Eschew Materials, Weapon Finesse

Skills Bluff +22, Diplomacy +5, Disguise +22, Fly +15, Intimidate +5, Knowledge (arcana) +17, Perception +13, Perform (any) +5, Spellcraft +17, Stealth +15

Languages Aklo, Common, Draconic, Sylvan

SQ build class (psychic), craftsman, hellfires, illusionist's veil (elf, gnome, halfling, human), veil pool (9; swift; scent, sound, touch)

Combat Gear *potion of cure moderate wounds*, *wand of mage armor* (13 charges), *wand of shield* (22 charges);

Other Gear masterwork light crossbow with 20 bolts, dagger, bedroll, belt pouch, circlet of persuasion, *cloak of resistance* +1, explorer's outfit, flint and steel, *handy haversack*, *headband of vast intelligence* +2 (Fly), *ioun torch*, sack, trail rations (5 days), waterskin; **Coins** 10 gp, 3 sp

Igadra (CR 14; XP 38,400)

Female forlarren veiled illusionist 15

CG Medium fey

Init +6; **Senses** low-light vision; Perception +18

Defense

AC 14, touch 14, flat-footed 11

(+1 deflection, +2 Dex, +1 dodge)

hp 70 (15d6+15)

Fort +7, **Ref** +9, **Will** +11

DR 7/cold iron; **Weaknesses** remorse (W-DC 19)

Offense

Speed 30 ft.

Melee 2 claws +9 (1d4) or dagger +9/+4 (1d4/19-20)

Ranged +1 *light crossbow* +11/+6 (1d8/19-20)

Spell-Like Abilities (CL 15th; concentration +17)

1/day—*faerie fire*, *heat metal* (W-DC 14), *light*

Spells Known (CL 15th; concentration +21)

7th (4/day)—*dream council* (W-DC 23), *greater scrying* (W-DC 23), *greater shadow conjuration* (W-DC 23), *limited wish*

6th (7/day)—*disintegrate* (F-DC 22), *greater dispel magic*, *mind thrust VI* (W-DC 22), *mislead* (W-DC 22), *shadow walk* (W-DC 22)

5th (7/day)—*dominate person* (W-DC 21), *overland*

flight, shadow evocation (W-DC 21), *spell resistance* (W-DC 21), *teleport, village veil* (W-DC 21)

4th (7/day)—*aura of doom* (W-DC 20), *charm monster* (W-DC 20), *eyes of the void, greater invisibility, lesser globe of invulnerability, phantasmal killer* (W/F-DC 20)

3rd (7/day)—*displacement, fearsome duplicate* (W-DC 19), *fly, haste, telekinetic maneuver, tongues*

2nd (8/day)—*blur, cat's grace, invisibility, resist energy, see invisibility, spider climb, suggestion* (W-DC 18)

1st (8/day)—*color spray* (W-DC 17), *charm person* (W-DC 17), *endure elements, expeditious retreat, feather step, magic missile, vanish, ventriloquism* (W-DC 17)

0th (at will)—*arcane mark, detect magic, flare* (F-DC 16), *light, mage hand, message, open/close, prestidigitation, read magic*

Statistics

Str 10, **Dex** 15, **Con** 10, **Int** 22, **Wis** 10, **Cha** 14

Base Atk +7; **CMB** +7; **CMD** 29

Feats Cunning, Deceitful, Defensive Combat Training, Dodge, Eschew Materials, Improved Initiative, Rapid Reload (light crossbow), Weapon Finesse, Weapon Focus (light crossbow)

Skills Acrobatics +17, Bluff +27, Diplomacy +5, Disguise +37, Fly +20, Intimidate +23, Knowledge (arcana) +24, Perception +18, Perform (any) +5, Spellcraft +24, Stealth +30

Languages Aklo, Common, Draconic, Sylvan

SQ build class (psychic), craftsman, hellfires, illusionist's veil (elf, gnome, halfling, human), veil pool (9; swift; scent, sound, touch)

Combat Gear *potion of cure serious wounds, wand of mage armor* (13 charges), *wand of shield* (22 charges);

Other Gear +1 *light crossbow* with 20 bolts, dagger, bedroll, belt pouch, *circlet of persuasion, cloak of resistance* +2, explorer's outfit, flint and steel, *handy haversack, headband of vast intelligence* +4 (Fly, Intimidate), *ioun torch, ring of chameleon power, ring of protection* +1, sack, trail rations (5 days), waterskin; **Coins** 105 gp, 3 sp

The skills and abilities, not to mention the implied lifestyle inherent in the profession of the veiled illusionist, suit the tragic race of forlarren, of which the seldom-used identity of Igadra is a member. As forlarren are the progeny of evil outsiders (typically demons) and otherworldly beautiful nymphs, they have a hard life, indeed, and are quite rare. Igadra has known few others of her kind, and thinks little on the subject, content to fulfill her destiny without thought of the forlarren community. She is kindly disposed toward fey creatures, however, as they allowed her orphaned self to grow to maturity

safely, definitely not a guarantee for her misbegotten race. As Igadra's race matures quickly, she left the rough care of the wood fairies and wandered far and wide, and tried her hand at many things, settling on the practice of magic, learning at the remote home of a fabulous being called a norn, in the far cold mountains. The giant fey had hoped to pass on understanding of Igadra's parentage to her, and 'fix' her fate, but Igadra only cared for the power to use magic, and to change one's shape at will, become any humanoid she wished. She left the norn's home with such power, stifling at the being's lawful allegiance. The cult of Saren that she joined at the bottom of the norn's mountain home was far more accommodating. They are tolerant of her fiend-driven rages, appreciative of her power, and put her to use in thwarting the plans of evil lawful beings in the various corrupt cities that the Sarenites hate so much. On missions such as these, Igadra subsumes herself into the identity that she assumes with her veil power, and she has been known to bypass even mind-readers, with a kind of self-hypnosis of taking on the role she portrays. Whether this is part of her illusionist skill or a mental power (or disability) none can say. Evil forces seldom expect such duplicity or subtlety from the forces of good, especially from Sarenites, that Igadra's missions are typically successful. She uses her magic to supplement her shapechanging, and she has the reputation for killing with magic in particularly efficient and somewhat horrifyingly brutal ways. The ends justify the means of justice, in the eyes of Igadra and her fellow Sarenites.

But regardless of her apparent dedication to good, Igadra is still, in the heart of her being, a child of evil. She has been able to channel her desire to do ill into harming the forces of evil, and seeks to do so whenever the mission calls for it and she can do so without blowing her cover. She worries that someday her 'Will' will fail and she will turn against her compatriots. For this reason, she tends to keep to herself within the community, and often does not take part in their wild Sarenite festivities.

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