



THE BOOK OF MANY THINGS

Volume 2: Shattered Worlds

KEVIN GLUSING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The Book of Many Things

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Kevin Glusing



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Contents

Introduction	2
The Story	3
Navigating This Book	3
Races	4
Catfolk, Maithar	5
Energivores, Jin-Ku	7
Fiari	9
Humans, Dragon Soul	11
Humans, Materian	13
Leporines	15
Minotaurs	17
Moggish, Chisai	19
Nerudes	21
Runekin	23
Samsarans, Jin-Ku Hybrid	25
Tsura	27
Ursaren, Enlightened	29
World Souls	31
Other Racial Character Options	40
Classes	42
Astrologer	43
Gamer	46
Generational Hero	50
Jin-Ku Bounty Hunter	53
Metaphysician	57
Monster Tamer	59
Philosopher	62
Potentialist	66
Priest of Volwryn	70
Pythia	73
Revoker	75
Archetypes and Class Options	80
Fighter	81
Generational Hero	81
Gunslinger	82
Heir Apparent	84
Inquisitor	84
Invoker	85
Magus	88
Metaphysician	89
Nature Warden	90
Necromancer	91
Ninja	92
Paladin	92
Philosopher	93
Priest of Volwryn	93
Pythia	94
Ranger	96
Revoker	97
Rogue	97
Shaman	97
Summoner	98
Swashbuckler	99
Veritus Champion	100
Vigilante	103

Character Options	104
Feats	105
Convergence	114
Noble Paths	115
Character Advancement	124
Character Kits	125
Magic	132
Spell Lists	133
Spells	135
Items and Equipment	138
Equipment	139
Bokochi	141
Eldritch Organs	142
Magic Items	146
Magical Locations	158
Kickstarter Requests	168
Bonded Characters	169
Enwi	171
Fantasy Weapons and Artifice	173
Paleblade Assassin	175
Revered Matrons	180
Soulbreaker Champion	181
Spell Chains	184
Summoner Options	188
Symbiants	192
Open Gaming License V1.0a	198
Also from Samurai Sheepdog	200

Introduction

Welcome to the Book of Many Things Volume 2! Inside, you will find a host of options that haven't been made available for the Pathfinder Roleplaying Game until now. Many of these options have been created by request from players and GMs alike, and I will continue to add more such options as I continue to receive them.

Where volume 1 contained requests that eventually became what is now considered Order and Chaos, volume 2 is starting out immediately with a theme. That theme is crossovers in the form of shattered worlds. From video games, to books, to movies, to other RPGs, the Book of Many Things volume 2 aims to cover as many crossovers as Order and Chaos did generic options.

Have a Request?

We're looking to add more content to this volume of the Book of Many Things. If you have anything you'd like to see, please don't hesitate to contact us through the comments/feedback on the site where you purchased this, or through any of the following channels.

- Facebook - www.facebook.com/bookofmanythings
- Twitter - @nw_press
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The Story

The great battle between the forces of order and the minions of the Chaos has quieted, with only a few areas around reality still locked in battle. But the war is not truly over, nor could any ever believe it would be. The fundamental conflict between order and chaos continues to exist, and is as real as the struggle between good and evil.

Still, there is peace for a time, and an opportunity to explore the rifts opened up by both sides in search of allies. These “shattered worlds” as they have been named by scholars teem with life. Powerful, ancient races travel from their homeworlds now into reality; and they bring with them new fighting techniques, new magic, and new ways to wage war.

As time goes on, the rifts are becoming unstable. Some wink in and out of existence in seemingly random order, potentially cutting an unfortunate man or woman in two as they materialize or fade. Others grow. With each passing day, beings from either side of a rift might chant dangerous rituals in hopes of calling into being something worse than might ordinarily be able to come through.

The heroes from these shattered worlds must come to terms with their new reality, forming new bonds; finding new villains to face and ultimately keep at bay. Even those warriors used to solitary adventuring are finding they need help. It’s up to the adventurers of the material plane to step up and do exactly that.

Navigating This Book

Chapter 1 — Races: The Book of Many Things Volume 2 introduces a variety of races from the shattered worlds. These races are presented with alternate racial traits and favored class bonuses. They also include expanded options such as archetypes, feats, and/or spells.

Chapter 2 — Classes: This chapter explores new classes. Each class brings different and new features to the table, such as a generational hero who can learn to use several specialized sets of equipment, or monster tamers with the ability to not only befriend monsters but also become them.

Chapter 3 — Archetypes and Class Options: Many new archetypes fill out this chapter, including at least 1 for each new class. In addition, the chapter adds some new options for a couple of existing classes.

Chapter 4 — Character Options: A handful of requested feats can be found here, as well as new multiclass feats that let you enjoy the option in a new way. Noble paths allow your race to gain renown and grow more powerful. Character advancement by piecemeal experiences helps players quickly level up in the middle of an adventure, while saving the complication for afterward. Finally, character kits are quick suggestions when building characters of a specific type.

Chapter 5 — Magic: This chapter provides new spell lists for the spellcasting classes found here, as well as eldritch invocations and words of power. Closing out the chapter are new spells.

Chapter 6 — Items and Equipment: The sixth chapter adds a handful of new items brought over from the various shattered worlds, and magical locations representing pieces of those worlds that broke through as well.

Chapter 7 — The final chapter contains requests from backers made during our Kickstarter Campaign in July of 2018. Find new ways to represent a closer bond between characters, making them more than just allies; pick up one of several high fantasy weapons, or play as an alien race that only lives between 10 and 13 years but makes quite an impact in their short time.





1

Races

Each of the races detailed in this chapter includes racial traits, alternate racial traits, and favored class options. When appropriate, a new race may also include an archetype or other class options, equipment, feats, or spells.

The races found here represent the world from which they hail. They have been pulled into the material plane by the closing of the Chaos Gate, sometimes in large numbers.

The racial traits for races designated with an asterisk (*) can be found in *The Book of Many Things Volume 1*. Alternate racial traits and additional options related to their worlds of origin can also be found later in this chapter.

The Collective: The Collective is an otherwise disjointed group of heroes, villains, and monsters from a multitude of worlds where the rifts opened by the Chaos Gate were closed off early enough that few, if any made it through.

The collective races are any with no direct tie to one of the other worlds detailed below.

Fantas: One of the first realities into which rifts have opened, Fantas is itself a collection of worlds inhabited by a multitude of different races and different representations of known races. As they establish their new homes, they bring with them as many different tactics as races.

The races of Fantas include catfolk, elves, halflings, humans, moggish, tieflings, and ursaren.

Jin-Ku: Jin-Ku was once a technological marvel. The vulture-men who called it home created some of the most advanced combat suits of armor known to their reality. This specialized armor was adopted by the samsaran warriors of Jin-Ku and used to protect their home from the draconic pirates that threatened it.

Of the Jin-Ku bounty hunters, one samsaran rose to particular prominence for her successful routing of several world-shattering assaults by altered, treasonous vulture-man technology. It was this heroine who was chosen to leave her world, accompanied by an unknown number of her fellow bounty hunters, when the rift opened.

The races of Jin-Ku include dragari*, energivores, samsarans, and vulture-men*.

Volwryn: On Volwryn, war looms at all times. Despite working with each other on several occasions to defeat great threats to their home, the races of this plane can never really get away from old prejudices. Nobody knows for sure if common racism and pride are to blame, or if there is a deeper meaning behind the seemingly unpredictable events that return the world to fighting when they would otherwise begin talks of peace.

Tired of the constant skirmishes, war parties, and life-extinguishing threats, many of Volwryn's warriors took it upon themselves to leave for new adventure through their rift when it first materialized. With so many of them used to traveling through strange portals to new realms, they have acclimated better than most to the material plane.

The races of Volwryn include world soul dwarves, elves, gnomes, goblins, humans, minotaurs, orcs, reborn, skinwalkers, tieflings, trollkin, and ursaren*.

Zaelin: The world of Zaelin is a fantastic plane where the Shadowrealm and the material coexist. Long ago, a fiari thief-turned-sorcerer made a wish to rule Zaelin, and the world was transformed in his image. As a result, the people of both realms struggled to live with each other, and mischief ran rampant while fairies and other fey creatures did their best to maintain a light against the darkness.

Throughout many years, and many adventures, the heroes of Zaelin have risen up to beat back the evil lord's minions and restore their home to its former splendor. These endeavors have met with varying degrees of success. Most recently, an elfling has come into his own as a generational hero with a plan to finally put an end to the sorcerer king's wish. Teaming up with the deposed princess of his kingdom, the pair have gathered others like them and stepped forth through the rift into the present day and age of the recognized world.

The races of Zaelin include elflings of the skyforest, the red-maned fiari, the stout runekin of the mountains, and the ocean and sea-dwelling tsura.

Catfolk, Maithar

According to their own creation myth, the maithar were an early tribe of Fantasian humans that contracted a deadly plague. While this plague only affected the males, it would inevitably mean extinction for the females, as well. Salvation came when a feline goddess took pity on the tribe and blessed it with her aspect. This blessing provided not only immunity to the plague, but also endowed the maithar with several cat-like traits.

Physical Description: While still technically catfolk, maithar are more human in their physical make up than cats. Their noses and ears are entirely feline. Their bodies are covered in fine fur and they all possess bushy tails that flick about seemingly independent of the maithar.

Society: Maithar are extremely protective of their males, since so few are ever born to them. This predicament has molded maithar into a matriarchal society in which females take on the roles of leader, protector, and economic supporter while males busy themselves with artistic pursuits, domestic duties, or spiritual advisory.

In maithar society, cultural custom is more potent than founded law, for customs can alter slightly to accommodate a generation's needs, while laws confine the freedoms they hold dear. Maithar have developed a sophisticated form of tribalism that both respects nature and modern forms of civility.

Preferring the majestic surroundings of the wilderness, maithar reside in frontier preserves unspoiled by modern industry. While they despise city-states for their pollutive effects on the environment, they do not blame cityfolk for their own misguided ways.

A common phrase in maithar society is "Nature rules supreme. So, why go to war with it?"

Relations: Since maithar often reside in free states adjacent to city-state nations, interactions are inevitable. Luckily, maithar are flexible in their dealings with others. As supplies in the forest are limited, many maithar become mercenaries with specific conditions on what they will and will not do. The artworks produced by their males is highly prized by collectors on account of its rarity. Hunting monsters and game is also a mutual benefit to maithar and their allies.

Alignment and Religion: Despite their popular creation myth, maithar hold no god above any other, and all are free to worship as they choose. It would seem that their proclivity for chaos and goodness is a natural development. While nature does not govern maithar, per se, it does continually inspire them.

Adventurers: Maithar adventurers are exclusively female out of necessity, for the loss of a single male could be cataclysmic to the race's birth rate. Because of their talents with bows, many become fighters, rangers, hunters, samurai, and arcane

archers. Due to their racial agility, they are also likely to become rogues, ninja, slayers, and even assassins. Maithar of this later ilk are rarely outwardly proud of this fact.

Male Names: Ru, Aan, Fet, Gan, Fyu, Qir, Boe.

Female Names: Yar, Lin, Hoy, Yan, Mih, Min, Phel, Tiy.

Maithar Racial Traits (10 RP)

+2 Dexterity, +2 Wisdom: Maithar are distinguished in their agility and spiritual freedom.

Medium: Maithar are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Maithar have a base speed of 30 feet.

Catfolk: Maithar are humanoids with the catfolk subtype.

Low-Light Vision: Maithar can see twice as far as humans in conditions of dim light.

Lightning Reflexes: Maithar gain Lightning Reflexes as a bonus feat.

Keen Senses: Maithar receive a +2 racial bonus on Perception checks.

Pesky: Maithar gain a +2 dodge bonus to armor class against attacks of opportunity.

Weapon Familiarity: Maithar are proficient with all bows (including composite bows) and crossbows.

Languages: Maithar begin play speaking Common and Catfolk. Maithar with high Intelligence scores can choose from the following languages: Matherian, Unsaren, Gnome, Goblin, Halfling, Orc, and Sylvan.

Alternate Racial Traits

The following racial traits can be selected in place of the typical maithar racial traits. In addition, maithar can select any catfolk alternate racial trait for which they qualify, treating pesky as sprinter.

Jumper: These bouncy maithar are always considered to have a running start when making Acrobatics checks to jump. This racial trait replaces keen senses.

Maithar Tail: Some maithar are born with a long, flexible tail that can be used to carry objects. They cannot wield weapons with their tails, but they can retrieve small, stowed objects carried on their persons as a swift action. The tail also grant them a +2 racial bonus to Acrobatics checks. This racial trait replaces weapon familiarity.

Nimble Faller: Some maithar have an amazing sense of balance and keen knowledge of their own center of gravity. Maithar with this trait land on their feet even when they take lethal damage from a fall. Furthermore, maithar with this trait gain a +1 bonus to their CMD against trip maneuvers. This racial trait replaces pesky.

Maithar Archetypes and Class Options

This archetype is typically only taken by maithar, but members of other orders or races, with the GM's permission, can take it as well.

Bakeneko/Fiend of the Fell (Mesmerist Archetype)

A Bakeneko (also called a Fiend of the Fell) is a vengeful maithar both cursed and obsessed with righting some wrong. Like ghosts, they will not rest until those they hate suffer.

Frightful Meow (Su): The bakeneko can emit a frightful meow as a standard action. All living creatures within a 30-foot spread that can hear the frightful meow must succeed on a Will save (DC 10 + 1/2 the bakeneko's level + her Charisma bonus) or become shaken for 1d4 rounds. This is a sonic, mind-affecting, fear effect. A creature that successfully saves against the meow

cannot be affected by the same bakeneko's meow for 24 hours. The bakeneko can use this ability once per day, plus an additional time per day at levels 7 and 15. This replaces consummate liar.

Napkin Dance (Su): Starting at 3rd level, a bakeneko gains Skill Focus (Perform [dance]) as a bonus feat. She can also substitute Perform (dance) checks for Intimidate checks. This replaces the touch treatment class feature.

Hex Tricks: Starting at 4th level, a bakeneko can select a witch hex in place of a mesmerist trick, treating her mesmerist level as her witch level. These hexes use the bakeneko's Charisma in place of Intelligence.

Plucky Plucker (Bard Archetype)

Cat's love to play with strings, and maithar are no exception. Plucky pluckers are wandering minstrels with a talent for weaponizing stringed instruments.

Bow Strings (Ex): A plucky plucker treats all string musical instruments as shortbows and all masterwork stringed musical instruments as masterwork shortbows. They can shoot arrows from these instruments normally. This replaces bardic knowledge.

Sonic Arrows (Su): Starting at 5th level, as a swift action, a plucky plucker can expend 2 rounds of bardic performance to imbue her arrows with musical magic. For the remainder of her turn, she gains a +1 enhancement bonus to attack rolls with her stringed musical instrument and all arrows she fires from a stringed musical instrument deal an additional 1d6 points of sonic damage. This enhancement bonus increases to +2 at 10th, +3 at 15th, and +4 at 20th level. The sonic damage increases to 1d8 at 10th, 1d10 at 15th, and 2d6 at 20th level.

This replaces lore master, *suggestion*, jack of all trades, and *mass suggestion*.



Maithar Feats

Maithar have access to the following feats.

Glory of the Warden

Your confidence shows in your aim.

Prerequisites: Seeker of the Sun, base attack bonus +6, maithar.

Benefit: You make attacks as easily as the Sun emits rays. Whenever you make a full attack, you gain a +1 morale bonus to each attack made after the first.

Keeper of the Moon

Only the Moon is privy to your actions.

Prerequisite: Maithar.

Benefit: Add 1 to the d20 roll when using any of the following class features: Bardic Knowledge, Evason, Improved Evasion, Wild Empathy, Favored Terrain, Track, Hide in Plain Sight, Trapfinding, Danger Sense, or any Arcane School power that requires a d20 roll.

Special: You cannot have both this feat and Seeker of the Sun. This feat can be selected up to 2 more times at 7th and 15th level. Its effect stacks.

Maithar Curiosity

You give no power to old wives' tales.

Prerequisite: Maithar.

Benefit: As a swift action, you can be momentarily distracted in combat—ducking a sword swing to inspect a flower, or stooping behind a tree to observe a bug and accidentally avoiding an arrow, and so on. When you activate this ability, you gain a +2 dodge bonus to your AC for 1 round. You can use this ability a number of times per day equal to your Charisma bonus (minimum 1).

Maithar Huntress

As a maithar, you are responsible for protecting your people from extinction.

Prerequisite: Maithar.

Benefit: You gain a +2 bonus on all Stealth and Survival checks and add both to your list of class skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Moon Goddess' Caress

The Lover offers you her greatest blessing.

Prerequisites: Keeper of the Moon, Revelation of the Lover, Cha 13, character level 9th, maithar.

Benefit: You gain DR/Silver equal to your Charisma bonus.

Revelation of the Lover

Your faith in the moon reveals a great secret to you.

Prerequisite: Keeper of the Moon, Cha 13, maithar.

Benefit: You gain an oracle revelation, even if you have no class levels in oracle. This revelation must not have a level requirement. The DC for this revelation, if applicable, is 10 + your 1/2 your class level + your Charisma bonus.

Special: This feat can be selected up to 2 more times, but you cannot choose revelations from more than 1 mystery.

Seeker of the Sun

You invite the Sun and all who dwell within it to witness your heroic acts.

Prerequisite: Maithar.

Benefit: Add 1 to the d20 roll when using any of the following class features you gain: Bravery, Indomitable Will, Well-Versed, Resist Nature's Lure, Still Mind, Divine Grace, or any other class ability that grants a bonus to saving throws.

Special: You cannot have both this feat and Keeper of the

Moon. This feat can be selected up to 2 more times at 7th and 15th level. Its effect stacks.

Sun Goddess' Light

The Warden has passed her light on to you.

Prerequisites: Seeker of the Sun, Glory of the Warden, character level 9th, maithar.

Benefit: You can cast *daylight* 3 times per day as a spell-like ability.

Energivores, Jin-Ku

The vulture-men of Jin-Ku manufactured their world's first energivores to be used as living batteries. Several species of the race were created, ranging from tumor-like, monstrous worms no bigger than a tiny cat to humanoids who could protect and interact with the vulture-men to regulate what their kin ate. Failsafes were created in those original creatures that prevented them from surviving on anything other than what the vulture-men gave them to convert into power. For generations, the monstrous energivores were under control and lived comfortably, happy to grow fat on their creators' special additive administered to them by their humanoid counterparts.

When one of the world's largest conductors went nuclear, the vulture-men escaped, leaving the energivores to their fate, but the race survived, and the additive that controlled the energivore's diet was infused with Jin-Ku's atmosphere. Soon, the plants that survived evolved to cycle the additive into the soil and water, and the energivores flourished.

In time, rifts from the shattered worlds began to open up on Jin-Ku as well, and the energivores have since begun traveling to these new worlds. On each, they seek similar materials to those consumed on their homeworld. When none can be found, they bring some over with different plants and begin the process of creating more.

Physical Description: Humanoid energivores from Jin-Ku stand as tall as humans and weigh as much as dwarves. Their skin ranges in hues of orange, blue, and in between. Most have a lifespan comparable to humans as well.

At their largest, monstrous energivores are small creatures with alien bodytypes and a visible brain that pulses with energy as they flit around. Rarely do such members of the race have more than animal intelligence, causing them to rely on their larger cousins to tend to them as one would a companion. Rumors of huge or larger monstrous energivores are vehemently denied by the vulture-men of Jin-Ku.

Society: Left to themselves, the energivores developed a society of their own where every member contributes to the upkeep of the whole in some way. Individuals who break away from the norm are expunged so that another may take their place and keep the power cycling.

Relations: As long as they are not prevented from consuming energy, energivores get along with other races as easily as humans. When unable to gain sustenance, they can become gruff and easily angered. A starving energivore can be a danger to themselves and allies with magical equipment.

Alignment and Religion: Energivores don't recognize good and evil in the same way as other races, so their actions when in search of food can sometimes be viewed as callous or threatening, when they mean no harm at all. A rare energivore may worship a deity if followers of that god have aided it in some way, or it may turn to the ancients of Jin-Ku to guide it in mock worship.

Adventurers: Energivores who adventure have been exiled from their pod because they could—or would—no longer contribute to the cycle. On their own, they are without a consistent source of sustenance. They seek magic items and other sources of energy to satiate their hunger.

Male Names: Baeteoli, Eneoji, Him, Jeongi

Female Names: Badda, Dollida, Gilyeog, Hoejeon, Moeuda

Jin-Ku Energivore Racial Traits (10 RP)

+2 Constitution, +2 Wisdom, –2 Intelligence: Jin-Ku energivores are naturally tough, and their alien minds are hard to overcome, but they can be singular in their purpose and rarely strive to learn more than what they must to survive.

Medium: Energivores are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Energivores have a base speed of 30 feet.

Aberrant: Jin-Ku energivores are aberrations with the electricity subtype

Darkvision: Energivores have darkvision out to 60 feet.

Energy Diet: Jin-Ku energivores do not consume food in the same way as other creatures. Instead, their diet consists of energy drawn from other creatures and objects. Their meals cost the same, but include objects such as sun rods, bottled lightning, and alchemist's fire. These items can be consumed over time, removing the value of a meal (poor, common, or good) from half their worth. An item drained by an energivore has a cumulative 10% chance to fail when used. An item with a value reduced to half its worth, or which reaches 100% chance of failure is drained entirely.

Electricity Resistance: Energivores have resist electricity 5.

Natural Claws: An energivore has two primary natural claw attacks. They deal 1d4 piercing or slashing damage on a hit, with a critical threat range of 19-20/x2.

Living Battery (Su): Creatures within 30 feet of a Jin-Ku energivore deal +1d6 electricity damage with attacks and damage-dealing spells. This damage is not multiplied on a critical hit. The energivore can suppress this ability for up to one minute as a standard action.

Vampiric Strike: Once per day, when a Jin-Ku energivore confirms a critical hit with an attack, or a creature rolls a natural 1 on a saving throw against an energivore's spell, the energivore can also cast *vampiric touch* on that creature as a free action. The damage dealt is electricity damage. This also counts as a good meal for the energivore. The energivore's caster level is equal to its character level.

Languages: Energivores begin play speaking Common and Abyssal. Energivores with high Intelligence can also choose Celestial, Elven, Halfling, Infernal, Protean, Orc, or Sylvan.

Alternate Racial Traits

The following racial traits can be selected in place of the typical energivore racial traits.

Energivore Companion: The energivore has formed a connection to one of its monstrous kin to make up for its own lack of natural weapons. It gains an animal companion, as a druid of half its character level (minimum 1st). This companion can only be Small or smaller, and cannot advance to Medium or larger size (the energivore can opt to increase the animal's Dexterity and Constitution by 2 instead).

The energivore's companion is an aberration with resist electricity 5 and energy diet. When the companion would advance, it instead gains the living battery racial trait and Conservative Battery as a bonus feat (see energivore feats).

This replaces living battery and natural claws.

Savage Instinct: After nearly starving, the energivore has adapted to a diet of living flesh, preferring creatures it can hunt for the adrenaline. It gains +2 Strength, +2 Wisdom, –2 Constitution, –4 Intelligence, and a +4 racial bonus on Survival checks to hunt for food. It can also cast *vampiric touch* up to 3 times each day, but only targeting grappled, helpless, paralyzed, or stunned living creatures. Casting the spell in this way counts as a good meal. A creature drained by the energivore's *vampiric touch* can still be served as food to other creatures. This alters the energivore's ability scores and replaces energy diet and vampiric strike.

Sharpened Claws: The energivore gains two primary natural claw attacks. They deal 1d4 piercing damage on a hit, with a critical multiplier of 20/x3. If it hits a creature with both claw attacks, the energivore rends its target for 1d4 + its Strength modifier. This alters natural claws and replaces electricity resistance.

Shock Shield (Sp): Rather than draining life away from creatures, the energivore can release its stored energy to protect itself. Up to three times per day, it can cast *shock shield*. The damage dealt by this spell is affected by living battery.

Energivore Favored Class Bonuses

The following options are available to all energivore characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in *The Book of Many Things Volume 1*.

Any Spellcaster: Add one spell known with the electricity descriptor from the wizard's spell list. This spell must be at least one level below the highest spell level the energivore can cast. The spell is treated as being one level higher unless it is also on the spell list of the class to which it is being added.

Accelerist*: Increase the electricity damage from living battery by +1/4d6.

Arcanist: Increase the total number of points in the arcanist's arcane reservoir by 1.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the surprise accuracy power.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

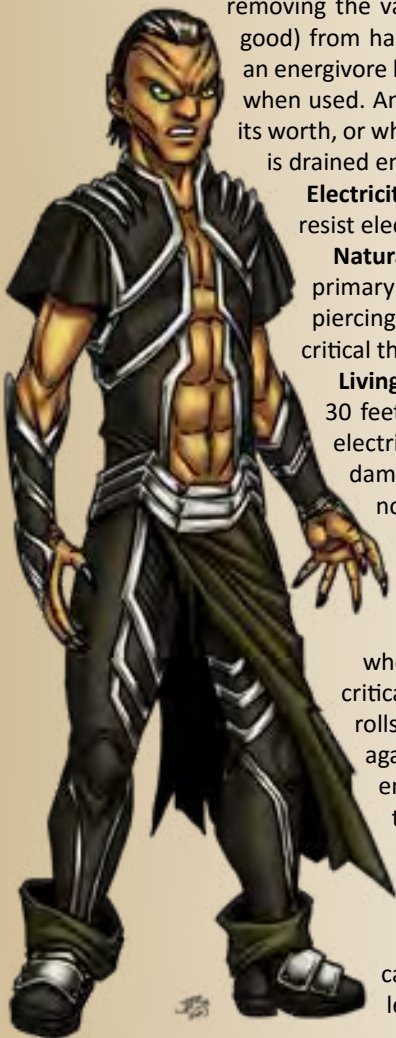
Magus: Add +1/4 point to the magus' arcane pool.

Ranger: Add 1 to the ranger's electricity resistance.

Necromancer*: Add +1/4 use per day of *vampiric touch* through vampiric strike or savage instinct.

Sorcerer: Add +1/2 to electricity and air spell or spell-like ability damage.

Witch: The witch's familiar gains resist electricity 1 (max 5).



Energivore Archetype

Unfettered (Accelerist Archetype)

Jin-Ku energivores qualify for the unfettered archetype of the accelerist class. This archetype is typically only available to otterlings.

Energivore Feats

Energivore have access to the following feats.

Conservative Battery

You can control the nature of your living battery well enough to not be a great threat to your allies.

Prerequisites: Energivore, living battery racial trait.
Benefit: You can choose a number of targets in the area up to your Wisdom modifier. These targets always take minimum damage from your living battery.

Extra Vampiric Strike

You can draw energy from creatures more frequently.
Prerequisites: Energivore, vampiric strike racial trait.
Benefit: You can use vampiric strike 1 additional time per day. If you have savage instinct, you can cast *vampiric touch* 1 additional time per day.
Special: You can gain this feat multiple times. Its effects stack.

Lightning Bolt

You can channel your energy into a bolt of electricity.
Prerequisites: Character level 5th, Static Cling, energivore, living battery racial trait.
Benefit: Add *lightning bolt* to the list of spells you can cast while suppressing your living battery racial trait. You can cast 1 additional spell per day in this way.

Lightning Rod

You draw electricity to you with greater ease.
Prerequisites: Energivore, energy diet racial trait.
Benefit: Creatures within 30 feet of you gain a +2 circumstance bonus to saves against electricity spells and effects. Once per day, you can counterspell a spell with the electricity descriptor as an immediate action with a bonus to the dispel check equal to your Wisdom bonus (if any). If the spell is countered, it counts as a good meal for you.
Special: You can gain this feat multiple times. Each time you gain this feat, you can counterspell an additional electricity spell.

Personal Turbine

You build up energy quickly, which is dispersed through the creatures around you.
Prerequisites: Energivore, living battery racial trait.
Benefit: When you move at least 10 feet on your turn, increase the electricity damage from your living battery racial trait by +1d6 until the start of your next turn.

Static Cling

You create an area of static that keeps creatures in place.
Prerequisites: Energivore, living battery racial trait.
Benefit: While suppressing your living battery racial trait, you gain the ability to cast *entangle* a number of times per day equal to your Wisdom bonus (minimum 1). The spell does not cause plants to sprout, but rather creates a field of energy that holds creatures in place. Your caster level is equal to your character level.

Static Cling, Improved

You create an area of static that keeps creatures in place.
Prerequisites: Character level 5th, Static Cling, energivore, living battery racial trait.

Benefit: Add *hold person* to the list of spells you can cast while suppressing your living battery racial trait. You can cast 1 additional spell per day in this way.

Static Cling, Greater

You create an area of static that keeps creatures in place.
Prerequisites: Character level 9th, Improved Static Cling, Static Cling, energivore, living battery racial trait.
Benefit: Add *hold monster* to the list of spells you can cast while suppressing your living battery racial trait. You can cast 1 additional spell per day in this way.

Fiari

The fiari are a mysterious race of desert warriors, long removed from their ifriti parentage, yet still possessing its aptitude for sorcery. On Zaelin, some of the greatest thieves, magic users, and even assassins hail from the tribes of the fiari. While stories paint the race as evil, this is only the result of one man’s actions. The race itself, while nomadic and seclusive, is no more dangerous to interact with than any other.

Physical Description: Fiari are best recognized for their dark skin and bright red hair caused by their elemental heritage. The race’s dimorphism is readily apparent, with the females appearing almost elven and the men bearing a closer resemblance to powerfully built humans.

Base	Base		Weight
Height	Weight	Modifier	Modifier
m 4 ft. 11 in.	126 lbs.	2d10	x5 lbs.
f 4 ft. 6 in.	80 lbs.	2d10	x5 lbs.

Agling Effects

Adult	Middle Age	Old	Venerable	Maximum Age
30 years	90	150	210	+5d12 years

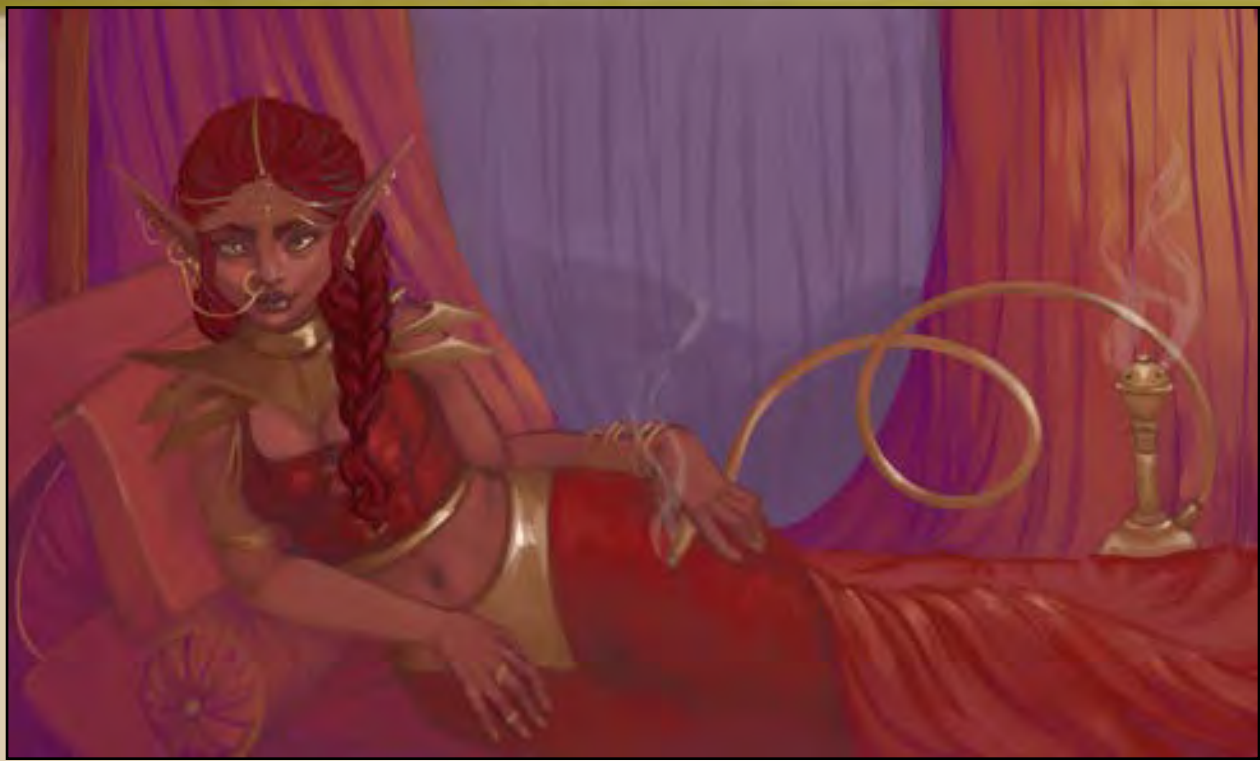
Society: The fiari are a matriarchal society, with the common men acting as little more than tools to be used in procreation and the defense of the tribe. Female warriors, hunters, and diplomats leave the tribe accompanied by one or more of their suiters to meet with other races for trade and battle. While these warrior groups are gone, the rest of the tribe leaves its home to prevent being found, only returning once the outsiders have been dealt with.

Relations: Outside of their tribes, the fiari can be fun, even fanciful. They love interacting with other races and treat them as one might treat a favorite pet or a long distance friend who doesn’t quite understand the true nature of things. Since so few interact directly with tribes, the fiari are likewise treated as dignitaries or cousins in matters of peace, and ruthless witches or expert warriors in matters of war.

Alignment and Religion: Tribes of fiari worship a powerful sun god from Zaelin who they believe gave them their resilient skin while also cursing them with the locks of fairer races than they. In spite of this belief, the desert people still wear their hair proudly, likely to downplay the god’s attempt to teach them humility. Individual fiari are welcome to hold to their tribe’s beliefs or form their own from their adventures, so long as they remain respectful when among their elders.

Adventurers: When a fiari has reached adulthood and ended her training, she is sent into the desert until she proves herself worthy of her people. Some catch a breath of the wild world beyond the sand dunes and decide to remain for a time, but none return without something proving their value to the tribe. This opens the race up to a wide variety of options when it comes to classes.





Male Names: Devori, Iirikan, Surtur, Yomit
Female Names: Alume, Katrin, Mirari, Zaeora
Tribal Names: Darud, Orboro, Takasti, Ventril

Fiari Racial Traits (11 RP)

+2 Strength, +2 Charisma, -2 Constitution: Fiari are strong, and magically gifted, but they find it difficult to adapt to new environments.

Medium: Fiari are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Fiari have a base speed of 30 feet.

Desert Stride: Fiari gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in desert terrain. A fiari traveling through the desert normally leaves no trail and cannot be tracked (though she may leave a trail if she so chooses).

Endurance: Fiari begin play with Endurance as a bonus feat.

Magical Aptitude (Sp): Each fiari has the ability to cast a 0-level sorcerer spell of her choice as a spell-like ability up to 3 times each day. A fiari with a Charisma score of 11 or higher also gains a 1st-level sorcerer spell of her choice that she can cast as a spell-like ability once per day.

Silver Tongued: Fiari gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

Unbreakable Skin: As a result of the sorcerer king's magic, the fiari have DR 5/silver.

Languages: Fiari begin play speaking Common and Terran. Fiari with high Intelligence can also choose Draconic, Dwarven, Ignan, or Orc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical fiari racial traits.

Ifriti Heritage: A fiari with this trait gains acid, electricity, and fire resistance 5, but also vulnerability to cold. This replaces Endurance.

Bandit: Some fiari prefer more overt tactics to the subtleties of word play. They gain a +2 bonus on Sleight of Hand and Stealth checks, and a +2 racial bonus to combat maneuver checks made to disarm or steal. This replaces silver tongued.

Warrior's Transformation: There are fiari tribes who use their magic only to improve the strength of their warriors. These fiari gain +4 str, -2 Con, -2 Wis. This modifies the fiari's ability bonuses and replaces magical aptitude.

Hatred: The fiari formerly loyal to the sorcerer king developed a natural hatred of humans and elves (including elflings). They gain a +1 racial bonus on attack rolls against creatures of these subtypes. This replaces desert stride.

Weapon Familiarity: Like the other races of Zaelin, the fiari sometimes employ specific weapons when going to battle. In this case, they gain proficiency with chakram, guisarmes, manoples, and scimitars, and treat any weapon with the word "fiari" in its name as a martial weapon. This replaces Endurance.

Fiari Favored Class Bonuses

The following options are available to all fiari characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in *The Book of Many Things Volume 1*.

Antipaladin: The antipaladin adds +1/4 to the number of cruelties she can inflict.

Arcanist: Gain a +1 bonus on concentration checks made due to taking damage while casting arcanist spells.

Bard: Add +1 to the fiari's CMD when resisting a disarm or steal attempt.

Barbarian: Add a +1/2 bonus to trap sense or +1/3 to the bonus from the surprise accuracy rage power.

Bloodrager: Add 1/4 to the bloodrager's effective class level when determining the power of her bloodrager bloodline powers.

Dark Seeker*: Add a +1/2 bonus on Survival checks to track and Diplomacy checks to gather information.

Generational Hero: Add +1/4 to the bonus granted by desert

stride (maximum increase of +1) or a +1/2 bonus to damage rolls against humans and elves if the fiari has the hatred alternate racial trait (maximum +2).

Gunslinger: Add a +1/2 bonus on initiative checks when the gunslinger has at least 1 grit point.

Heir Apparent*: Gain the stipend for the next level instead of this one. This has no effect at 20th level and doesn't change the heir's total stipend.

Hunter: Add DR 1/silver to the hunter's animal companion. Each time the hunter gains another level, the DR increases by 1/2 (maximum DR 10/silver). If the hunter replaces her animal companion, the new companion gains this damage reduction.

Invoker*: Add one spell known from the invoker spell list.

Magus: Select one known magus arcana usable only once per day. The magus adds +1/6 to the number of times it can be used per day. Once that magus arcana is usable twice per day, the magus must select a different magus arcana.

Necromancer*: Deal +1 damage with attacks and damaging spells against creatures with less than half their total hit points, to a maximum of twice the necromancer's Constitution bonus.

Ranger: Choose a weapon from the fiari's weapon familiarity list. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Slayer: Add a +1/4 dodge bonus to Armor Class against the slayer's studied target.

Sorcerer: Choose a bloodline power from the elemental (fire) bloodline or the efreeti bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/2 higher (to a maximum of +4) when determining the effects of that power.

Vigilante: Add 1/2 to the DC increase from unshakable.

Witch: The witch's familiar gains resistance 1 against acid, electricity, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces this familiar, the new familiar has these resistances.

Witchblade*: The witchblade takes 1/2 less damage from the target of her curse strike.

Fiari Archetype

This archetype is typically only taken by fiari, but members of other orders or races, with the GM's permission, can take it as well.

Sorcerer Thane (Magus Archetype)

The sorcerer thanes were loyal to the sorcerer king before leaving zaelin, and with that loyalty, they earned tutelage under his direct observation. Trained as diplomats, thieves, and warriors, many of these talented magi have since moved beyond their past and use their skills to prevent others from obtaining such power so that when their king returns, he can do so unopposed.

This archetype can be taken along with eldritch scion, despite both replacing spell recall. The sorcerer thane does not gain the eldritch scion's bloodline feature.

Sneak Attack: At 4th level, a sorcerer thane gains 1d6 sneak attack; this functions as the rogue ability of the same name. Her sneak attack damage increases by +1d6 for every 3 levels beyond 4th (7th, 10th, etc.) to a maximum of +6d6 at 19th level.

This ability replaces spell recall and improved spell recall.

Rogue Talents: At 5th level, and every 6 levels thereafter, a sorcerer thane gains a rogue talent.

This replaces the magus' bonus feats.

Thane Arcana: A sorcerer thane gains access to the following magus arcana. She cannot select any arcana more than once.

Precise Spell (Su): A sorcerer thane can spend 1 point from her arcane pool as a swift action to cause any damaging spell that allows a Reflex save for half damage to deal her sneak attack damage (in addition to the spell's damage) to any target within 30 ft. that fails its save. The sorcerer thane must be at least 9th level before selecting this arcana.

Advanced Rogue Talent: The sorcerer thane gains an advanced rogue talent. A sorcerer thane must be at least 12th level before selecting this arcana.

Fiari Feats

Fiari have access to the following feats.

The True Nature of Power

Your power is such that you can reveal your inner strength to any you deem worthy.

Prerequisites: Visage of Power, character level 13th, fiari.

Benefit: You become a natural lycanthrope (a wereboar), except that your bite does not cause lycanthropy.

Special: You can no longer benefit from visage of power, but you do retain the gore attack while in hybrid form.

Visage of Power

Your power is such that you can reveal your inner strength in times of need.

Prerequisite: Character level 9th, fiari.

Benefit: You gain the supernatural ability to take the hybrid form of a wereboar once per day.

This is treated as casting *polymorph*, except you gain the following benefits in place of those normally granted by the spell.

- A +2 size bonus to Strength and a +2 natural armor bonus.
- DR 5/silver, or increase your DR by +5.
- Low-light vision, scent.
- A natural gore attack that deals 1d8 damage plus 1-1/2 times your Strength modifier.

Humans, Dragon Soul

Ancient scrolls written by the elders of a distant world speak of a gift some would call an affliction. There are times in this realm when a child is born with the soul of a great wyrm. This manifests as the child matures into a supernatural ability to create magic that takes most mortals years to learn.

While humans are not the only race to be born as dragon souls, they are the most common. Summaries of non-human dragon souls can be found at the end of this race's description.





Physical Description: Subtle physical differences exist between dragon souls and other humans. The most notable trait is an unexplainable air of nobility in the way a dragon soul holds itself. Even those of the lowest walks of life exude confidence enough to persuade kings.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
f 4 ft. 5 in.	85 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	45	70	95	+2d20 years

Society: Dragon souls aren't common enough to create their own society, and in fact were sometimes exiled or hunted on their homeworld. Most have learned to blend in to the societies

in which they're born.

Relations: Dragon souls can cause very polarized reactions in the people around them. Most welcome a dragon soul's mannerisms, while some find them intimidating and occasionally arrogant or foolish.

Alignment and Religion: Having the soul of a wyrm doesn't change a human's outlook on things like morals and religion.

Adventurers: Because of how their people were once hunted, surprisingly few dragon souls openly seek adventure. Those who do often try to earn their place without resorting to their innate power or flashy magic that can draw attention to them. For this reason, dragon souls often prefer to live as fighters, investigators, rangers, and rogues.

Male Names: Balerio, Merax, Raegar, Vhagan

Female Names: Daena, Raen, Naryess, Visena

Dragon Soul Racial Traits (12 RP)

+2 Strength, +2 Charisma: While ultimately they are still human, dragon soul characters can't escape their heritage of power and personality.

Medium: Dragon souls are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Dragon souls have a base speed of 30 feet, but their stamina gives them a base overland movement speed of 5 miles per hour (the same as an average horse).

Human: Dragon souls are humanoids with the human subtype.

Empyrial: Dragon souls who place their favored class bonus into their hit points also gain a +1/2 bonus on Diplomacy checks.

Soul Magic (Sp): A dragon soul can choose one 2nd-level or lower spell from the bloodrager, paladin, or ranger spell list. He can cast that spell once per day as a spell-like ability. Once this choice is made, it cannot be changed. The dragon soul's caster level is equal to his character level, and his spellcasting ability modifier is Charisma.

Languages: Dragon souls begin play speaking Common. Dragon souls with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Non-Human Dragon Souls

The following racial traits can be selected in place of the typical racial traits for the listed races.

Catfolk: Catfolk are a common enough race from the world of the dragon souls that they are sometimes born to the affliction as well. Interestingly, dragon soul catfolk gain soul magic but lose their skill bonus to Survival and the sprinter racial trait.

Dwarves: Dragon soul dwarves are more easily recognized by ordinary members of their race and often go on to become great heroes and kings. A dwarf born with the soul of a wyrm takes no penalty to Charisma. It gains the soul magic racial trait, but does not gain defensive training, greed, or weapon familiarity.

Drow: Drow dragon souls see a bigger picture and tend more toward heroism than villainy, even when the world may not see them any differently. They lose their penalty to Constitution and gain the soul magic racial trait, but they give up poison use and their usual spell-like abilities.

Elves: Second only to human dragon souls were the elves, who traded their Intelligence bonus for Charisma and gained soul magic in place of the elven magic racial trait.

Orcs: Orcs from the world of the dragon souls are not as wild. They lose their penalty to Charisma and the ferocity racial trait and gain soul magic instead.

Reptoids: Like catfolk, reptoids are more populous on the homeworld of the dragon souls, but they aren't entirely the same. Particularly, dragon soul reptoids do not gain change shape, but they do gain the soul magic racial trait.

Sokari*: Sokarian dragon souls are almost exclusively former human dragon souls who earned favor with the Faerie Court after sacrificing themselves to close the rift to their world before greater evils could pass through. They do not qualify for the Racial Heritage feat, and they lack fey protection, but they retain the soul magic racial trait they would have possessed in their previous life.

Dragon Soul Class Options

Dragon souls have access to *the following options*.

Soul Magic Adept (Spellcasting Option)

At 4th, 7th, 10th, and 13th level, a dragon soul bloodrager, paladin, or ranger can choose 1 spell up to the highest level he can cast from the same spell list as his soul magic racial trait. He can "lose" any prepared spell or unspent spell slot in order to cast these spells as a full-round action (as if modified by a metamagic spell). Bloodragers gain this option in place of their bloodline power gained at 4th level. Paladins gain this option in place of the smite evil gained at 4th level. Rangers gain this option in place of the favored enemy gained at 5th-level.

Soul Magic Training (Fighter Weapon Training Option)

At 5th level, a dragon soul fighter chooses one 1st-level spell from the same spell list as his soul magic racial trait. He can cast that spell once per day as a spell-like ability. He gains a 2nd-level or lower spell at 9th level, a 3rd-level or lower spell at 13th level, and a 4th-level or lower spell at 17th level. This replaces the fighter's weapon training gained at the listed levels.

Rogue Talents

Improved Soul Magic: A rogue with this talent and a 12 or higher Charisma gains the ability to use his soul magic spell up to 3 additional times per day. This talent replaces minor magic as a rogue talent for the dragon soul.

Greater Soul Magic (Sp): An 8th-level or higher rogue with this talent, a 14 or higher Charisma, and the improved soul magic rogue talent can select a 4th-level or lower spell from the same spell list as his soul magic spell. Once per day, he can cast that spell as a full-round action. This talent replaces major magic as a rogue talent for the dragon soul.

Dragon Soul Feats

Dragon souls have access to *the following options*.

Dragon Aspect

You have harnessed the power of the Mulqahdiv to become a true dragon for a short time.

Prerequisites: Int or Cha 17, character level 11th, dragon soul race, soul magic dragon soul racial trait.

Benefit: Once per day, you can cast *form of the dragon I* as a spell-like ability. Your caster level is equal to your character level.

Soul Magic Expert

You are slowly mastering your soul magic talents.

Prerequisites: Character level 5th, soul magic adept class feature, dragon soul race, soul magic dragon soul racial trait.

Benefit: You can cast spells granted by your soul magic adept class feature without modifying their casting time.

Soul Magic Mastery

You have mastered your soul magic talents.

Prerequisites: Soul Magic Expert, character level 13th, soul magic adept class feature, dragon soul race, soul magic dragon soul racial trait.

Benefit: When learning, preparing, or retraining spells for a class with the soul magic adept class feature, you can do so from the same spell list as your soul magic spell.

Humans, Materian

Materians are a branch of humanity long exposed to the potent magical energies of Fantasian orbs—naturally-occurring pieces of solidified magic. It is widely surmised that multigenerational habitation in orb-enriched environments causes changes in the materians' biological and psychological makeup. Materians are diverse in their cultures and customs, with traditions usually stemming from the types of magic they have an affinity for.

Physical Description: Materians are mostly human in appearance, particularly height and weight, but are marked by eyes and hair of unusual colors. These colors often stand out and are highly distinct, such as bright green, lemon yellow, cherry red, stark white, pitch black, deep purple, sunset pink, or aquatic blue. These distinct colors sometimes indicate a certain materian ethnicity in a region. Alternatively, they can be wholly unique to an individual.

Society: Materians are as diverse as the orbs they mine and incorporate into their everyday lives. Entire materian cultures are usually founded on the types of orbs that are prevalent in their region. Materian economies are likewise centered around the treasures of Fantas, as entire communities' efforts might be focused on the mining and using of orbs.

Relations: Materians are susceptible to the same prejudices as normal humans, and their lust for power and security is no less dangerous. While not inherently evil, materians are covetous of Fantasian orbs and other materials used in the creation of magic items. They have been known to destroy entire ecosystems and even other forms of life in their endless pursuit of the versatile magic stones.

Despite all this, materians can make for useful allies and even friends to other races. Many materians see themselves as stewards to the world's wellbeing, and would proudly give their lives in defense of less fortunate beings. A common saying among materians is, "To die defending what you believe in is to die a hero, even if you were mistaken in your cause."

Alignment and Religion: The moral philosophies and religious inclinations of materians are both inspired by and derived from the kinds of orbs they collect. Materians typically believe that the orbs they find are manifestations of nature's will, a gift from the gods, or a combination of both.

Male Names: Combrin, Sereq, Fudir, Nistra, Helshoro, Drov

Female Names: Ezil, Stayne, Gellahoka, Oarphellon, Weclah, Juy

Materian Racial Traits (12 RP)

+2 to One Ability Score: Materians are just as varied in their natures as other humans.

Medium: Materians are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Materians have a base speed of 30 feet.

Human: Materians are humanoids with the human subtype.

Fantasian Spirit: At creation, a materian with a 1st-level class feature that derives its use from one of the materian's ability

scores can use that class feature one additional time each day. Such features include (but are not limited to) domain powers, 1st-level spells per day, and grit.

Once per day, a material can give up a use of the chosen ability to create an orb that stores it. The orb can then be given and applied to another creature, granting that creature 1/day use of the ability while the orb is applied to it. While the orb remains active, the material cannot create another with this ability. The material can choose to leave the orb active when it regains its uses per day of the ability.

Natural Miner: Materialians gain a racial bonus on all skill checks to locate and craft Fantasian orbs. This bonus equals half the materialian's character level.

Orb Affinity: A materialian can apply an orb to itself as a swift action, or to an object as a move action. Removing an orb still requires a full-round action.

Languages: Materialians begin play speaking Common. Materialians with high Intelligence scores can learn any languages they want (except Druidic and other secret languages).

Alternate Racial Traits

The following racial traits can be selected in place of the typical materialian racial traits.

Twin Souls: A materialian can sometimes be born or infused with the soul of two beings. This grants the materialian a +1 bonus to two ability scores of its choice. This replaces the materialian's ability score bonuses.

Orb Hunter: When locating or crafting Fantasian orbs, some materialians can accomplish 2 days of work for every 1,000 gp in materials spent. This replaces orb affinity.

Soldier Training: Some materialians were trained to be military on their world before crossing over. They gain proficiency with up to 3 martial weapons or 1 exotic weapon of their choice. This replaces natural miner.

Suffusion: Materialians can sometimes become suffused with the world energy that creates Fantasian orbs. This grants them a +2 racial bonus to one saving throw of their choice at creation. Once per day, the materialian can give this bonus to another creature in the form of an orb applied to the creature. The materialian does not gain its bonus while the orb is applied to another creature in this way. This replaces Fantasian spirit.

Materialian Archetypes and Class Options

Materialians have access to the following options.

Battle Ballerina (Brawler Archetype)

Combining graceful dance techniques with martial arts, a battle ballerina is a warrior of brutal beauty.

Skills: A battle ballerina gains Perform (dance) as a class skill and loses Intimidate. This alters the brawler's class skills.

Majestic Leaps (Ex): At 2nd level, a battle ballerina can substitute Perform (dance) checks in place of Acrobatics checks. She applies both her Dexterity modifier and her Charisma modifier to Perform (dance) checks.

This replaces the bonus combat feat gained at 2nd level.

Spin of Bashful Reluctance (Ex): At 4th level, when taking the full attack action, a battle ballerina gains a circumstance bonus to her CMD equal to the number of attacks she makes (whether successful or not). This circumstance bonus lasts until the start of her next turn.

This replaces the knockout class feature.

Stage Combatant (Ex): At 5th level, a battle ballerina gains the Stage Combatant feat as a bonus feat, even if she does not meet the prerequisites. She can apply this feat to her unarmed strikes or any weapon she wields from the close weapon category.

This replaces the bonus combat feat gained at 5th level.

Dramatic Blow (Ex): Starting at 8th level, a battle ballerina adds her Charisma bonus to the damage roll whenever she confirms a critical hit with a melee attack. At 16th level, she adds her Charisma bonus to the damage roll whenever she scores a "threat" with a melee attack, even if the critical hit was not successful. At 20th level, she adds her Charisma bonus to all of her melee damage rolls. This bonus is doubled on a confirmed critical hit.

This replaces the bonus combat feat gained at 8th level, awesome blow, and improved awesome blow.

Conscripted Swordsman (Fighter Archetype)

In militarized city-states run by materialians, reliable soldiers are needed to keep the peace. Conscripted swordsmen are elite melee combatants specializing in heavy bladed weapons.

This archetype pairs especially well with the two-handed fighter archetype.

Weapon and Armor Proficiency:

Conscripted swordsmen are proficient with all, simple, martial, bastard, and tower weapons. They are also proficient with light armor and no shields.

This alters the fighter's weapon and armor proficiencies.

Enemy of the City-State (Ex): Conscripted swordsmen are heavily indoctrinated on who to not trust and annihilate. At 1st level, a conscripted swordsman gains the favored enemy ranger class feature. This ability progresses at 6th, 10th, 16th, and 20th level. This replaces the bonus feats gained at the listed levels.

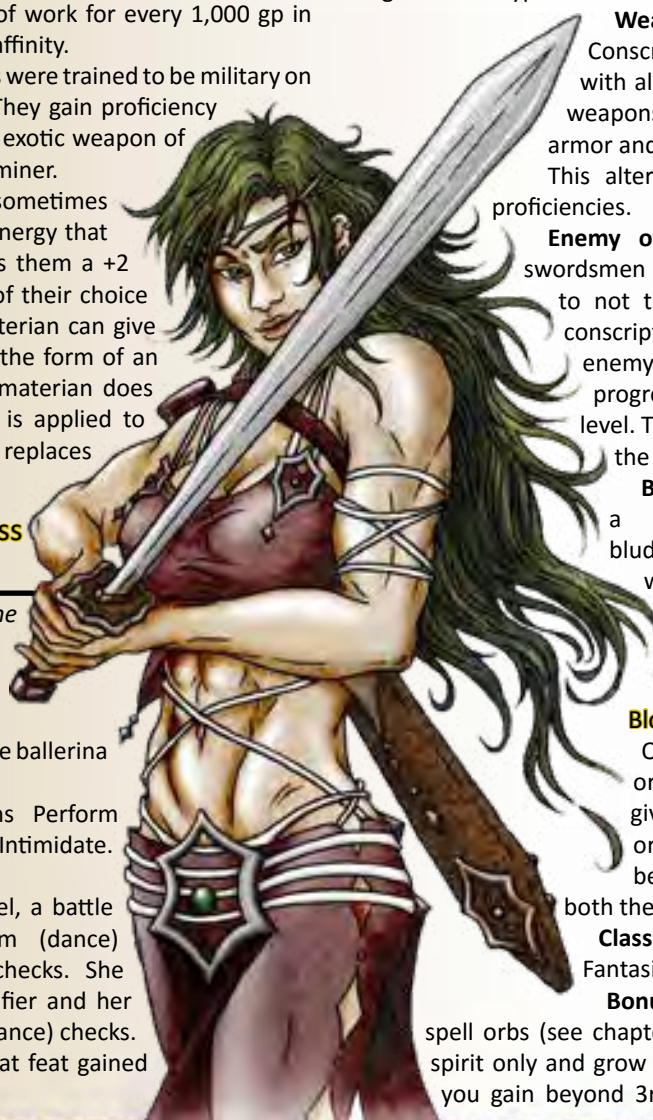
Busting Blade (Ex): At 2nd level, a conscripted swordsman deals bludgeoning and slashing damage when wielding a weapon in the heavy blade weapon group. This replaces the bonus feat at 2nd level.

Fantasian Soul Bloodline (Sorcerer Bloodline Option)

Occasionally, a materialian is either born or infused with a direct tie to the world-given power that creates Fantasian orbs. With practice, this raw magic can be channeled and directed to benefit both the materialian and her allies.

Class Skill: Any one skill related to mining Fantasian orbs.

Bonus Spells: At 3rd level, you gain two spell orbs (see chapter 6). These orbs are bound to your spirit only and grow in power at every odd sorcerer level you gain beyond 3rd. They cannot be sold or given to



other creatures. You can swap these orbs as part of the same action in combat.

Bonus Feats: Any material racial feat, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Forge Ring, Skill Focus (any skill related to mining Fantasian orbs).

Bloodline Arcana: Whenever you cast one of your bonus spells, you can increase its effect by 50%. This bonus does not stack with the increase granted by the Empower Spell metamagic feat.

Bloodline Powers: Fantasian soul sorcerers glow with the power of their world when they use their bloodline abilities.

Limit Break: At 1st level, you can expend an unused sorcerer spell slot as a free action and increase the critical threat range of your next attack used within 1 minute by the spell's level. At 9th level, you also gain a bonus to confirm a critical threat equal to the expended spell slot's level. You must apply this bonus before you learn the results of your attack, but you can apply it separate from your threat range increase. At 20th level, you can apply these bonuses to all of your attacks made within 1 round. These bonuses do not stack with similar effects such as from a *keen edge* spell or the Critical Focus feat.

Detect Fantasian Orb: At 3rd level, you can detect the presence and power of Fantasian orbs, be they loose or applied to a creature or object. This otherwise functions as the paladin's detect evil class feature.

Magic Resistance: At 15th level, you gain Resistance 25 to damage dealt from effects created by Fantasian orbs. You also gain DR 5/adamantine.

Materian Feats

Materians have access to *the following options*.

Advent Child

You are slowly mastering the power granted by your spirit.

Prerequisites: Character level 5th, material race, Fantasian spirit racial trait.

Benefit: After resting for at least 8 hours, you can change the class feature chosen for your Fantasian spirit racial trait. The new feature you choose can be any 1st through 5th level class feature with a limited number of uses per day (such as smite evil or wild shape). Any orbs you have created with the Fantasian spirit racial trait disappear when you change your chosen feature.

Special: You can still gain this feat if you replaced Fantasian spirit with the suffusion racial trait. If you do, you can change the saving throw to which your bonus is applied after resting for 8 hours.

Crisis Core

Your world-given power can be taxed to its limit for your allies.

Prerequisites: Character level 11th, material race, Fantasian spirit racial trait, a 17 or higher in the ability score related to the chosen class feature.

Benefit: You can create as many orbs as you have uses of your Fantasian spirit chosen class feature, provided you are still able to use that feature once per day yourself.

Special: You can still gain this feat if you replaced Fantasian spirit with the suffusion racial trait. If you do, you can create a number of orbs that grant +2 to the chosen saving throw equal to the related ability score (Constitution, Dexterity, or Wisdom).

Spirits Within

You can share your world-given power with your allies.

Prerequisite: Material race, Fantasian spirit racial trait, a 15 or higher in the ability score related to the chosen class feature.

Benefit: You can use the class feature chosen for your Fantasian spirit ability one additional time each day. You can also create either one orb with a 2/day use of that ability, or two orbs with 1/day use each to be given and applied to other creatures.

Special: You can still gain this feat if you replaced Fantasian spirit with the suffusion racial trait. If you do, you can create up to 2 orbs that grant +2 to the chosen saving throw. If you only create 1, you maintain your own +2 racial bonus.

Leporines

As a Collective race, rabbit people from the shattered worlds refer to themselves as the leporine. Some, like the lagomorphs of the Kingdom, take on different elemental properties as they cross planes, interacting with exotic magic and power. Others, like fantasian leporines, are more human than rabbit. Regardless of their heritage, the race remains identifiable not only because of their general appearance, but also because of their general outlook on life and propagation.

Physical Description: Leporines are typically anthropomorphic rabbits. Different cultures and variations of the race may have standing or floppy ears, different colored fur, and longer or shorter fur. Some even have dangerously strong teeth. All leporines have powerful legs.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 2 in.	68 lbs.	2d8	x2 lbs.
f 4 ft. 0 in.	68 lbs.	2d8	x2 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
18 years	36	54	72	+2d10 years

Society: Leporines have an interesting society when compared to the standards of most races. A borough typically consists of between 4 and 8 large families who govern themselves independently while adhering to the law of the land only when they must involve outsiders. A single elder, typically female, guides the borough in all matters, from care for the young, to food rationing when necessary, to declaration of war. The elder's mate, male or female, is often seen as the spiritual leader of the community.

Relations: Leporines get along well with most races, although hostilities have naturally risen with other animalistic races such as canines, catfolk, and even myriad draconic races. On some worlds, humans and other savage races enchant the feet of leporines they have killed to grant them luck, health, and swiftness in battle.

Alignment and Religion: While their society has a distinct structure, individual leporines lean more toward a chaotic nature. Whether this makes them good or evil depends on the leporine. Each borough's spiritual leader maintains the religious viewpoint of his or her people, but those who live there are only required to respect this stance. They do not have to follow it themselves.

Adventurers: A leporine will leave its borough for its own reasons, although most just want to see and experience the world for themselves. The race typically has no patience for following paths that take years of dedication to learn, so easy-to-understand combat techniques such as those taught to fighters, rogues, and the like are preferred. The most common spellcasters among leporines are bards, oracles, and sorcerers, since those gifts are inborn and require only basic understanding to begin training in.

Male Names: Achilios, Adonis, Flavian, Mikhos, Zacheus
Female Names: Adonia, Athena, Diona, Lucia, Panthea

Leporine Racial Traits (13 RP)

+2 Dexterity, +2 Wisdom,

–2 Strength: Leporines are graceful and incredibly perceptive, but not as strong as other races.

Size: Leporines are Medium creatures and thus receive no bonuses or penalties due to their size.

Speed: Leporines have a base speed of 30 ft. and a Burrow speed of 20 ft. They are always considered to have a running start when making Acrobatics checks to jump.

Rabbitfolk: Leporines are humanoids with the rabbitfolk subtype.

Low-Light Vision: Leporines can see twice as far as humans in conditions of dim light.

Keen Hearing: Leporines gain a +2 racial bonus on Perception checks. This bonus increases to +4 against creatures attempting to move silently.

Lucky: Leporines gain a +1 racial bonus on all saving throws.

Swarming: Leporines are used to living and fighting communally with other members of their race. Up to two leporines can share the same square at the same time. If two leporines that are occupying the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Fantasian Leporine

The leporines who live on the worlds of Fantas tend to have more humanoid features. Like other leporines, their warriors are often female, while the males are responsible for creating shelters and scavenging or growing food.

Fantasian leporines are more in touch with their spiritual side, even gaining unique talents related to the dead and undead of their worlds.

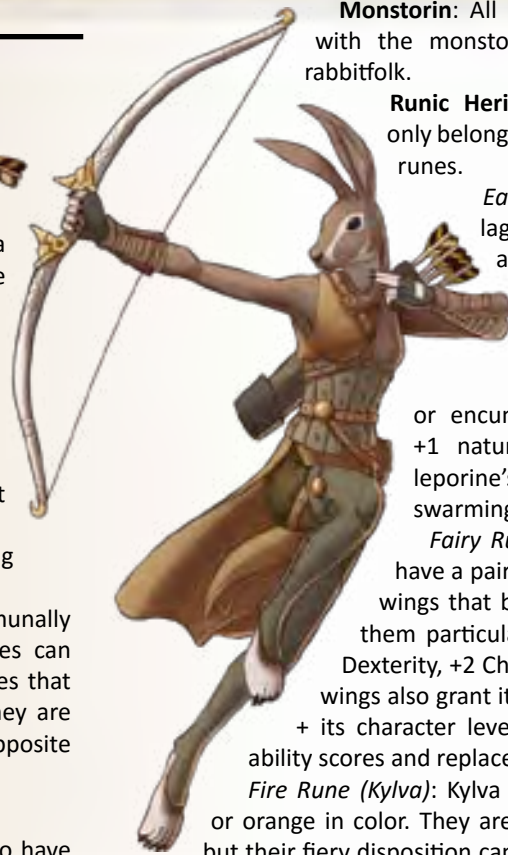
Deathless Spirit: Fantasian leporines gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school. This replaces swarming.

Spirit Caller: Fantasian leporines' hearing is so good, they can even hear and pinpoint creatures on the ethereal plane as if they were on the same plane. This doesn't allow the leporine to communicate with a creature on the ethereal plane unless that creature can perceive the leporine as well. A leporine with a 13 or higher Charisma can also cast *Speak with Dead* once per day as a spell-like-ability. This replaces keen hearing.

Lagomorphs

In the Kingdom, the monsters known as lagomorphs are regularly hunted by human and fellow monster alike to keep their population under control. The surviving key runes sometimes travel to a henge tied to their planar existence to become pronolagus monsters, while others remain as wild kenas, kylvas, and other elemental beasts. Occasionally, one of these monsters will become a monstorin, taking on humanoid traits and intelligence and becoming a race unto itself.

Rifts opening into the Kingdom have given lagomorphs an opportunity to save more of their kind. Most become monstorin as they make the transition and seek out homes where they can begin a new life as a humanoid creature, free to live without fear of being hunted.



Monstorin: All lagomorphs are humanoids with the monstorin subtype. This replaces rabbitfolk.

Runic Heritage: Each lagomorph can only belong to up to one of the following runes.

Earth Rune (Kena): Kena lagomorphs are rocklike in appearance, always dusty.

They can be quite stubborn. They have a base speed of 20 feet, and their speed is never modified by armor

or encumbrance. They also gain a +1 natural armor. This alters the leporine's movement and replaces swarming.

Fairy Rune (Dira): Dira lagomorphs have a pair of semi-functional butterfly wings that balance them out and make them particularly beautiful. They gain +2 Dexterity, +2 Charisma, –2 Strength. A dira's wings also grant it spell resistance equal to 11 + its character level. This alters the leporine's ability scores and replaces its burrow speed.

Fire Rune (Kylva): Kylva lagomorphs are usually red or orange in color. They are not as attentive as others, but their fiery disposition can make them welcome allies in combat. Kylvas gain fast healing 2 for 1 round anytime they take fire damage (whether or not this fire damage overcomes their fire resistance, if any). A kylva can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces swarming.

Ice Rune (Isa): Isa lagomorphs have fur in shades of blue and white. They take their time when interacting with most, and generally prefer to avoid conflict when able. Isan gain fast healing 2 for 1 round anytime they take cold damage (whether or not this damage overcomes their cold resistance, if any). An isa can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces swarming.

Light Rune (Daga): Daga lagomorphs have golden fur that crackles with static. They are not as impatient as kylvas, but always have an energy about them, even when others would give up. They gain fast healing 2 for 1 round anytime they take electricity damage (whether or not this damage overcomes their electricity resistance, if any). A daga can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces swarming.

Mind Rune (Manna): Manna lagomorphs have sleek fur that cascades between blue and light purple in tone. They are the calmest of lagomorphs, gaining fast healing 2 for 1 round anytime they take damage from psychic spells or attacks (whether or not this damage overcomes their resistance, if any). A manna can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces swarming.

Plant Rune (Lauka): A lauka lagomorph's ears look like large leaves, and they have curved horns on their heads that can be used as an secondary slam attack that deals 1d6 bludgeoning damage with a x3 critical. Their bonus for keen hearing never increases above +2, but they have *pass without trace* as a constant spell-like ability (caster level 2nd) and gain a +4 racial bonus on Stealth checks in forests. This alters keen hearing and replaces swarming.

Poison Rune (Ihwa): With purple fur so dark as to appear black, ihwa lagomorphs are more cunning and dangerous than their cousins. They gain +2 Constitution, +2 Intelligence, -2 Strength, and a racial bonus on saving throws against poison effects equal to their character level. This alters the leporine's ability scores and replaces swarming.

Water Rune (Laga): A laga's fur is patterned blue and green like the waters of their homelands. When the lagomorph sets its mind to something, it sees it through or dies trying. Lagas gain fast healing 2 for 1 round anytime they submerge completely within a body of natural salt water, fresh water, or brackish water. Stagnant, poisoned, or trapped water (such as water within an artificial pit or a bag of holding) does not activate this ability. A laga can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces swarming.

Leporine Favored Class Bonuses

All Classes: The leporine chooses one type of weapon that can be used with Weapon Finesse (such as rapiers or daggers). Once this choice is made, it cannot be changed. Whenever she makes a successful melee attack with the selected weapon, she adds +1/5 of her Dexterity modifier instead of her Strength modifier to the damage roll (this has no benefit until she chooses it 5 times for the same weapon).

Accelerist: The accelerist adds Bluff or Knowledge (arcana) to his list of class skills, or gains a +1/2 bonus to either skill.

Bard: When using a bardic performance, the bard also increases the movement speed of one ally who gains its benefits by +1 foot. This has no effect until the bard chooses it at least 5 times. The bard can divide this benefit up between her allies in 5-ft. increments.

Convoker: The leporine's avatar gains a +1 bonus on Acrobatics checks made to jump.

Darkseeker: Gain +1/6 of a seeker talent.

Ninja: Gain the all classes benefit above, but applied to a thrown weapon within 30 feet of a target.

Rogue: Gain the all classes benefit above, but applied to a thrown weapon within 30 feet of a target.

Sorcerer: Choose an element and a bloodline power from the elemental bloodline that the sorcerer can use. The sorcerer treats her class level as though it were +1/2 higher (to a maximum of +4) when determining the effects of that power. Kena lagomorphs must choose earth, kylva fire, daga air, and laga water.

Oracle: Add one spell known from the wizard's abjuration school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.

Priest of Volwryn: Add one spell known from the wizard's abjuration school spell list. This spell must be at least one level below the highest spell level the oracle can cast. That spell is treated as one level higher unless it is also on the oracle spell list.



Leporine Class Options

Leporine have access to the following options.

Toxoti (Class Feat and Talent Option)

The toxoti are an elite group of leporine archers who learn their talents in addition to their other abilities. When a leporine would gain a bonus feat or talent for her class, she can instead choose from the list of ranger archery combat style feats, acting as a ranger of her character level. Once she has chosen such a feat, she cannot choose another in this way for a minimum of 4 character levels.

Minotaurs

Minotaurs are known to most as wild, dangerous monsters who sometimes roam stone mazes for their next victims. Within their own tribes, however, minotaurs can be shamanistic warriors who revere the land. These minotaur worship the sun as a patron deity who brings life and defends against the darkness that encroaches in its absence. They often adorn their horns with jewelry, tattoos, or etchings, rather than using them as weapons.

Physical Description: Powerfully built, a minotaur's body physically resembles most humanoids, with hooves where one would find feet, and the head of a bull. In some regions, minotaurs may instead have the general appearance of buffalo or even yaks. Female minotaurs generally have a smaller body structure, but are otherwise indistinguishable from their male counterparts to most races.

Base Height	Base Weight	Modifier	Weight Modifier
m 6 ft. 0 in.	235 lbs.	2d10	x5 lbs.
f 5 ft. 11 in.	207 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	35	53	70	+2d20 years

Society: Traditionally, minotaur society operates under the rule of a council of eight leaders. In decision making, four of these leaders represent their people's opinions and requests, while the other four act in what is believed to be the common interest of the race as a whole. A majority in any situation is required to pass decisions brought before them.

More brutish tribes of minotaurs do exist, although many such tribes have been pushed out of their territories by progress, or captured to be used as guards for mazes and other dungeon locales.

Relations: In worlds where minotaurs build cities and live amongst other races, they are well received by most, and even looked to in matters of spiritual guidance. Likewise, the race accepts any who wish to live in peace with nature, but are quick to quash those who would defile their homelands.

Alignment and Religion: Minotaurs are as varied in their alignments as humans, but their religious teachings are much more nature-oriented. Worship of sun gods and other wild deities is common.

Adventurers: Minotaur adventurers leave their homes when the winds guide them to do so. They are staunch allies, preferring classes that live up to their view of the world. Druids, fighters, rangers, and shaman can be found in most minotaur societies. In some, clerics, monks, and even paladins can be found easily enough.

Male Names: Afa, Baine, Faiti, Lolagi, Mauga

Female Names: Anshe, Fetu, Itafe, Masina, Matala



Minotaur Racial Traits (11 RP)

+2 Strength, +2 Wisdom, –2 Dexterity: Minotaurs are strong, capable, and well liked, but not as quick to react as some races.

Medium: Minotaurs are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Minotaurs have a base speed of 30 feet.

Darkvision: Minotaurs can see in the dark up to 60 feet.

Blessing of Ancestral Strength: A minotaur with a Wisdom score of 11 or higher can cast *lead blades* 3 times per day, but only targeting one weapon in its possession with each cast. The minotaur's caster level is its character level.

Cunning: Minotaurs gain a +2 racial bonus on saving throws against mind-affecting effects, and effects that would physically trap them, such as *forcecage* or *imprison*. They also get a +2 racial bonus to Intelligence checks to make their way through labyrinths or *maze* effects.

Naturalist: Minotaurs receive a +2 racial bonus on Knowledge (nature) checks and can make those checks untrained.

Sprinter: Minotaurs gain a +10 foot racial bonus to their speed when using the charge, run, or withdraw actions.

Languages: Minotaurs begin play speaking Common and Giant. Minotaurs with high Intelligence scores can choose Aklo, Draconic, Dwarven, Elven, Gnomish, Orc, or Sylvan.

Alternate Racial Traits

The following racial traits can be selected in place of the typical minotaurs racial traits.

Blessing of the Sun's Comfort: A minotaur with a Wisdom score of 11 or higher can cast *goodberry* once per day. Its caster level is its character level. When eaten, the berries created by this spell also remove one of the following conditions, to a maximum of one such condition per creature in a 24-hour period: Fatigued, shaken, or sickened. This replaces blessing of ancestral strength.

Dungeoneer: Some minotaurs prefer caves and structures over plains and nature. They receive a +2 racial bonus on Knowledge (dungeoneering) checks and can make those checks untrained. This replaces naturalist.

Improved Bull Rush: Blessed by a demigod, some of the minotaurs of Volwryn gain Improved Bull Rush as a bonus feat at 1st level. This replaces cunning.

Nature Resistance (Ex): A minotaur with nature resistance gains a +2 racial bonus on saving throws against poisons and effects that would entangle them. They also have acid and electricity resistance 5. This replaces cunning.

Powerful Stomp (Ex): Minotaurs will sometimes have strength enough in their legs to stomp the ground, creating a thunder clap capable of making their enemies falter momentarily. As a standard action, the minotaur stomps the ground, dazing each creature within 5 feet of it for 1 round. A successful Reflex save (DC 10 + half the minotaur's character level + its Strength modifier) negates the effect. After the minotaur has used this ability, it must wait 1d4+1 rounds before doing so again. This replaces blessing of ancestral strength.

Toughness: The minotaurs of Volwryn are heartier than their cousins. They gain Toughness as a bonus feat at 1st level. This replaces sprinter.

Minotaur Favored Class Bonuses

The following options are available to all minotaurs characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in *The Book of Many Things* Volume 1.

Barbarian: The barbarian gains 1/6 of a barbarian power.

Bard: The bard can inspire courage for 1 additional round each day.

Cleric: Add +1 to the amount of damage the cleric deals to undead creatures with channel energy.

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Dúlra: Gain a +1/5 enhancement bonus to Strength when using fae entreaty to cast *bull's strength*.

Fighter: Choose the bull rush or overrun combat maneuver. Add +1/3 to the fighter's CMB when attempting this maneuver (maximum bonus of +4).

Hunter: The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

Monk: Add +1 to the monk's CMD when resisting a grapple and +1/3 to the number of stunning attack attempts per day.

Paladin: Add +1 to the amount of damage the paladin deals with smite evil, but only when the paladin uses that ability on an undead creature.

Nature Warden: Add +1/4 to the warden's natural armor bonus when using guardian form.

Ranger: Add +1 hit point to the ranger's animal companion. If the minotaur ever replaces his animal companion, the new animal companion gains these bonus hit points.

Shaman: Add +1/4 to the natural armor bonus of the shaman's spirit animal.

Warpriest: Add 1/3 to the number of times per day the warpriest can use blessings, but he can only use these additional uses on blessings that affect weapons or armor.

Minotaur Archetype and Class Option

Minotaurs have access to the following archetype and class option.

Ostrich Companion (Ranger Hunter's Bond Option)

Minotaur rangers add ostriches to the list of animals they can choose from with the hunter's bond class feature.

A minotaur ranger can select an ostrich as his animal companion at 1st level. If he does, his effective druid level is equal to his ranger level, but he doesn't gain his 1st favored enemy or his 1st favored terrain.

Walker in the Sun (Paladin Archetype)

Minotaur paladins from Volwryn draw their strength from their sun god, who smiles upon their devotion and grants them her blessing.

Guiding Light (Su): At 1st level, a walker in the sun can cast *cure light wounds* as a supernatural ability up to 3 times per day. The first use of this ability each day costs the walker one use of smite evil. The walker's caster level for this ability is equal to his paladin level –3 (minimum 1st).

At 4th level, he can cast *cure moderate wounds* instead.

At 7th level, he can cast *cure serious wounds* instead.

At 10th level, he can cast *cure critical wounds* instead.

At 13th level, he can cast *mass cure light wounds* instead.

At 16th level, he can cast *mass cure moderate wounds* instead.

This modifies smite evil.

Sun Domain (Su): At 5th level, the walker in the sun gains the sun domain and 1 domain spell slot per spell level. His effective cleric level is equal to his paladin level. At 16th level, the walker gains a single 5th-level domain spell slot, and at 19th level, he gains a single 6th-level domain spell slot.

This replaces divine bond and the smite evils gained at 16th and 19th level.

Minotaur Feats

Minotaurs have access to the following feats.

Brawn (Combat)

You prefer a more direct approach to combat.

Prerequisites: Character level 7th, minotaur.

Benefit: The critical multiplier of weapons you wield increases by 1 (from x2 to x3, and so on). This effect doesn't stack with any other effect that expands the critical multiplier of a weapon.

Improved Powerful Stomp

You have trained to use your powerful stomp more frequently.

Prerequisites: Minotaur, powerful stomp minotaur racial trait.

Benefit: You can use powerful stomp once every 2 rounds.

Warrior's Stomp

You can control the power of your stomp to avoid harming your allies.

Prerequisite: Minotaur, powerful stomp minotaur racial trait.

Benefit: Your powerful stomp only targets enemies.

Moggish, Chisai

When the first fey crossed into the material plane, their strange otherworldliness frightened away many of the primitive humanoids inhabiting the yet-uncultivated wilderness. Some of the beasts of the forest, however, were curious about these new creatures. Charmed by the companionship of these simple animals, the fey gifted their offspring with sentience and magic of their own, turning them into the first chisai moggish.

Once rare and elusive, these moggish can still be found in and around magical forests, but many have grown used to the humanoids and their kingdoms. In time, they incorporated themselves into society, where they operate as shop owners and purveyors of magical artifacts.

Physical Description: Chisai moggish are small humanoids resembling fairy-like baby animals, with an almost toy-like appearance. They may take the forms of bears, bats, cats, or some combination thereof, and all possess wings of some kind. Moggish wings rarely match the nature of the moggish possessing them. For example: a hare moggish might possess the wings of a dragonfly, while a fox moggish could have the wings of a dove. Another common feature is a "zim zim", a single antenna terminating into a specific object. This object differs from one moggish to the next.

Society: Families of chisai moggish congregate and live simple, wholesome lives in remote villages. Individual chisai, particularly those of adventuring age, live in the towns and cities of other humanoids.

While it is not known how they reproduce, it is also rude to ask. Chisai moggish have no definite hierarchy, but they are keen to recognize which individuals in their village are suited for a proper duty. They are slow to anger and very shy, but can be spiteful when abused. They are strictly vegetarian, preferring a diet of seeds, nuts, and root vegetables.

Relations: Chisai moggish are sometimes wary of larger folk who travel into their secluded villages, as such beings seem to bring trouble with them. Outside of those areas, they tend to encounter each new individual with equal parts shyness and curiosity. Overall, each moggish determines for themselves who they like and do not like.

Alignment and Religion: Moggish vary in alignments ranging from good, chaotic, lawful, and neutral. They largely find evil unbearable in any form. While moggish have no religion, per sé, chisai moggish usually pay homage to a moggwind emperor, which is a native outsider resembling a large sized moggwind. Moggwind emperors typically watch over chisai moggish villages in a region and grant them special magic with which to protect themselves.

Adventurers: Despite their size, chisai moggish gravitate to any class that appeals to them.

Male Names: Artemice, Kupo, Grimo, Mosh, Serino

Female Names: Atla, Kupo, Mocha, Mois, Suzuna

Chisai Moggish Racial Traits (11 RP)

+2 to One Ability Score: As creatures born of different animals, chisai moggish are as varied in their abilities as humans.

Small: Moggish are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Chisai moggish have a base speed of 20 feet.

Limited Flight: A chisai moggish can fly, but without magical aid or special training cannot lift itself more than 5 feet above solid ground. It can briefly push itself higher, which acts exactly

as jumping. It takes no damage from falling (as if subject to a constant non-magical *feather fall* spell). While in midair, a moggish can move up to 5 feet in any horizontal direction for every 1 foot it falls, at a speed of 60 feet per round. It cannot gain height with its wings alone; it merely coasts in other directions as it falls. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, it can take advantage of the updraft to increase the distance it can glide.

Feyborn: Chisai moggish are humanoids with the augmented, animal, and fey subtypes. Effects that target these types (such as a ranger's favored enemy) can target a chisai moggish. Because of their blended heritage, chisai moggish gain a +2 bonus on all Will saving throws.

Low-Light Vision: Chisai moggish can see twice as far as humans in conditions of dim light.

Chisai Magic: Chisai moggish add +1 to the DC of any saving throws against enchantment spells that they cast. A chisai moggish with a Charisma score of 11 or higher also gains the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the moggish's character level. The DC for these spells is equal to 10 + the spell's level + the moggish's Charisma modifier.

Shy and Elusive: A chisai moggish gains a +2 dodge bonus to its Armor Class when shaken, frightened, or panicked. It does not take the usual –2 penalty to Armor Class when cowering, nor does it lose its Dexterity bonus (if any). The moggish cannot voluntarily fail a Will saving throw against a fear effect in order to gain this benefit.

Zip Zip: Every chisai moggish possesses one or two antennae topped by a fuzzy ball called a zip zip. A zip zip weighs no more than 1 pound, and usually serves a special function. If a zip zip is removed, it typically loses its function and quickly crumbles into worthless dust. A moggish can regrow its zip zip by waiting a year or gaining a level.

A zip zip can perform one of the following functions. Once this choice is made, it cannot be changed.

- **Balloon:** Grants a +2 racial bonus on all Fly checks. Once per day, the moggish can cast *levitate* on itself as a spell-like ability. Its caster level equals its character level.
- **Bell/Whistle:** Grants a +2 racial bonus on Perform (percussion instruments) or Perform (wind instruments) checks. It also functions like a small bell, chime, or wind instrument and counts as a masterwork musical instrument.
- **Book:** Grants a +2 racial bonus on a single Knowledge skill. It can also be used as parchment to create a magic scroll. When the scroll is used, the zip zip is not destroyed, but the magic fades from it as normal.
- **Booze:** Grants a +2 racial bonus on all Diplomacy checks and acts as a container of alcohol, equivalent to a bottle of fine wine. It refills each day.
- **Brush/Quill:** Grants a +2 racial bonus on all Craft (calligraphy) and Craft (painting) checks. If the moggish keeps a spellbook (or similar class-related item), it does not have to pay for special inks or quills.
- **Crowbar:** Grants a +2 racial bonus on all Disable Device checks. It can also be manipulated to act as a crowbar or other tool, and counts as a set of masterwork thieves' tools.

- **Flower:** Grants a +2 racial bonus on all Handle Animal checks. The pleasant aroma also calms the nerves, granting a +2 racial bonus on Concentration checks made to cast defensively.
- **Jewel:** Grants a +2 racial bonus on all Appraise checks, and can emit light like a torch as a free action.
- **Sticky Ball:** Grants a +2 racial bonus on Craft (alchemy) checks to make tanglefoot bags and Craft (traps) checks to create mechanical traps. It can also create up to 4 doses of animal glue per day.
- **Pennant/Flag:** Grants a +2 racial bonus on all Heal checks, and functions as a mark of patriotism or some other form of devotion, granting a +1 morale bonus to attack rolls when charging.
- **Puff Ball:** Grants a +2 racial bonus on Acrobatics checks made to balance. It can also be used as a natural attack that deals 1d4 non-lethal bludgeoning damage.
- **Tool:** Grants a +2 racial bonus on a single Craft or Profession skill. During downtime, the moggish can use its chosen skill to practice a trade and earn 3/4 of its check result in gp.

Languages: Chisai moggish begin play speaking Common and Moggish. Chisai moggish with high Intelligence scores can choose Draconic, Goblin, Halfling, Orc, Sylvan, and Ursoc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical chisai moggish racial traits.

Bonk: Moggish with this racial trait gain Improved Unarmed Strike as a bonus feat. If they take levels in a class that already provides this feat (such as brawler or monk), they instead treat their size as one category larger (typically medium) when determining their unarmed strike damage. This replaces zip zip.

Cornered Response: A moggish with this racial trait gains a +2 bonus to its melee damage rolls when shaken, frightened, or panicked. The moggish cannot voluntarily fail a Will saving throw against a fear effect in order to gain this benefit. This replaces the shy and elusive racial trait.

Eternal Hope: Some chisai react to fear differently than others. They gain a +2 racial bonus on saving throws against fear and despair effects. Also, once per day, after a natural roll of 1 on a d20 roll, these moggish may reroll and use the second result. This replaces shy and elusive.

Kawai Moggish: The kawai are Tiny moggish no larger than a common house cat. They gain +2 Dexterity, +2 Charisma, –2 Wisdom. They also gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty on combat maneuver checks and to their CMD, and a +8 size bonus on Stealth checks.

As Tiny characters, kawai moggish take up a space of 2-1/2 feet by 2-1/2 feet, so up to four can fit into a single square. They have a natural reach of 0 feet, meaning they can't reach into adjacent squares. They must enter an opponent's square to attack it in melee. This provokes an attack of opportunity from the opponent. Since they have no natural reach, they do not threaten the squares around them. Other creatures can move through those squares without provoking attacks of opportunity. Kawai moggish cannot flank an enemy.

This alters the moggish's ability scores and size. It also replaces shy and elusive.



Quick: Some chisai moggish never develop their wings enough to gain lift. Instead, they use them to become more aerodynamic. The moggish gains a movement speed of 35 feet. This replaces slow speed and limited flight.

Weapon Familiarity: Chisai moggish who live among another race can gain its weapon familiarity racial trait. Alternatively, they may gain up to 3 martial weapon proficiencies or 1 exotic weapon proficiency of their choice. This replaces chisai magic.

Chisai Moggish Archetypes

Chisai moggish can learn and teach the following archetypes.

Bokochi Breeder (Druid or Ranger Archetype)

Chisai moggish have a special way of breeding bokochi to develop more specialized offspring. Their connection to the fey world gives them a closer connection to the birds than other Fantasian races.

Bokochi Companion: A bokochi animal companion must be selected as the druid's divine bond or the ranger's hunter's bond.

Mystical Breed: When the bokochi breeder's effective druid level reaches 4, their bokochi companion gains 6 evolution points as if it were an eidolon. All 6 of these evolution points are used to grant the bokochi any 1-point or 2-point evolutions. Once selected, these evolutions cannot be changed.

This replaces the bokochi's standard 4th level advancement.

Evolving Bokochi: At 10th level, and again at 18th level, the bokochi animal companion gains a 1-point or 2-point evolution.

For the druid, this replaces the additional use per day of wild shape at 10th and 18th level.

For the ranger, this replaces the combat style feats gained at 10th and 18th level.

Combat Juggler (Bard Archetype)

Few blend coordinated artistry with deadly object-throwing like a moggish combat juggler. Able to have an assortment of objects ready at one time, there no telling what they'll put to good use.

Juggle (Ex): A combat juggler can juggle up to 3 items at a time with as much effort as wielding a weapon. The juggler can begin juggling these items as part of the same move action (identical to drawing a weapon), and can continue to juggle them every round as a free action, so long as she is conscious. The items cannot weigh more than 1 pound each.

While juggling in this way, all three items are treated as held, wielded, and readied, as if the juggler were holding them in three hands.

At 1st level, a combat juggler also gains the following feats as bonus feats that she can apply to her juggled items.

Throw Anything, Point Blank Shot, Skill Focus: Perform (juggling), and Quick Draw.

At 3rd level, and every 3 levels thereafter (6th, 9th, and so on), the juggler can juggle an additional item, to a maximum of 9 items at 18th level.

This replaces bardic performance.

Snatch Arrows (Ex): At 3rd level, a combat juggler gains Snatch Arrows as a bonus feat, even if she does not meet the prerequisites. This replaces inspire competence.

Wind Wall (Sp): At 6th level, while juggling, the combat juggler can use *wind wall* once per day as a spell-like ability, plus one additional time per day at 18th level.

This replaces *suggestion* and *mass suggestion*.

Clustered Shots: At 8th level, the combat juggler gains Clustered Shots as a bonus feat, even if she does not meet the prerequisites. This replaces dirge of doom.

Distance Thrower: At 9th level, the combat juggler gains Distant Thrower as a bonus feat, even if she does not meet the prerequisites. This replaces inspire greatness.

Tumbling Blades (Sp): At 12th level, while juggling, the combat juggler can use *blade barrier* once per day as a spell-like ability.

This replaces soothing performance.

Stunning Pattern (Sp): At 14th level, while juggling, the combat juggler can use *symbol of stunning* once per day as a spell-like ability. This replaces frightening tune.

Unstoppable Juggling (Ex): at 15th level, a combat juggler cannot be disarmed while juggling. This replaces inspire heroics.

Meteor Swarm (Sp): At 20th level, while incessantly juggling, the combat juggler can use *meteor swarm* once per day as a spell-like ability. This functions as the spell, except it creates a number of 2-foot-diameter spheres equal to the combat juggler's Charisma bonus (minimum 4). This replaces deadly performance.

Chisai Moggish Feat

Each chisai moggish gains access to the Expert Discoverer feat.

Expert Discoverer (item creation)

Prerequisites: Harness Discovery, character level 5th, moggish.

Benefit: You gain ranks in Appraise equal to your character level. You may redistribute existing ranks in that skill to other skills. In addition, you can reroll the d% once per day when attempting to discover an item with Harness Discovery.

Nerudes

The nerudes are monstors from the Collective whose base monster was a rotund, sleep-loving beast. When they came through the rifts on their world, they did so in order to find a better place to rest. When stirred to act, though, they can be formidable opponents.

Physical Description: Nerudes are a broad, cat-like race with two-tone fur ranging from black to pale blue and tan. While they can appear to be quite out of shape, their bulk actually belies a much stronger physique.

Base Height	Base Weight	Modifier	Weight Modifier
m 5 ft. 1 in.	275 lbs.	2d12	x8 lbs.
f 4 ft. 10 in.	250 lbs.	2d12	x8 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
15 years	40	65	90	+2d20 years

Society: Nerudes are a fairly recent addition to the Collective and have yet to establish any major societies. Most nerude prefer not to lead, as doing so means more work, and will support any ruler who gives them ample time to relax.

Relations: The nerude race as a whole is easy going, with few reasons to find fault in anybody willing to leave them alone. The easiest way to get on a nerude's badside is to ambush or wake it unexpectedly.

Proactive races do see nerudes as a generally lazy, overly easy-going race, but individuals will often change their mind after seeing a nerude actually participate in combat.

Alignment and Religion: As a whole, nerudes are neutral when it comes to morals, but their understanding and acceptance of law can be lax, especially when it interferes with their life goal of achieving as much relaxation as possible.





Adventurers: Nerude adventurers are usually beholden to some goal or companion that gives them reason to leave the comfort of their homes. They develop a strong sense of kinship which motivates them to act on more than just hunger or lack of sleep. They are particularly well suited to becoming barbarians, fighters, monks, and especially potentialists.

Male Names: Jammanbo, Kabei, Kabigon, Ronfler

Female Names: Jamba, Kansui, Ikou, Meokbo

Nerude Racial Traits (12 RP)

+4 Con, -2 Dexterity, -2 Wisdom: Nerudes are very tough, but lack mobility and attentiveness.

Medium: Nerudes are Medium creatures and thus receive no bonuses or penalties due to their size.

Slow and Steady: Nerudes have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Monstorin: Nerudes are humanoids with the monstorin subtype.

Nerude Resistance: Each nerude gains two of the following of its choice at 1st level. Once this choice is made, it cannot be changed. Acid resistance 5, cold resistance 5, electricity resistance 5, or fire resistance 5.

Rest: Nerudes gain fast healing 2 for 1 round anytime they take no actions on their turn (whether or not they do so willingly). A nerude can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

Scent: Nerudes have a powerful sense of smell, which grants them scent.

Slam: Nerudes learn how best to throw their weight around. They gain a natural slam attack which deals 1d6 bludgeoning damage (for a Medium nerude) on a hit.

Languages: Nerudes begin play speaking Common. Nerudes with high Intelligence scores can choose Draconic, Dwarven, Elven, Giant, Gnomish, or Orc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical nerudes racial traits.

Forager: Some nerudes prefer peaceful interaction to combat. These nerudes gain a +2 racial bonus on Survival checks made to forage and on Perception checks to identify a potion by taste or determine whether food is spoiled. This replaces slam.

Healthy: Nerudes who rarely interact with magical beings may not develop the same resistances. Instead, they gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This replaces nerude resistance.

Nerunt: Some nerudes are naturally smaller and more agile than their larger brethren. These nerudes are Small size, with +2 Con, +2 Cha, -2 Wis, and a base movement of 30 ft. When they charge, these nerudes gain a +10 racial bonus to their movement speed. This modifies the nerude's Ability score bonuses, size, and speed.

Rapid Recovery: Nerudes can sometimes amplify the healing magic applied to them. Once per day, when the nerude is healed with a spell or potion, it regains twice as many hit points and any hit points recovered beyond its maximum become temporary hit points that last until the nerude regains this ability. This replaces rest.

Toughness: Some nerude are even heartier than their cousins. They gain Toughness as a bonus feat at 1st level. This replaces nerude resistance.

Nerude Favored Class Bonuses

The following options are available to all nerudes characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in The Book of Many Things Volume 1.

Any Class: Add 1 to the nerude's CMD when it resists a trip or overrun combat maneuver.

Barbarian: Increase the nerude's fast healing from its rest racial trait by +1/4. The nerude can heal up to +1/2 hit points with rest per level per day.

Brawler: The brawler gains a +1/4 bonus to her attack roll when using knockout.

Fighter: When wearing light or no armor, the fighter gains a +1 natural armor bonus. Each additional time this is chosen, increase the fighter's natural armor bonus by +1/2, to a maximum of +5.

Monk: Add +1/3 to the monk's AC bonus class ability.

Potentialist: Increase the nerude's fast healing from its rest racial trait by +1/4. The nerude can heal up to +1/2 hit points with rest per level per day.

Nerude Archetypes

Nerudes have access to the following archetypes.

Nerude Barbarian (Barbarian Archetype)

Nerudes who gain levels in barbarian can use their natural laziness to circumvent some of the detriments of rage. They will often take their time getting into battle, but once they are there, woe be the enemy who faces them.

Roused Anger (Ex): At 1st level, nerude barbarians gain the roused anger rage power. This replaces fast movement.

Burst of Speed (Ex): A nerude barbarian increases its movement speed by +10 feet when charging. This replaces the barbarian's 2nd-level rage power.

Thick Hide (Ex): At 7th level, a nerude barbarian gains damage reduction 1/magic and spell resistance 6 + its barbarian level. These increase to DR 2/magic or cold iron at 10th level, SR 11 + barbarian level at 13th level, DR 3/magic or adamantine at 16th level, and DR 4/adamantine at 19th level. This modifies damage reduction.

Well Rested (Ex): Nerude barbarians gain tireless rage at 11th level, greater rage at 14th level, and indomitable will at 17th level. This modifies the levels of the abilities listed.

Ironskin Monk (Monk Archetype)

Nerudes are not fast, and getting them to go most places can be quite difficult. On their homeworld, they remain formidable unarmed opponents in spite of this.

The ironskin monk is also a hobgoblin monk archetype from the Pathfinder® Roleplaying Game: Advanced Race Guide™ (PZO1121), although they take this path for far different reasons.

Iron Skin (Ex): At 1st level, an ironskin monk gains a +1 bonus to his natural armor. This bonus stacks with any existing natural armor the ironskin monk already has. At 4th level, and every 4 levels thereafter, this bonus increases by +1. This ability replaces the monk's AC bonus ability and the ability to add his Wisdom bonus to his AC.

Bonus Feat: At 1st level, an ironskin monk adds Power Attack to his list of bonus feats. At 6th level, he adds Improved Sunder to the list. At 10th level, he adds Greater Sunder to the list. These bonus feat choices replace Dodge, Mobility, and Spring Attack on his bonus feat list.

Resilience (Ex): At 2nd level, an ironskin monk can shake off the physical effects of certain attacks. If he makes a Fortitude saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can be used only if the monk is wearing light armor or no armor. A helpless monk does not gain the benefits of resilience. This ability replaces evasion.

Ki Pool (Su): At 4th level, an ironskin monk can spend 1 point from his ki pool to gain a damage bonus equal to 1/2 his level against objects and constructs for 1 round.

This ability replaces the ability to increase speed with ki.

Staggering Blow (Ex): At 5th level, an ironskin monk attacking with an unarmed strike can spend 1 point from his ki pool as a free action after a successful critical hit to stagger the creature struck for 1 round (Fort DC 10 + 1/2 the ironskin monk's level + the ironskin monk's Wisdom modifier negates).

This ability replaces high jump.

Tough as Nails (Ex): At 6th level, an ironskin monk gains DR 1/—. Subtract 1 point from the damage the ironskin monk takes each time he is dealt damage from a weapon or a natural attack. This damage reduction increases by 1 point at 9th level and every 3 levels thereafter. Damage Reduction can reduce damage to 0 but not below 0.

This ability replaces fast movement and slow fall.

Evasion (Ex): At 9th level, an ironskin monk gains evasion.

This ability replaces improved evasion.

Surefooted (Ex): At 17th level, an ironskin monk's speed is not reduced by difficult terrain.

This ability replaces tongue of the sun and moon.

Unbreakable (Ex): At 20th level, an ironskin monk sets aside many of the frailties of mortal flesh. He becomes immune to death effects and stunning. He is not subject to ability damage or ability drain, and has a 75% chance of ignoring the extra damage dealt by critical hits and sneak attacks. This ability replaces perfect self.

Nerude Feats

Nerudes have access to the following feats.

Oversized Warrior (Combat)

You are bigger than others of your kind.

Prerequisites: Character level 7th, nerude, Medium size.

Benefit: You become Large, which gives you a +2 size bonus to Strength, +2 natural armor, and a +1 size bonus to both your CMB and CMD, but you take a –1 penalty to your attacks and AC (including touch and flat-footed). Your space becomes 10-ft. x 10-ft. and your base speed increases to 30 feet, but your reach is unchanged.

Powerful Slam (Combat)

You have a powerful, natural weapon in your arsenal.

Prerequisites: Nerude, slam nerude racial trait.

Benefit: The bludgeoning damage dealt by your natural slam attack increases to 1d8 and adds 1-1/2 times your Strength modifier. It also deals x3 damage on a critical hit.

Runekin

Of the races of Zaelin, the runekin (groon in their native tongue) are one of the oldest, having been created during the early Age of the Earthbound Flame. They are a hearty people, with centuries of experience lending to their naturally peaceful ways.

While the runekin live as long as half-orcs, their legacies live on in the birthmarks they develop throughout their life. Upon a groon's death, its body turns into a rock formation bearing identical marks to those it once possessed. Runekin can read these naturally occurring runes to learn about the lives of their ancestors, and to mar such a formation is treated as murder of the worst kind.

Physical Description: Runekin stand a little taller than the average human, with thick features being prominent in even the most active families. Sand is attracted to, and collects on, the body of a runekin, hardening into hair-like strands. Families living near human society may fashion this hair, while others periodically remove it to be sold for varying purposes (a runekin cloak, for example, may be a great fire deterrent). Runekin genders are nonexistent, and individual members decide early in their life whether or not to adopt such a human-centric identification.

Base Height	Base Weight	Modifier	Weight Modifier
5 ft. 1 in.	150 lbs.	2d10	x7 lbs.

Aging Effects

Adult 14 years	Middle Age 30	Old 45	Venerable 60	Maximum Age +2d10 years
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Society: Runekin society centers around historical teachings and anecdotal experience. A family tends to work in concert when it comes to most decisions, but when interacting with other races, one member is elected to be the speaker, leading outsiders to view the speaker as the head of its family. Only when its family is threatened, a runekin will seek a quick end to the situation.

Relations: The groon have an open trade policy with any willing to befriend them. They do not view evil or good like other races; seeing only an individual as worth their attention if that creature's actions are directly helpful to the runekin's family. By that same token, runekin are naturally distrustful of those who have previously wronged them or openly plan to do so.

Alignment and Religion: The actions of runekin are generally neutral, with families making decisions based on the best possible outcome for them over any others, which can lead to fighting when a group of runekin have moved onto a farmer's land and taken up residence just because it has better access to water than the hills where they otherwise live.

As a creator race, runekin were put on Zaelin by the gods to help shape it. They have no direct religion, preferring to revere all the gods equally. A religious groon may develop one or more birthmarks in the shape of the deities it favors.

Adventurers: Given their neutral outlook, runekin adventurers are an uncommon bunch. Often, they are what remains of a family wiped out by something they now pursue, or their family has sent them in search of something that will improve their quality of life. To this end, most groon are bards, generational heroes, rangers, or sorcerers.

Common Names: Char, Granite, Henge, Relic, Tarol

Family Names: Caldera, Hillock, Ridge, Stone-Path, Valley

Runekin Racial Traits (11 RP)

+2 Constitution, +2 Wisdom, -2 Dexterity: Runekin are a stout, rigid race who enjoy celebrating their ancestry.

Medium: Runekin are Medium creatures and thus receive no bonuses or penalties due to their size.

Slow and Steady: Runekin have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Runekin can see in the dark up to 60 feet.

Natural Armor: Runekin have a +1 natural armor bonus due to their rocky carapace.

Stability: Runekin receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground.

Fire Resistance: Runekin have fire resistance 5.

Craftsman: Runekin receive a +2 racial bonus to Craft and Profession checks to create objects from stone.

Stonecunning: Runekin receive a +2 racial bonus to Perception to notice unusual stonework, such as traps. They receive this check whenever they pass within 10 feet of an object.

Roll (Ex): On its turn, a runekin can use a swift action to increase its normal movement speed by 10 ft. and its charging speed by an additional 10 ft. (+20 ft. total). While moving in this way, the runekin cannot use a weapon, but it does gain a +2 racial bonus on combat maneuver checks made to bull rush or overrun creatures. It can end this effect with another swift action.

Languages: Runekin begin play speaking Common and Terran. Runekin with high Intelligence can also choose Draconic, Dwarven, Ignan, or Orc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical runekin racial traits.

Resistance: A runekin with this trait gains either acid or electricity resistance 5. This replaces fire resistance.

Bombardier: Some runekin families can charge the sand that clings to them with explosive power. They gain the 1st-level bomb alchemist class feature. If the runekin gains the bomb class feature, its class level is treated as 1 higher when determining how many bombs it receives and the strength of the explosion. This replaces craftsman and stonecunning.

Throw Anything: Runekin are sometimes born less resilient than their siblings. To protect themselves, they gain Throw Anything as a bonus feat. This replaces natural armor.

Runespeaker: Runekin runespeakers gain a +2 racial bonus to Knowledge (arcana) and Use Magic Device checks. This replaces craftsman.

Bounce (Sp): Runekin who live in more secluded mountains will sometimes develop their ability to quickly scale cliffs by jumping. These runekin can cast *jump* as a spell-like ability up to three times each day. Their caster level is equal to their character level. This replaces roll.

Runekin Favored Class Bonuses

The following options are available to all runekin characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in The Book of Many Things Volume 1.

Accelerist*: Add a +1 bonus on Acrobatics checks made to move through threatened squares.

Alchemist: Add +1/2 to bomb damage.

Bard: Add a +1 bonus on Perform checks to use the countersong bardic performance against creatures with the earth or fire subtypes.



Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Generational Hero: Add +1 to the hero's CMD when resisting a disarm or sunder attempt.

Monk: Reduce the Hardness of any object made of clay, stone, or metal by 1 whenever the object is struck by the monk's unarmed strike (minimum of 0).

Nature Warden: Add +1/4 to the warden's natural armor bonus when using guardian form.

Ranger: Add +1 to the damage dealt by the rogue's sneak attack against chaotic creatures (maximum +5 damage).

Sorcerer: Add one spell known to the sorcerer's spell list from the cleric's law domain or the inevitable subdomain.

Runekin Archetypes

These archetypes are typically only taken by runekin, but individuals who gain the groons' trust can take them as well.

Big Groon Blademaster (Generational Hero Archetype)

Runekin born to the life of generational heroes learn to fight with the two-handed weapons more befitting their families. Occasionally, the race will teach an individual they trust how to fight using their blades.

Despite its name, this archetype works well with any two-handed weapon.

Weapon and Armor Proficiencies: A big groon blademaster gains proficiency with the groonsword and is not proficient with shields.

This modifies the generational hero's proficiencies.

Swordguard (Ex): At 2nd level, a big groon blademaster gains a +1 shield bonus to AC when wielding a two-handed weapon. If it takes the tower shield hero talent, the blademaster can take a –2 penalty to attacks as a free action before making at least one attack during a round to gain an additional +2 shield bonus to AC and a +3 circumstance bonus on Reflex saves until the start of its next turn.

This replaces combat expertise and modifies the tower shield hero talent.

Mirrorguard: The big groon blademaster cannot choose the mirror shield advanced hero talent unless it has tower shield (see above). It can use this to apply the reflecting property to its two-handed weapon while it takes the –2 penalty listed in swordguard. This modifies the mirror shield advanced hero talent.

Groon Bombardier (Alchemist Archetype)

Runekin do not practice traditional alchemy, trading their ability to craft effective extracts for more potent, more frequent bombs.

Alchemy (Su): Groon bombardiers do not learn to create extracts until much later than others. They draw their extracts per day from Table: Bombardier Extracts, and don't gain their first formulae until 4th level. When Table: Bombardier Extracts indicates that the bombardier gets 0 extracts per day of a given level, it gains only the bonus spells it would be entitled to based on its Intelligence score for that spell level.

Through 3rd level, a groon bombardier has no effective caster level. At 4th level and higher, its caster level is equal to its alchemist level – 3. This modifies alchemy.

Bomb Expertise: When throwing a bomb or other splash weapon, a groon bombardier uses its full alchemist level in place of its base attack when determining its total attack bonus.

Swift Alchemy (Ex): A groon bombardier gains swift alchemy at 4th level. It can still be replaced or modified by other archetypes, keeping the adjusted level in mind.

Runekin Feats

Runekin have access to the following feats.

Boulder Dive

Your natural ability to roll becomes more fluid.

Prerequisite: Runekin or ursaren, must have the roll racial trait.

Benefit: You can use roll as part of a move action. You must still use a swift action to end the effect.

Normal: Roll requires a swift action.

Big Weapon Craftsman

You can create two-handed, melee weapons more efficiently.

Prerequisites: Craft (weapons) 7 ranks or Runekin

Benefit: You can craft masterwork two-handed weapons (greatsword, greataxe, earthbreaker) in the time it would take to craft a comparable, non-masterwork one-handed weapon (longsword, battleaxe, warhammer). This does not modify the cost to do so, nor the price of the finished weapon.

Samsarans, Jin-Ku Hybrid

After their world was overrun by energivores, the vulture-men of Jin-Ku became a nomadic race, traveling around, offering their knowledge and expertise in exchange for other goods, services, and the opportunity to study and augment different races.

One such deal came with a chance meeting with the nascent Collective, a small band of races who came together to fight chaos in all its forms. By joining the Collective, the vulture-men were given access to prisoners and those who would abandon their duties to the larger group.

Through a selective process, the former inhabitants of Jin-Ku created enough hybrid human/samsaran men and women to begin populating otherwise decimated worlds. They trained the group to be experts at combat and the use of their technology, then outfitted them with specialized suits and sent them through one of the many rifts that had by then started to form between the vulture-men's reality and other shattered worlds.

Physical Description: Hybrid samsarans have the pupils, body structure, and demeanor of humans, but their skin colors usually remain light blue while their hair ranges from gray to black. Occasionally, a hybrid will be born with the general appearance of a human as well. They are created fully grown and live as long as other samsarans.

Society: Despite being bred as a warrior race, hybrid samsarans retain their intellectual side and approach physical combat as a means of strategy versus destructive power. Often the smartest will be asked to lead their people until such a time as their decision-making ability fails them in the eyes of the society.

Relations: Outside of the creatures with which they are trained to battle, hybrid samsaran get along well with other races. They are very human in their interactions with different creatures, situations, and environments.

Alignment and Religion: Hybrid samsaran have no restrictions on their alignments or religious practices. Those who conform to their training can exhibit some zealotry and willingness to commit morally gray acts to defeat their chosen enemies.

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

Adventurers: A hybrid samsaran is literally born to adventure, and very often preprogrammed to seek out a particular enemy of its creators. Hybrid samsarans still make great spellcasters, but nothing prevents them from being martial-oriented classes either.

Names: Vulture-men denote hybrid samsarans by their incubation number, but the race themselves blend human and traditional samsaran names to make unique and interesting combinations.

Hybrid Samsaran Racial Traits (10 RP)

+2 Intelligence, +2 Wisdom: Hybrid samsarans lack the physical weaknesses of other samsarans.

Medium: Samsarans are Medium creatures and thus receive no bonuses or penalties due to their size.

Hybrid Nature: Hybrid samsarans are humanoids with the human and samsaran subtypes.

Base Movement: Samsarans have a base speed of 30 feet.

Favored Enemy: At creation, each hybrid samsaran is assigned a creature type that it is then trained to expertly battle. This functions as the ranger's favored enemy class feature. If the samsaran later gains this feature, it can choose its racial favored enemy in place of another to improve.

Lifebound: Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Skilled: Hybrid samsarans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Languages: Rune-kin begin play speaking Common and Terran. Rune-kin with high Intelligence can also choose Draconic, Dwarven, Ignan, or Orc.



Alternate Racial Traits

The following racial traits can be selected in place of hybrid samsaran racial traits.

Awareness: Some hybrid samsarans are created with less focus on resisting death and more on staying alive. They seem to shrug off many dangers more easily, which grants them a +1 racial bonus on all saving throws and concentration checks. This replaces lifebound.

Draconic Heritage: At times, a human's family history can have a dragon's power bound to the bloodline. Hybrid samsarans with this trait gain darkvision with a range of 10 feet and low-light vision. They can also ignore the Charisma prerequisite for Eldritch Heritage and any feat that has Eldritch Heritage as a prerequisite, but can select only the draconic bloodline with these feats. This replaces skilled.

Fey Magic: The samsaran has a mystic connection to one terrain type, selected from the ranger's favored terrain list. Select three 0-level druid spells and one 1st-level druid spell. If the samsaran has a Wisdom score of 11 or higher, when in the selected terrain, it gains these spells as spell-like abilities that can be cast once per day. The caster level for these effects is equal to the user's character level. The DC for the spell-like abilities is equal to 10 + the spell's level + the user's Wisdom modifier. These spells are treated as being from a fey source for the purposes of the druid's resist nature's lure class feature and similar abilities. In addition, select two of the following skills: Acrobatics, Bluff, Climb, Diplomacy, Disguise, Escape Artist, Fly, Knowledge (nature), Perception, Perform, Sense Motive, Sleight of Hand, Stealth, Swim, or Use Magic Device. The selected skills are always class skills for the character. Lastly, the samsaran also gains low-light vision. This trait replaces favored enemy.

Military Tradition: Samsarans are sometimes trained to wield specific weaponry over anything else. They gain proficiency with up to two martial or exotic weapons appropriate to their training. This replaces favored enemy.

Mystic Past Life: The samsaran adds spells from another spellcasting class to the spell list of its current spellcasting class. Add a number of spells equal to 1 + the samsaran's spellcasting class's key ability score bonus (Wisdom for clerics, and so on). The spells must be the same type (arcane or divine) as the spellcasting class you're adding them to. For example, a samsaran could add *divine power* to its druid class spell list, but not to the wizard class spell list because *divine power* is a divine spell. These spells do not have to be spells the samsaran can cast as a 1st-level character. The number of spells granted by this ability is set at 1st level. Changes to a samsaran's ability score do not change the number of spells gained. This racial trait replaces skilled.

Non-Human Parentage: Choose one humanoid race without the human subtype. The samsaran gains that race's weapon familiarity racial trait (if any). If the race does not have weapon familiarity, the samsaran gains either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This replaces favored enemy.

Hybrid Samsaran Favored Class Bonuses

The following options are available to all hybrid samsaran characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in *The Book of Many Things* Volume 1.

In addition, a hybrid samsaran can choose any

Astrologer: Add one spell known from the wizard's conjuration school spell list. This spell must be at least one level below the

highest spell level the astrologer can cast. The spell is treated as being one level higher, unless it is also on the astrologer spell list.

Gamer: Gain 1/6 of a ranger combat style feat.

Generational Hero: Add +1/2 to the number of bombs per day the hero can create.

Gunslinger: Add +1/4 to the dodge bonus to AC granted by the nimble class feature (maximum +2) or +1/4 to the AC bonus gained when using the gunslinger's dodge deed.

Investigator: Add a +1/2 bonus when using inspiration on any Knowledge or Linguistics check.

Jin-Ku Bounty Hunter: Add +1 round to the duration of morph.

Ranger: Add +1/4 to the bonus granted by the samsaran's racial favored enemy (to a maximum bonus of +10).

Rogue: Gain 1/6 of a ranger combat style feat.

Slayer: Gain a +1/3 bonus on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Vigilante: Gain 1/6 of a ranger combat style feat.

Witchblade*: Gain 1/6 of a ranger combat style feat.

Hybrid Samsaran Archetype

The following archetype is usually available only to hybrid samsaran, but other races, with GM permission, may find it useful as well.

Zero Armor Bounty Hunter (Jin-Ku Bounty Hunter Archetype)

The pride of Jin-Ku cross-breeding, hybrid samsarans who train as Jin-Ku bounty hunters are offered specialized armor that ignores the restrictions faced by other members of that stock at the expense of some defensive ability.

Armor Proficiency: Zero armor bounty hunters are not trained in medium or heavy armor. This alters the bounty hunter's proficiencies.

Zero Armor: Upon completion of her initial training, a zero armor bounty hunter is gifted a skin tight suit of light armor crafted specially to fit only her. The armor is worthless to anybody else, but for the bounty hunter, it counts as masterwork, mithral chain shirt, which means it has a maximum Dexterity bonus of +6, no armor check penalty, and spell failure chance of only 10%. The armor still weighs 25 lbs.

Zero armor can be enchanted normally. If disenchanting, the armor remains intact. This replaces Jin-Ku armor.

Unarmed Strike: Despite having less armor, zero armor bounty hunters find themselves in more up close situations, necessitating the ability to respond in kind. At 1st level, the bounty hunter gains Improved Unarmed Strike as a bonus feat. Her unarmed damage begins at 1d6 and progresses at the same rate as a monk of her Jin-Ku bounty hunter level.

This replaces armor training and armor mastery.

Unfettered Agility (Ex): At 4th level, a zero armor bounty hunter gains Weapon Finesse as a bonus feat and can add her Dexterity modifier in place of Strength to her unarmed damage as well as the damage she deals with any monk weapons.

At 5th level, the bounty hunter gains the skill unlock powers for one of the following skills of her choice: Acrobatics, Climb, Disable Device, Escape Artist, Knowledge (engineering), Stealth, Survival, or Swim.

This replaces morph.

Augmentations: Zero armor bounty hunters have access to the following augmentations in place of echo helm, gauntlet armor, heavy plating, power helm, and water helm.

Recovery Armor (Jin-Ku Armor, Sp): You can use a charge of your power base as a standard action to gain fast healing 2 for up to 1 minute. Once you have healed a total number of hit points equal to your Intelligence bonus + twice your Jin-Ku bounty hunter level, this ability is suppressed and you cannot activate it again until you've rested for at least 8 hours.

This augmentation can be chosen again starting at 14th level. The second time grants you the ability to use a charge of your power base to cast *regenerate* once per day, targeting only yourself.

Unfettered Edge (Personal, Ex): Requires 6th level. Choose one of the skills listed under unfettered agility. You gain the skill unlock powers for that skill. This augmentation can be chosen any number of times.

Unfettered Power (Power Base, Su): Requires 4th level. You treat your power base as an unchained monk's ki pool, and your effective monk level is equal to your Jin-Ku bounty hunter level -3.

This augmentation can be chosen an additional time at 8th, 12th, 16th, and 20th level. Each time, choose 1 ki power from the unchained monk for which you qualify. You can use charges from your power base to activate these powers. Powers that rely on Wisdom (such as elemental burst and quivering palm) rely on your Intelligence instead.

Hybrid Samsaran Feat

Dual Training

Prerequisite: 1st-level Jin-Ku bounty hunter, hybrid samsaran.

Benefit: You gain access to both zero armor and Jin-Ku armor. You can wear both and choose augmentations for each. Abilities replaced by the zero armor bounty hunter archetype can be chosen as Jin-Ku armor augmentations.

Tsura

For a time, the world of Zaelin was a flooded landscape of islands. Humans, elves, and other landbound races overcame this by learning to sail, building societies divided by the larger seas, and opening trade routes that would turn to paths and roads once the water finally receded. It was a time when the tsura, who dwell primarily in the water, were one of the most important races to exist.

When the waterways parted, and ancient temples sank below the ground, becoming watery tombs full of monsters and traps, so too did the tsura pull back. With less water through which to travel, the race had to adapt. For the first time in ages, they were no longer at the center of civilization.

The rifts that opened across Zaelin were a blessing to the ocean-dwelling race, who sent entire cities of their people to the new world, where they seek adventure and a new home.

Physical Description: Physically, tsura resemble the undine of the material plane, and only members of each race - or those with proper knowledge of them - can tell the difference.

Society: When decisions need to be made that will affect an entire city, the tsura will gather three groups to meet; one group for the decision, one against, and one neutral. Both sides will make their case to the neutral group, and the majority rules. The losing side can then choose to accept the decision or move into a cloister, which is a small area away from the larger city where they can recognize their separate viewpoint in peace. Cloisters must still obey the decisions of the city when interacting with the population, but are welcome to observe their beliefs among themselves.

Base Height	Base Weight	Modifier	Weight Modifier
m 4 ft. 10 in.	120 lbs.	2d10	x5 lbs.
f 4 ft. 5 in.	85 lbs.	2d10	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
60 years	150	200	250	+6d% years

Relations: The tsura do trade in great stories of discovery, bravery, and overcoming trials. With the right tale, one could talk a city into casting a difficult spell or borrowing some of their powerful magic items. There are those who have taken advantage of these friendly offers, and the tsura are quick to send their own warriors in search of any who steal their things.

Alignment and Religion: Tsuras' alignments can be as varied as any race, and sometimes even moreso. Since leaving Zaelin, the race has divided. At times, cities are broken into dozens of small districts, each of which has different views of what is lawful or good, and all of whom are ready to lock up or shun anybody who doesn't side with them.

Religiously, the tsura worship gods who share their viewpoint. As a creator race from Zaelin, they have no obligation to worship a single entity, or any for that matter.

Adventurers: Tsura adventurers tend toward the more lightly armored classes, such as clerics, rangers, and rogues. Of the spellcasting groups, Tsura conjurers are more common than evokers.

Male Names: Dessin, Hamo, Noah, Rafat, Thoh

Female Names: Eskala, Katara, Misu, Tuih, Zorqa

Tsura Racial Traits (12 RP)

+4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, -2 Strength: Tsura are a quick, worldly race, but their physical strength compared to other races is lacking.

Medium: Tsura are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Tsura count as humans and undine for the purpose of effects that rely on type.

Base Speed: Tsura have a base speed of 30 feet on land. They also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

Low-Light Vision: Tsura can see twice as far as humans in conditions of dim light.

Fire Resistance: Tsura have fire resistance 5.

Amphibious: Tsura can breathe both air and water.

Naturally Slick: Tsura gain a +2 racial bonus to their Combat Maneuver Defense whenever an opponent tries to grapple them.

Societal: Tsura often have a trade or technique that makes them a useful part of their society. They can choose one skill in which they gain Skill Focus as a bonus feat.

Languages: Tsura begin play speaking Common and Aquan. Tsura with high Intelligence can also choose Auran, Draconic, Elven, or Gnome.

Alternate Racial Traits

The following racial traits can be selected in place of the typical tsura racial traits.

Darkvision: Some tsura live deeper in the water than others, gaining darkvision out to 60 feet. This replaces low-light vision and societal.

Ocean Tsura: Tsura who find solace in the cold seas gain the ability to cast *hydraulic push* once per day as a spell-like ability. At 5th level, a tsura with a Charisma of 13 or higher can also cast *aqueous orb* once per day. The tsura's caster level is equal to her character level. This replaces naturally slick.

Resistance: A tsura with this trait gains either acid or cold resistance 5. This replaces fire resistance.

River Tsura: Tsura who enjoy the warmth of summer rivers gain the ability to cast *touch of combustion* once per day. At 4th level, a tsura with a Charisma of 12 or higher can also cast *scorching ray* once per day. The tsura's caster level is equal to her character level. This replaces naturally slick.

Water Affinity: Tsura sorcerers with the elemental (water) bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Tsura clerics with the Water domain cast their Water domain powers and spells at +1 caster level. This replaces naturally slick.

Tsura Favored Class Bonuses

The following options are available to all tsura characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in The Book of Many Things Volume 1.

Accelerist*: Add a +1 bonus on Acrobatics checks made to move through threatened squares.

Cleric: Add a +1 bonus on caster level checks to overcome the spell resistance of creatures with the aquatic or water subtype.

Generational Hero: Add one spell from the cleric spell list to the silver scales hero spell list. This spell must be at least one level below the highest spell level the hero can cast.

Investigator: Gain a +1/4 bonus on all inspiration rolls.

Ranger: Choose a weapon from the following list: crossbow (any one), longspear, short spear, or trident. Add +1/2 on critical hit confirmation rolls made while using that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.

Ninja: Add +1/4 point to the ninja's ki pool.

Rogue: Gain +1/6 of a new rogue talent.

Shaman: Add 5 feet to the range of a chosen shaman hex, to a maximum of an additional 30 feet for any single hex.

Sorcerer: Add a +1 bonus on caster level checks to cast spells underwater.

Swashbuckler: Gain a +1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Witch: The witch's familiar gains resistance 1 against acid, cold, or fire. Each time the witch selects this reward, increase the familiar's resistance to one of these energy types by 1 (maximum 5 for any one type). If the witch ever replaces this familiar, the new familiar has these resistances.



Tsura Archetype

The following archetype is available only to tsura, but other aquatic races, with GM permission, may find it useful as well.

Silver Scales Hero (Generational Hero Archetype)

Tsura generational heroes are born with silver scales which makes it very difficult to avoid their destiny. Unless they wish to live in exile, these tsura are trained by their city’s finest warriors, alchemists, and clerics to give them an edge in combat against enemies of their race.

Clergy: Beginning at 4th level, a silver scales hero gains the ability to cast a small number of divine spells which are drawn from the paladin spell list. A silver scales hero must choose and prepare her spells in advance.

To prepare or cast a spell, a silver scales hero must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a silver scales hero’s spell is 10 + the spell level + the champion’s Charisma modifier.

Like other spellcasters, a silver scales hero can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Hero Spells per Day. In addition, she receives bonus spells per day if she has a high Charisma score. When the table indicates that the champion gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

A silver scales hero must spend 1 hour each day in quiet prayer and meditation to regain her daily allotment of spells. A silver scales hero may prepare and cast any spell on the champion spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

Through 3rd level, a silver scales hero has no caster level. At 4th level and higher, her caster level is equal to her champion level – 3.

This replaces generational bond and heroism at 10th level.

Silver Scales Hero Talents: Silver scales heros can choose from the following generational hero advanced talents in addition to those normally available.

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

Silver Scale Blessing (Su): A generational hero with this advanced talent grants allies within 30 feet of her water breathing and a swim speed equal to their normal movement. This ability functions only while the hero is conscious, not if she is unconscious or dead. This talent can be chosen twice. The second time, the area extends out to 60 feet.

Tears of the Priestess (Sp): A generational hero with this advanced talent adds *breath of life* as a 4th-level spell to her silver scales hero spell list. She must be at least 13th level before choosing this advanced talent.



Tsura Feats

Tsura have access to the following feats. In addition, tsura qualify for undine racial feats as though they were undines.

Skyward Shift

Your time away from the waters of your homeworld has changed you greatly.

Prerequisite: Character level 5th, tsura.

Benefit: You lose your swim speed and the amphibious racial trait, but you gain a fly speed of 30 feet with good maneuverability and a natural talon attack you can use while flying that deals 1d4 piercing damage on a hit with a critical threat range of 19-20 x2. Magical boots you wear conform to your talons. You also count as a human and a sylph for the purpose of effects that rely on type.

Ursaren, Enlightened

The ursaren of Fantas are touched by world-given power that many believe is tied to Fantasian orbs. These ursaren are born as spiritual prodigies among their people and referred to as enlightened ursaren.

Every enlightened ursaren bears the reincarnated soul of a former spiritual leader who chose to continue watching over the clan rather than pass on to the afterlife. By surrendering itself to a constant cycle of rebirth, the ursaren preserves not only its people, but their culture as well. It is often the duty of enlightened unsaren to better themselves for their clan.

Physical Description: Enlightened unsaren can pass as others of their kind, but their fur is often marked with unusual patterns more closely resembling the soul they bear.

Society: Enlightened unsaren are expected to be the spiritual and moral leaders of an unsaren clan. While some accept this, there are those who forsake it until they feel they have earned the right through life experience.

Relations: Enlightened ursaren are expected by their clan to know the ways and customs of neighboring races and cultures. Enlightened ursaren usually pursue a broad understanding of local lifeforms.

Alignment and Religion: An enlightened ursaren who expects to lead other ursaren must be of a good alignment. Evil and neutral ursaren, as rare as they are, usually end up leading groups of other races.

Adventurers: Enlightened ursaren adventure for many years in order to qualify as clan leaders. In order to understand their place in the world, enlightened ursaren make numerous journeys and pilgrimages to distant places. It is also expected for enlightened ursaren to endure many dangerous trials in order to make the world safer and to acquire power for the clan's benefit.

Enlightened Ursaren Racial Traits (9 RP)

+2 Strength, +2 Wisdom, -2 Intelligence: Enlightened ursaren are strong, spiritual warriors who rely more on life experience than formal education.

Medium: Enlightened ursaren are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Enlightened ursaren are humanoids with the ursaren subtype.

Base Speed: Enlightened ursaren have a base speed of 30 feet.

Low-Light Vision: An enlightened ursaren can see twice as far as a human in conditions of dim light.

Deathless Spirit: Enlightened ursaren gain resistance 5 against negative energy damage. They do not lose hit points when they gain a negative level, and they gain a +2 racial bonus on saving throws against death effects, energy drain, negative energy, and spells or spell-like abilities of the necromancy school.

Spiritual Bond: An enlightened ursaren's bond to its spirit grants the ursaren two skills that defined its spirit in life. The ursaren gains a +2 racial bonus on both of these skills, and they are always considered class skills.

Worldly: Once per day when attempting a skill check for a skill in which it is untrained, an enlightened ursaren can roll twice and take the better result.

Languages: Enlightened ursaren begin play speaking Common and Ursoc. Enlightened ursaren with high Intelligence can also choose Draconic, Dwarven, Giant, Gnomish, or Orc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical enlightened ursaren racial traits.

Confer with Spirits: Once per day, an enlightened ursaren can spend 10 minutes in uninterrupted meditation in order to grant itself an insight bonus equal to its Wisdom bonus to a single Knowledge skill check. This replaces worldly.

Mysticism: An enlightened ursaren with spellcasting levels can gain a bonus to caster level checks made to concentrate or counterspell equal to its Wisdom bonus (if any). This replaces deathless spirit.

Spiritual Command: An enlightened ursaren who trains in the ways of its spirit can gain proficiency with up to 3 martial weapons or 1 exotic weapon of its choice. This replaces spiritual bond.

Spiritual Guidance: An enlightened ursaren who walks the path of its spirit can gain greater insight into its abilities. If the ursaren draws its class features from a pool (such as grit or ki), it increases its maximum points in that pool by 2. This replaces spiritual bond.

Enlightened Ursaren Archetypes

The following archetype is available to enlightened ursaren.

Cloudwatcher (Cleric Archetype)

It is believed that the divine forces of good empowered the first cloudwatchers, enlightened ursaren who oversee the affairs of the world from remote places in order to ensure the survival of caring in the world.

Weapon and Armor Proficiencies: Cloudwatchers are not proficient with any type of armor, but are still proficient with shields. This alters the cleric's weapon and armor proficiencies.

Domain: A cloudwatcher gains only one domain, and does not gain access to the Good domain. This alters and replaces domains.

Channel Compassion (Su): A cloudwatcher can only channel positive energy, and she channels that energy through her spirit emblem, targeting creatures in a 5 foot wide, 60 foot line. Evil, living creatures caught in the line are not healed, but instead take the energy as non-lethal damage (Will DC 10 + half the cloudwatcher's level + her Charisma modifier negates). Other living creatures and undead are affected by the positive energy as normal. This alters and replaces channel energy.

Emblem of Good (Su): Every cloudwatcher has an emblem representing some facet of good inscribed upon their abdomen. When unarmored, the emblem grants the cloudwatcher a +2 deflection bonus to Armor Class and a +2 sacred bonus on all saving throws. These bonuses increase by +1 at 5th, 10th, 15th and 20th level, to a maximum of +6.

In addition, while the cloudwatcher's emblem of good is exposed, she gains the following. These abilities are Wisdom-based.

Guiding Touch (Su): As a standard action, the cloudwatcher can touch a creature and grant it a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half her cleric level (minimum 1) for 1 round.



The cloudwatcher can use this ability a number of times per day equal to 3 + her Wisdom modifier.

Weapon of Purest Good (Su): At 5th level, any weapon the cloudwatcher wields becomes good-aligned. At 8th level, the weapon also gains the holy weapon property.

Dispel Evil (Sp): The cloudwatcher can cast *dispel evil* once per day at 10th level, and twice per day at 12th level.

Holy Word (Sp): At 14th level, the cloudwatcher can cast *holy word* once per day.

Guard Against Evil: Starting at 16th level, the cloudwatcher gains DR 5/evil. This increases to DR 10/evil at 20th level.

Sea Wolf (Swashbuckler Archetype)

Back on their world, enlightened ursaren of ages past were dangerous pirates who owned the seas. As the years went on, many such clans took to living on land, but some uphold their unique swashbuckling traditions.

Sea Wolf Training (Ex): A sea wolf treats his Charisma as 2 points higher when determining his panache, and he can regain panache when he confirms a critical hit or reduces a creature to 0 or fewer hit points with a gunblade, or a weapon in the polearm or spear weapon groups. This alters panache and how the swashbuckler regains panache.

Deeds: A sea wolf can use swashbuckler deeds when wielding a gunblade, polearm, or spear. The sea wolf also gains access to the following deeds.

Harpooner (Ex): When a sea wolf hits a creature more than 5 feet away from him with an attack using a pole arm or spear, he can spend 1 panache point to also attempt a drag combat maneuver as a free action. If he succeeds, the sea wolf can drag the target up to 5 feet + 5 feet for every 5 by which he beat its CMD. If this is done as a ranged attack, the weapon must have either a rope tied to it or the returning weapon property. Dragging a creature in this way does not provoke attacks of opportunity, but any ranged attack still does. This replaces derring-do.

Cut the Lines (Ex): When a sea wolf makes an attack with a gunblade, he can spend 1 panache point as a free action to roll 1d6 and add the result to his attack. If the result of the d6 is a natural 6, he also discharges the black powder from his weapon, even if the attack itself misses.

This alters the swashbuckler's deeds and replaces swashbuckler's finesse.

Charmed Life (Ex): A sea wolf doesn't gain this ability for the first time until 4th level. This alters charmed life and replaces the bonus feat gained at 4th level.

Sea Wolf's Might: Starting at 2nd level, a sea wolf can substitute his Strength for Dexterity when performing swashbuckler deeds.

Leatherskin (Ex): At 3rd level, repeated exposure to the sun and the salt in the air thickens a sea wolf's hide. When wearing light or no armor, he gains a +1 natural armor bonus to AC. This bonus increases by 1 for every 4 levels beyond 3rd (to a maximum of +5 at 19th level).

Sea Wolf Weapon Training (Ex): At 5th level, a sea wolf gains a +1 bonus on attack and damage rolls with gun blades and weapons in the polearm or spear weapon groups. While wielding such a weapon, he gains the benefit of the Improved Critical feat. These attack and damage bonuses increase by 1 for every 4 levels beyond 5th level (to a maximum of +4 at 17th level). This replaces swashbuckler weapon training.

Seasonal Blade (Magus Archetype)

Some magi are so in tune with nature that their weapons mimic the energies of the seasons. These seasonal blades, as they are called, live to protect the untarnished wilderness and its inhabitants.

Skills: A seasonal blade gains Knowledge (nature) and Survival as class skills and loses Knowledge (dungeoneering) and Knowledge (planes). This alters the magus's class skills.

Spells: A seasonal blade draws their spells from the Hunter spell list. These divine spells become arcane spells, and are learned, prepared, and cast normally. This alters magus spells.

Natural Arcane Pool (Su): At 1st level, a seasonal blade magus can expend 1 point from his arcane pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute per level, instead of 1 minute.

At 5th level, a seasonal blade draws much of his power from nature, and can only add weapon properties that correspond to the current season or terrain the he is in.

- Autumn or Earth, Mountain, or Underground terrains allow the caustic or caustic burst properties.
- Spring or Air, Plains, Forest, or Swamp terrains allow the shocking or shocking burst properties.
- Summer or Fire, Desert, or Jungle terrains allow the flaming or flaming burst properties.
- Winter or Cold, Mountain, or Water terrains allow the frost or icy burst properties.
- Urban terrain allows the dancing, keen, speed and vorpal properties.
- Other seasonal conditions or situational aspects of a terrain may allow for access to certain properties at the GM's discretion.

This alters arcane pool.

Ranger Training (Ex): Starting at 10th level, a seasonal blade treats all skills on the ranger class skill list as class skills. He gains a bonus to two of those skills of his choice. The bonus equals half his magus level.

This replaces fighter training.

World Souls

Volwryn has long been a world of war, where its many races vie for dominance and forge temporary alliances to challenge hordes of enemies and the legions of evil. But more than that, the world itself lives on in its people. Even races not native to Volwryn become infused with its essence as the years pass. Those who carry its gift with them are known as world souls.

World souls display most of the common traits of known races, such as dwarves, elves, minotaurs, and orcs, but they also possess one or more alternate traits that make them different enough that they become more than just different versions of those races.

Physical Description: On average, a world soul stands up to 1d6 inches taller than its non-world soul counterpart. The world soul also increases its weight multiplier by 1 (x4 becomes x5 and so on).

Society: On Volwryn, the races kept to distinct societies. It was always apparent when one entered a village of reborn, or a trollkin encampment. Within their individual groups, world souls interact well and get along with each other. This extends to those visiting for a time, but rarely to those seeking more permanent residence.

Relations: Years of conflict have made it hard for world souls to set aside old hatreds and form friendships with the races they believe wronged them in the past. While it is easier for some, most will be hard pressed not to show at least some animosity toward their former enemies.

Alignment and Religion: True gods are a myth on Volwryn, believed to exist only by some elves. Most races believe they gain their power from alien entities who act as lights against the darkness and evil in the world. Others pray to animalistic demigods, or the elements for their gifts.

Alignment plays a large role in how magic, particularly the divine, can be used by a world soul. Personalities can be as fluid as water at times, corruption is never far away, and redemption takes only the active decision to do good. In truth, only the druids of volwryn have found a true balance between alignments, and that makes it even harder when they too ultimately fall.

Adventurers: There comes a point for everybody in Volwryn where their life takes a turn and gives way to adventure. Human squires train in a church courtyard from age 8, young minotaurs hunt pigs and thunder lizards as scouts, and newly risen reborn are handed swords, bows, or staves and pointed in the direction of the nearest battle with skinwalkers. The result is a highly combative race, all of whom can be warriors in some fashion, and most of which can learn magic through arcane study or divine worship.

All of the racial traits presented here are for world soul races. They share favored class bonuses, archetypes, and feats while also gaining access to those available to other members of their race.

Bronzeman Dwarf Racial Traits (11 RP)

+4 Constitution, -2 Dexterity, -2 Wisdom: World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, bronzeman dwarves take a -2 penalty to Dexterity and Wisdom. This alters the dwarf's ability scores and replaces stonecunning.

Frost Resistance: Bronzeman dwarves have cold resistance 5. This replaces defensive training.

Stoneform (Ex): Once per day, as a full-round action, a bronzeman dwarf can remove all bleed, curse, disease, mind-affecting, poison, and spell effects from himself. He is fatigued for one minute after and takes a -2 penalty to his Constitution until he rests for at least 8 hours.

At 6th level, the dwarf can use stoneform twice per day (the penalty doesn't stack). At 11th level, he is no longer fatigued afterward. This replaces hardy.

Weapon Familiarity: Bronzeman dwarves are proficient with all hammers and treat early firearms as martial weapons. This alters the dwarf's weapon familiarity racial trait.

Alternate Racial Traits

The following racial traits can be selected in place of the typical bronzeman dwarf racial traits.

Earthen: The progenitors of most dwarves, earthen are native outsiders with the earth subtype. They have reflective, crystalline skin that grants them a +2 racial bonus to AC against rays. Once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat. In addition, an earthen sorcerer with the elemental (earth) bloodline treats its Charisma score as 2 points higher for all sorcerer spells and class abilities. Furthermore, an earthen able to cast earth domain spells casts

its domain powers and spells at +1 caster level. This trait does not give earthen early access to level-based powers; it only affects powers that they could already use without this trait. This alters the bronzeman dwarf's type and replaces stoneform.

Eláfi Minotaur Racial Traits (11 RP)

+2 Strength, +2 Wisdom, -2 Intelligence: Eláfi, or elk-horns, are world soul minotaurs who revere the elk demigod of their homeworld. They are as strong as other minotaurs, but are gifted with different natural abilities. This alters the minotaur's ability scores.

Blessing of Elk-Horn: Eláfi minotaurs gain low-light vision and DR 5/magic. This replaces blessing of ancestral strength and darkvision.

Survivalist: Eláfi minotaurs gain Survival as a class skill. An eláfi that has Survival as a class skill gains a +2 racial bonus on Survival checks.

This replaces naturalist.

Exiled Tiedling Racial Traits (13 RP)

+2 Strength, +2 Charisma: Even before coming to Volwryn the exiled tiedlings ran from their home to escape persecution and torture. Now that they have reunited with more of their number, they stride boldly toward adventure, hoping to rid all realms of the evil that haunted them for so long. This alters the tiedling's ability scores and replaces fiendish sorcery.

Gift from the Stars (Sp): Exiled tiedlings can cast *cure moderate wounds* once per day. The tiedling's caster level equals its character level. This replaces the darkness spell-like ability.

Skilled: Exiled tiedlings gain a +4 racial bonus on Appraise checks to determine the value of gems and a +2 racial bonus on Diplomacy checks. This alters the skilled racial trait.

Star-Forged Tiedling Racial Traits

While any character of appropriate alignment and level can become starforged, there are exiled tiedlings who have embraced it entirely as a part of their heritage.

Exalted Resistance: Star-forged tiedlings gain spell resistance equal to 6 + their character level against spells and spell-like abilities with the [evil] descriptor, as well as any spells and spell-like abilities cast by evil outsiders. This replaces fiendish resistance.

Stars' Judgment: A star-forged tiedling with a 12 or higher Charisma gains the following spell-like ability (the caster level is equal to the tiedling's character level):

1/day—stars' judgment.

This replaces gift from the stars.

Star-Forged: Star-forged tiedlings gain Star-Forged as a bonus feat at 1st level. This replaces skilled.

Fiend-Touched Orc Racial Traits (12 RP)

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, -2 Intelligence: After accepting the gift of demonic power, the fiend-touched orcs invaded Volwryn in a bid to take it over for their slavers. The combined might of the native humans, gnomes, and dwarves routed many of the orcs back through their gateways, while others were captured and forced into indentured servitude. Eventually, the orcs would again free themselves and flee into the wilds where they have since reformed a semblance of tribes and attempted to make amends for their past on the world they now call home.



Medium: Orcs are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Fiend-touched orcs are humanoids with the orc subtype. They also count as demons for the purpose of effects such as smite evil or a ranger's favored enemies.

Taint of Evil: Regardless of its actual alignment, a fiend-touched orc appears evil and can be affected by spells and abilities that target evil creatures (such as smite evil and *protection from evil*).

Base Speed: Fiend-touched orcs have a base speed of 30 feet.

Darkvision: An orc can see perfectly in the dark up to 60 feet.

Demon Rage (Sp): As a swift action, a fiend-touched orc can ignite its demonic power, letting it act as though affected by a *rage* spell for a number of rounds per day equal to its character level (minimum 2). The *rage* effect's duration need not be consecutive rounds.

Stun Resistance: Fiend-touched orcs gain a +2 racial bonus on saves against being stunned. When stunned for at least 2 rounds, the orc reduces the duration by 1 round.

Primal Bond: As a standard action, a fiend-touched orc can use two rounds of demon rage to cast *rage*, as the spell. Once cast, the spell's effect can be maintained each round as a free action by using 2 additional rounds of demon rage. The orc's caster level is equal to its character level.

Languages: Orcs begin play speaking Common and Orc. Orcs with high Intelligence scores can choose from the following: Dwarven, Giant, Gnome, Goblin, Undercommon. See the Linguistics skill page for more information about these languages.

Forest Trollkin Racial Traits (13 RP)

+2 Strength, +2 Dexterity, +2 Constitution, +4 Wisdom, –2 Charisma: An offshoot of one of Volwryn's first sentient races, forest trollkin are adept combatants able to weave in and out of battle. They are masterful shamans and priests, but their attitude toward non-trolls has been known to make interactions difficult.

Medium: Trollkin are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Forest trollkin are humanoids with the trollkin subtype.

Base Speed: Forest trollkin have a base speed of 30 feet.

Low-Light Vision: Trollkin can see twice as far as humans in conditions of dim light.

Woodland Stride: Forest trollkin can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at their normal speed without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect them.

Trollkin Haste (Sp): As a swift action, a forest trollkin can quicken its pulse, letting it act as though affected by a *haste* spell for a number of rounds per day equal to its character level. The *haste* effect's duration need not be consecutive rounds.

Limited Fast Healing: Given time to concentrate, trollkin can heal faster than other creatures. When able to rest for at least 1 minute, or when reduced to 0 or fewer hit points, a trollkin gains fast healing 2. The trollkin can heal up to 2 hit points per level per day with this ability, after which it ceases to function. A trollkin that takes fire or acid damage cannot activate this ability for 1 hour.

Acid and Fire Vulnerability: Trollkin take 50% additional damage from acid and fire.

Languages: Trollkin begin play speaking Common and Giant. Forest Trollkin with high Intelligence can also choose Dwarven, Elven, Goblin, and Orc.

Alternate Racial Traits

The following racial traits can be selected in place of the typical forest trollkin racial traits.

Poison Adept: Some among the trollkin are skilled with poison and never risk accidentally poisoning themselves when applying it to weapons. In addition, a trollkin can apply a special *poison*, as the spell, to its weapon once per day. A creature struck by the trollkin's weapon must save vs. the effects of the spell. This is a Wisdom-based ability that replaces trollkin haste.

Treekin: Some trollkin preferred to live in the trees that grew on their homeworld. They gain a climb speed of 20 ft., which grants them a +8 racial bonus on Climb checks. This replaces woodland stride.

Trollkin Rage (Sp): As a swift action, a forest trollkin can quicken its pulse, letting it act as though affected by a *rage* spell for a number of rounds per day equal to its character level. The *rage* effect's duration need not be consecutive rounds. This replaces trollkin haste.

High Elf Racial Traits (10 RP)

Expert archers and scouts, high elves keep to the outlands surrounding their capital cities, guarding their people from incursion. With a strong, militaristic background, these elves make staunch allies despite their rustic ways.

Composite Bowyer: High elves are proficient with all bows. A high elf that wields a composite bow can substitute its Dexterity bonus (if any) for the Strength rating. This replaces weapon familiarity.

Fleet-Footed: High elves gain Run as a bonus feat and a +2 racial bonus on initiative checks. This replaces elven magic.

Natural Hunter: High elves with an 11 or higher Wisdom gain the following spell-like abilities (the elf's caster level is equal to its character level).

1/day—camouflage, detect poison, know direction, purify food and water.

This replaces elven immunities.

Ironfire Dwarf Racial Traits (11 RP)

+4 Constitution, –2 Dexterity, –2 Charisma: World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, ironfire dwarves take a –2 penalty to Dexterity and Charisma. This alters the dwarf's ability scores and replaces stonecunning.

Damage Reduction: Ironfire dwarves have DR 5/magic. This replaces greed, hatred, and weapon familiarity.

Ironfire Blood (Ex): Once per day, as a full-round action, an ironfire dwarf can ignite the fire in his blood, granting him a +2 natural armor bonus and a +4 alchemical bonus to his choice of Strength or Dexterity for 1 minute per character level. While this is in effect, the dwarf takes a –2 penalty to Intelligence if he increased his Strength or a –2 penalty to Wisdom if he increased his Dexterity.

This counts as the mutagen alchemist ability and does not stack with that ability or similar effects. This replaces hardy.

Fire Resistance: Ironfire dwarves have fire resistance 5. This replaces defensive training.

Káfsi Minotaur Racial Traits (11 RP)

+2 Strength, +2 Charisma, –2 Wisdom: Káfsi, or eternal flames, are world soul minotaurs who worship an ancient god of fire. They are as strong as other minotaurs, but are gifted with different natural abilities. This alters the minotaur's ability scores.

Blessing of Káfsi: Káfsi minotaurs gain fire resistance 5. A Káfsi with a 12 or higher Charisma gains the following spell-like ability (the caster level is equal to the minotaur's character level):

1/day—eagle's splendor.

This replaces blessing of ancestral strength.

Fire in the Blood: Káfsi minotaurs gain fast healing 2 for 1 round anytime they take fire damage (whether or not this fire damage overcomes their fire resistance). They can heal up to 2 hit points per level per day with this ability, after which it ceases to function. This replaces cunning.

Ritualist: Káfsi minotaurs gain Knowledge (religion) as a class skill. A káfsi that has Knowledge (religion) as a class skill gains a +2 racial bonus on Survival checks.

This replaces naturalist.

Moon Elf Racial Traits (10 RP)

+2 Dexterity, +2 Wisdom, –2 Intelligence: More diverse than any other race on Volwryn, world soul elves change to suit their environments. In very little time, a world soul elf can adapt to a new area, not only changing her physical appearance, but also her outlook and possibly even alignment. This alters the elf's ability scores.

Base Speed: Moon elves have a base speed of 40 feet. This replaces elven immunities.

Natural Stalker: Moon elves with an 11 or higher Wisdom gains the following spell-like ability (the elf's caster level is equal to its character level).

1/day—bleed, daze*, guidance, vanish.*

* The DC is equal to 10 + the user's Wisdom modifier.

This replaces elven magic.

Nature Resistance: Moon elves gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases. This replaces keen senses.

Alternate Racial Traits

The following racial traits can be selected in place of the typical moon elf racial traits.

Highborne: Highborne moon elves are often born with golden eyes shared with their sun elf cousins, depicting their preference for arcane magic. They gain +4 Intelligence, –2 Strength, –2 Wisdom. This alters the moon elf's ability scores.

Moon-Cursed Skinwalker Racial Traits (10 RP)

Moon-cursed skinwalkers were humans from the world of Volwryn afflicted by, and later cured of, lycanthropy. Retaining their ability to become vicious, werewolf-like creatures, these skinwalkers also try to keep a semblance of society despite their savage nature in combat.

Moon-cursed skinwalkers gain the same racial traits as other skinwalkers, except as follows.

+2 Strength, +2 Charisma, –2 Intelligence: Moon-Cursed Skinwalkers are diplomatic while in their human form, but their animal side sometimes gets in the way of logic and reason. This alters the skinwalker's ability scores.

Precision: A moon-cursed skinwalker gains a +1 bonus to confirm critical hits. This bonus increases by +1 at 3rd level and every odd level thereafter, to a maximum of +4 at 7th level. This otherwise counts as, and does not stack with, Critical Focus. This replaces the skinwalker's spell-like ability racial trait.

Moon-Cursed Resistance: A moon-cursed skinwalker gains Resistance 5 + half its character level to acid and cold damage. It also gains a +2 racial bonus to saves against spells and effects with the shadow descriptor. This replaces animal-minded.

Silver Sickness: Moon-cursed skinwalkers take 2 additional damage when hit by a silver weapon or the natural attack of a creature with damage reduction /silver.

Two Forms: Moon-cursed skinwalkers can appear as humans in most situations, but strong emotional situations, such as combat or the death of a loved one, transforms them into their hybrid wolf form. This change occurs when the skinwalker rolls initiative or fails a will save against an emotional effect while in its human form. The skinwalker can enter or leave this form as a full-round action when not in a situation as described above.

Hybrid Form: The skinwalker gains +2 Dexterity and Run as a bonus feat. It can cast *expeditious retreat* up to 3 times per day while in this form. This alters change shape.

Red-Blood Orc Racial Traits (11 RP)

+2 Strength, +2 Wisdom, –2 Intelligence: Some red-blood orcs were unaffected by the pact their kin made with demonic forces due to a unique illness that killed the fiendish taint. Others were either on a different plane or in a different time period when it occurred.

Medium: Orcs are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Red-blood orcs are humanoids with the orc subtype.

Base Speed: Red-blood orcs have a base speed of 30 feet.

Darkvision: An orc can see perfectly in the dark up to 60 feet.

Gift of Ancestors (Sp): As a swift action, a red-blood orc can draw on his ancestry to, letting it act as though affected by either *bull's strength* or *owl's wisdom* for a number of rounds per day equal to its character level (minimum 2). The *rage* effect's duration need not be consecutive rounds.

Harsh Wordler: A red-blood orc gains a +2 racial bonus on all Knowledge (nature) and Survival checks.

Mount Handler: A red-blood orc can spend 1 hour interacting with a number of mounts equal to his Wisdom modifier (minimum 1).



At the end of the hour, the mounts' speed increases by 10 feet for 24 hours. The orc can do this while also performing other acts such as preparing spells.

Tribal Bond: As a standard action, a red-blood orc can use two rounds of gift of ancestors to cast either *bull's strength* or *owl's wisdom*. Once cast, the spell's effect can be maintained each round as a free action by using 2 additional rounds of gift of ancestors. The orc's caster level is equal to its character level.

Beginning at 11th level, the orc can cast either *mass bull's strength* or *mass owl's wisdom* instead.

Orcish Tribes

The red-blood orcs of Volwryn divide themselves into tribes, each of which follow different beliefs and ideals.

Blind Seer: Though not actually blind, these orcs willingly take a -2 penalty to Perception checks to gain a +2 racial bonus on all Sense Motive checks. They also gain Improved Initiative as a bonus feat. This replaces mount handler.

Deadly Blade: The deadly blades gain Weapon Focus as a bonus feat and count as fighters of half their character level for the purpose of qualifying for fighter feats. A deadly blade with fighter levels can choose rogue talents as fighter bonus feats and counts half his fighter level as his rogue level when meeting the prerequisites for those talents. This replaces harsh worlder and mount handler.

Dragonmaster: The dragonmaster clan teaches domination and control. These orcs gain a +2 racial bonus on all Handle Animal and Intimidate checks. This replaces harsh worlder.

Forgemaster: By the time it can adventure, forgemaster orcs already have experience with crafting magical equipment. They gain Arcane Strike as a bonus feat, even if they don't meet the prerequisite. At 5th level, they gain either Master Craftsman or

Craft Magic Arms and Armor as a bonus feat, even if they don't meet the other prerequisites. This replaces harsh worlder and mount handler.

Night Priest: Worshipers of the darkness between the stars, night priest orcs gain a +2 racial bonus on all Knowledge (religion) and Stealth checks. This replaces harsh worlder.

Trophy Hunter: Trophy hunters were the remains of their most powerful kills, drawing on them for inspiration and confidence. They gain a +1 racial bonus on all saving throws. This replaces mount handler.

Warbringer: Natural leaders, warbringer orcs gain a +2 racial bonus on all Diplomacy checks. They also grant allies who can see and hear them a +1 bonus to initiative checks. This bonus increases by +1 at 3rd level and every odd level thereafter, to a maximum of +4 at 7th level. This otherwise counts as and doesn't stack with Improved Initiative. This replaces harsh worlder and mount handler.

Wolf Rider: Wolf riders gain low-light vision, Undersized Mount as a bonus feat, and a wolf companion as a druid of half their character level (minimum 1st). When his wolf companion would become large, a wolf rider gains gift of ancestors. This alters gift of ancestors and replaces darkvision and tribal bond.

Shadow Elf Racial Traits (10 RP)

Touched by Shadow: Sun elves and high elves who tamper with shadow magic can find themselves permanently changed by it, trading their frailty for control of the darkness inside them. They gain +2 Wisdom, +2 Charisma, and -2 Strength. Attacks made against shadow elves while they are within areas of dim light have a 50% miss chance instead of the normal 20% miss chance. This trait does not grant total concealment; it just increases the miss chance. This is a supernatural ability.

This alters the elf's ability scores and replaces elven immunities.

Shadow Resistance: Shadow elves gain cold resistance 5 and electricity resistance 5. This replaces keen senses.

Preternatural Shadow: For a number of rounds per day equal to its character level, a shadow elf can lower the ambient light within 60 feet by one level (bright, normal, dim, and dark). Activating this ability is a standard action, but it can be maintained as a free action on the elf's turn. These rounds need not be consecutive. Multiple uses of this ability do not stack. This replaces elven magic.

Shadow Rift: A shadow elf gains the supernatural ability to cast *dimension door* once per day. When casting that spell in this way, the elf must be able to see the space that it is moving into. The elf cannot take other creatures with it, and it can only move up to 15 feet + 5 feet for every 2 character levels it possesses. This replaces weapon familiarity.

Soulrent Reborn Racial Traits (12 RP)

Soulrent reborn are raised into unlife by the champions of death from Volwryn. Forsaken because of their curse, they have been forced to band together, eventually forming a society all their own.

+2 Dexterity, +2 Intelligence, -2 Constitution: Soulrent reborn are preternaturally quick and adaptable, but their curse makes their life force weak.

Medium: Soulrent reborn are Medium creatures and thus receive no bonuses or penalties due to their size.

Type: Soulrent reborn are humanoids with the human subtype. They also count as undead for the purpose of effects such as smite evil and a ranger's favored enemies.



Slow and Steady: Soulrent reborn have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: A soulrent reborn can see perfectly in the dark up to 60 feet.

Half-Undead: As half-undead, soulrent reborn gain a +2 racial bonus on saving throws against disease and mind-affecting effects. They take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.

Breathless: Soulrent reborn do not have to breathe. They are not at risk of drowning and are immune to effects that require breathing, such as inhaled poisons. This does not grant immunity to cloud or gas attacks that don't require breathing.

Iron Will: Soulrent reborn gain Iron Will as a bonus feat.

Vampiric Strike: Once per day, when a soulrent reborn confirms a critical hit with an attack, or a creature rolls a natural 1 on a saving throw against a soulrent reborn's spell, the reborn can also cast *vampiric touch* on that creature as a free action (its caster level is equal to its character level).

Star Elf Racial Traits (10 RP)

Arcane Diplomat: Star elves shut themselves away from the world for many years, developing a society of intellectuals and politicians. What they lack in strength, they make up for with arcane talent rivaling sun elves. This gives star elves +2 Intelligence, +2 Charisma, and -2 Strength. Once per day, a star elf can roll twice when making a Bluff or Diplomacy check and take the better roll. This alters the elf's ability scores and replaces keen senses.

Cantrips: Each star elf knows a number of wizard cantrips (0-level spells) equal to its Intelligence or Charisma modifier (its choice). It can cast those spells at will as spell-like abilities. This replaces weapon familiarity.

Star Elf Magic: A star elf with an 11 or higher Intelligence or Charisma can also choose one 1st-level wizard spell that does not attack a creature or deal damage. It can cast that spell once per day as a spell-like ability. This replaces elven immunities.

Arcane Affinity: Once per day, a star elf can prepare or cast a metamagic spell at 1 lower spell level than the normal adjustment (minimum level increase +0). This replaces elven magic.

Withered Star Elf Racial Traits

Star elves deprived of access to their magic for too long will lose access to it permanently. This drives the elf somewhat insane, greatly increases its physical attributes, and makes it more animalistic. These racial traits replace those stated above.

+2 Strength, +2 Constitution, -2 Intelligence: Having gone feral, the elf's slight frame belies a much more powerful form.

Keen Senses: A withered star elf gains a +2 racial bonus on Perception checks.

Siphon Magic: Once per day, a withered star elf can draw the magic away from another creature or object as a supernatural ability. As a standard action, the elf makes a touch attack against its target. If the target is a creature, it loses a number of spells of the highest level it can cast or uses of a spell-like ability for the day equal to the elf's Constitution modifier. If the target is a magic item, it's magic is suppressed for a number of rounds equal to the elf's character level. Regardless of the target, a successful Will saving throw (DC 10 + half the elf's character level + its Constitution modifier) negates the effect.

Recovered Consciousness (Su): A withered star elf that successfully uses siphon magic gains the benefits of *fox's cunning* for a number of hours equal to its character level.

Sun Elf Racial Traits (10 RP)

+2 Intelligence, +2 Charisma, -2 Constitution: The sun elves stepped out of the shade of the trees so beloved by their brethren and into the light. Now they explore the world in search of more power and arcane secrets. This alters the elf's ability scores.

Acuity: Sun elves gain a +2 racial bonus to confirm critical threats. This replaces keen senses.

Arcane Affinity: Once per day, a sun elf can prepare or cast a metamagic spell at 1 lower spell level than the normal adjustment (minimum level increase +0). This replaces elven magic.

Torrent of Power: Once per day, a sun elf can cast *silence* as a spell-like ability, centered on itself. The elf's caster level is equal to its character level. This replaces elven immunities.

Alternate Racial Traits

The following racial traits can be selected in place of the typical sun elf racial traits.

Betrayed: Sun elves were once abandoned to die by their former allies and turned to dark forces for aid. Some still possess the taint of that decision, even now. They gain +1 to the DC of any saving throws against necromancy spells that they cast. Betrayed sun elves with a Charisma score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the elf's character level):

1/day—*bleed*, *chill touch*, *detect poison*, *touch of fatigue*.

This replaces arcane affinity.

Tech Gnome Racial Traits (10 RP)

+2 Constitution, +2 Intelligence, -2 Wisdom: Tech gnomes are a tough, intelligent race who occasionally lack insight. They are avid inventors, eager to raise the efficiency on any task they perform. This alters the gnome's ability scores.

Escape Artist: Tech gnomes receive a +2 racial bonus on Escape Artist checks. This replaces keen senses.

Expansive Talent: Tech gnomes count all of their ability scores as 2 points higher when determining class ability uses per day, points gained as a pool (such as grit, ki, or panache), or bonus spells per day. This replaces gnome magic.

Master Tinker: Tech gnomes gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as proficient with any weapon they have personally crafted. This replaces defensive training and hatred.

Gamma Gnome Racial Traits

Back on Volwryn, several guilds of tech gnomes were transformed by a technological disaster. Renamed gamma gnomes, it was years before any of them regained a modicum of lucidity, and even now they are prone to violence when pushed too far. These racial traits replace those listed above.

+2 Constitution, +2 Wisdom, -4 Intelligence: Gamma gnomes are tough and attentive, but their potent intellect is forever lost.

Outsider: A gamma gnome is considered an outsider with the earth and native subtypes.

Acidic Assault (Su): Once per day as a swift action, a gamma gnome can call on the lingering toxicity lurking in its veins to shroud its arms in acid. Unarmed strikes with its elbows or hands (or attacks with weapons held in those hands) deal +1d6 points of acid damage. This lasts for 1 round per character level. The gnome may end the effects of acidic assault early as a free action.

Gamma Resistance: Gamma gnomes have acid resistance 5 and fire resistance 5.

Hatred: Gamma gnomes receive a +1 bonus on attack rolls against humanoid creatures of the gnome and goblinoid subtypes.

Vónasos Minotaur Racial Traits (11 RP)

Vónasos, or bison-fur, are world soul minotaurs who survive in the frozen regions of their homeworld. They are as strong as other minotaurs, but are gifted with different natural abilities.

Blessing of Vónasos: Vónasos minotaurs gain cold resistance 5. A vónasos with a 12 or higher Wisdom gains the following spell-like ability (the caster level is equal to the minotaur's character level):

1/day—bear's endurance.

This replaces blessing of ancestral strength.

Mountaineer: Vónasos minotaurs are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. This replaces sprinter.

Improved Overrun: Vónasos minotaurs gain Improved Overrun as a bonus feat at 1st level. This replaces cunning.

Spiritualist: Vónasos minotaurs receive a +2 racial bonus on Knowledge (religion) checks and can make those checks untrained.

This replaces naturalist.

Wildhill Dwarf Racial Traits (11 RP)

+4 Constitution, -2 Strength, -2 Intelligence: World soul dwarves have 3 major clans, each with distinct traits of their own. While all world soul dwarves gain +4 Constitution, wildhill dwarves take a -2 penalty to Strength and Intelligence. This alters the dwarf's ability scores and replaces stonecunning.

Base Speed: Wildhill dwarves have a base speed of 30 feet, but lose their ability to avoid encumbrance.

Low-Light Vision: Wildhill dwarves can see twice as far as humans in conditions of dim light. This replaces darkvision.

Electricity Resistance: Wildhill dwarves have electricity resistance 5. This replaces defensive training.



Skilled Riders: Wildhill dwarves gain a +2 racial bonus on Fly and Ride checks made to control a mount. They always treat both Fly and Ride as class skills. This replaces greed.

Griffon Cub: At a young age, most wildhill dwarves will form a special bond with the griffons their race breeds. They gain a griffon cub (treat as a roc) as the druid's nature's bond class feature. The dwarf's effective druid level is equal to his character level -3 (minimum 1st). At 10th level (or effective 7th-level druid), the dwarf's companion becomes a fully grown griffon. This replaces hardy and weapon familiarity.

Alternate Racial Traits

The following racial traits can be selected in place of the typical wildhill racial traits.

Elemental Summoner (Sp): When summoning a creature with an elemental subtype (air, earth, fire, or water) with a summon spell, the dwarf increases the duration of that spell by 2 rounds. Once per day, the dwarf can cast *summon nature's ally* to summon a small air, earth, fire, or water elemental as a druid of his character level. This replaces griffon cub.

World Soul Favored Class Bonuses

The following options are available to all tsura characters who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. Classes with an asterisk (*) can be found in The Book of Many Things Volume 1.

Alchemist: Add +1/2 to bomb damage.

Antipaladin: Add +1/3 damage dealt by the antipaladin's touch of corruption ability.

Arcanist: Increase total number of points in the arcanist's arcane reservoir by 1.

Barbarian: Add 1 to the barbarian's total number of rage rounds per day.

Brawler: Add 1/4 to the brawler's effective level to determine unarmed strike damage.

Druid: Add +1/3 to the druid's natural armor bonus when using wild shape.

Fighter: Gain +1/5 of a new weapon training. This does not increase the value of other weapon training choices, but does increase as a result of them.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

Hunter: The hunter's animal companion gains a +1/4 luck bonus on saving throws. If the hunter replaces her animal companion, the new animal companion gains this bonus.

Invoker*: The invoker's familiar gains a +1/4 luck bonus on saving throws. If the invoker replaces her familiar, the new familiar gains this bonus.

Monk: Add +1/4 point to the monk's ki pool.

Necromancer*: Add +1 foot to the size of all the necromancer's aura class features. This option has no effect unless the necromancer has selected it 5 times (or another increment of 5); an aura of 14 feet is effectively the same as a 10-foot aura, for example.

Ninja: Add +1/4 point to the ninja's ki pool.

Paladin: Add +1/2 hp to the paladin's lay on hands ability (whether using it to heal or harm).

Priest of Volwryn: Add +1/4 point to the priest's faith points.

Ranger: Add +1/4 to a single existing favored enemy bonus (maximum bonus +1 per favored enemy).

Rogue: Add a +1/2 bonus on Bluff checks to feint and Sleight of Hand checks to pickpocket.

Shaman: The shaman gains 1/6 of a new shaman hex.

Slayer: Gain a +1/3 bonus on critical hit confirmation rolls made while using sneak attack (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Swashbuckler: Gain a +1/3 bonus on all critical hit confirmation rolls made while using the precise strike deed (maximum bonus of +5). This bonus doesn't stack with those gained through Critical Focus and similar effects.

Warpriest: Gain a +1/3 bonus on the damage dealt or healed with the warpriest's channel energy ability.

World Soul Archetype

The following archetype is always available to world soul races, but other races, with GM permission, may choose it as well.

Fury Warrior (Barbarian Archetype)

On Volwryn, every world soul is trained in some form of combat, and becoming a warrior in any culture is easier than learning to cook. Because of how prevalent warriors are, the better way to distinguish one from another is through their specialization.

In the case of fury warriors, this takes the form of a brutal combatant trained in savage techniques, able to wield massive weapons and destroy his enemies.

Fury (Ex): At 1st level, a fury warrior gains a pool of fury from which he draws his abilities. This functions as the gunslinger grit class feature, except it uses the warrior's Constitution modifier in place of Wisdom and applies only when the warrior is wielding two melee weapons. This replaces fast movement, rage, greater rage, tireless rage, and mighty rage.

A fury warrior regains 1 fury point any time he confirms a critical hit against a creature with at least as many Hit Dice as the warrior's character level -3; when that creature confirms a critical hit against him; or when he reduces that creature to 0 or fewer hit points.

Deeds: Fury warriors spend their fury to perform acts of heroism, defiance, and power. As they gain barbarian levels, they learn new ways in which to apply their fury.

This replaces the barbarian's rage powers.

Volwryn's Grasp (Ex): At 1st level, as long as a fury warrior has at least 1 fury point remaining, he gains Two-Weapon Fighting as a bonus feat and treats two-handed melee weapons as one-handed weapons for the purpose of dual-wielding.

At 6th level, he also gains Improved Two-Weapon Fighting.

At 10th level, he reduces his two-weapon fighting penalty by 2.

At 16th level, he also gains Greater Two-Weapon Fighting.

At 18th level, he also gains Double Slice.

Twin Strike (Ex): As a standard action, the warrior can make one attack at his highest attack bonus with each of up to two melee weapons. Each attack takes a -2 penalty. This costs 1 fury point.

Bloodthirst (Ex): At 2nd level, a fury warrior can use a free action to choose one or more creatures that would grant him fury points that he can see and which can see him. The warrior increases



the critical threat range of one weapon or primary natural attack used by each creature by 1 when they attack him. The creatures are aware of this bonus. If a creature attacks the warrior with the chosen weapon or attack while it has this bonus, the warrior adds up to +1 to the critical threat range of both his weapons when attacking that creature. This increase applies after other effects such as keen or Improved Critical and lasts until the creature dies or the warrior uses a free action to end the effect. Performing this deed costs 1 fury per creature.

At 12th level, the warrior can increase the threat range of the creature's attack and his own attacks by 2.

At 20th level, the warrior can increase the threat range of the creature's attack and his own attacks by 3.

Furious Slash (Ex): At 2nd level, a fury warrior can resolve a melee or thrown weapon attack against touch AC instead of normal AC when making more than one attack against the same target. Performing this deed costs 1 fury point +1 per -2 penalty on the attack. The warrior still takes the penalty on attack rolls for dual-wielding, secondary natural attacks, and attacks gained for having a high base attack bonus when he performs this deed.

Enrage (Su): At 4th level, a fury warrior can spend 1 fury point create a *rage* effect, targeting only himself. The warrior's caster level for this ability is equal to his Constitution modifier.

Heroic Throw (Ex): At 4th level, as long as the fury warrior has at least 1 fury point, he gains Charging Hurler as a bonus feat.

At 12th level, a two-handed weapon he wields gains the throwing and returning magic weapon properties while he has at least 1 fury point.

At 20th level, he gains Improved Charging Hurler as a feat as long as he has at least 1 fury point.

Executioner (Ex): At 8th level, as long as the fury warrior has at least 1 fury point, he gains the benefits of Improved Critical with one of his melee weapons while dual-wielding. He must choose which of his weapons gains this benefit, and can change it after resting for at least 8 hours.

At 16th level, he gains this benefit with both weapons.

World Soul Feats and Spell

All world souls have access to the following feats. For race-specific feats, see chapter 4.

Star-Forged

You have been chosen to champion the exalted stars of Volwryn.

Prerequisite: Cha 13, world soul race.

Benefit: Your alignment becomes Lawful-Good. You gain acid resistance 5, cold resistance 5, and electricity resistance 5. You also naturally shed light as a torch, but can suppress this ability as a free action.

Special: If your alignment changes from Lawful-Good, you lose access to this feat until you become Lawful-Good once more.

Stars' Reckoning

Upon your death, the exalted stars of Volwryn take immediate vengeance.

Prerequisite: Star-Forged, Cha 13, character level 9th, world soul race.

Benefit: Once per day, when you would die, you cast *flame strike* as a spell-like ability, centered on yourself. Your caster level with this ability is equal to your character level, and the saving throw is equal to 10 + half your character level + your Charisma modifier. Allies in the area of the *flame strike* are healed for half the amount of damage you deal instead.

Stars' Judgment

School evocation [fire]; **Level** cleric 2, inquisitor 2, paladin 2, shaman 2

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Target cylinder (10-ft. radius, 20-ft. high)

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell is typically only available to creatures with the Star-Forged feat.

This spell functions like *flame strike*, except as noted here. It deals 1d6 points of damage +1 point per caster level (maximum +5) to enemies in the area.

You and your allies in the area are healed by this spell instead.

Other Racial Character Options

In addition to the races added here, some existing races also gain additional options now that the rifts have opened into the shattered worlds. These can be cousins to the existing race, or some integral change to what the race is. It could also be an adaptation made by the race to survive in the new reality.

Dalets

The dalets found in the Collective are somehow even more otherworldly than their chaotic counterparts. What they lack in flexibility and gross habits, they make up for with the ability to become other creatures, sort of. Dalets from the Collective have access to the following feats and alternate racial trait.

Alter Form (Su): The dalet can assume the form of any Small or Medium creature it can see for up to a number of rounds each day equal to its Constitution modifier (minimum 1) + half

its character level. The dalet's new form copies the creature's movement, natural armor, attacks, resistances, and weaknesses, but none of its special attacks or qualities. These rounds need not be consecutive, but the dalet cannot use its other racial traits while so transformed. This is a polymorph effect and replaces amorphous skin and tentacles.

Elflings

Elflings are the links to Zaelin's past, its legendary heroes of time and nature. Every generation, the elflings of the world fight back the diabolical rule of the sorcerer king. With the aid of the runekin, the tsura, and sometimes even the fiari, these masters of multiple worlds draw their legendary blades in the name of courage and hope.

Elflings from the world of Zaelin have access to the following feats and alternate racial traits.

Sky Forest Elfing: Sky forest elflings traveled to the material plane from the world of Zaelin. They are taller than other elflings, while retaining their halfling curiosity and propensity for heroism. They are Medium creatures who always have proficiency with shields. This racial trait modifies the elfling's size and replaces sleep immunity.

Zaelin Royalty: An elfling born to the noble kingdom of Zaelin is blessed with mystical wisdom belying its years. The elfling gains +2 Dexterity, +2 Wisdom, -2 Strength and may pick two Knowledge skills. It gains a +2 racial bonus on both of these skills, and they are treated as class skills regardless of what class the elfling actually takes. This racial trait modifies the elfling's ability bonuses and replaces natural climbers.

Ursaren

For every breed of bear in the world, there is a different culture of ursaren. Some have shamanistic, worldly cultures who ally and war with the various different races. Others seclude themselves, hiding behind magic and dealing with struggles of their own.

Ursaren from the world of Volwryn have access to the following feats and alternate racial traits.

Gourmand: Ursaren born on the misty isles of Volwryn are expert chefs and brewers of fine alcohols. They gain a +2 racial bonus on Profession (cook) checks and Skill Focus as a bonus feat for that skill. This racial trait replaces natural athlete.

Roll (Ex): On its turn, an ursaren can use a swift action to increase its normal movement speed by 10 ft. and its charging speed by an additional 10 ft. (+20 ft. total). While moving in this way, the ursaren cannot use a weapon, but it does gain a +2 racial bonus on combat maneuver checks made to bull rush or overrun creatures. It can end this effect with another swift action. This racial trait replaces natural athlete.

Vine Leshy

With the shattering of the worlds, the leshys of different worlds have cross pollinated and created new offshoots of the race.

Vine leshys from the world of Zaelin have access to the following feats and alternate racial traits.

Scrub: Vine leshy scrubs have developed the ability to quickly spit seeds, stones, and other tiny projectiles at their enemies. This is treated as a natural sling weapon of the appropriate size (usually Small, dealing 1d3 bludgeoning damage on a hit), and the vine leshy can create its own ammunition. A vine leshy with a Charisma of 11 or higher can cast *magic weapon* on its sling as a spell-like ability up to twice each day. Its caster level is equal to its character level. This racial trait replaces climber and pass without trace.





2 Classes

So many worlds exist where fighters, wizards, and even clerics fall into traditional fantasy roles. But what of those worlds where priests balance precariously between light and shadow? Where druids and wizards are legends told in the stars? Where fighters can change their entire outlook on combat with only a minute's rest?

This chapter introduces several classes from the different worlds where rifts opened as a result of the war with the Chaos. Base classes, such as the astrologer, gamer, and generational hero, find their place among new spins on old favorites.

The Collective: Several of the classes presented in this chapter originated in the collective. Concepts that fit well in multiple worlds, those from worlds with very little representation, and those that are a combination of ideas from several worlds combined have found a home here.

Classes specifically from the collective include the astrologer, gamer, monster tamer, and potentialist.

Jin-Ku: Those who braved the rifts from Jin-Ku were typically either sky pirates or dragon hunters.

Volwryn: A varied world indeed, Volwryn boasts twelve different takes on existing classes, each with between two and four ways to enjoy them.

Zaelin: While Zaelin is best known for its myriad of races, only one class, the generational hero, really stands out on its own.

Astrologer

You could not comprehend what lies beyond.

Astrologers, sometimes called astromancers, are simplistic spellcasters who draw their power from the alignment of the stars at any given time. While their magic can be seen as chaotic or random, astrologers know how to make the best use of it, and those with experience can even bend it to their specific needs.

The first astrologers were diviners who sought a path not directed by god or man. Flinging their hopes to the stars, they began to study the celestial bodies for answers to questions not yet asked. The reply they received was breathtaking. While it is easy to take the first steps into astromancy, holding to that path can be a challenge when you've foreseen the outcome already.

Role: Astrologers use the position of the stars to aid their allies and harm their enemies. They rely on their Wisdom and Intelligence to get them through the worst of times.

Alignment: Any.

Hit Die: d6.

Class Skills

The astrologer's class skills are Craft (Int), Heal (Wis), Knowledge (arcana), Knowledge (history), Knowledge (planes), Knowledge (religion), Perception (Wis), Profession (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the astrologer.

Weapon and Armor Proficiency: Astrologers are proficient with up to two simple weapons of their choice. They are not proficient with any armor or shields. Armor interferes with an astrologer's movements, which can cause his spells with somatic components to fail.

Table: Astrologer

	Base				
	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Astromancy (1st), detect stellar alignment, zodiac spells
2nd	+1	+0	+0	+3	Zodiac feat
3rd	+1	+1	+1	+3	Astromancy (2nd)
4th	+2	+1	+1	+4	Zodiac convergence, zodiac spell
5th	+2	+1	+1	+4	Astromancy (3rd), challenge fate ± 1
6th	+3	+2	+2	+5	Twist fate, zodiac feat
7th	+3	+2	+2	+5	Astromancy (4th), zodiac spell
8th	+4	+2	+2	+6	Zodiac convergence
9th	+4	+3	+3	+6	Astromancy (5th)
10th	+5	+3	+3	+7	Challenge fate ± 2 , zodiac feat, zodiac spell
11th	+5	+3	+3	+7	Astromancy (6th)
12th	+6/+1	+4	+4	+8	Zodiac convergence
13th	+6/+1	+4	+4	+8	Astromancy (7th), zodiac spell
14th	+7/+2	+4	+4	+9	Zodiac feat
15th	+7/+2	+5	+5	+9	Astromancy (8th), challenge fate ± 3
16th	+8/+3	+5	+5	+10	Zodiac convergence, zodiac spell
17th	+8/+3	+5	+5	+10	Astromancy (9th)
18th	+9/+4	+6	+6	+11	Zodiac feat
19th	+9/+4	+6	+6	+11	Twist fate, zodiac spell
20th	+10/+5	+6	+6	+12	Challenge fate ± 4 , zodiac convergence

Astromancy (Sp): Astrologers draw power from the stars of their world, even when they may not be visible, such as during the day, when the astrologer is underground, or even on another plane. Astromancy is how an astrologer accesses that power and uses it to create effects.

Astromancy divides the stars into 4 major constellations and 8 minor constellations, as shown on Table: Astrologer Constellations. Waxing constellations grant an astrologer up to 6th-level spells, while waning constellations grant only 1st through 4th-level spells. Zenith constellations grant up to 9th-level spells. Descriptions of each constellation, as well as the spells they grant, can be found in chapter 5.

Stellar Alignment: At the end of each day, before he rests, an astrologer can focus his attention on one specific constellation. To do so, the astrologer must spend 1 uninterrupted hour of quiet meditation contemplating the stars and their current alignment. At the end of the hour, the astrologer chooses the minor constellation from which he will benefit for the next day. If he does not spend this hour, or is unable to for any reason, the progression continues in order.

An astrologer can also allow fate to guide him. During his hour of meditation, he can roll a single d12 to determine his next day's stellar alignment. If he does, the astrologer also gains access to 1 spell from each of the minor constellations surrounding the one he rolled. For example, if Logan rolls a 6 during his meditation, his next day grants him access to caretaker magic under the druid. In addition, fate smiles on Logan, granting him access to 1 lycanthrope spell and one graeae spell of his choosing.

Spellcasting: An astrologer casts arcane spells which are drawn from his current stellar alignment. He can cast any spell granted by his stellar alignment without preparing it ahead of time.

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

An astrologer can only cast up to 3 spells of each spell level per day. In addition, the astrologer receives bonus spells per day if he has a high Intelligence or Wisdom score.

Detect Stellar Alignment (Sp): Each astrologer knows how to cast *detect stellar alignment* at will as a spell-like ability.

Zodiac (Su): Astrologers usually pick one major constellation—referred to as a zodiac—on which they focus their studies. Each of these constellations provides an astrologer with a few specific spells, feats, and a convergence.

Zodiac Spells: At 1st level, an astrologer picks one spell from any of the constellations under his zodiac. He can cast that spell 2 times each day, regardless of his current stellar alignment. At 4th level, and every even level thereafter, the astrologer can choose 1 spell of the highest level he can cast from his zodiac. He can also cast each of those spells twice per day, regardless of his current stellar alignment. When he gains a new spell in this way, the astrologer can also change up to 1 previous spell for another of the same spell level.

Zodiac Feats: An astrologer's research into his zodiac manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected zodiac, even if he does not have the normal prerequisites. Feats not found in the *Pathfinder® Roleplaying Game Core Rulebook™* (PZO1110) are summarized in chapter 4.

Zodiac Convergence (Su): At 4th level, an astrologer gains a convergence from his zodiac, which prevents him from using another convergence, as detailed in *The Book of Many Things Volume 1: Order and Chaos*. His zodiac convergence upgrades automatically at 8th, 12th, 16th, and 20th level. A summary of each convergence and when it upgrades is provided under each zodiac for easy reference.

Challenge Fate (Ex): Beginning at 5th level, when an astrologer leaves his stellar alignment to fate, he can adjust his roll by 1 in either direction. He can adjust his roll by 2 at 10th level, 3 at 15th level, and 4 at 20th level.

Twist Fate (Ex): At 6th level, and again at 19th level, an astrologer learns how to better avoid some of the pitfalls fate has in store for him. He gains a +3 bonus to his choice of Fortitude or Reflex saves. This bonus stacks.

Astrologer Zodiacs

Cleric Zodiac

Zodiac Feats (Ex): Arcane Shield, Dispel Synergy, Go Unnoticed, and Improved Counterspell. At 6th level, he adds Destructive Dispel and Heavy Armor Proficiency to the list. At 10th level, he adds Arcane Armor Mastery and Divine Interference to the list.

Convergence (Su): Astrologers with the cleric zodiac gain the undead convergence.

Beginning at 4th level, the astrologer gains Diplomacy as a class skill, Toughness as a bonus feat, a +1 enhancement bonus to Constitution, and the ability to cast *detect undead* as a spell-like ability once per day.

At 8th level, he gains a +2 enhancement bonus on Disguise, Heal, Knowledge (religion), and Stealth checks; a +1 natural armor bonus, cold resistance 5, and a +2 enhancement bonus to Wisdom.

At 12th level, he gains a +2 bonus on Fortitude saves and his cold resistance increases to 10. He also increases his skill bonus to +4 and gains Damage Reduction 5/silver.

At 16th level, he gains a +2 bonus on Will saves and his cold resistance increases to 15. He also gains a +2 enhancement bonus to Strength and can cast *undead anatomy II* once per day as a spell-like ability.

At 20th level, his natural armor bonus increases to +2, his skill bonus increases to +6, and his DR becomes 10/silver. In addition, he gains the purity of body monk class feature which makes him immune to all diseases, including supernatural and magical diseases.

Druid Zodiac

Zodiac Feats (Ex): Arcane Strike, Aspect of the Beast, Improved Reposition, and Medium Armor Proficiency. At 6th level, he adds Arcane Armor Mastery and Dispelling Critical to the list. At 10th level, he adds Greater Reposition and Repositioning Strike to the list.



Table: Astrologer Constellations

Major	Waxing	Zenith	Waning
Wizard	1. magician	2. destroyer	3. seer
Druid	4. guardian	5. lycanthrope	6. caretaker
Witch	7. graeae	8. enchantress	9. imp
Cleric	10. healer	11. lich	12. steward

Convergence (Su): Astrologers with the druid zodiac gain the guardian convergence.

Beginning at 4th level, the astrologer gains Survival as a class skill, Improved Initiative as a bonus feat, and a +1 enhancement bonus to Constitution. Once per day, he can cast *sacrificial oath* as a spell-like ability.

At 8th level, he gains a +2 enhancement bonus on Diplomacy, Heal, Sense Motive, and Use Magic Device checks; the aura of courage paladin class feature, and a +2 bonus on saving throws against poison. He can also cast *death ward* once per day as a spell-like ability.

At 12th level, he gains a +2 enhancement bonus to Wisdom and the aura of resolve paladin class feature. He also increases his skill bonus to +4 and can use lay on hands once per day as a paladin of his astrologer level.

At 16th level, he gains a +2 enhancement bonus to Charisma and a +2 resistance bonus on all saves. He also gains 1 mercy that can be applied when using lay on hands and the ability to cast *paladin's sacrifice* once per day as a spell-like ability.

At 20th level, he gains an additional mercy and a +4 resistance bonus on all saves. He also increases his skill bonus to +6 and can use the channel energy paladin class feature once per day.

Witch Zodiac

Zodiac Feats (Ex): Arcane Blast, Brew Potion, Extra Hex, and Light Armor Proficiency. At 6th level, he adds Arcane Armor Training and Prophetic Visionary to the list. At 10th level, he adds Dastardly Finish and Spell Hex to the list.

Convergence (Su): Astrologers with the witch zodiac gain the fey convergence.

Beginning at 4th level, the astrologer gains Stealth as a class skill, Iron Will as a bonus feat, and a +1 enhancement bonus to Wisdom. He can also cast *charm person* once per day as a spell-like ability.

At 8th level, he gains a +2 enhancement bonus on Handle Animal, Knowledge (nature), Survival, and Swim checks; Alertness as a bonus feat, and the woodland stride druid class feature. He can also cast *vanish* once per day as a spell-like ability.

At 12th level, he gains a +2 enhancement bonus to Charisma and increases his skill bonus to +4. He also learns to cast both *speak with animals* and *invisibility* once per day as spell-like abilities.

At 16th level, he gains a +2 enhancement bonus to Dexterity and the trackless step druid class feature. He also becomes immune to magic sleep effects and gains a +2 racial saving throw bonus against enchantment spells and effects. Finally, he learns to cast *deep slumber* once per day as a spell-like ability.

At 20th level, he gains Damage Reduction 10/cold iron and the hide in plain sight ranger class feature. He also increases his skill bonus to +6 and learns to cast *speak with plants* once per day as a spell-like ability.

Wizard Zodiac

Zodiac Feats (Ex): Arcane Talent, Breadth of Experience, Moonlight Stalker, and Scribe Scroll. At 6th level, he adds Ironhide and Moonlight Stalker Feint to the list. At 10th level, he adds Moonlight Stalker Master and Preferred Spell to the list.

Convergence (Su): Astrologers with the wizard zodiac gain the genie convergence.

Beginning at 4th level, the astrologer gains Bluff as a class skill, Improved Initiative as a bonus feat, a +1 enhancement bonus to Intelligence, and fire resistance 5.

At 8th level, he gains a +2 enhancement bonus on Diplomacy, Knowledge (arcana), Knowledge (planes), and Perform checks; a +1 natural armor bonus, Dodge as a bonus feat, and spell resistance equal to 6 + his astrologer level.

At 12th level, he gains a +2 enhancement bonus to Charisma and his bonus to skills increases to +4. In addition, his fire resistance increases to 10, and he learns 1 1st or 2nd-level bard spell of his choice that he can cast once per day as a spell-like ability.

At 16th level, he gains a +2 enhancement bonus to Wisdom and increases his spell resistance to 11 + his astrologer level. He also learns a 4th-level or lower bard spell of his choice that he can cast once per day as a spell-like ability. Finally, the astrologer can take 10 on any Knowledge skill check in which he has ranks.

At 20th level, he is immune to fire damage and his skill bonus increases to +6. His natural armor bonus also increases to +2 and he learns a 6th-level or lower bard spell of his choice that he can cast once per day as a spell-like ability.

Favored Class Bonuses

These races make particularly good astrologers.

Arbiter: Add +1/4 to the astrologer's caster level when casting spells from the steward constellation.

Astomoi: Add +1/4 to the astrologer's caster level when casting spells from the caretaker constellation.

Dalet: Add +1/4 to the astrologer's caster level when casting spells from the lycanthrope constellation.

Farrealmer: Add +1/2 hit point and +1/4 to the astrologer's base attack.

Ganzi: Add +1/4 to the astrologer's caster level when casting spells from the imp constellation.

Human: Add +1/4 to the astrologer's caster level when casting spells from the lich constellation.

Kasatha: Add +1/4 to the astrologer's caster level when casting spells from the destroyer constellation.

Lashunta: Add +1/4 to the astrologer's caster level when casting spells from the graeae constellation.

Munavri: Add +1/4 to the astrologer's caster level when casting mind-affecting spells.

Reptoids: Add +1/4 to the astrologer's caster level when casting spells from the enchantress constellation.

Rougarou: Add +1/4 to the astrologer's caster level when casting spells from the guardian constellation.

Skaldak: Add +1/4 to the astrologer's caster level when casting spells from the seer constellation.

Vulture-Man: Add +1/4 to the astrologer's caster level when casting spells from the magician constellation.

Yaddithian: Add +1/4 to the astrologer's caster level when casting spells from the healer constellation.

Table: Gamer

Base		Fort		Ref		Will	
Level	Attack Bonus	Save	Save	Save	Save	Special	
1st	+1	+0	+0	+2		Gamer logic, roleplay	
2nd	+2	+0	+0	+3		Specialization	
3rd	+3	+1	+1	+3		Armory I, hearth	
4th	+4	+1	+1	+4		Build progression	
5th	+5	+1	+1	+4		Specialization	
6th	+6/+1	+2	+2	+5		Armory (type II)	
7th	+7/+2	+2	+2	+5		Build progression	
8th	+8/+3	+2	+2	+6		Specialization, hearth (return)	
9th	+9/+4	+3	+3	+6		Amory (quick select)	
10th	+10/+5	+3	+3	+7		Build progression	
11th	+11/+6/+1	+3	+3	+7		Greater roleplay, specialization	
12th	+12/+7/+2	+4	+4	+8		Armory (type III)	
13th	+13/+8/+3	+4	+4	+8		Build progression, hearth (greater)	
14th	+14/+9/+4	+4	+4	+9		Specialization	
15th	+15/+10/+5	+5	+5	+9		Armory (type IV)	
16th	+16/+11/+6/+1	+5	+5	+10		Build progression	
17th	+17/+12/+7/+2	+5	+5	+10		Focused roleplay, specialization	
18th	+18/+13/+8/+3	+6	+6	+11		Hearth (greater return)	
19th	+19/+14/+9/+4	+6	+6	+11		Build progression	
20th	+20/+15/+10/+5	+6	+6	+12		Specialization, superior roleplay	

Gamer

Get Ready!

Initially, there was great turmoil after the rifts that opened between worlds tore away so many from their families. Many lost to the event were thought to be gone forever, until one of them suddenly wandered back into town one day. Then more started to return. Soon, it was like most had never left. Except for some peculiar interactions and an unexpected grasp on tasks they previously had no right to understand, those who came back were entirely unchanged...

The gamer is a class steeped in secrets. Gamers know what they are and how they've become that, but they can't share it. To do so would risk breaking reality for non-gamers, so they keep their greater gifts to themselves, hiding away from even their families and closest friends to change their abilities to perform optimally for the situation to come.

Gamers who stick to one build and a subset of specializations can get away with having only one specific ability score (usually Strength or Dexterity), but to take advantage of the broadest set of choices, particularly when it comes to spellcasting, a gamer will also want a reasonable Intelligence. Some gamers find it easier to keep their builds easily distinguishable by creating more than one character with the same general attributes.

Role: A gamer is a healer, a tank, a spellcaster. She's the one who does the heavy damage each round. She's all of these and none of them, because her role is defined by her current build and specialization.

Note: The gamer is an alternate class for the barbarian core class.

Alignment: Any.

Hit Die: d12.

Class Skills

The gamer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the gamer.

Weapon and Armor Proficiency: Gamers are proficient with all simple weapons. They are proficient with light armor, but not with shields.

Roleplay: A gamer maintains her immersion through smart roleplay and an understanding of the greater game. Starting at 1st level, a gamer can roleplay for a number of rounds per day equal to 4 + her Intelligence modifier. At each level after 1st, she can roleplay for 2 additional rounds. Temporary increases to Intelligence, such as those gained from roleplay and spells like *fox's cunning*, do not increase the total number of rounds that a gamer can roleplay per day. A gamer can begin roleplaying as a free action. The total number of rounds she can roleplay per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While roleplaying, a gamer gains a +4 morale bonus to her Intelligence and Charisma, as well as a +2 morale bonus to initiative. In addition, she takes a –2 penalty to Armor Class. The increase to Intelligence grants the gamer 2 skill ranks per Hit Dice, but these disappear when she stops roleplaying.

A gamer can quit roleplaying as a free action, but finds it difficult to refocus herself, which means she takes a –2 penalty to Wisdom and Charisma and cannot make more than 1 attack during a full-attack action for a number of rounds equal to 2 times the number of rounds spent roleplaying. This counts as fatigue, and effects that would fatigue the gamer still cause her to become exhausted in addition to taking the above penalties. A gamer cannot begin roleplaying while fatigued or exhausted but can otherwise roleplay multiple times during a single encounter or combat. If a gamer falls unconscious, she immediately stops roleplaying.

Build (Ex): While roleplaying, each gamer takes on aspects of a basic build upon which she creates the basis for her attacks, special abilities, and in some cases, spells. Once this choice is made, it can only be changed through 1 day of retraining during downtime.

The basics of each build are presented here. Further build progression can be found at the end of this section.

Defender: Because their out-of-game knowledge gives them a leg up against different types of enemies, gamers make good tanks. At 1st level, a defender gains proficiency in medium armor, heavy armor, and shields. While roleplaying, when the defender attacks a creature, whether she hits or misses, that creature takes a –1 penalty to attack creatures other than the defender until the end of its next turn. This penalty increases by 1 at 2nd level and every 2 gamer levels the defender possesses beyond 2nd (to a maximum penalty of –5 at 10th level). Creatures with this penalty draw attacks of opportunity from the defender if they attack a creature other than the defender.

Healer: Being a healer implies a willingness to forego being the center of attention until somebody needs help, and gamers with this build understand that. At 1st level, a healer can use a standard action while roleplaying to heal a creature she touches as a spell-like ability. The creature regains hit points equal to the healer's increased Intelligence modifier.

Alternatively, if the healer has at least 2 rounds of roleplay remaining, she can spend 1 and use a full-round action to cast *cure light wounds*, healing her target for an additional amount equal to her Intelligence modifier (this uses a total of 2 rounds; 1 for the action itself plus 1 to be able to cast the spell). At 4th level, she can spend 2 rounds of roleplay (3 total) to cast *cure moderate wounds* instead. This improves to *cure serious wounds* at 6th level and *cure critical wounds* at 8th level. At 10th level, the healer learns *breath of life* and can spend 3 rounds of roleplay (4 total) to cast it.

Sharpshooter: Sharpshooter is the second easiest build to play as a gamer, because it emphasizes striking enemies while maintaining one's distance. At 1st level, a sharpshooter gains proficiency with all martial ranged weapons. While roleplaying, she can use gunslinger deeds as if she had the necessary grit to do so. The sharpshooter chooses one ranged weapon type (such as bows, crossbows, or firearms) with which she benefits from these deeds.

1st - deadeye; 2nd - gunslinger's dodge; 4th - gunslinger's initiative; 6th - pistol whip; 8th - scoot unattended object; 10th - targeting.

Spellcaster: Although magic is a complicated force, many gamers relish the idea of casting spells, and since they understand the inner workings of arcane magic, they can tweak it to meet their needs. When she chooses this build, the spellcaster also chooses a number of 1st-level spells equal to her Intelligence modifier from the sorcerer/wizard spell list. While roleplaying, the spellcaster gains spellcasting and can cast one of her chosen spells as a full-round action (as if it were being cast with a metamagic feat).

Spellcasting gained in this way functions as the sorcerer class feature, except the spellcaster uses Intelligence to determine her saving throw DCs.

After the spellcaster casts her first spell, three things happen:

- She suffers 1 point of nonlethal damage per Hit Die (referred to as burn) if she cast a 1st, 2nd, or 3rd-level spell. 4th through 5th-level spells cause 2 points of burn instead. This burn overlaps (it does not stack), so the gamer takes at most 2 points of burn (or 4 if she also has the studied caster specialization) from this ability at any time.
- After casting a spell, the spellcaster's base attack equals half her character level (rounded down) for 1 minute, which can affect her attacks independent of refocusing.
- Subsequent spells are cast using their normal casting time.

At 4th-level, and every even level thereafter, a spellcaster learns 1 spell of the next highest spell-level, to a maximum of 5th-level spells at 10th level.

Each time the spellcaster casts a 5th-level or higher spell, she must expend an additional round of roleplay (this doesn't change the spell's casting time).

Immersion

Before a gamer can gain any benefits, she must fully immerse herself within the game. She cannot break character, even around her allies, nor can she reveal her status as a gamer. When asked, she must refer to herself in the most direct way possible (claiming to be a warrior or a dabbler in magic, for example).

A gamer who breaks immersion loses all spells and class features (including build progression and specialization, but not weapon, armor, and shield proficiencies). She may not progress any further in levels as a gamer. She regains her abilities and advancement potential if she atones for her violations (see *atonement*) and erases the memories of all creatures involved (see *modify memory*), as appropriate.

Striker: One of the easiest builds to maintain, strikers take a straight-forward approach to combat. Move in, kill the enemy, and move to the next. At 1st level, a striker gains proficiency with all martial melee weapons. While roleplaying, she deals extra damage against foes who are unaware of her presence. This extra damage is precision-based damage and equals the striker's Intelligence modifier. The extra damage increases by 1d4 at 2nd level and every 2 levels thereafter, to a maximum of 5d4 at 10th level. The striker can deal her extra damage against targets with concealment (but not total concealment).

Gamer Logic (Ex): At 1st level, A gamer chooses a group of associated skills, referred to as a tree. She counts those skills as class skills while roleplaying. At the beginning of each day, when a wizard would prepare her spells, the gamer can also change her skill tree.

Actor: Disguise, Intimidate, Perform.

Athlete: Acrobatics, Climb, Swim.

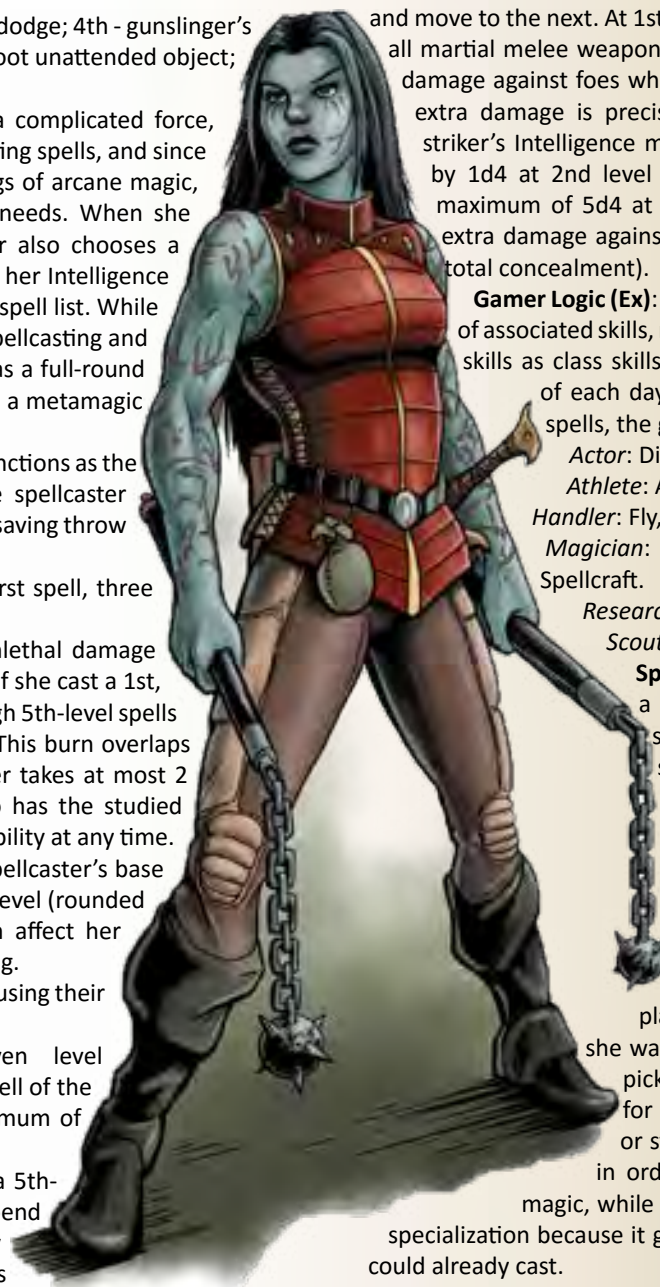
Handler: Fly, Handle Animal, Ride.

Magician: Disable Device, Sleight of Hand, Spellcraft.

Researcher: Any 3 Knowledge skills.

Scout: Escape Artist, Stealth, Survival.

Specialization (Ex): At 2nd level, a gamer chooses a specialization. she wishes to focus on. Once a specialization is chosen, it can only be changed through 1 day of retraining during downtime (the gamer can retrain both her build and 1 specialization during the same day). A gamer's specialization is the way in which she roleplays, independent of her build. A gamer playing a defender may still decide she wants to put out some damage, so she picks power house as a specialization, for example. Similarly, a sharpshooter or striker might pick studied spellcasting in order to augment her attacks through magic, while a spellcaster might choose the same specialization because it grants her even more spells than she could already cast.



At 5th level, a gamer gains the ability to change her specialization once per day (she can still change her current specialization to any other when retraining). She can do this an additional time each day at 8th level and every 3 levels thereafter, to a maximum of 6 times per day at 20th level. Changing from one specialization to another takes 1 minute and must be done out of sight from other creatures to preserve the gamer's immersion.

Changing specializations is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves developing quirks, mnemonic devices, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a hat of disguise and similar spells and effects that change the user's appearance do not reduce the time required to change specializations.

A full list of specializations can be found at the end of this section.

Armory (Su): At 3rd level, a gamer can turn 1 bag or satchel she carries into a bag of holding type I. The bag only functions for the gamer, and ceases to function (the contents become inaccessible) until returned if taken more than 5 feet away from her.

The gamer's armory increases in capacity at 6th, 12th, and 15th level (as indicated on Table: Gamer). At 9th level and above, the gamer can always retrieve specific objects from her armory as a move action.

Hearth (Sp): At 3rd level, a gamer can claim an inn or similar location she visits as her home. Until she claims another such location, the gamer's home counts as a very familiar location. Once per day, when the gamer is not roleplaying, fatigued, or refocusing, she can cast *teleport* with a 1 round casting time to return to her designated home.

Starting at 8th level, a gamer can also *teleport* back to the last location from which she teleported within the last 24 hours. She is considered to have studied that location carefully.

At 13th level, the gamer can cast *greater teleport* to return to her designated home, and is very familiar with her last location.

At 18th level, she can teleport back and forth with no chance of arriving off target.

Greater Roleplay (Ex): At 11th level, when a gamer begins roleplaying, the morale bonus to her Intelligence and Charisma increases to +6 and the morale bonus to her initiative increases to +3. Furthermore, she can now make up to 2 attacks during a full-attack action while refocusing.

Focused Roleplay (Ex): Starting at 17th level, a gamer no longer has to refocus after roleplaying.

Superior Roleplay (Ex): At 20th level, when a gamer begins roleplaying, the morale bonus to her Intelligence and Charisma increases to +8 and the morale bonus to her initiative increases to +4.

Build Progression

Build progression is how each build affects a gamer's playstyle as she gains levels. A gamer's build progression is also changed if she retrains her build during downtime.

Defender

At 4th level, the gamer gains a bonus combat feat and counts as a fighter of her level –3 for the purpose of qualifying for fighter feats.

At 7th level, the gamer gains armor training 1. At 10th level, every 3 levels thereafter, she gains her choice of weapon training or armor training. If she chooses armor training each time, she gains armor mastery at 19th level instead.

Healer

At 4th level, and every 3 levels thereafter, the gamer gains one mercy of her choice, as the paladin class feature. She can apply her mercies to a target when she uses her full-round action to heal it.

Striker

At 4th level, the gamer can also deal her extra damage when her target is flat-footed and within 30 feet of her. At 7th level, the gamer's extra damage dice increase to d6 when her target is unaware of her presence. At 10th level, and every 3 levels thereafter, the gamer gains a rogue talent of her choice.

Talents that modify a rogue's sneak attack modify the gamer's extra damage instead. Talents chosen in this way cannot be changed (but do not function), when the gamer retrains her build.

Sharpshooter

At 4th level, and again at 10th and 16th level, the gamer gains a ranged combat style feat, as the ranger class feature. Starting at 7th level, the gamer can make a single attack at her highest base attack with a –5 penalty as a full-round action. If the attack hits, it is a critical hit. This penalty decreases to –2 at 13th level. The gamer takes no penalty to the attack at 19th level and higher.

Spellcaster

At 4th level, the gamer no longer reduces her base attack when casting 1st-level spells. This also applies to 2nd-level spells at 7th, 3rd-level spells at 10th, and 4th-level spells at 13th level. These spells also no longer refresh the 1 minute reduction when they do not cause it themselves.

At 13th level, the gamer reduces the burn from casting 4th-level spells by 1.

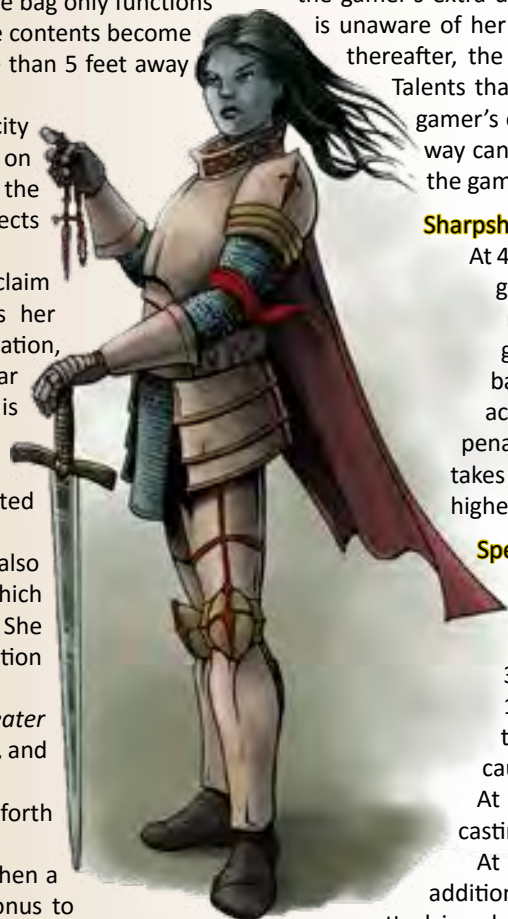
At 16th level, the gamer can cast up to 1 additional spell per day of each level while her base attack is reduced as a result of casting a 5th-level or higher spell. This increases to 2 additional spells at 19th level.

Specializations

The following specializations are available regardless of a gamer's build.

Devoted

At 2nd level, when the gamer gains or switches to this specialization, she also chooses one cleric domain and gains its 1st-level domain power that she can use while roleplaying to the maximum number of times allotted by the power. All domain powers gained in this way share their number of uses. Changing specializations doesn't refresh how often you can use a domain power. At 5th level, the gamer can spend 1 round of roleplay to



cast her domain's 1st-level spell as a full-round action. At 8th-level, and every 3 levels thereafter, the gamer gains access to the next highest-level domain spell granted by her current domain. She can give up the spell gained at one of those levels to instead gain her domain's second power.

In addition, at 5th level, a good gamer gains a divine bond, as the paladin class feature, while roleplaying. Her effective paladin level is equal to her gamer level. An evil gamer gains a fiendish boon and counts as an anti-paladin instead.

Power House

At 2nd level, when the gamer makes an attack, heals a creature, or casts a damage-dealing spell while roleplaying, she can take a -1 penalty to her AC until the start of her next turn. If she does, she gains a +2 bonus on weapon damage rolls, healing granted by her gamer spells and abilities, and the damage dealt by spells she casts. This bonus to damage is increased by half (+50%) if she makes an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times her Strength modifier on damage rolls. This bonus to damage is halved (-50%) if the gamer makes an attack with an off-hand weapon or secondary natural weapon.

This ability counts as the Deadly Aim or Power Attack feat when used to make an attack roll (the benefits do not stack), and counts as those feats for the purpose of meeting prerequisites (feats gained as a result of this ability cannot be used if the gamer changes her specialization unless she also possesses the appropriate feat).

When the gamer's base attack bonus reaches +5, and every 3 points thereafter, her penalty increases by -1 and the bonus to damage and healing increases by +2.

The gamer must choose to use this ability before making an attack roll, healing a target, or casting a damage-dealing spell, and the effects last until her next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Skill Artist

At 2nd level, the gamer can change her current skill tree any time she could change her specialization (she can choose to change both at the same time). She can do this once per day at 2nd level, and one additional time per day at 8th, 14th, and 20th level. At 5th level, and again at 11th and 17th level, the gamer can choose one skill. When she has enough ranks in that skill, she gains its related skill unlock powers.

Studied Caster

At 2nd level, the gamer gains a spellbook containing a number of 0-level sorcerer/wizard spells equal to her Intelligence modifier. Each morning, she can prepare up to 3 of those spells to be cast while roleplaying. The gamer's spellcasting modifier is Intelligence.

If the gamer gains spells from her build, she can add those spells to her spellbook in the same way a wizard adds spells. She can also research spells in the same way, but can only prepare up to 3 spells of any given level (plus those gained from having a high Intelligence) each day.

At 5th level, the gamer adds 3 1st-level spells to her spellbook. At 8th level, she adds 3 2nd-level spells. These spells cause the gamer to suffer burn and a penalty to attacks in the same way the spellcaster build does.

At 11th level and every 3 levels thereafter, she adds 3 spells of the next highest level she can cast (a gamer with the spellcaster



build adds 3 6th-level spells, and so on). 6th-level spells cause 2 points of burn when cast. 7th through 9th-level spells require the gamer to spend 2 rounds of roleplay to cast (this doesn't change the spell's casting time), and cause 3 points of burn.

Sword and Board

At 2nd level, and every 6 levels thereafter, the gamer gains a weapon and shield combat style feat, as the ranger class feature. At 5th level, the gamer adds her shield bonus to her Reflex saves when using a shield (any magical enhancement bonus doesn't stack with similar bonuses such as from a cloak of resistance). At 11th level, she adds the light fortification magic property to her shield. At 17th level, she adds moderate fortification instead.

Favored Class Bonuses

These races make particularly good gamers.

Catfolk: Add a +1/2 bonus on Acrobatics checks.

Elf: Add a +1/2 bonus on Perform (dance) checks.

Elfling: Add a +1/2 bonus on Use Magic Device checks.

Half-Elf: Add +1/6 to the number of times the gamer can change specializations each day.

Half-Orc: Add +1/3 effective fighter level (max +3) when using the defender build.

Human: Choose one skill. Add a +1/2 bonus on skill checks with that skill. Once chosen, the skill cannot be changed.

Minotaur: Add a +1/2 bonus on Knowledge (nature) checks.

Reborn: Add a +1/2 bonus on Knowledge (religion) checks.

Trollkin: Add a +1/2 bonus on Survival checks.

Generational Hero

Adventure can be found anywhere.

The world is full of adventurers of all shapes and sizes. Every once in a while, however, a child is born, prophesied to bring an end to some unforeseen, sometimes unknown evil. A link is forged between this young person and the evil of the world, forever bonding them to a life of discovery, loss, and victory. This is the generational hero.

A natural-born adventurer, the generational hero picks up on combat techniques and the use of weapons quickly, while also finding and learning to use a variety of tools which help him to uncover traps, hidden doors, and treasures where others may not have even looked.

Role: A generational hero plays the role of scout while being able to defend herself and others should the need arise. He is a charismatic, often dexterous hero who builds his own narrative as he and his allies travel.

Note: The generational hero is a hybrid of the ranger and alchemist.

Alignment: Any good.

Hit Die: d10.

Class Skills

The generational hero's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Handle Animal (Cha), Knowledge (dungeoneering) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the generational hero.

Weapon and Armor Proficiency: Generational heroes are proficient with all simple and martial weapons, light armor and shields (but not tower shields).

Find Adventure (Ex): A generational hero's calling leads him into adventure even in the most unlikely of places. He gains a discovery pool equal to 1/2 his generational hero level (minimum 1) plus his Charisma modifier. With one use of find adventure, the hero discovers something about his immediate area that may not have been there previously. Examples include:

- A clue to his current quest that was either dropped or placed there for him to find.
- A key that fits into either the next locked door or a previously discovered locked door.
- A note pleading for help, leading to a new adventure.
- A hidden panel, switch, or weak point in a wall that can be blown open, opening into a previously unknown room or set of stairs.
- A nearby npc is actually an enemy in disguise.

Regardless of what he discovers, the hero cannot use this ability in the same location more than once, nor can he use it in a room discovered using find adventure.

The gamemaster decides what is discovered when this ability is used, and while it is ultimately helpful, the discovery may be cryptic or otherwise difficult to understand immediately, such as a puzzle that must be solved to open a door, or a strange message that, when deciphered, can lead the hero to his next location.

Heroism: Every generational hero builds up a suite of tools over time that allows him to solve more complex puzzles or defeat enemies who seemed impossible before. The hero chooses one brand of heroism at 1st level, and additional brands at 5th, 10th, 15th, and 20th level. Once the hero has chosen a brand of heroism, it cannot be changed.

Combat Adept (Ex): The hero no longer draws attacks of opportunity for using a ranged or thrown weapon while in melee. Each time he chooses combat adept again, the hero gains a combat style feat from the archery, crossbow, mounted combat, thrown weapon, or weapon and shield ranger combat styles.

Favored Enemies (Ex): The hero gains the 1st-level favored enemy class feature of the ranger. Each time he chooses favored enemies again, it improves in the way a ranger's favored enemy would.

Finesse Training (Ex): The hero gains Weapon Finesse as a bonus feat and can apply that feat to a single one-handed

weapon of his choice (such as longswords). Once this choice is made, it cannot be changed. Each time he chooses finesse training again, the hero can select any one type of weapon that can be used with Weapon Finesse. Whenever he makes a successful melee attack with the selected weapon, he adds his Dexterity modifier instead of his Strength modifier to the damage roll. If any effect would prevent the hero from adding his Strength modifier to the damage roll, he does not add his Dexterity modifier.

Table: Generational Hero

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+0	Find adventure, heroism, trapfinding
2nd	+2	+0	+3	+0	Bomb 1d6, combat expertise
3rd	+3	+1	+3	+1	Danger sense +1, hero talent
4th	+4	+1	+4	+1	Generational bond, hero's resolve
5th	+5	+1	+4	+1	Bomb 2d6, heroism, hero talent
6th	+6/+1	+2	+5	+2	Danger sense +2
7th	+7/+2	+2	+5	+2	Emulate class feature, hero talent
8th	+8/+3	+2	+6	+2	bomb 3d6
9th	+9/+4	+3	+6	+3	Danger sense +3, hero talent
10th	+10/+5	+3	+7	+3	Emulate ability score, heroism
11th	+11/+6/+1	+3	+7	+3	Advanced talents, bomb 4d6, hero talent
12th	+12/+7/+2	+4	+8	+4	Danger sense +4
13th	+13/+8/+3	+4	+8	+4	Emulate race, hero talent
14th	+14/+9/+4	+4	+9	+4	bomb 5d6
15th	+15/+10/+5	+5	+9	+5	Danger sense +5, hero talent, heroism
16th	+16/+11/+6/+1	+5	+10	+5	Emulate alignment
17th	+17/+12/+7/+2	+5	+10	+5	bomb 6d6, hero talent
18th	+18/+13/+8/+3	+6	+11	+6	danger sense +6, hero's resolve
19th	+19/+14/+9/+4	+6	+11	+6	Device mastery, hero talent
20th	+20/+15/+10/+5	+6	+12	+6	bomb 7d6, hero of legend, heroism

Music Adept (Sp): The hero adds Perform to his list of class skills and gains the fascinate and inspire courage bardic performances. He can use bardic performance a number of times per day equal to 2 + his Charisma modifier. Each time he chooses magic adept again, the hero can use it 4 additional times and chooses another performance as a bard of his current level –2.

Trapfinding (Ex): A generational hero adds 1/2 his level on Perception checks to locate traps and on Disable Device checks (minimum +1). The hero can use Disable Device to disarm magic traps.

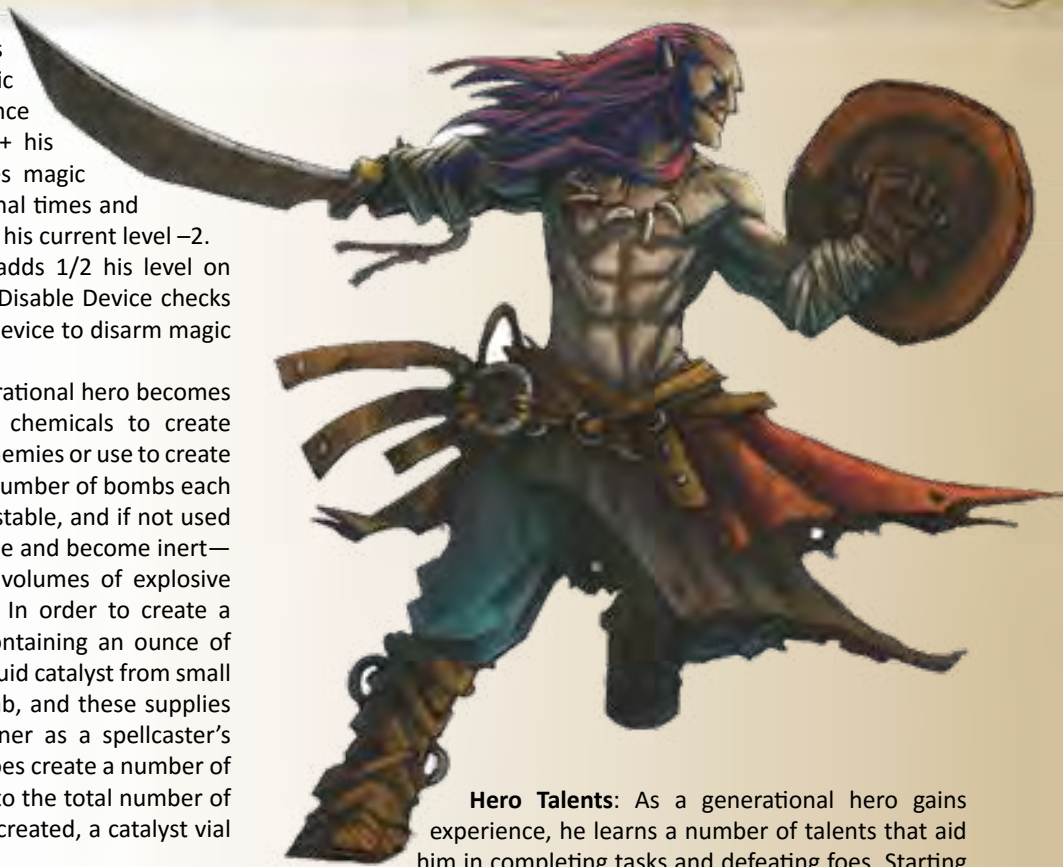
Bomb (Su): Starting at 2nd level, a generational hero becomes adept at swiftly mixing various volatile chemicals to create powerful bombs that he can hurl at their enemies or use to create convenient openings. The hero can use a number of bombs each day equal to his class level. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the hero must use a small vial containing an ounce of liquid catalyst—the hero can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most generational heroes create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the hero for years.

Drawing the components of, creating, and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the Throw Splash Weapon special attack. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, the hero's bomb inflicts 1d6 points of fire damage + additional damage equal to the hero's Charisma modifier. The damage of the hero's bomb increases by 1d6 points at 5th level and every 3 levels thereafter (this extra damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from the hero's bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the hero's level + the hero's Charisma modifier.

Generational heroes can learn new types of bombs as hero talents (see the Hero Talent ability) as they level up. The hero's bomb becomes inert if used or carried by anyone else.

Combat Expertise (Ex): At 2nd level, a generational hero gains Combat Expertise as a bonus feat and is considered to meet its prerequisites when gaining other feats that require Combat Expertise. When using a shield, the hero can choose to use this feat without making an attack or full-attack with a melee weapon.

Danger Sense (Ex): At 3rd level, a generational hero gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, he gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 generational hero levels thereafter (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).



Hero Talents: As a generational hero gains experience, he learns a number of talents that aid him in completing tasks and defeating foes. Starting at 3rd level, the hero gains one hero talent. He gains an additional hero talent for every 2 levels of generational hero attained after 3rd level.

Talents marked with an asterisk add effects to the hero's bombs. Only one of these talents can be applied to an individual bomb, and the decision must be made before the attack roll is made.

A complete listing of hero talents can be found at the end of this section.

Generational Bond (Ex or Sp): At 4th level, a generational hero forms a special bond with an animal, weapon, or his companions. He chooses a hunter's bond, as the ranger class feature, or divine bond, as the paladin class feature. If the hero chooses his weapon as his divine bond, his weapon's bonus progresses as that feature, increasing by +1 at 8th level and every 3 levels thereafter.

Hero's Resolve (Ex): At 4th level, and again at 18th level, a generational hero gains a +3 bonus to his choice of Fortitude or Will saving throws.

Emulate (Ex): Starting at 7th level, a generational hero adds half his level in this class (rounded down) to Use Magic Device checks when attempting to emulate a class feature.

At 10th level, this also applies to emulating ability scores.

At 13th level, this also applies to emulating races.

At 16th level, this also applies to emulating alignments.

At 19th level, the hero can use any magic device as if he met all requirements to do so.

Advanced Talents: At 11th level and every 2 levels thereafter, a generational hero can choose an advanced talent in place of a hero talent. A complete listing of generational advanced talents can be found at the end of this section.

Hero of Legend (Su): At 20th level, a generational hero's story becomes the stuff of legend. He gains two hero talents or advanced talents of his choice and an aura that extends out

to 30 feet. Enemies in the aura take a penalty to their attacks and spell save DCs equal to the hero's Charisma modifier. This overlaps and does not stack with similar effects (such as from other generational heroes).

In addition, an enemy that enters or begins its turn in the hero's aura must attempt a Will save (DC 10 + half the hero's level + his Charisma modifier) or be frightened for 1d4 rounds. Once a creature saves against this effect, it becomes immune to the same hero's fear effect for 24 hours, but still suffers the penalty to attacks and spell save DCs. This is a mind-affecting fear effect.

Hero Talents

The following hero talents can be chosen by generational heroes. Unless otherwise noted, a hero talent can only be chosen once, and the save DC of any talent is always 10 + half the hero's level + his Charisma modifier. Spell effects created by a hero talent treat the hero's caster level as his generational hero level.

Bomb Discovery* (Su): A generational hero with this talent can choose one alchemist's discovery that augments the bomb class feature. The hero treats his generational hero level as his effective alchemist level when qualifying for a discovery. This talent can be chosen more than once.

Book of Ancients (Ex): A generational hero with this talent adds Linguistics and Spellcraft to his list of class skills. He gains a bonus equal to his generational hero level to Spellcraft checks and to Linguistics checks made to translate text.

Boomerang (Su): A generational hero with this talent is able to conjure a magical boomerang that he can throw at enemies, temporarily dazing them. As a standard action, the hero throws his boomerang up to 60 feet at an enemy. If he succeeds with a ranged touch attack, the enemy takes bludgeoning damage equal to the hero's Charisma modifier and is dazed for 1 round. A successful Reflex save negates the daze.

Bracelet of Power (Su): A generational hero with this talent doubles his lifting and carrying capacity. He also ignores up to 5 points of an object's hardness when attempting to damage it.

Grappling Hook (Su): A generational hero with this talent can create a magical grappling hook as a standard action. The grappling hook counts as a piercing weapon with 10-foot reach that deals 1d6 damage (for a medium creature) with a successful attack and deals x3 damage on a successful critical hit. The hook can also extend out to 30 feet, puncture a solid surface (such as a wall or ceiling) and pull the hero to that location as a standard action. The hero will not fall while he continues to hold the grappling hook in at least 1 hand.

Invisibility Cloak (Sp): A generational hero with this talent can cast *invisibility* up to three times each day.

The hero must be at least 5th level before choosing this talent.

Mystical Instrument (Sp): A generational hero with this talent can summon a special instrument as a swift action that affords him greater control over his musical abilities. He can do this up to 3 times each day. When played the instrument can be used to create one of the following spell effects, then disappears.

Call animal, calm animals, charm animal, entangle, faerie fire, gust of wind, jump, longstrider, or whispering lore.

The hero must have the music adept brand of heroism to choose this talent.

Ring of Ages (Su): A generational hero with this talent gains the ability to cast each of the following spells once per day. *Anticipate peril, blurred movement, darting duplicate, and true strike.*

Rod of Seasons (Sp): A generational hero with this talent gains the ability to cast each of the following spells once per day. *Goodberry, scorching ray, snowball, and windy escape.*

The hero must be at least 5th level before choosing this talent.

Tower Shield (Ex): A generational hero with this talent gains proficiency with tower shields and does not take the -2 penalty to attack rolls while using a tower shield.

Whirling Strike (Ex): A generational hero with this talent only takes a -2 penalty total to additional attacks made with a melee weapon as a result of a high attack bonus, but only when he attacks a different creature with each attack. The hero must be at least 7th level and have a base attack bonus of at least +6 before choosing this talent.

Advanced Hero Talents

Advanced Boomerang (Su): This advanced talent allows a generational hero to throw a magical, adamantite boomerang in a line up to 120 feet as a full-round action that provokes attacks of opportunity. Each enemy in the line takes 1d6 bludgeoning damage per 2 generational hero levels and is staggered for 1 round. A successful Reflex save deals half damage and negates the stagger.

This advanced talent can be chosen twice. The second time, the hero can throw the boomerang above in a burst, centered on him, that hits each enemy within 30 feet.

A generational hero must have the boomerang hero talent to choose this advanced talent.

Advanced Grappling Hook (Su): This advanced talent allows a generational hero to pull enemies and items toward him with his grappling hook.

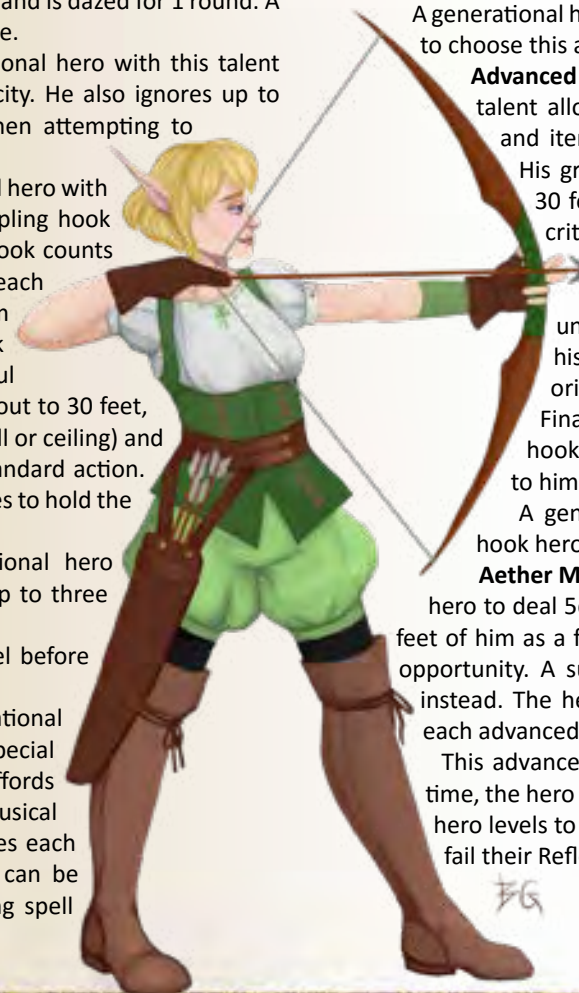
His grappling hook attack now extends out to 30 feet and deals x4 damage on a successful critical hit. In addition, the hero gains the

Improved Drag feat, but only when using his grappling hook. He treats the unoccupied space that is between him and his target and adjacent to the target as his original space when dragging in this way. Finally, the hero can also use the grappling hook to pull unattended items within 30 feet to him as a standard action.

A generational hero must have the grappling hook hero talent to choose this advanced talent.

Aether Magic (Sp): This advanced talent allows the hero to deal 5d6 cold damage to each enemy within 30 feet of him as a full-round action that provokes attacks of opportunity. A successful Reflex save deals half damage instead. The hero can use this ability once per day for each advanced talent he possesses.

This advanced talent can be taken twice. The second time, the hero deals 1d6 cold damage per 2 generational hero levels to enemies within 30 feet and enemies that fail their Reflex save are slowed for 1 round.



A generational hero must have the book of ancients hero talent before choosing this advanced talent.

Blessed Arrows (Su): This advanced talent grants the hero the ability to treat any bow or crossbow he wields as an oathbow, except that it still counts as a +2 weapon against foes other than a sworn enemy, and the hero takes no penalties to attack rolls with other weapons. The weapon loses any other properties while altered in this way. The hero must be at least 17th level before choosing this advanced talent.

Bomb Magic* (Sp): This advanced talent allows the hero to expend two of his bombs in a burst, centered on him, that hits each enemy within 30 feet for double the hero's bomb damage. A successful Reflex save deals half damage instead. The hero can use this ability once per day for each advanced talent he possesses.

A generational hero must have the book of ancients hero talent before choosing this advanced talent.

Master Blade (Su): This advanced talent grants the hero the ability to treat any longsword he wields as a holy avenger. The sword loses any other properties while altered in this way. The hero must be at least 17th level before choosing this advanced talent.

Mirror Shield (Su): This advanced talent grants the reflecting magic shield property to any metallic shield the hero wields.

A generational hero must be at least 15th level before choosing this advanced talent.

Quake Magic (Sp): This advanced talent allows the hero to cast one of the following spells of his choice. The hero can use this ability once per day for each advanced talent he possesses.

Binding earth, earth tremor, and soften earth and stone

Alternatively, the hero can spend two uses of this ability to cast one of the following spells.

Mass binding earth, move earth, and rampart

A generational hero must be at least 13th level and have the book of ancients hero talent before choosing this advanced talent.

Favored Class Bonuses

These races make particularly good generational heroes.

Catfolk: Add a +1/2 bonus on Acrobatics checks.

Changeling: Gain +1/5 of the combat adept heroism option.

Ghoran: Choose one spell from the rod of seasons hero talent. The hero can cast that spell one additional time each day. He cannot choose the same spell more than once.

Gnome: Add +1/4 use of the invisibility cloak or mystical instrument hero talent (max +2 uses each).

Human: Choose one generational hero class skill. Add a +1/2 bonus on skill checks with that skill. Once chosen, the skill cannot be changed.

Ifrit: Add a +1/2 bonus on Use Magic Device checks.

Kitsune: The hero's boomerang hero talent deals +1/2 damage.

Merfolk: Choose one spell from the ring of ages hero talent. The hero can cast that spell one additional time each day. He cannot choose the same spell more than once.

Tengu: Add +1/2 to the number of bombs per day the hero can create.

Trox: Treat the hero's Strength score as 1/2 higher when calculating his lifting capacity.

Undine: Gain 1/6 of a new hero talent.

Vine Leshy: Gain 1/6 of a new hero talent.

Jin-Ku Bounty Hunter

May your battles extend beyond your life, and etch themselves into history. — Jin-Ku Bounty Hunter Motto.

On the once technologically advanced world of Jin-Ku, the vulture-men taught their wards expert fighting techniques, mastery of firearms, and the use of specialized armor that could be upgraded over time to help complete various tasks. When their world was overrun by energivores created by the vulture-men, they fled to anywhere that would accept their ways and trained new warriors in exchange for sanctuary. Those trained in Jin-Ku combat techniques soon became known best as bounty hunters, and the name stuck even when their new creations, the hybrid samsaran, came through rifts into the shattered worlds.

Role: A Jin-Ku bounty hunter is a fierce combatant who tailors her techniques to the different situations around her as she encounters them.

Alignment: Any.

Hit Die: d10.

Starting Wealth: 2d6 x 10 gp (average 70 gp) In addition, each character begins play with her starting firearm and Jin-Ku armor.

Class Skills

The Jin-Ku bounty hunter's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Disable Device (Dex), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Survival (Wis), and Swim.

Skill Ranks per Level: 4 + Int modifier.

Table: Jin-Ku Bounty Hunter

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+0	+2	+0	Bomb +1d6, gunsmith, Jin-Ku armor, power base
2nd	+2	+0	+3	+0	Augmentation
3rd	+3	+1	+3	+1	Armor training
4th	+4	+1	+4	+1	Augmentation, morph
5th	+5	+1	+4	+1	Bomb +2d6
6th	+6/+1	+2	+5	+2	Augmentation
7th	+7/+2	+2	+5	+2	Armor training
8th	+8/+3	+2	+6	+2	Augmentation, gun training
9th	+9/+4	+3	+6	+3	Bomb +3d6
10th	+10/+5	+3	+7	+3	Augmentation
11th	+11/+6/+1	+3	+7	+3	Armor training
12th	+12/+7/+2	+4	+8	+4	Augmentation
13th	+13/+8/+3	+4	+8	+4	Bomb +4d6
14th	+14/+9/+4	+4	+9	+4	Augmentation
15th	+15/+10/+5	+5	+9	+5	Armor training
16th	+16/+11/+6/+1	+5	+10	+5	Augmentation
17th	+17/+12/+7/+2	+5	+10	+5	Bomb +5d6
18th	+18/+13/+8/+3	+6	+11	+6	Augmentation
19th	+19/+14/+9/+4	+6	+11	+6	Armor mastery
20th	+20/+15/+10/+5	+6	+12	+6	Augmentation, firearm mastery

Class Features

All of the following are class features of the Jin-Ku bounty hunter.

Weapon and Armor Proficiency: Jin-Ku bounty hunters are proficient with all simple and martial weapons, and firearms. They are proficient with all armor (light, medium, and heavy), but not with shields.

Gunsmith: At 1st level, a Jin-Ku bounty hunter gains one of the following firearms of her choice: blunderbuss, musket, or pistol. Her starting weapon is battered, and only she knows how to use it properly. All other creatures treat her gun as if it had the broken condition. If the weapon already has the broken condition, it does not work at all for anyone else trying to use it. This starting weapon can only be sold for scrap (it's worth 4d10 gp when sold). The bounty hunter also gains Gunsmithing as a bonus feat.



Jin-Ku Armor (Ex): Upon completion of her initial training, a Jin-Ku bounty hunter is gifted a suit of full plate armor crafted specially to fit only her. The armor is worthless to anybody else, but for the bounty hunter, it counts as masterwork, mithral full plate, which means it has a maximum Dexterity bonus of +3, a starting armor check penalty of -2, and spell failure chance of only 25%. The armor still weighs 50 lbs, and it does still reduce the bounty hunter's speed at 1st level.

Jin-Ku armor can be enchanted normally. If disenchanting, the armor remains intact.

Power Base (Ex): Each Jin-Ku bounty hunter carries a power base with her that she uses to load her weapons and activate her other abilities as she gains levels. The base itself is no larger than a backpack and weighs 2 lbs. It can be worn like a backpack, carried, or fit comfortably onto the back of Jin-Ku armor.

At the beginning of each day, a Jin-Ku bounty hunter can add a number of charges to her power base equal to her Intelligence modifier, to a maximum number of charges equal to 3 + her Jin-Ku bounty hunter level.

At 1st level, each charge stored in a power base counts as a round of standard ammunition for a firearm the bounty hunter wields, or it can be converted into a bomb, as the alchemist class feature. Bombs created in this way deal 1d6 damage + 1d6 for every 4 Jin-Ku bounty hunter levels attained beyond 1st (5th, 9th, 13th, and 17th), to a maximum of 5d6 damage at 17th level.

Augmentations: Beginning at 2nd level, a Jin-Ku bounty hunter can augment herself, her power base, or her Jin-Ku armor to gain certain benefits. She gains augmentations at 2nd level, and every even level thereafter (4th, 6th, 8th, and so on). A full list of augmentations can be found at the end of this section.

Armor Training (Ex): Starting at 3rd level, a Jin-Ku bounty hunter learns to be more maneuverable while wearing her armor. Whenever she is wearing armor, she reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by her armor by 1.

Every four levels thereafter (7th, 11th, and 15th), these bonuses increase by +1 each time, to a maximum -4 reduction of the armor check penalty and a +4 increase of the maximum Dexterity bonus allowed.

In addition, a Jin-Ku bounty hunter can also move at her normal speed while wearing medium armor (including her Jin-Ku armor). At 7th level, a Jin-Ku bounty hunter can move at her normal speed while wearing heavy armor (including armor with the heavy plating augment).

Advanced Armor Training: Beginning at 7th level, instead of increasing the benefits provided by armor training (reducing her armor's check penalty by 1 and increasing its maximum Dexterity bonus by 1), a Jin-Ku bounty hunter can choose an advanced armor training option (as the fighter). If the bounty hunter does so, she still gains the ability to move at her normal speed while wearing medium armor at 3rd level, and while wearing heavy armor at 7th level.

Morph (Su): At 4th level, a Jin-Ku bounty hunter upgrades her Jin-Ku armor to allow her to change her form temporarily. As part of a move action (equivalent to drawing a weapon), the bounty hunter can curl into a ball. While in this form, the bounty hunter's size changes to Tiny, and she gains the benefits of a *haste* spell, but cannot make attacks. As a Tiny creature, the bounty hunter gains a +4 size bonus to Dexterity, and a -2 penalty to Strength and Constitution. She also

gains a +2 size bonus to her AC, but suffers a –2 penalty to CMB and CMD. Finally, she gains a +8 size bonus on all Stealth checks. Because her equipment changes size with her, the bounty hunter can still carry it without penalty but additional equipment picked up while Tiny may encumber her.

Morph counts as a transmutation (polymorph) effect with a spell level equal to half the Jin-Ku bounty hunter's class level (maximum 9th). Morph lasts a number of rounds equal to the bounty hunter's Dexterity modifier (minimum 1), but can also be ended prematurely with the same action as sheathing a weapon.

When she moves while morphed, the bounty hunter can use a standard action at any point during that movement to leave a bomb in a space through which she passes. If she remains in the same space as the bomb, the bounty hunter can make an Acrobatics check to jump as it explodes, adding the bomb's damage to her result in feet. The bounty hunter takes no damage from her own bombs when used in this way.

Gun Training (Ex): Starting at 8th level, a Jin-Ku bounty hunter can select one specific type of firearm (such as an axe musket, blunderbuss, musket, or pistol). She gains a bonus equal to her Dexterity modifier on damage rolls when firing that type of firearm. Furthermore, when she misfires with that type of firearm, the misfire value of that firearm increases by 2 instead of 4. Every four levels thereafter (9th, 13th, and 17th), the bounty hunter picks up another type of firearm, gaining these bonuses for those types as well.

Armor Mastery (Ex): At 19th level, a Jin-Ku bounty hunter gains Damage Reduction 5/— whenever she is wearing armor.

Firearm Mastery (Ex): At 20th level, any attacks a Jin-Ku bounty hunter makes with a firearm automatically confirm all critical threats and have their damage multiplier increased by 1 (×2 becomes ×3, for example). In addition, she cannot be disarmed while wielding a firearm.

Augmentations

The following augmentations are available to all Jin-Ku bounty hunters who qualify to take them. Spell-like abilities gained as augmentations use your Jin-Ku bounty hunter level as the caster level.

Unless specified otherwise, each augmentation can only be chosen once.

Jin-Ku Armor Augmentations

Each of the following augmentations requires that you are wearing your Jin-Ku armor (or your zero armor if using the zero armor bounty hunter hybrid samsaran archetype).

Adaptable Armor (Sp): Requires 4th level. As a standard action, you can use a charge of your power base to cast *resist energy*. If you also possess empowered armor, you can apply the energy resistance property as a +2 enhancement instead.

Armor Strike (Ex): As a standard action, you can make an Acrobatics check to jump. Each enemy whose space you pass or end next to takes slashing damage equal to 2d6 + your armor's enhancement bonus (if any). A successful Reflex save (DC 10 + half your Jin-Ku bounty hunter level + your Dexterity modifier) deals half damage instead.

If you use a charge of your power base along with armor strike, you deal slashing damage equal to your bomb damage + your armor's enhancement bonus instead.

Echo Helm (Ex): You gain darkvision out to 60 feet, or increase your darkvision by 60 feet, to a maximum of 120 feet.

Empowered Armor (Su): Requires 6th level. You augment your armor with its own miniature power base (mpb). You can activate the mpb as a standard action to enhance your armor for 1 minute per Jin-Ku bounty hunter level. When activated, the armor sheds light as a torch and gains a +1 enhancement bonus. This bonus is added to any properties the armor already has, to a maximum +5 bonus. Empowered armor can be used 1/day at 6th level, 2/day at 10th, 3/day at 14th, and 4/day 18th level.

This augmentation can be chosen an additional time at 8th, 12th, 16th, and 20th level. Each time, the mpb grants an additional +1 enhancement bonus. These bonuses can be added to the armor, stacking with existing armor bonuses to a maximum of +5, or they can be used to add any of the following armor properties: Balanced (+1), cocooning (+1), defiant (+1), ghost touch (+3), rallying (+2), slick (+2), spell resistance (+2, +3, or +4), stanching (+1), and titanic (+3). Adding these properties consumes an amount of bonus equal to the property's cost (in parentheses). If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the mpb are determined when activated and cannot be changed until it is activated again.

Gauntlet Armor: Requires 10th level. You can store your Jin-Ku armor within its gauntlet. This functions as folding plate, except that it counts as a hand slot item when folded. The armor can be stored or donned with a command word so long as the gauntlet is worn.

Heavy Plating: Your Jin-Ku armor counts as heavy armor, which increases your armor check penalty by 4 and reduces your maximum Dexterity by 2. This does not otherwise affect abilities gained as part of the Jin-Ku bounty hunter class (such as those requiring light or medium armor to use).

You gain a +2 shield bonus to AC when you have at least 1 hand free. As a standard action, you can increase this bonus to +4 and gain total cover until the beginning of your next turn.

Life Sap Armor (Ex): When you have no charges remaining in your power base, you can choose to take 1 point of nonlethal damage per character level (referred to as burn) to regain 1 charge. Burn cannot be healed except with 8 hours of rest, at which point all burn is removed. You can use this once per day plus once per day for each power base augmentation you have.

If you also have empowered armor, you can choose instead to take 1 point of burn to gain 1 additional use of that ability for the day.

Morph Strike (Ex): Requires morph and the armor strike augmentation. While morphed, you can use a charge of your power base as a standard action. Until the end of your next turn, you deal your bomb damage to each enemy whose space you pass while moving or end your turn next to (Reflex half). An enemy can only be dealt this damage once per turn.

Phase Armor (Sp): As a standard action, you can use a charge of your power base to cast *blurred movement*. This augmentation can be chosen more than once, adding the listed spell each time.

Phase Armor	Spell-Like Ability
2	<i>blur</i>
3	<i>displacement</i>
4	<i>dimension door</i>

Power Gauntlet: You gain a climb speed equal to your armored speed and Improved Grapple as a bonus feat, even if you don't meet the prerequisites.

Power Helm (Sp): Requires 4th level. Choose one of the

following spells. As a swift action, you can use a charge of your power base to cast that spell. This augmentation can be chosen more than once, adding an additional spell you can cast each time.

comprehend languages, detect magic, detect poison, read magic, detect metal, detect undead, status, technomancy

At 8th level, you add the following spells to your list.

Anticipate peril, detect charm, detect secret doors, identify, see invisibility

At 12th level, you add the following spells to your list.

Arcane sight, detect scrying, locate creature, locate object, named bullet, pierce disguise, spell gauge

At 16th level, you add the following spells to your list.

Analyze dweomer, glimpse of truth, greater arcane sight, greater named bullet, legend lore

At 20th level, you add the following spells to your list.

Moment of prescience, true seeing, vision

Spider Climb (Sp): Requires morph. While morphed, you can use a charge from your power base as a swift action to gain the benefits of *spider climb*, as the spell, for up to a number of rounds equal to your Intelligence modifier. Once you exit morph or use up your rounds of *spider climb*, you must use morph again to regain this ability.

Spring Jump: You add your level to all Acrobatics checks made to jump, both for vertical jumps and horizontal jumps. In addition, you always counts as having a running start when making jump checks using Acrobatics. When you use a bomb to jump while morphed, you gain a +20 bonus on Acrobatics checks made to jump for 1 round.

Water Helm: As a standard action, you can use a charge of your power base to cast *water breathing*. This augmentation can be chosen twice. The second time, you also gain a swim speed equal to your armored speed when you activate water helm.

Personal Augmentations

Combat Style (Ex): You gain a combat style feat from either the archery or crossbow ranger combat styles as a ranger of your level. The feats chosen must apply to firearms as well. This augmentation can be chosen an additional time at 6th, 10th, 14th, and 18th level.

Danger Sense (Ex): Requires 4th level. You gain a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, you gain a +1 bonus on Perception checks to avoid being surprised by a foe. This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

This augmentation can be chosen an additional time at 8th, 12th, 16th, and 20th level. Its effects stack.

Defensive Roll (Ex): Requires 10th level. You can roll with a potentially lethal blow to take less damage from it than you otherwise would. Once per day, when you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), you can attempt to roll with the damage. To use this ability, you must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow; if it fails, you take full damage. You must be aware of the attack and able to react to it in order to execute your defensive roll—if you are denied your Dexterity

bonus to AC, you can't use this ability. Since this effect would not normally allow a character to make a Reflex save for half damage, evasion does not apply to the defensive roll.

Evasion (Ex): You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. You cannot gain the benefit of evasion while helpless. This augmentation can be chosen again at 10th level or higher. It then counts as improved evasion instead.

Gunblade Proficiency (Ex): You gain proficiency with all gunblades and can exchange your starting firearm for a gunblade of your choice. You can also choose edgeblaster deeds (see the edgeblaster gunslinger archetype, page xx) as power base augmentations.

Nimble (Ex): You gain a +1 dodge bonus to AC while wearing light or no armor. Anything that causes you to lose your Dexterity bonus to AC also causes you to lose this dodge bonus. This bonus increases by +1 for every four levels beyond 2nd level (to a maximum of +5 at 20th level).

Uncanny Dodge (Ex): You gain the ability to react to danger before your senses would normally allow you to do so. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to armor class if immobilized. You can still lose your Dexterity bonus to armor class if an opponent successfully uses the feint action against you.

If you already have uncanny dodge from a different class, you automatically gain improved uncanny dodge instead. This augmentation can be chosen again at 8th level or higher. It then counts as improved uncanny dodge instead.

Savvy (Ex): When you hit a flat-footed creature with an attack, you gain a circumstance bonus on all saves equal to half your Jin-Ku bounty hunter level. This bonus lasts for 1 round.

Stun (Ex): When unarmed and wearing light or no armor, you gain the benefits of Stunning Fist, as a monk of your level. This means you gain Stunning Fist as a bonus feat, and you can make stunning fist attacks a number of times per day equal to your Jin-Ku bounty hunter level + your monk level (if any) + 1 for every 4 levels you possess in other classes.

Power Base Augmentations

Auto-Loader (Ex): At the beginning of each day, when you charge your power base, you can dedicate any number of charges as ammunition for your firearm in advance. These dedicated charges remain until used, are used before any other ammunition, and cannot be used for another augmentation. You ignore your firearm's capacity, misfire chance, and reload requirements while you have dedicated charges remaining.

Bomb Amplification: Requires 4th level. When you use a charge of your power base to create a bomb, increase its damage by +1d6. This augmentation can be chosen an additional time at 8th, 12th, 16th, and 20th level, to a maximum of +5d6 increased damage.

Bomb Discovery: Choose 1 alchemist's bomb discovery for which you qualify. When you use a charge of your power base to create a bomb, you can apply the benefits of that discovery. This augmentation can be chosen any number of times.

Efficient Charger: You gain Efficient Charger as a bonus feat. This feat allows you to add a number of charges to your power base equal to twice your Intelligence modifier, to the maximum allowed.

Explosive Ammunition: When you use a charge of your power base as ammunition for a firearm, you can use an additional charge as a free action. If you do, your firearm counts as a splash weapon until the start of your next turn. A direct hit deals normal weapon damage, and every creature within 5 feet of the point where the weapon hits takes 1 weapon damage.

This augmentation can be chosen twice. The second time, it deals half weapon damage to every creature within 5 feet of the point where the weapon hits (Reflex DC 10 + half your Jin-Ku bounty hunter level + your Dexterity modifier for half damage, minimum 1).

Extra Charge: You gain Extra Charge as a bonus feat, allowing you to store up to 3 additional charges on your power base. This augmentation, like the feat, can be chosen any number of times.

Gunslinger Deed: Choose 1 gunslinger deed for which you qualify. When you use a charge of your power base as ammunition for a firearm, you also gain the benefits of that deed. You treat the charges in your power base as grit for the purpose of deeds that work as long as you have at least 1 point of grit remaining. Deeds that rely on Wisdom (such as menacing shot and stunning shot) rely on your Intelligence instead. This augmentation can be chosen any number of times.

Paralyzer (Ex): As an attack action, you can use your firearm as a paralyzer without expending any ammunition or charges from your power base. This attack deals half damage, and all damage dealt in this way is nonlethal. You can also use this ability if you have no ammunition and no charges remaining in your power base.

This augmentation can be chosen twice. The second time, you deal full damage with paralyzer, but the damage remains nonlethal.

Power Bomb (Ex): Requires 14th level. Once per day, as a standard action, you can use 4 charges of your power base to cast *delayed blast fireball*. The damage and effects of this spell can be further augmented with any bomb discoveries you may know.

Metaphysician

Somewhere between the pseudo-scientific approach to arcane magic and the occult modes of psychic magic lies an obscure branch of philosophic learning based on abstract thought. If physics is the study of the natural, metaphysics is the study of of the supranatural. Metaphysicians continue to ask questions long after apparent truths are uncovered regarding the nature of self, reality, time, space, and energy. Often dismissed as quacks or charlatans for their unorthodox ways, metaphysicians rarely recognize any law which can be broken.

Role: It falls to a metaphysician to explore the possibilities beyond the seemingly impossible.

Alignment: Any.

Hit Die: d6.

Parent Classes: Psychic and wizard.

Starting Wealth: 2d6 x 10 gp (average 105 gp)

Class Skills

The metaphysician's class skills are Appraise (Int), Craft (Int), Fly (Dex), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int) and Use Magic Device.

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the metaphysician.

Weapon and Armor Proficiency: Metaphysicians are proficient with all simple weapons, but not with any type of armor or shield.

Armor interferes with a metaphysician's movements, which can cause his spells with somatic components to fail.

Spells: A metaphysician's spells are neither fully psychic nor fully arcane, but a unique combination of the two, and count as both for the purpose of qualifying for feats and other abilities. Metaphysical spells use thought, somatic, and verbal components and use the standard rules of these three components. All metaphysical spells require these three components in order to cast, regardless what a spell's standard components might be. A metaphysician can undercast his spells, as per the psychic magic rules.

A metaphysician casts spells drawn from both the psychic spell list and sorcerer/wizard spell list. To learn or cast a spell, a metaphysician must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a metaphysician's spell is equal to 10 + the spell's level + the Metaphysician's Intelligence modifier.

A metaphysician can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as the Metaphysician progression table. In addition, he receives bonus spells per day if he has a high Intelligence score.

The metaphysician's selection of spells is limited. A metaphysician begins play knowing four 0-level spells and two 1st-level spells of the metaphysician's choice. At each new metaphysician level, he learns one or more new spells, as indicated on Table: Metaphysician Spells Known. Unlike a metaphysician's spells per day, the number of spells a metaphysician knows isn't affected by his Intelligence score; the numbers on the Metaphysician Spells Known table are fixed.



At 4th level and every even-numbered level thereafter (6th, 8th, and so on), a metaphysician can choose to learn a single new spell in place of one he already knows. In effect, the metaphysician loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell from the metaphysician's class lists that the metaphysician can cast. A metaphysician can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A metaphysician must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour in contemplative meditation. While meditating, the metaphysician decides which spells to prepare.

0-Level Spells: Metaphysicians learn a number of 0-level spells as noted on the Metaphysician Spells Known table. These spells are cast like any other spell, but they don't consume any slots and can be used again. 0-level spells cast using other spell slots (due to metamagic feats, for example) consume spell slots as normal.

Transcendental Praxis: Starting at 1st level, a metaphysician chooses a specialized form of discipline called a transcendental praxis (listed below). At 5th level, and again at 10th, 15th, and 20th level, he gains an ability relating to his praxis. Once a transcendental praxis is chosen, it cannot be changed.

Transcendental Praxes

Each metaphysician chooses a transcendental praxis at 1st level.

Metaphysical Combat

By contemplating the possibilities of mind-over-matter, you are able to overcome the limitations of your severe lack of training in the bellicose arts.

Weapon Cunning (Ex): You gain an insight bonus equal to your Intelligence bonus to melee and ranged attack rolls made with manufactured weapons. This insight bonus is reduced to +1 (minimum) if you have or take levels in another class.

Altered Edge (Su): At 5th level, as a swift action, you can change the damage type of a weapon you wield to an another damage type of your choosing (electricity, fire, cold, sonic, acid, piercing,

Table: Metaphysician Spells Known

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

slashing, or bludgeoning). This ability lasts a number of minutes equal to your class level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. If the weapon you wield deals extra damage dice from magic weapon special abilities, then these extra damage dice also change to the selected damage type. If you cease to wield the weapon, it automatically reverts to its normal form.

Structural Breach (Su): At 10th level, you add your Intelligence bonus to critical confirmation rolls made with made with manufactured weapons.

Unbound Enhancements (Su): At 15th level, you gain a bonus to attack and damage rolls equal to any magic weapon you wield's enhancement bonus equivalents, up to a maximum bonus of +10. For example: if you wield a brilliant energy speed dagger, which has a +7 enhancement bonus equivalent, you gain a +7 bonus to attack and damage rolls made with that weapon, instead of the standard limited +5 bonus.

Table: Metaphysician

Level	Base					Spells per Day								
	Attack	Fort	Ref	Will	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
	Bonus	Save	Save	Save										
1st	+0	+0	+0	+2	Transcendental praxis	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Transcendental praxis	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5		6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6		6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7	Transcendental praxis	6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7		6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8		6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Transcendental praxis	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10		6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Transcendental praxis	6	6	6	6	6	6	6	6	6

Existential Transformation (Sp): At 20th level, you can use *transformation* at will.

Cosmogony

By speculating on how the universe came to be you can better affect your environment.

Spell Cunning (Sp): When you cast a spell with an area effect that deals hit point damage, you can choose to reroll the damage dice. You must take the result of this reroll, even if it is lower than the first roll. You can use this ability a number of times per day equal to your Intelligence bonus.

Warped Terrain (Su): At 5th level, when you cast a spell with an area effect that deals hit point damage, the area's surface counts as difficult terrain for a number of rounds equal to the spell's level. This effect begins 1 round after the spell is cast. You are not affected by this difficult terrain. You can use this ability a number of times per day equal to your Intelligence bonus.

Vacuum Void (Su): At 10th level, when you cast a spell with an area effect that deals hit point damage, all breathable air in the area immediately disappears. Use the rules for Suffocation for all breathing creatures in this area. This effect lasts a number of minutes equal to the spell's level. You can use this ability a number of times per day equal to your Intelligence bonus.

Greater Vacuum Void (Su): At 15th level, whenever you use vacuum void, the affected area is also treated as a Cold and Darkness environment. Use the Environmental Rules. This effect can now last a number of hours equal to the spell's level.

Ensnaring Vacuum Void (Su): At 20th level, this functions like greater vacuum void, only this effect can now last a number of days equal to the spell's level.

Manuology

By studying the nature of contact between material and energy forces, you elevate the power of your touch.

Tactile Cunning (Su): When casting harmful spells that resolve as melee or ranged touch attacks, you deal an additional 1d4 points of hit point damage to your target. This damage is not typed, and is doubled on a successful critical hit.

Touch Focus (Ex): At 5th level, you gain a +1 bonus to melee or ranged touch attacks.

Touch Specialization (Su): At 10th level, your touch attack damage die increases to 1d6.

Vital Touch (Ex): At 15th level, your touch attack damage die increases to 1d8. In addition, you can now make touch attacks to deal this damage without discharging a spell.

Greater Vital Touch (Ex): At 20th level, your touch attack damage die increases to 1d10.

Metaphysical Self-Defense

You protect yourself first, which grants you better focus when trying to also concentrate on other tasks and people.

Guarded Cunning (Su): When you cast a spell that grants you a bonus to your Armor Class, the bonus is increased by +1 for the duration of the spell. This ability can only function on one spell at a time.

Mage Dodge (Ex): At 5th level, you gain a +1 dodge bonus to your Armor Class against attacks of opportunity. This bonus increases to +2 at 10th level and +3 at 15th level.

Robust Caster (Ex): At 10th level, your metaphysician hit die increases to a d8. You can either reroll your hit points or opt to gain 1 hp per level.

Deflective Defense (Su): At 15th level, when you take the Total Defense action, the dodge bonus granted by this action changes to a deflection bonus.

Intellectual Deflection (Su): At 20th level, you gain an inherent deflection bonus to your armor class equal to your Intelligence modifier.

Perfect Effort

By putting forth your best effort in all aspects of life, you have learned how better to understand them from an objective viewpoint.

Skilled Cunning (Ex): You gain 2 additional skill points per class level. In addition, choose two skills. You gain a +2 bonus on checks with those skills. You can choose 2 different skills at 10th level, and again at 20th level.

Metaphysical Edge (Ex): At 5th level, and again at 15th level, you gain the Rogue's Edge Class feature, treating your metaphysician level as your rogue level.

Self-Help

You understand more than anybody that one must first protect one's self before one can help others.

Defensive Cunning (Su): When you cast a spell that grants you a bonus to a saving throw (whether directly or indirectly), the bonus is increased by +1 for the duration of the spell. This ability can only function on one spell at a time.

Metaphysical Grace (Su): At 5th level, you add your Intelligence bonus to all of your saving throws. This does not stack with similar effects, such as a paladin's divine grace.

Evasion (Ex): At 10th level, you gain evasion, as the rogue class feature.

Improved Evasion (Ex): At 15th level, you gain the Improved Evasion advanced rogue talent.

Maintain Safety (Su): At 20th level, you can choose to reroll any saving throw that fails by 2 or less. You must take the results of this reroll, even if it is worse.

Metaphysician Favored Class Bonuses

Astomoi: Add one spell known from the psychic spell list. This spell must be at least one level below the highest spell level the metaphysician can cast.

Farrealmer: Add one spell known from the bloodrager spell list. This spell must be at least one level below the highest spell level the metaphysician can cast.

Leporine: Gain a +1 bonus on concentration checks required because of taking damage while casting metaphysician spells.

Munavri: Add +1 to the metaphysician's base speed. In combat, this option has no effect unless the metaphysician has selected it five times (or another increment of five). This bonus stacks with the monk's fast movement class feature and applies under the same conditions as that feature.

Orang-Pendak: Gain a +1/4 bonus to the damage dealt by your melee or ranged touch attacks.

Monster Tamer

Concept by Timothy Ott Sr.

The Kingdom of Monsters is a realm where humans capture and train monsters for entertainment, protection, and power. But humans are not the only race in the Kingdom. Long ago, the dwarves and elves of the Kingdom went to war with the humans, who pushed them back and secluded them in their homelands with an army of monster trainers. Since that time, the races have adopted their own forms of monster training that they deem are less servitude and more partnership.

Monster tamers are dwarven trainers who bond with a monster, rather than enslave it. They learn from it, eventually even gaining the ability to become a monster themselves. As they master their abilities, monster tamers continue to strengthen the bond with their monster while also creating new bonds over time. The end result is a trainer whose monsters are not her tools, but her allies.

Role: A monster tamer bravely wades into battle next to their monster, allowing it to make crucial decisions and backing it up. When not focusing on their companion, tamers offer support in the form of spells and guard their allies from harm by transforming into powerful monsters themselves.

Note: The monster tamer is a hybrid of the druid and the monster trainer from *Mystical: Kingdom of Monsters* by Northwinter Press.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The monster tamer's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the monster tamer.

Weapon and Armor Proficiency:

Monster tamers are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with monster form (see below).

Spells: A monster tamer casts divine spells, which are drawn from the druid spell list. A monster tamer must choose and prepare her spells in advance.

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

Like other spellcasters, a monster tamer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Tamer. In addition, she receives bonus spells per day if she has a high Wisdom score.

A monster tamer must spend 1 hour each day in a trance-like meditation on the mysteries of nature to regain her daily allotment of spells. A monster tamer may prepare and cast any spell on the druid spell list, provided that she can cast spells of that level, but she must choose which spells to prepare during her daily meditation.

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

Companion Monster (Ex): At 1st level, a monster tamer gains a companion monster she has either befriended herself or been given by another trainer, such as a monster researcher or breeder. The monster tamer's companion travels with her and acts as the tamer's ally during combat. It can move around the field of battle during its tamer's initiative, taking actions and working with its tamer to defeat their enemies.

A monster tamer may begin play with any of the animals listed under the druid's animal choices for animal companions, or with any one monster of CR 1/2 or less. Regardless of the monster's type or Intelligence, the tamer still handles it as a free action, or pushes it as a move action. Monsters with an Intelligence of 2 or lower must still learn tricks, which the monster tamer teaches them with the Handle Animal skill.

Unlike normal creatures of its kind, a companion monster's Hit Dice, abilities, skills, and feats advance as the monster tamer advances in level. If a character receives an animal companion or the monster training class feature from more than one source, her effective levels stack for the purposes of determining the statistics and abilities of the companion.

If a monster tamer releases her companion from service, she may gain a new one by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically lives. This ceremony can also replace a companion monster that has perished.

Spontaneous Casting: In addition to acting as her comrade in arms, a monster tamer's companion monster grants her access to one of its trainer spells per spell level. The tamer can "lose" any prepared spell in order to cast one of these tamer spells of the same level or lower.

Eschew Materials: A monster tamer gains Eschew Materials as a bonus feat at 1st level.

Tamer's Gift (Ex): At 2nd level, when a monster tamer and her companion monster are within 1 mile of each other, the monster grants the tamer a special ability. This functions as the arcane familiar special ability. For any monster not listed under that ability, find a similar creature and gain its bonus instead (a lightning cat companion, for example, may give its tamer a +3 bonus on Stealth checks).

Wild Empathy (Ex): At 2nd level, a monster tamer can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The tamer rolls 1d20 and adds her tamer level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

A monster tamer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.



Table: Monster Tamer

	Base Attack	Fort	Ref	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Companion monster, eschew materials, orisons	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Tamer's gift, wild empathy	4	2	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+3	Companion spellcasting	4	2	1	—	—	—	—	—	—	—
4th	+3	+4	+1	+4	Companion growth, monster form (1/day)	4	3	2	—	—	—	—	—	—	—
5th	+3	+4	+1	+4	Adopt monster (1)	4	3	2	1	—	—	—	—	—	—
6th	+4	+5	+2	+5	Monster form (2/day)	4	3	3	2	—	—	—	—	—	—
7th	+5	+5	+2	+5	Improved companion spellcasting	4	4	3	2	1	—	—	—	—	—
8th	+6/+1	+6	+2	+6	Monster form (3/day)	4	4	3	3	2	—	—	—	—	—
9th	+6/+1	+6	+3	+6	Adopt monster (2)	4	4	4	3	2	1	—	—	—	—
10th	+7/+2	+7	+3	+7	Monster form (4/day)	4	4	4	3	3	2	—	—	—	—
11th	+8/+3	+7	+3	+7	Swap companion	4	4	4	4	3	2	1	—	—	—
12th	+9/+4	+8	+4	+8	Monster form (5/day)	4	4	4	4	3	3	2	—	—	—
13th	+9/+4	+8	+4	+8	Adopt monster (3)	4	4	4	4	4	3	2	1	—	—
14th	+10/+5	+9	+4	+9	Monster form (6/day)	4	4	4	4	4	3	3	2	—	—
15th	+11/+6/+1	+9	+5	+9	Swap companion (standard)	4	4	4	4	4	4	3	2	1	—
16th	+12/+7/+2	+10	+5	+10	Monster form (7/day)	4	4	4	4	4	4	3	3	2	—
17th	+12/+7/+2	+10	+5	+10	Adopt monster (4)	4	4	4	4	4	4	4	3	2	1
18th	+13/+8/+3	+11	+6	+11	Monster form (8/day)	4	4	4	4	4	4	4	3	3	2
19th	+14/+9/+4	+11	+6	+11	Swap companion (swift)	4	4	4	4	4	4	4	4	3	3
20th	+15/+10/+5	+12	+6	+12	Adopt monster (5), monster form (at will)	4	4	4	4	4	4	4	4	4	4

Companion Spellcasting (Ex): At 3rd level, a monster tamer gains Companion Spell as a bonus feat (see chapter 4). When using that feat to spontaneously cast one of her companion monster's tamer spells, the tamer can do so without increasing the caster level. At 7th level, she can also cast any spell prepared with that feat through her monster without increasing the spell level.

Monster Form (Su): At 4th level, a monster tamer gains the ability to turn herself into the same type of monster as her companion and back again once per day. This ability counts as wild shape and functions like the *beast shape I* spell, except as noted here.

- The new form can be any small creature that shares all types and subtypes with the tamer's companion monster.
- The effect lasts for 1 hour per tamer level, or until she changes back.
- Changing form (to monster or back) is a standard action and doesn't provoke an attack of opportunity.
- The form chosen must be that of a monster the tamer is familiar with.
- If the new form can speak, the tamer can continue to cast spells. Otherwise, she must have the Natural Spell feat.

A monster tamer can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, she can use monster form at will. As she gains in levels, this ability allows the tamer to take on the form of larger and smaller monsters. Each form expends one daily usage of this ability, regardless of the form taken.

At 6th level, a monster tamer can use monster form to change into a Medium monster. When taking any form, the tamer's monster form now functions as a corresponding spell (*alter self*, *elemental body*, *fey form*, *form of the dragon*, *giant form*, *ooze form*, *plant shape*, and so on) of a level the tamer can cast. If the tamer cannot cast such a spell (*ooze form I*, for example, is a 5th-level spell, requiring the tamer to be at least 9th level before she can cast it), monster form functions as *beast shape II*.

At 8th level, a monster tamer can use monster form to change into a Large or Tiny monster.

At 10th level, a monster tamer can use monster form to change into a Huge or Diminutive monster.

Companion Growth (Ex): Beginning at 4th level, a monster tamer's companion monster gains the ability to permanently grow into a more powerful form. Typically, this new form shares a name with the companion (such as lightning cat), but some monsters (particularly elementals and demons) can change into any other monster that shares their type. If the tamer's companion cannot grow (or chooses not to), it increases its Dexterity and Constitution by 2 instead.

The companion's new form cannot have a Challenge Rating (CR) higher than the monster tamer's level –2, and the tamer subtracts the new form's CR from her monster tamer level –2 when determining the benefits it gains from their bond.

For example, a monster tamer with a lightning cat companion can grow her monster into a lightning cat hero at 5th level because the new form is a CR 3 monster. The tamer's new companion gains no additional benefits from their bond until she reaches 6th level, when her effective level with that monster is 1 (6th level –2, –3 from the creature's CR).

Adopt Monster (Ex): At 5th level, a monster tamer's companion monster can merge harmlessly into her body, allowing the tamer to gain an additional companion monster (as if she replaced her companion during downtime) with which she has also formed a bond. This functions as the *merge with familiar* spell, except that the duration is permanent. The monster tamer can only have one active companion monster at a time; the other must remain merged with her. She can change which companion she has active when preparing her spells for the day.

A monster tamer can store additional companion monsters in this way at 9th, 13th, 17th, and 20th level.

Swap Companion (Ex): At 11th level, a monster tamer gains the ability to exchange her companion monster for one she has stored with adopt monster. She can do this once per day as a full-

round action. To do so, her current companion must be adjacent to her and the unoccupied space it leaves behind must be large enough for the new companion to appear.

At 15th level, a monster tamer can swap her companion as a standard action, and at 19th level, she can swap it as a swift action.

Monster Tamer Companion Monsters

Listed below are example companion monsters for easy reference. Changes listed under companion growth are in addition to the companion's 1st-level abilities. For full statistics and additional options, see *Mystical: Kingdom of Monsters* or one of its supplements.

Fire Bird Companion (outsider, elemental, fire)

Size Tiny, **Speed** 20 ft., fly 30 ft. (clumsy); **AC** 14 (touch 14, flat-footed 12); **Attack** *burning hands* (3/day, DC 14) or bite (1d4-1 plus burn), 2 talons (1d3-1); **Ability Scores** Str 9, Dex 14, Con 10, Int 4, Wis 9, Cha 17; **Special Qualities** burn (1d3 fire, DC 13), fire resistance 5, low-light vision.

Trainer Spells 1st - *burning hands*; 2nd - *scorching ray*; 3rd - *fireball*; 4th - *wall of fire*; 5th - *mirage arcana*; 6th - *chains of fire*; 7th - *spell turning*; 8th - *sunburst*; 9th - *meteor swarm*

Companion Growth (6th level, CR 4)

HP 30; **Size** Small, **Speed** 20 ft., fly 30 ft. (average); **AC** 15 (touch 15, flat-footed 11); **Attack** *burning hands* (3/day, DC 15), *scorching ray* (3/day), bite (1d6 plus burn), 2 talons (1d4); **Ability Scores** Str +2, Con +2, Cha +2; **Special Qualities** burn (1d4 fire, DC 15).

Companion Growth (12th level, CR 10)

HP 61; **Attack** *burning hands* (3/day, DC 16), *wall of fire* (1/day, DC 19); **Ability Scores** Cha +2; **Special Qualities** burn (1d8, DC 20).

Lightning Cat Companion (magical beast)

Size Small, **Speed** 30 ft.; **AC** 15 (touch 14, flat-footed 12); **Attack** *shocking grasp* (3/day) or bite (1d6+2), 2 claws (1d4+1); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 10, Cha 15; **Special Qualities** low-light vision, scent, SR 12.

Trainer Spells 1st - *magic missile*; 2nd - *heat metal*; 3rd - *lightning bolt*; 4th - *resilient sphere*; 5th - *hold monster*; 6th - *repulsion*; 7th - *forcecage*; 8th - *sunburst*; 9th - *mass hold monster*

Companion Growth (5th level, CR 3)

HP Size Medium, **Speed** 40 ft.; **AC** 16 (touch 12, flat-footed 14); **Attack** *aggressive thundercloud* (1/day, DC 14), bite (1d8+4), 2 claws (1d6+2); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** SR +2.

Companion Growth (8th level, CR 6)

Attack *aggressive thundercloud* (1/day, DC 15), *lightning bolt* (1/day, DC 16), bite (1d8+4, crit 19-20 x2); **Ability Scores** Cha +2; **Special Qualities** pounce, SR +3.

Root Snake Companion (plant)

Size Small, **Speed** 20 ft., burrow 20 ft.; **AC** 16 (touch 14, flat-footed 12); **Attack** *entangle* (3/day, DC 14) or 2 vines (reach 10 ft., 1d4); **Ability Scores** Str 11, Dex 16, Con 12, Int 1, Wis 17, Cha 10; **Special Qualities** darkvision 60 ft., resist electricity 5, plant traits.

Trainer Spells 1st - *entangle*; 2nd - *cure moderate wounds*; 3rd - *resinous skin*; 4th - *thorn body*; 5th - *wall of thorns*; 6th - *mass cure moderate wounds*; 7th - *siege of trees*; 8th - *horrid wilting*; 9th - *greater siege of trees*

Companion Growth (11th level, CR 9)

HP 61; **Size** Medium; **Attack** 2 vines (reach 10 ft., 1d8+2 plus trip); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** resist electricity 10, Improved Natural Attack (vine), Toughness.

Young Ettin Companion (monstrous humanoid)

Size Small, **Speed** 20 ft.; **AC** 14 (touch 12, flat-footed 13); **Attack** club +2/+2 (1d4+3); **Ability Scores** Str 15, Dex 13, Con 14, Int 3, Wis 11, Cha 10; **Special Qualities** darkvision 60 ft., Power Attack.

Trainer Spells 1st - *magic weapon*; 2nd - *ironskin*; 3rd - *greater magic weapon*; 4th - *heroism*

Companion Growth (7th level, CR 5)

HP 47; **Size** Medium.; **AC** 16 (touch 10, flat-footed 16); **Attack** club +7/+7 (1d6+6); **Ability Scores** Str +4, Dex -2, Con +2.; **Special Qualities** Cleave.

Companion Growth (13th level, CR 11)

HP 109; **Size** Large; **AC** 17 (touch 9, flat-footed 17) **Attack** club +14/+14/+9 (1d8+9); **Ability Scores** Str +4, Dex -2, Con +2; **Special Qualities** DR 10/magic, +2 Will.

Favored Class Bonuses

These races make particularly good monster tamers.

Dhampir: Add +1/2 to the damage dealt by the tamer's companion monster's natural attacks.

Drow: Add a +1 bonus on wild empathy checks made to improve the attitude of fiendish animals.

Dwarf: Add +1/3 to the tamer's natural armor bonus when using monster form.

Ghoran: Add a +1/2 bonus on Knowledge (nature) checks relating to plants and fey.

Gnome: Add a +1/2 bonus on Knowledge (nature) checks relating to burrowing animals and fey.

Goblin: Add +1 hit points to the tamer's companion monster. If the tamer ever replaces her companion, the new companion gains these bonus hit points.

Half-Dwarf*: Add a +1/2 bonus on Knowledge (planes) checks relating to creatures with the earth subtype and +1/5 natural armor.

Human: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Lashunta: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Philosopher

The whole is more than the sum of its parts.—Aristotle

As civilizations bloom and people seek understanding, it falls to the wisest among them to ponder the cosmos and return with answers. Philosophers study the fundamental nature of knowledge, reality, existence, and magic in a continuous effort for enlightenment. Seeking more than just knowledge, they seek to know how to best use it. Questioning more than just reality, they

question all the forces that govern it. Pondering more than just the nature of existence, they ponder why it exists at all. Mastering more than just powerful spells, but mastering themselves, as well.

Role: In times of peace, a philosopher provides insightful wisdom to his friends and allies as a counselor and spiritual guide. In times of conflict, the philosopher wields reality itself as a weapon against his enemies or an aegis for his allies.

Alignment: Any.

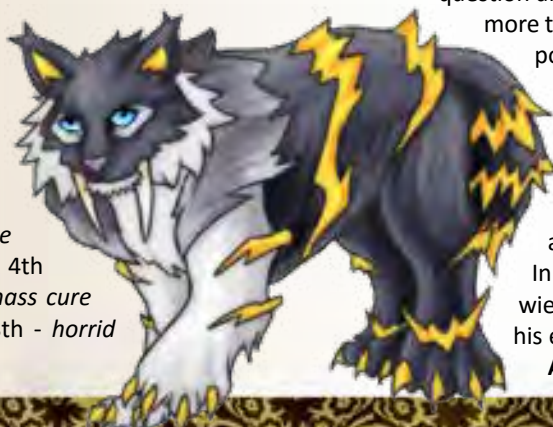


Table: Philosopher

Level	Base	Fort	Ref	Will	Special	Spells per Day								
	Attack Bonus	Save	Save	Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Epiphany (1d6), orisons	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Divine genius	4	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Refutation	5	—	—	—	—	—	—	—	—
4th	+2	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+2	+1	+1	+4	Epiphany (1d8), refutation	6	4	—	—	—	—	—	—	—
6th	+3	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+3	+2	+2	+5	Refutation	6	6	4	—	—	—	—	—	—
8th	+4	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+4	+3	+3	+6	Epiphany (1d10), refutation	6	6	6	4	—	—	—	—	—
10th	+5	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+5	+3	+3	+7	Refutation	6	6	6	6	4	—	—	—	—
12th	+6/+1	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+6/+1	+4	+4	+8	Epiphany (2d6), refutation	6	6	6	6	6	4	—	—	—
14th	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+7/+2	+5	+5	+9	Refutation	6	6	6	6	6	6	4	—	—
16th	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+8/+3	+5	+5	+10	Epiphany (2d8), refutation	6	6	6	6	6	6	6	4	—
18th	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+9/+4	+6	+6	+11	Refutation	6	6	6	6	6	6	6	6	4
20th	+10/+5	+6	+6	+12	Epiphany (2d10), supernal sage	6	6	6	6	6	6	6	6	6

Hit Die: d6.

Parent Classes: Cleric and wizard.

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

Class Skills

The philosopher's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the philosopher.

Weapon and Armor Proficiency: Philosophers are proficient with all simple weapons. They are not proficient with any type of armor or shield. While wearing armor does not interfere with a philosopher's somatic gestures, it does psychologically compromise the confidence in his magic when spellcasting. A philosopher wearing light armor cannot cast 7th-level or higher philosopher spells. A philosopher wearing medium armor cannot cast 5th-level or higher philosopher spells. A philosopher wearing heavy armor cannot cast 2nd-level or higher philosopher spells.

Spells: A philosopher casts divine spells from the cleric and sorcerer/wizard spell lists. However, he is limited to only 5 schools of magic when selecting spells to learn and cast. The schools of magic a philosopher can select from are: abjuration, conjuration, divination, evocation, necromancy, transmutation, and universal. Philosophers typically deal only in reality and clear thinking, and so cannot learn spells from the enchantment or illusion schools. The 5 schools a philosopher selects from usually reflects their philosophical outlook. Once these 5 schools are selected, they cannot be changed.

He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a philosopher must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a philosopher's spell is 10 + the spell level + the philosopher's Wisdom modifier.

Like other spellcasters, a philosopher can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Philosopher. In addition, he receives bonus spells per day if he has a high Wisdom score.

A philosopher's selection of spells is extremely limited. A philosopher begins play knowing four 0-level spells and two 1st-level spells of his choice. At each new philosopher level, he gains one or more new spells, as indicated on Table: philosopher Spells Known. (Unlike spells per day, the number of spells a philosopher knows is not affected by his Wisdom score; the numbers on Table: Philosopher Spells Known are fixed.) These new spells can be common spells chosen from the sor/wizard spell list, or they can be unusual spells that the philosopher has gained some understanding of through study.

Upon reaching 4th level, and at every even-numbered philosopher level after that (6th, 8th, and so on), a philosopher can choose to learn a new spell in place of one he already knows. In effect, the philosopher loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A philosopher may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

Unlike a wizard or a cleric a philosopher need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not yet used up his spells per day for that spell level.

Orisons: Philosophers learn a number of orisons, or 0-level spells, as noted on Table: Philosopher Spells Known under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

Epiphany (Ex): Whether in the midst of danger or simply distracted by a thousand goings-on, a philosopher is ever pondering, seeking the next profound truth. Epiphanies are sudden bursts of insight that philosophers use to resolve an array problems.

Table: Philosopher Spells Known

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

A philosopher has the ability to augment skill checks and ability checks through his epiphany. The philosopher has an epiphany pool equal to 1/2 his philosopher level + his Wisdom modifier (minimum 1). A philosopher's epiphany pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of epiphany from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. A philosopher can only use epiphany once per check or roll. The philosopher can use epiphany on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of epiphany, provided he's trained in the skill.

Epiphany can also be used on attack rolls and saving throws, at the cost of expending two uses of epiphany each time from the philosopher's pool. In the case of saving throws, using epiphany is an immediate action rather than a free action.

At 5th level, and every 4 levels thereafter (9th, 13th, and so on), the magnitude of the philosopher's epiphanies become much greater, as indicated on Table: Philosopher.

Divine Genius (Ex): Every philosopher is possessed of a secondary presence of mind and soul, a warding spirit that aids them in their contemplations and protects them from harm. Starting at 2nd level, this divine genius manifests itself as one of the following bonuses.

- A +2 bonus on saving throws against enchantment spells and effects.
- A +2 bonus on saving throws against illusion spells and effects.
- A +2 bonus on saving throws against poison and disease.

- A +2 bonus on saving throws against traps and hazards.
- A +2 bonus on all Perception and Sense Motive checks.
- A +2 bonus on all Heal and Survival checks.

Refutations (Ex): A philosopher approaches each danger as though it were a philosophical debate. At 3rd level, and again at every odd level thereafter, he gains a new form of refutation selected from the list at the end of this section.

Supernal Sage (Ex): At 20th level, a philosopher reaches the pinnacle of his awareness. He learns one refutation and becomes immune to all mind-affecting effects, as well as ability damage or drain to his mental ability scores.

Refutations

Refutations are a nonmagical means of proving an action, statement, or theory to be wrong or false. A philosopher can achieve this in many different ways, from thorough research to demonstration of proper form and function.

Argumentative Distraction

You argue your point loudly and with great confidence, throwing off your enemies and making them doubt their combat ability against your allies.

When you successfully uses the aid another action to grant an ally a bonus to attack a creature, if both can hear you, your bonus becomes a +4.

Deliberation

You practice self distraction techniques such as striking up unnecessary conversation or focusing on a single, unrelated task until you can remember how to cast a spell you have already burned out for the day.

Once per day, you can spend 10 minutes per spell level meditating or exchanging discourse with an ally to regain 1 used spell slot.

Exploit Controversy

In the middle of combat, you can surprise an enemy by talking to them candidly and with a calm demeanor. Your unexpected attitude leaves them off guard.

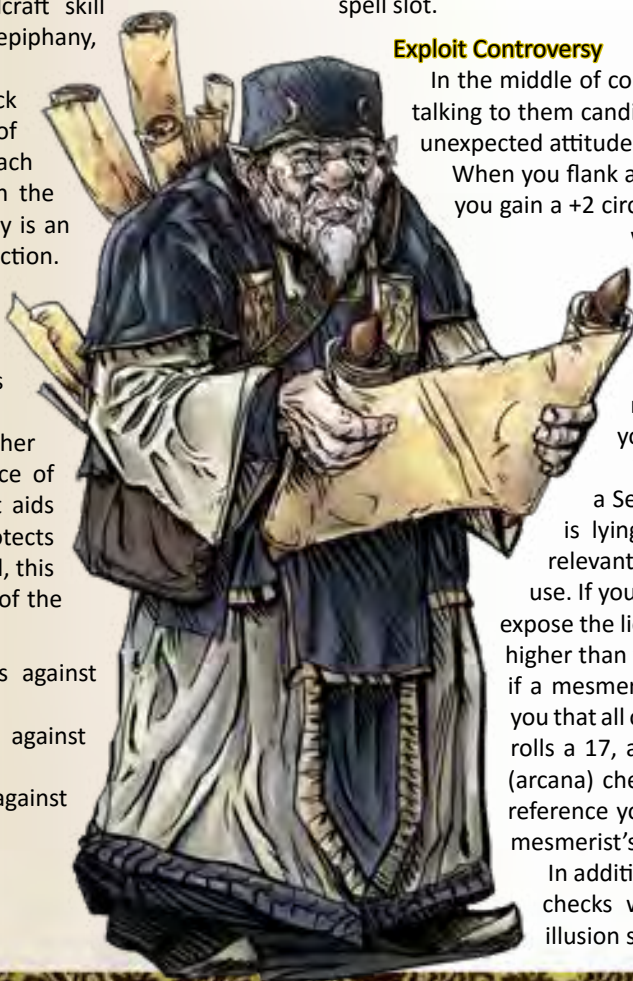
When you flank an enemy who can see and hear you, you gain a +2 circumstance bonus on all damage rolls with melee attacks made against that creature.

Expose Fallacies

You know enough about different subjects that you can refute even subtle lies just by sharing your own wisdom.

You can use Knowledge in place of a Sense Motive check to tell if someone is lying to you, if the attempted Bluff is relevant to the type of Knowledge check you use. If your Knowledge check is successful, you expose the lie, even if the creature's Bluff check is higher than your Knowledge check. For example, if a mesmerist makes a Bluff check to convince you that all owlbears are peaceful herbivores and rolls a 17, and you succeed at your Knowledge (arcana) check DC 14 (for the CR 4 owlbear) to reference your own knowledge, you expose the mesmerist's lie.

In addition, you gain a +2 bonus to Spellcraft checks when identifying enchantment and illusion spells.



Forensic Eloquence

After years of interacting with others, you have learned when to say what is necessary to sway a conversation in your favor, even if not in the most caring way.

You add your Wisdom bonus on all Diplomacy checks in addition to your Charisma modifier. In addition, when you use epiphany on a Diplomacy check, you can take 10 on that check even if stress and distractions would normally prevent you from doing so.

Impart Wisdom

You can share your practical knowledge of a teamwork feat with an ally who can hear you. As a full-round action, you grant the ally use of one of your teamwork feats for a number of rounds equal to your philosopher level.

You must have practical knowledge in a teamwork feat to choose this refutation.

Parables and Allegories

Your ability to spin a tale makes you friends and the occasional bit of gold. You can substitute a Diplomacy check for Perform (oratory), and the result of your check counts as both a Diplomacy check to improve a creature's attitude and as a Perform check to earn money.

Paradoxical Magic

You have long studied the effects one's alignment has on magic and can now handle such spells responsibly. You always count as the proper alignment when an item or spell requires it, and your alignment doesn't change when casting spells with an opposed alignment descriptor. Performing other acts related to the opposed alignment can still change your alignment, as can the intent of your actions.

For example, you can cast *protection from good* as a good philosopher without affecting your alignment, but if you kill an innocent person for no justifiable reason, you may still become neutral (on your way toward evil).

Practical Knowledge

Years of life experiences have taught you a thing or two about a thing or two. You gain one of the following feats of your choice as a bonus feat. You also gain the added benefit listed with that feat.

Bonus Feat	Added Benefit
Cosmopolitan	You gain a +2 bonus when speaking either of the languages you learn.
Extra Talent (Epiphany)	Any result of 1 on an epiphany die becomes a 2 instead.
Item Creation Feat	You can craft the item in half the time. This doesn't reduce the cost or materials.
Merciful Spell	Add your Wisdom bonus to any damage dealt when applying this feat to a spell.
Skill Focus	You gain bonus skill ranks equal to your philosopher level to place in the chosen skill. When you gain a new level in philosopher, add one skill rank to the chosen skill.
Teamwork Feat	You treat an ally who you can see and hear as also having the feat.
Weapon Proficiency (Exotic, Martial, or Simple)	Your base attack with the chosen weapon is equal to 3/4 of your philosopher level, as the cleric.

You can choose this refutation any number of times. Each time, you must choose a different feat.

Discoveries, Epiphanies, and Inspiration

Discoveries, epiphanies, and inspiration represent three different means by which heroes such as the generation hero and the philosopher can gain access to the same heroic pool, using it to accomplish fantastic deeds. For characters with a mix of discoveries, epiphanies, and inspiration, they combine the resources into a shared pool. For feats, magic items, and other effects, a discovery user can spend and gain discovery points in place of epiphany or inspiration points, and vice versa.

A discovery user does not count as an epiphany or inspiration user to satisfy feat prerequisites. Investigator levels stack with philosopher levels for the purpose of gaining either true inspiration or supernal sage, but not both.

Sage Counsel

With a little encouragement, you give your allies some much needed confidence in their actions.

You can use aid another to help an ally with Use Magic Device checks. When you successfully uses the aid another action to grant an ally a bonus on any skill check, if both can hear you, your bonus becomes a +4. This increases to +6 if your aid another beats the DC by 5 or more.

Scholastic Refutation

You know how best to turn the understanding of arcane or divine magic to your own benefit through years of study and practical application. Choose one:

- You gain Skill Focus (Knowledge [arcana]) as a bonus feat and a +2 bonus on concentration checks when casting spells drawn from the sorcerer/wizard spell list.
- You gain Skill Focus (Knowledge [religion]) as a bonus feat and a +2 bonus on concentration checks when casting spells drawn from the cleric spell list.

You can choose this refutation twice.

Sound Argument (Ex)

With the power of your words, you can create great and dangerous magic.

You gain Still Spell as a bonus feat and you can convert the damage type of a damage-dealing stilled philosopher spell you cast to sonic damage. You can do this a number of times equal to your Wisdom bonus each day.

Spare Lifestyle

Enjoy your life without need for obvious recognition or any material wealth more than you can carry on your back has opened up your sensibilities and made it difficult for others to besmirch your name.

When carrying no more than a light load, you gain a morale bonus equal to half your philosopher level on all Survival checks and checks made to dispel any lies about you.

Spell Admonition

You are familiar enough with the inner workings of magic that you can stop and redirect spells you don't even know yourself.

You add the following spells to your list of philosopher spells known when you gain access to spells of the listed spell level. You also gain 1 additional spell slot for those spell levels that can be used only to cast the listed spell. 3rd – *dispel magic*; 4th – *lesser globe of invulnerability*; 5th – *spell absorption*; 6th – *greater dispel magic*; 7th – *spell turning*; 8th – *greater spell absorption*; 9th – *antimagic field*.

The Pen and the Sword

You know that words can win a war before it starts, but should war come, as it always does eventually, you are prepared.

You gain proficiency with all martial weapons. If you have, or would gain, practical knowledge of a martial weapon, you gain Weapon Focus with that weapon as a bonus feat.

Terms of Contention

After years of studying dialects and languages, you have an ear for recognizing similar words in foreign languages.

You add your Wisdom bonus on all Linguistics checks in addition to your Intelligence modifier. In addition, when you use epiphany on a Diplomacy check, you can take 10 on that check even if stress and distractions would normally prevent you from doing so.

Willful Disputation

Even when it could be a costly decision, you move headlong into a situation that could potentially be an illusion or confront a potential enchantment with knowing skepticism.

When you use epiphany to roll a Will save against an enchantment or illusion effect, a natural roll of 2 through 9 on the d20 is a 10 instead. A natural 1 is still an automatic failure.

Favored Class Bonuses

These races make particularly good philosophers.

Asimar: Add one spell known from the cleric spell list. This spell must be at least one level below the highest spell level the philosopher can cast.

Android: Increase your divine genius bonus by +1/4.

Arbiter*: Increase your divine genius bonus by +1/4.

Catfolk: Increase the total number of points in the philosopher's epiphany pool by 1/3.

Centaur: Gain +1/6 of a practical knowledge refutation.

Dhampir: Add one spell known from the necromancer spell list. This spell must be at least one level below the highest spell level the philosopher can cast.

Drow: Add one spell known from the cleric (female) or wizard (male) spell list. This spell must be at least one level below the highest spell level the philosopher can cast.

Dwarf: Gain a +1/2 bonus on Knowledge (dungeoneering) checks.

Elf: Gain a +1/2 bonus on Knowledge (arcana) checks.

Farrealmer*: Add one spell known from the alchemist extract list. This spell must be at least one level below the highest spell level the philosopher can cast.

God-Blooded*: Add one spell known from the cleric spell list. This spell must be at least one level below the highest spell level the philosopher can cast.

Half-Elf: Gain +1/6 of a practical knowledge refutation.

Human: Gain +1/6 of a practical knowledge refutation.

Kitsune: Gain a +1/2 bonus on Knowledge (religion) checks.

Orang-Pendak: Add one spell known from the druid spell list. This spell must be at least one level below the highest spell level the philosopher can cast.

Skinwalker: Gain a +1/2 bonus on Knowledge (nature) checks.

Tiefling: Increase the total number of points in the philosopher's epiphany pool by 1/3.

Potentialist

Don't move.

For ages untold, creatures have harnessed power from their actions. From wizards mastering somatic components required for spells, to druids changing their entire forms and directing animals to fight beside them. Action and reaction live in the spotlight of the average adventurer.

But, what about the potential energy that exists before it becomes a spell, an attack, or even basic movement? What happens in the moments between spells, between attacks, between movements. Controlling and stoking this raw force before it takes shape is where the potentialist shines.

The potentialist is a master of inactivity, directing his own body and mind to better shake off effects while preventing others from using their own. By drawing on the power of inaction, the potential energy, the potentialist is able to accomplish a truly surprising number of things.

But the life of a potentialist does have a couple of drawbacks. It takes years to learn how to use potential energy properly without converting it into something that others can turn against the potentialist. Once this is learned, an even greater amount of time is required to master how to not accidentally use that power without first calling upon it. It is for this reason that almost no young potentialists exist (especially among short-lived races like humans and half-orcs).

Role: A potentialist makes an entertaining foil for enemies who like to keep their opponents tied up with magic or combat maneuvers. Because he only occasionally cares about an enemy's Armor Class, the potentialist plays more like a mid-range wizard with fewer but more dedicated choices. Allies of the right potentialist can make their way to him when they need protection or a chance to recover, knowing they'll be safe despite their companion's seeming lack of interest in combat.

Alignment: Any.

Hit Die: d6.

Starting Age: Trained, as wizard.

Starting Wealth: 5d6 x 10 gp (average 175 gp)

Class Skills

The potentialist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the potentialist.

Weapon and Armor Proficiency: Potentialists are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Capacity (Ex): A potentialist's biggest strength is his ability to warp the potential energy around him into a weapon. This often takes the form of an almost invisible barrier of crackling power as it sparks and hisses with excess.

As a swift action, a potentialist can enter his capacity stance. This lasts until the potentialist rests or chooses to end it as a free action. At the end of a potentialist's turn, if he hasn't used his standard action for any reason (even while unconscious or dying), he creates a capacity aura centered on him that reaches out to 5 ft. x his Strength bonus (minimum 5 ft.). If an enemy

enters the potentialist's capacity aura, or starts its turn within the aura, it takes 1d6 points of precision-based damage (similar to a rogue's sneak attack). This damage shares its type with a weapon the potentialist wields, or his unarmed strike if he has no weapon. The potentialist's capacity aura can target up to 1 creature per round at 1st level and 2 creatures per round at 12th level or higher.

Creatures that take damage from the potentialist's capacity aura receive a Reflex save to take no damage. The DC of this save is equal to 10 + 1/2 the potentialist's level + his Intelligence modifier.

At 3rd level, and every odd level thereafter, a potentialist's capacity aura deals 1d6 additional damage.

Prospective Path (Ex): Years of dedication are required to become a potentialist, and most spend this time learning the best possible ways to achieve one form of potential manipulation. At 1st level, a potentialist chooses a prospective path. The path he chooses determines his talent options and changes how the potentialist uses his other abilities as he gain levels.

Drive: Potentialists with drive concentrate on gaining the best results from their abilities. They manipulate their potential energy to succeed at complicated tasks, avoid being hit, and take down one enemy at a time. They add Disable Device, Sleight of Hand, and Use Magic Device to their list of class skills. When wearing light or no armor and not carrying a heavy load, a potentialist with drive adds half his Intelligence bonus (if any) to his AC and his CMD. At 4th level, he adds his full bonus. At 8th level, and every 4 potentialist levels thereafter, he gains an additional +1 bonus, to a maximum of +4 at 20th level.

These bonuses to AC apply even against touch attacks or when the potentialist is flat-footed. They do not stack with similar bonuses, such as those gained by monks.

Focus: A potentialist with focus puts the protection of his allies before his own wellbeing. His years of study teach techniques that allow the potentialist to take the brunt of his enemies' attacks while returning the favor in kind.

Focused potentialists add Acrobatics, Climb, and Swim to their list of class skills. At each potentialist level, they add both their Constitution modifier and Intelligence modifier to their hit points.

Spirit: Spirited potentialists take the energy of battle and roll it back into potential energy, turning back even the most grievous wounds. Their years of study make them worldly and well liked by most creatures. They add Handle Animal, Heal, and Survival to their list of class skills. At 1st level, a potentialist with spirit gains a bonus equal to his Intelligence modifier to his choice of Fortitude, Reflex, or Will saves. He gains this bonus to all saving throws beginning at 2nd level. This bonus doesn't stack with similar bonuses, such as from a paladin's divine grace.

Vigor: A potentialist who takes the path of vigor brings his potential energy to the brink of conversion, changing its state to create different energies from the excess such as heat, electricity, and light. The potentialist then bends this energy, or spreads it

Table: Potentialist

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+2	+0	+2	Capacity (+1d6), prospective path, raw intellect, unmoving
2nd	+1	+3	+0	+3	Latent talent
3rd	+1	+3	+1	+3	Capacity (+2d6), untouchable
4th	+2	+4	+1	+4	Altered capacity (magic), latent talent
5th	+2	+4	+1	+4	Capacity (+3d6), unbreathing
6th	+3	+5	+2	+5	Latent talent
7th	+3	+5	+2	+5	Capacity (+4d6), unfeeling (DR 1/—)
8th	+4	+6	+2	+6	Altered capacity (cold iron/silver), latent talent
9th	+4	+6	+3	+6	Capacity (+5d6), uncaring
10th	+5	+7	+3	+7	Latent talent, unfeeling (DR 2/—)
11th	+5	+7	+3	+7	Capacity (+6d6)
12th	+6/+1	+8	+4	+8	Altered capacity (alignment), latent talent
13th	+6/+1	+8	+4	+8	Capacity (+7d6), unfeeling (DR 3/—)
14th	+7/+2	+9	+4	+9	Latent talent
15th	+7/+2	+9	+5	+9	Brim with Potential, capacity (+8d6)
16th	+8/+3	+10	+5	+10	Latent talent, unfeeling (DR 4/—)
17th	+8/+3	+10	+5	+10	Capacity (+9d6), unthinking
18th	+9/+4	+11	+6	+11	Altered capacity (adamantine), latent talent
19th	+9/+4	+11	+6	+11	Capacity (+1d6), unfeeling (DR 5/—)
20th	+10/+5	+12	+6	+12	Latent talent, undying

thin in vibrant displays of power. He adds Disguise, Perform, and Stealth to his list of class skills, and his skill ranks per level are 4 + twice his Int modifier.

Raw Intellect (Su): A potentialist's ability to control potential energy is derived from a combination of his training and his natural intellect. Because of the precise control required to use his abilities, a potentialist is immune to effects that would temporarily raise or lower his Intelligence score (such as poisons, most worn magic items, or spells). Permanent changes to his Intelligence still apply.

Unmoving (Sp): At 1st level, a potentialist who hasn't moved, used an immediate action, or made an attack of opportunity for any reason since the end of his last turn can teleport to a nearby space as a swift action once per turn as if using *dimension door*. This movement does not provoke an attack of opportunity. The potentialist must be able to see the space that he is moving into. The potentialist cannot take other creatures with him when he uses this ability. He can move up to 15 feet + 5 feet for every two potentialist levels he possesses. The potentialist can still use his move action to accomplish other tasks, such as drawing a weapon or potion.

Latent Talents: As a potentialist gains experience, he learns a number of talents that aid his allies and confound his foes. Starting at 2nd level, a potentialist gains one latent talent. He gains an additional latent talent for every 2 levels of potentialist attained after 2nd level. A potentialist cannot select an individual talent more than once. A list of latent talents can be found below.

Untouchable (Su): At 3rd level, the energy that surrounds the potentialist becomes stronger, making it hard to push through and get a hand on him. He uses his potentialist level in place of his base attack bonus when calculating his CMB and CMD.

Altered Capacity: At 4th level, a potentialist treats his capacity aura as magic for the purposes of overcoming damage reduction. At 8th level, he also treats it as cold iron and silver. At 12th level, his aura can overcome alignment-based damage reduction. At 18th level, he also treats it as adamantine.

Unbreathing (Su): At 5th level, a potentialist's control over his body allows him to go for days (or weeks, if necessary) without breathing. He becomes immune to effects that would require him to do so, such as inhaled poisons and spells like *stinking cloud*.

Unfeeling (Su): At 7th level, the energy surrounding a potentialist can be concentrated against incoming attacks. He gains damage reduction. Subtract 1 from the damage the potentialist takes each time he is dealt damage from a weapon or a natural attack. At 10th level, and every three potentialist levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Uncaring (Su): At 9th level, a potentialist's mind can avoid the mental energy created by some spells and effects, making him immune to charm spells and spell-like abilities. While his capacity aura is active, each ally within the aura also gains a +4 morale bonus on saving throws against charm effects. This ability functions even if the potentialist is unconscious, but not if he is dead.

Brim With Potential (Su): At 15th level, a potentialist's energy bleeds off more slowly while in his capacity stance. For each round his capacity aura remains active, it continues for up to 1 round afterward. The potentialist can choose to end this prematurely as a free action, but doing so ends the effect entirely.

Unthinking (Su): At 17th level, a potentialist can stop even minute bits of magic from affecting his thoughts. He becomes immune to mind-affecting effects. While his capacity aura is active, each ally within the aura also gains a +4 morale bonus on saving throws against charm effects. This ability functions even if the potentialist is unconscious, but not if he is dead.

Undying (Su): At 20th level, so strong is a potentialist's energy that it continues to cycle when the powers of others would cease. When the potentialist dies, he creates a stationary bubble of potential energy that extends out as far as he could normally teleport using *unmoving*. Within this area, the potentialist can continue to use his potentialist abilities (including uncaring and unthinking) as if he were not dead for up to 1 round per potentialist level.

In this state, the potentialist is still dead. Attempts to heal him fail, and attacks against his body mean little. Removing the potentialist's head, or total destroying his body with a spell like *disintegrate*, end or prevent this ability.

Potentialist Latent Talents

General talents can be chosen by any potentialist. A potentialist cannot select an individual talent more than once.

General Talents

Altered Capacity, Improved: The potentialist's capacity aura can damage creatures normally immune to precision-based damage, such as elementals, oozes, and incorporeal creatures.

Capacity for Battle, Lesser: The potentialist's capacity aura bleeds more energy faster. The aura can now target up to 2 creatures per round at 8th level and 3 creatures per round at 15th level or higher.

Flex Capacity: The potentialist can wrap his power around one or more of his weapons, charging them with energy enough to lash out against passersby. When an enemy enters a space within reach of the potentialist's melee weapon, or starts its turn there, the potentialist can make a single attack against that creature as a free action. If he hits, the potentialist can also expend one use of his capacity aura for the round as a free action and deal its damage to the creature (no save). The potentialist can do this as many times in a round as the number of creatures he can target with his capacity aura.

In addition, the potentialist can use Dexterity instead of Strength to determine the size of his capacity aura. Only potentialists with drive or focus can choose this talent.

Stonewall (Ex): Creatures with improved evasion still take half damage from the potentialist's capacity aura on a failed save.

Uncanny Dodge (Ex): The potentialist's understanding of motion and energy allow him to react to danger more easily. He cannot be caught flat-footed, nor does he lose his Dex bonus to AC if an attacker is invisible. He does not lose his Dexterity bonus to armor class. A potentialist with this ability can still lose his Dexterity bonus to armor class if an opponent successfully uses the *feint* action against him.

If a potentialist already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Unconventional (Ex): The potentialist gains a bonus to skill checks made with the skills granted by his prospective path equal to his Intelligence modifier.

Unseen (Sp): A potentialist that takes no actions on his turn becomes invisible, as with the *vanish* spell, until he damages a creature with his capacity aura or the end of his next turn.



Unyielding, Lesser (Ex): When the potentialist does not use a standard action on his turn, he counts as fighting defensively.

Drive Talents

Brutal Capacity (Su): The potentialist treats natural 1's on his capacity damage dice as 2's.

Brutal Capacity, Improved (Su): A potentialist with brutal capacity can reroll any natural 1's or 2's on his capacity dice once.

Deadly Capacity (Su): A creature that rolls a natural 1 against a 20th-level potentialist's capacity damage, or that fails its save by 5 or more, must also attempt a Fortitude save against the same DC. If it fails, the creature dies.

Dual Capacity (Ex): A potentialist with Two-Weapon Fighting who wields a weapon in each hand can target 1 additional creature per round with his capacity aura. If he also has Improved Two-Weapon Fighting or Greater Two-Weapon Fighting, he can target up to 2 or 3 additional creatures, respectively, instead.

Evasion (Ex): The potentialist gains evasion, as the rogue class feature, except he doesn't actually move. Instead, the potentialist's ability to stay perfectly still causes magic to occasionally ignore him entirely.

Evasion, Improved (Ex): An 8th-level potentialist with evasion is so good at staying still, magic is less likely to affect him even moderately. He gains improved evasion, as the rogue advanced talent.

Uncanny Dodge, Improved (Ex): A 6th-level or higher potentialist with uncanny dodge can no longer be flanked. This defense denies a rogue the ability to sneak attack the potentialist by flanking him, unless the attacker has at least four more rogue levels than the target has potentialist levels.

Unseen, Improved (Sp): A 16th-level or higher potentialist with the unseen talent who takes no actions on his turn becomes invisible, as with the *improved invisibility* spell, until the end of his next turn.

Focus Talents

Arc Capacity (Ex): When a creature fails its Reflex save against the potentialist's capacity aura, the potentialist can target an additional creature adjacent to the first and deal half his capacity damage to it (Reflex half). This can only occur once per round.

Arc Capacity, Improved (Ex): An 8th-level potentialist with arc capacity can deal his full capacity damage to the second target (Reflex half), and the second target can be anywhere within 25 feet of the first. This can occur once for each initial creature the potentialist can target in a round.

Capacity for Battle (Ex): The potentialist's capacity aura writhes and cracks with visible energy as it surrounds enemies. The aura can now target up to 2 creatures per round at 6th level 3 at 11th level, and 4 at 16th level.

Unmoving Sentinel (Sp): If the potentialist doesn't move on his turn and one of his allies he can see is attacked, he can use an attack of opportunity to teleport to an unoccupied space adjacent to that ally or the creature he can see that attacked his ally and make an attack against the creature attacking it.

Unmoving Sentinel, Improved (Sp): A potentialist using unmoving sentinel can teleport before an attack against his ally is resolved and make himself the target of the attack instead.

Unstoppable (Ex): If the potentialist takes no actions on his turn, he gains spell resistance equal to 11 + his potentialist level until the end of his next turn.

Untouchable, Improved (Ex): The potentialist adds half his armor bonus to his touch AC. A potentialist with natural armor can add its full value to his touch AC instead.

Unyielding (Ex): When the potentialist does not use a standard action on his turn, he counts as taking a total defense action.

Spirit Talents

Caregiver (Su): The potentialist gains the channel energy cleric class feature that he can use to heal all creatures within his capacity aura. He can use this ability a number of times per day equal to 3 + his Strength modifier.

Promise of Aid (Sp): When the potentialist's capacity aura activates, he can choose to have it heal up to 1 creature that enters or starts its turn in the aura instead. The number of creatures he can heal in this way increases with the number of creatures the potentialist can damage with his capacity aura.

Promise of Life (Sp): A 10th-level or higher potentialist with promise of aid can return a recently slain creature to life. This counts as *breath of life*, except it only activates if the creature is within the potentialist's capacity aura when it dies.

Promise of Life, Improved (Sp): A 14th-level or higher potentialist with promise of life and holding a diamond worth at least 10,000 gp can return a slain creature to life. This counts as *resurrection*, except it only activates if creature is within the potentialist's capacity aura for at least 1 uninterrupted minute.

Promise of Life, Greater (Sp): An 18th-level or higher potentialist with improved promise of life and holding a diamond worth at least 25,000 gp can return a slain creature to life. This counts as *resurrection*, except it only activates if creature is within the potentialist's capacity aura for at least 10 uninterrupted minutes.

Promise of Mercy (Su): A potentialist with the promise of aid talent also gains mercies as a paladin of his level. These mercies are applied to creatures the potentialist heals.

Undivided (Su): The potentialist uses Wisdom instead of Strength to determine the size of his capacity aura and the number of times he can use caregiver each day (see above).

Vigor Talents

Destructive Capacity (Su): The potentialist's capacity aura can also damage up to 1 object for each creature it could target. This damage ignores an amount of hardness equal to the potentialist's Strength bonus (if any).

Energy Capacity (Sp): The potentialist can slow or speed up the energy bled from his capacity aura, causing it to deal cold, electricity, or fire damage instead of precision-based damage. When he does, a creature that saves against the effect still takes half damage from it. The potentialist can change the damage to a different type, or back to precision-based damage, as a swift action at the end of each of his turns.

Full Capacity (Sp): The potentialist's capacity aura becomes erratic and deals damage to each creature that enters or starts its turn in the aura. The potentialist can change between his normal capacity aura and full capacity as a free action when it activates.

Undeniable (Su): The potentialist uses Charisma instead of Strength to determine the size of his capacity aura. If he also has the destructive capacity talent, he can use Charisma in place of Strength for that as well.

Unmoving, Greater (Sp): A 10th-level or higher potentialist the improved unmoving talent who doesn't use a move action on his turn can *teleport* as the spell a number of times per day up to his Intelligence modifier.

Unmoving, Improved (Sp): An 8th-level or higher potentialist who doesn't use a move action on his turn can *dimension door* as the spell a number of times per day up to his Intelligence modifier.

Favored Class Bonuses

These races make particularly good potentialists.

Asimar: Add a +1/2 bonus on Escape Artist checks.

Astomoi: Add +1-ft. to the distance traveled with unmoving. In combat this option has no effect unless the potentialist has selected it five times (or another increment of five). This bonus stacks with the potentialist's unmoving class feature and applies under the same conditions as that feature.

Dwarf: Add a +1/2 bonus to capacity damage (max +5).

Ghoran: Gain +1/6 of a new latent talent.

Half-Dwarf*: Add +1/3 to initiative checks (max +5). This bonus does not stack with Improved Initiative.

Lashunta: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Oread: Add a +1/2 bonus to capacity damage (max +5).

Priest of Volwryn

A penitent hero, forever balancing the light with the darkness.

The power to heal is not only the gods' to give. Beings from beyond the stars can mend wounds as easily as some bauble placed around one's neck. All they ask is obedience and an absolute dedication to one form of power or the other.

The priests of volwryn have learned to balance the power of those distant entities, using their gifts to bring equal ruin and recovery to the field of battle. On their homeworld, some of these priests would act as saviors, speakers of the good that could be found in blessed light. Others would spit and preach only of the greater darkness that would consume everything if not for them offering it scraps. The priest of volwryn class is a hybrid of the cleric and the gunslinger.

As members of a class of volwryn, priests learn how to dance between power structures, utilizing a specific set of options that best suit them at any given point in the day.

Role: A priest of volwryn often begins his training as a protector of his allies, but the dangers of the world can turn some into righteous wielders of shadow and death, while others dive deeper into the healing power of their vaunted light.

Alignment: Any, but see Gift of Volwryn below.

Hit Die: d6.

Parent Classes: Cleric and gunslinger.

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

Class Skills

The priest of volwryn's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the priest of volwryn.

Chaotic, Evil, Good, and Lawful Spells

A priest of volwryn can only cast unaligned spells and spells that share his alignment. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

In addition, the following spells gain the listed alignment when cast by a priest of volwryn. When new spells become available, the GM has final say on whether they fit into one of these alignments.

Chaotic: Illusion spells. Spells with the cold or electricity descriptors.

Evil: Necromancy spells. Spells with the darkness, death, disease, or fear descriptors.

Good: Conjuraton (healing) spells, except for *breath of life*, *resurrection*, and *true resurrection*.

Lawful: Abjuration spells. Spells with the air or fire descriptors.

Weapon and Armor Proficiency: Priests of volwryn are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield.

Aura (Ex): A priest of volwryn's aura shifts between alignments when he changes his gift of volwryn (see below).

Spells (Ex): A priest of volwryn casts divine spells which are drawn from the cleric spell list. His current alignment, however, may restrict him from casting certain spells opposed to his moral or ethical beliefs; see Chaotic, Evil, Good, and Lawful Spells. A priest of volwryn must choose and prepare his spells in advance.

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

Like other spellcasters, a priest of volwryn can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Priest of Volwryn. In addition, he receives bonus spells per day if he has a high Wisdom score.

Priests meditate or pray for their spells. Each priest must choose a time at which he must spend 1 hour each day in quiet contemplation or supplication to regain his daily allotment of

spells. Time spent resting has no effect on whether a priest can prepare spells. A priest may prepare and cast any spell on the priest spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Orisons: Priests of volwryn can prepare a number of orisons, or 0-level spells, each day, as noted on Table: Priest of Volwryn under "Spells per day." These spells are treated like any other spell, but they are not expended when cast and may be used again.

Faith (Su): A priest of volwryn makes his mark upon the world with smart use of his faith. All priests of volwryn have faith. In game terms, faith is a fluctuating measure of the priest's ability to perform minor miracles in combat. At the start of each day, a priest of volwryn gains a number of faith points equal to his Intelligence modifier (minimum 1). His faith goes

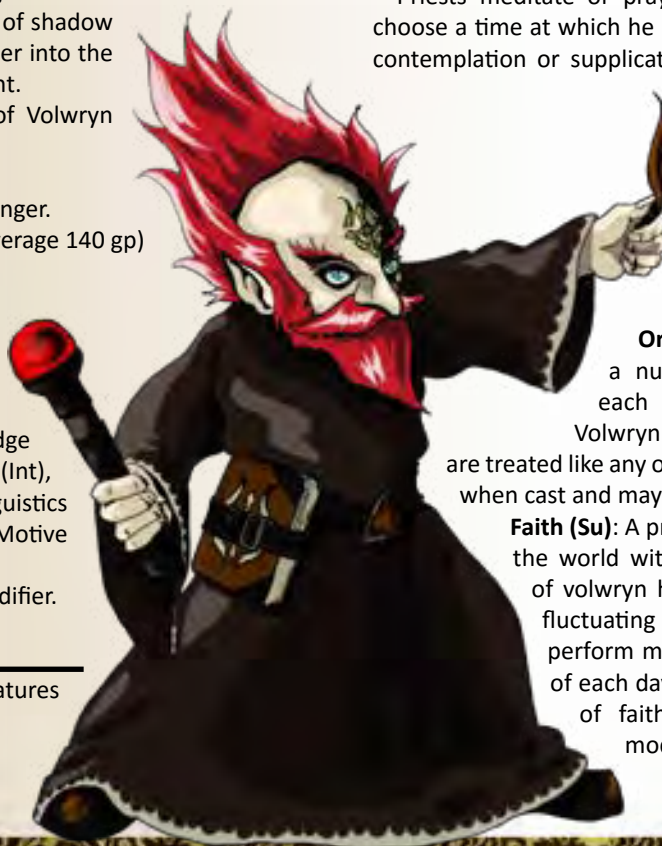


Table: Priest of Volwryn

	Base Attack	Fort	Ref	Will		Spells per Day									
Level	Bonus	Save	Save	Save	Special	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura, faith, miracles, orisons, shielding (1d8)	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Enlightenment	4	2	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3	Gift of volwryn, miracles	4	2	1	—	—	—	—	—	—	—
4th	+2	+4	+1	+4	Shielding (2d8)	4	3	2	—	—	—	—	—	—	—
5th	+2	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+5	+2	+5	Shielding (3d8)	4	3	3	2	—	—	—	—	—	—
7th	+3	+5	+2	+5	Miracles	4	4	3	2	1	—	—	—	—	—
8th	+4	+6	+2	+6	Shielding (4d8)	4	4	3	3	2	—	—	—	—	—
9th	+4	+6	+3	+6	Dual gift of volwryn	4	4	4	3	2	1	—	—	—	—
10th	+5	+7	+3	+7	Barrier (1d8)	4	4	4	3	3	2	—	—	—	—
11th	+5	+7	+3	+7	Miracles	4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+8	+4	+8	Barrier (2d8)	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+8	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+9	+4	+9	Barrier (3d8)	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+9	+5	+9	Miracles	4	4	4	4	4	4	3	2	1	—
16th	+8/+3	+10	+5	+10	Barrier (4d8)	4	4	4	4	4	4	3	3	2	—
17th	+8/+3	+10	+5	+10		4	4	4	4	4	4	4	3	2	1
18th	+9/+4	+11	+6	+11	Mass resurrection	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+11	+6	+11	Miracles	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+12	+6	+12	True faith	4	4	4	4	4	4	4	4	4	4

up or down throughout the day, but usually cannot go higher than his Intelligence modifier (minimum 1), though some feats and magic items may affect this maximum. A priest of volwryn spends faith to create miracles (see below), and regains faith in the following ways.

Effective Use of Shielding: Each time a creature confirms a critical hit against a creature protected by the priest's shielding, the priest regains 1 faith point. Creatures that have fewer Hit Dice than half the priest's character level do not restore faith.

Killing Blow with priest's smite or penance: When the priest reduces a creature to 0 or fewer hit points with priest's smite or penance while in the heat of combat, he regains 1 faith point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the priest's character level to 0 or fewer hit points does not restore any faith.

Miracles: Priests of volwryn spend faith points to accomplish miracles. Most miracles grant the priest some momentary bonus or effect, but there are some that provide longer-lasting effects. Some miracles stay in effect as long as the priest has at least 1 faith point. The following is the list of base priest miracles. A priest of volwryn can only perform miracles of his level or lower. Unless otherwise noted, a miracle can be performed multiple successive times, as long as the appropriate amount of faith is spent to perform the miracle.

Leap of Faith (Su): At 1st level, the priest can pull his allies out of the way of ranged attacks. When a ranged attack is made against one of the priest's allies within close range (25 ft. + 5 ft. per level), the priest can spend 1 faith point to move that ally 5 feet as an immediate action; doing so grants the ally a +2 bonus to AC against the triggering attack. This movement is not a 5-foot step, and provokes attacks of opportunity. Alternatively, if the priest is the target of a ranged attack, he can drop prone to gain a +4 bonus to AC against the it.

Mending (Sp): At 1st level, as a move-equivalent action, the priest can cast *mending* to remove the broken condition from a single object he is currently holding. The priest must have at least

1 faith point to perform this miracle. Alternatively, if the priest spends 1 faith point to perform this miracle, he can cast *mending* as a swift action instead.

Priest's Smite (Sp): At 1st level, as long as the priest has at least 1 faith point, he can use a standard action to cast *mind thrust I*. Beginning at 7th level, the priest can instead spend 1 faith point to cast *mind thrust II*. This becomes *mind thrust III* at 11th level, *mind thrust IV* at 15th level, and *mind thrust V* at 19th level. These spells are summarized in chapter 5 for easy reference.

Shield of Faith (Sp): At 1st level, the priest can create a *shield of faith* effect that lasts up to 1 hour per priest level. Performing this miracle costs 1 faith point.

Miraculous Initiative (Ex): At 3rd level, as long as the priest has at least 1 faith point, he gains a +2 bonus on initiative checks.

Twist of Fate (Ex): At 3rd level, the priest can increase the potency of his melee and ranged attacks for 1 round. When he does, he gains a bonus on attack rolls for one round equal to his Intelligence modifier. Any attacks the priest makes when using twist of fate deal additional damage of the same type as the weapon, determined by the size of the weapon. One-handed weapons deal 1d6 additional points of damage (1d4 if wielded by Small creatures) and two-handed weapons deal 1d10 additional points of damage (1d8 if wielded by Small creatures). This damage multiplies with a critical hit. If an attack with twist of fate hits, the priest can also make a combat maneuver check to knock the target prone as a free action. Performing this miracle costs 1 faith point.

Thaumaturgy (Sp): At 3rd level, if the priest has at least 1 faith point, he can perform all of the following miracles. The priest can have up to 3 of these effects active at a time.

- His voice booms up to three times as loud as normal for 1 minute.
- Flames to flicker, brighten, dim, or change color for 1 minute.
- Harmless tremors in the ground for 1 minute.
- He creates an instantaneous sound that originates from a point of his choice within 30 feet, such as a rumble of thunder, the cry of a raven, or ominous whispers.

- An unlocked door or window flies open or slams shut.
- He alters the appearance of his eyes for 1 minute.

Mercy (Su): At 7th level, as a full-round action, the priest can choose one mercy as a paladin of his level –3. When he uses shielding or barrier, the priest can also spend 1 faith point to apply the same mercy to each target. The priest can choose an additional mercy at 15th level.

Penance (Sp): At 7th level, as a full-round action, the priest can take careful aim and pool all of his faith into a single, deadly blast. This is treated as a two-handed ranged weapon sized for the priest with a range increment of 110 feet.

When the priest uses penance, he attacks a single target, but makes up to 2 ranged touch attacks using his base attack bonus + his Intelligence modifier. The second attack is made at a –2 penalty. If any of the attack rolls hit the target, the target takes force damage equal to 1d10 + the priest's Intelligence modifier. For each additional successful attack roll beyond the first, the priest increases the damage of penance by 1d10. For instance, if a 7th-level priest hits with both attacks, he does 2d10 points of damage with penance, instead of 1d10 points of damage, before adding any damage modifiers. Precision damage and extra damage from other abilities (such as twist of fate) are added with damage modifiers and are not increased by secondary attacks made with this miracle. If one or more rolls are critical threats, the priest confirms the critical once using his highest base attack bonus –2. For each critical threat beyond the first, he reduces this penalty by 1 (to a maximum of 0). At 11th level, the priest can make a 3rd attack with one use of penance at a –4 penalty, and at 15th level, he can make a 4th attack at a –6 penalty. The priest must spend 1 faith point to perform this miracle.

Psychic Voice (Su): At 7th level, a priest of volwryn with least 1 faith uses his priest level in place of his base attack and adds his Intelligence modifier in place of Strength when attempting a feint combat maneuver. He can use that maneuver as a full-round action to make his target lose its Dexterity bonus to AC (if any) against all of its enemies until the end of the priest's next turn.

Dispel Magic (Sp): At 11th level, when another creature casts a spell that targets the priest or one of his allies he can see, the priest can spend 1 faith point and expend any prepared spell of the same spell level as an immediate action to counter that creature's spell as if the priest had readied the counterspell.

Shadow Word Pain (Su): At 11th level, as a standard action, the priest can spend 1 faith point to cause a target within medium range (100 ft. + 10 ft. per level) to suffer bleed damage. The amount of bleed damage is equal to the priest's Intelligence modifier. Alternatively, the priest can spend 2 faith points to deal 1 point of Strength, Dexterity, or Constitution bleed damage (priest's choice) instead. Creatures that are immune to sneak attacks are also immune to these types of bleed damage.

Shield Discipline (Ex): At 11th level, as long as the priest has at least 1 faith point, he can use shielding on a single target as a standard action without it counting against his total uses of shielding per day. The target only gains half the temporary hit points rolled with this use of shielding.

Fade (Ex): At 15th level, when the priest has at least 1 faith point, he gains the benefit of the evasion, uncanny dodge, and improved uncanny dodge rogue class features. He uses his priest level as his rogue level for improved uncanny dodge.

Psychic Scream (Su): At 15th level, the priest can spend 1 faith point as a standard action to affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the priest's level + the priest's Intelligence modifier.

Focused Will (Ex): At 15th level, the priest can spend faith to reroll a saving throw or a skill check. It costs 2 faith points to reroll a saving throw, and 1 faith point to reroll a skill check. The priest must take the result of the second roll, even if it is lower. The miracle's cost cannot be reduced by the true faith class ability, or any other effect or feat that reduces the amount of faith a miracle costs.

Desperate Prayer (Su): At 19th level, whenever the priest is reduced to 0 or fewer hit points, he can spend all of his remaining faith points (minimum 1) to use barrier as an immediate action.

Shadow Word Death (Ex): At 19th level, when the priest scores a critical hit with penance, he can spend 1 faith point to deal normal damage, and the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the priest's level + the priest's Intelligence modifier. On a failed saving throw, the target dies. This is a death attack. Performing this miracle does not allow the priest to regain faith from confirming a critical hit or making a killing blow.

Stunning Penance (Ex): At 19th level, when a priest of volwryn hits a creature with penance, he can spend 2 faith points to stun the creature for 1 round. The creature must make a Fortitude saving throw (the DC = 10 + 1/2 the priest's level + the priest's Intelligence modifier). If the creature fails, it is stunned for 1 round. Creatures that are immune to critical hits are also immune to this effect.

Shielding (Su): Regardless of alignment, a priest of volwryn can create magical shields of energy with which he can protect himself and his allies. At 1st level, the priest can shield a single creature as a standard action, granting it a number of temporary hit points equal to the 1d8 + the priest's level. These temporary hit points last for up to 1 minute. The priest can use this ability a number of times per day equal to 3 + his Wisdom modifier.

At 4th, 6th, and 8th level, the priest's shield grants 1d8 additional temporary hit points. Starting at 10th level, a priest of volwryn can instead choose to create a barrier of 1d8 temporary hit points on himself and each of his allies within 30 feet of him. The barriers' temporary hit points increase by 1d8 at 12th, 14th, and 16th level.

Enlightenment (Ex): At 2nd level, a priest of volwryn gains a bonus equal to his Intelligence bonus (if any) on all Saving Throws.

Gift of Volwryn (Ex): At 3rd level, a priest of volwryn gains the ability to change his alignment between extremes (good to evil, or lawful to chaotic) in order to use different suites of spells. Doing so requires 1 minute while the priest focuses himself on his new alignment. This change is as much emotional as spiritual, and the priest's mannerisms and general outlook on the world change. The priest is not actually of the alignment to which he changes (a priest who is usually good wouldn't suddenly kill innocents), but he may become dour, cheery, stoic, or more outgoing while his alignment is shifted.

While focusing on a different alignment, the priest trades prepared spells associated with his previous alignment for those granted by his new alignment. If he falls unconscious or sleeps, the priest returns to his normal alignment, gaining access again to the spells it grants.

Beginning at 9th level, a priest of volwryn can change both his moral (good/evil) and ethical (lawful/chaotic) alignment during the same minute.

Mass Resurrection (Sp): At 19th level, when a priest of volwryn casts true resurrection, he can choose to instead gain the effects of *resurrection* on each creature within 5 feet of him (maximum 4 creatures).

True Faith (Ex): At 20th level, a priest of volwryn picks two miracles that he has access to and that he must spend faith to perform. He can perform these miracles for 1 faith point fewer (minimum 0) than usual. If the number of grit points to perform a deed is reduced to 0, the priest can perform this miracle as long as she has at least 1 grit point. If a deed could already be performed as long as he had at least 1 faith point, he can now perform that deed even when he has no faith points.

Favored Class Bonuses

These races make particularly good pythias.

Dwarf: Add +1/2 use of desperate prayer, but the dwarf only creates a shielding effect on himself until 19th level.

Elf: As long as the elf has at least 1 faith point, he can cast *glitterdust* 1/3 times per day as a spell-like ability.

Gnome: The gnome can spend 1 faith point to use his dispel magic miracle +1/6 times per day.

Goblin: As long as the goblin has at least 1 faith point, he can cast *silence* +1/3 times per day as a spell-like ability.

Human: Add +1/2 use of desperate prayer, but the human only creates a shielding effect on himself until 19th level.

Reborn: Creatures that hit you or one of your allies with your shield or barrier effect take +1 force damage.

Skinwalker: As long as the skinwalker has at least 1 faith point, he can cast *shield of fortification* +1/3 times per day as a spell-like ability.

Tiefling: As long as the tiefling has at least 1 faith point, he gains 1/4 of the aura of courage paladin class feature.

Ursaren: As long as the ursaren has at least 1 faith point, he can cast *resist energy* +1/3 times per day as a spell-like ability.

Pythia

Concept by Paul Vincent Hughes.

The original pythias were once rulers of their own world until their views clashed with the alchemists who would ultimately take over and exile them. With nowhere else to go, what was left of the sisterhood lived in exile until their matron received a vision of the portals that tore through reality and what it would mean to leave them unattended. Traveling through one such rift, the sisters quickly helped a handful of would-be leaders organize the confused masses into the Collective and began making plans to close the rifts. With order re-established, the pythia decided to remain behind the scenes, lest they be ousted again by brash, arrogant fools.

To survive so far from their reality, the pythias had to adapt their magic. They now seek young children with “a spark” usually indicated by red hair (in races with hair) or similar traits. While this isn’t a requirement to join the pythias, it does make being accepted much easier.

Role: A pythia plays much the same role as an oracle, acting as the party’s healer or guardian. Being able to interpret both the past and the future gives them a better means of handling problems in the present.

Alignment: Any.

Hit Die: d8.

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

Class Skills

The pythia’s class skills are Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Table: Pythia

	Base													
	Attack	Fort	Ref	Will										
Level	Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Naturalist, orisons, prescience	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Manipulate artifice	4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Defiance (one terrain)	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4	Wild shape (1/day)	6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Defiance (fast healing 1)	6	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Wild shape (2/day)	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Speak with animals	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7	Defiance (anywhere)	6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Wild shape (3/day)	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8	Speak with animals	6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Undo artifice	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Defiance (fast healing 3), speak with animals, wild shape (4/day)	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+5	+10	Timeless body	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+6	+11	Speak with animals	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	Wild shape (5/day)	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Defiance (rebirth)	6	6	6	6	6	6	6	6	6

Table: Pythia Spells Known

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

Class Features

All of the following are class features of the pythia.

Weapon and Armor Proficiency: Pythias are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Spells: A pythia casts divine spells, which are drawn from the druid spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a pythia must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a pythia's spell is 10 + the spell's level + the pythia's Charisma modifier.

Like other spellcasters, a pythia can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table: Pythia. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells).

Unlike other divine spellcasters, a pythia's selection of spells is extremely limited. A pythia begins play knowing four 0-level spells and two 1st-level spells of her choice. At each new pythia level, she gains one or more new spells, as indicated on Table: Pythia Spells Known. Unlike spells per day, the number of spells a pythia knows is not affected by her Charisma score; the numbers on Table: Pythia Spells Known are fixed.

Upon reaching 4th level, and at every even-numbered pythia level after that (6th, 8th, and so on), a pythia can choose to learn a new spell in place of one she already knows. In effect, the pythia loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. A pythia may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

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

Orisons: Pythias learn a number of orisons, or 0-level spells, as noted on Table: Pythia Spells Known. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Naturalist (Ex): At 1st level, a pythia gains the nature bond druid class feature, except she can only choose between an animal companion or druidic herbalism.

Prescience (Ex): At 1st level, the pythia may add her Charisma modifier, instead of her Dexterity modifier, to her Armor Class and CMD. Any condition that would cause a pythia to lose her Dexterity modifier to her Armor Class instead causes the pythia to lose her Charisma modifier to her Armor Class.

Manipulate Artifice (Sp): Starting at 2nd level, a pythia gains access to a small list of spells brought over from the original pythias' homeland. They are added to the pythia's spells known as soon as she is capable of casting them.

1st—*make whole*; 2nd—*knock*; 3rd—*shatter*; 4th—*greater make whole*; 5th—*rags to riches*; 6th—*artificer's curse*; 7th—*memory of function*; 8th—*refuge*; 9th—*discern location*



Defiance (Su): At 3rd level, a pythia regularly receives visions of her impending death that she can then plan for. She chooses one terrain type, such as mountains. Whenever she is dying or reduced to negative hit points while in the chosen terrain, the pythia automatically stabilizes. At 5th level, she also gains fast healing 1 for 1d4 rounds. At 10th level, the ability works anywhere. At 15th level, her fast healing improves to 3.

At 20th level, the pythia is taught the greatest secret of her sisterhood. Once per day, she can restore herself fully, so long as she hasn't died. As a full-round action, she can will herself to change. The pythia is helpless for 8 hours while this occurs, but upon waking up, she becomes another member of her race, changing her appearance, gender, and/or other superficial physical characteristics as appropriate. This change does not alter a pythia's Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, the pythia is cleansed of all poisons and diseases, restored to full hit points, and healed of all ability damage.

Wild Shape (Su): Over time, a pythia's control over her magic allows her to change her shape periodically. Beginning at 4th level, a pythia gains wild shape, as the druid class feature. Her wild shape improvements (such as size and type) occur at 7th level and every 4 levels thereafter, to a maximum of 5 times per day (as a huge elemental or plant creature) at 19th level.

Speak with Animals (Ex): At 9th level, a pythia gains the ability to converse with a specific kind of animal (eagle, fox, dog, and so on). This functions as if she were under the effects of *Speak with Animals*. She gains the ability to communicate with an additional kind of animal for every 3 pythia levels she attained.

Undo Artifice (Sp): At 13th-level, a pythia gains the ability to reduce a nonliving item to its component parts. This effect acts as the spell *polymorph any object*, working on nonliving objects only. The duration is always permanent. The effect cannot be used to mimic other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a +1 circumstance bonus on this save for every 5,000 gp in the item's value. A pythia may use undo artifice a number of times per day equal to her Charisma modifier.

Timeless Body (Ex): After attaining 17th level, a pythia no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the pythia still dies of old age when her time is up.

Favored Class Bonuses

These races make particularly good pythias.

Android: Gain electricity resistance 1. Each time the pythia selects this reward, increase her resistance to electricity by 1 (maximum 10).

Catfolk: Add +1/3 to the pythia's natural armor when using wild shape.

Dhampir: Add +1/4 damage to any bite attacks gained by a form taken with wild shape.

Half-Orc: Add +1/3 natural armor bonus to the pythia's animal companion. If the pythia replaces her animal companion, the new animal companion gains this bonus.

Human: Add a +1/2 bonus on wild empathy checks and a +1/2 bonus on Handle Animal skill checks.

Sokarian: Add +1/4 damage to any gore or trample attacks (choose one) gained by a form taken with wild shape.

Revoker

Despite its many wonders, magic is too often an abused force, bringing great misery and breaking countless laws. While seductive in its manifold benefits, there are those who see it only as a dangerous power to be kept in constant check.

Revokers are a licit order of judicial agents who specialize in eliminating magical and supernatural threats. They began as a group of rebels who fought against a tyrannical magocracy by developing anti-magic disciplines. As they mastered their ability to draw magical ability away from creatures, they became a symbol of hope against corrupt spellcasters and deadly, otherworldly monsters.

Today, the art thrives in those who wish to keep themselves and others safe from the dangers of the supramundane. While many revokers are not completely against the use of magic, it is their collective wish to eliminate abusive magic users and other sources of magical mischief. Revoker's often recruit into their ranks those who have truly suffered at the hands of a wreckless or cruel mage, for such resilient victims can be reforged into the ultimate survivors.

A revoker's motivation is not always a simple matter of killing every magical creature she encounters. As her training is more based on intellect than brutality, she weighs each matter carefully before deciding where and how to strike. As it is her business to weed out unsavory magicks, the revoker often goes incognito as a mundane warrior until the time comes when she must use her true power. After all, the last thing the revoker needs is for her target to be prepared.

Role: It is given to revokers to steal the power of magical beings and to lay them low. Competent warriors with great skill in shield-bearing, revokers level the field in the war between the magical and the mundane.

Note: The Revoker is an alternate class for the paladin core class.

Alignment: Any lawful.

Hit Die: d10.

Starting Wealth: 4d6 × 10 gp (average 140 gp).

Class Skills: The revoker's class skills are Appraise (Int), Craft (Int), Disable Device (Dex), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the revoker.

Weapon and Armor Proficiency: Revokers are proficient with all simple weapons and martial weapons. They are proficient with light armor and shields (including tower shields).

Combat Expertise (Ex): A revoker gains Combat Expertise as a bonus feat, even if she does not meet the requirements. In addition, when using Combat Expertise while wearing light armor or no armor, the dodge bonus it grants her is doubled.

Detect Magic (Sp): At will, a revoker can use *detect magic*, as the spell. Starting at 10th level, this spell-like ability can function as *greater detect magic*.

Revoke Magic: A revoker can suppress the magic of magic items by touch. Each day she can use this ability a number of times equal to 1/2 her revoker level plus her Intelligence modifier. With one use of this ability, the revoker uses a free hand to attempt to make a successful melee touch attack against a target's

worn, held, or carried magic item to suppress the item's magic. The target must make a Fortitude Saving Throw (DC 10 + 1/2 the revoker's level + the revoker's Intelligence modifier.) If the saving throw succeeds, the item's magical properties are suppressed for a number of rounds equal to her revoker level. If the check fails, the revoker renders the item non-magical for a number of hours equal to her revoker level. Artifacts are immune to this ability. Unattended magic items do not get a saving throw against this ability. Revoke magic only works against objects that a revoker can touch, and even a thin layer of cloth effectively protects items from it.

Alternatively, the revoker can temporarily suppress a creature's ability to use magic. As a standard action that does not provoke an attack of opportunity, a revoker can revoke the magic of a single creature with a successful melee touch attack. Creatures targeted by this ability receive a Will save to ignore its effects. The DC of this save is equal to 10 + half the revoker's level + her Intelligence modifier. Creatures affected by revoke magic are unable to cast spells, use spell-like abilities, or supernatural abilities for 1 round per revoker level. Multiple uses of this ability stack on a single creature. The creature is allowed a saving throw at the end of each of its turns to end this effect.

Cunning Intellect (Su): At 2nd level, a revoker gains a bonus equal to her Intelligence bonus (if any) on all Saving Throws. This bonus does not stack with similar bonuses, such as the bonus granted by a paladin's divine grace.

Smite Magic User (Su): At 2nd level, the revoker can focus her intellect to aid her in her struggle against spellcasters. Once per day, as a swift action, the revoker chooses one target that must have the ability to cast spells, use spell-like abilities, or possess supernatural abilities. The revoker adds her Int bonus (if

any) to her attack rolls and adds her revoker level to all damage rolls made against the target of her smite magic user ability. If the target of smite magic user is a magical beast, a dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the revoker possesses. Regardless of the target, revoke attacks automatically bypass DR/magic, if the creature might possess it.

In addition, while smite magic user is in effect, the revoker gains an insight bonus equal to her Intelligence bonus (if any) to her saves and AC against spells, spell-like abilities, and supernatural effects created by the target of smite magic user. If the revoker targets a creature that does not possess the magical abilities listed above, smite magic user is wasted with no effect.

Smite magic user remains in effect until the revoker's target is dead or the next time the revoker rests and regains her uses of this ability. At 5th level, and at every three levels thereafter (8th, 11th, and so on), the revoker may smite magic user one additional time per day, to a maximum of seven times per day at 20th level.

Inscrutable Personage (Su): Starting at 3rd level, a revoker becomes immune to fear, diseases, and curses, non-magical or otherwise.

At 7th level, she also becomes immune to charm and pain effects.

At 16th level, she becomes immune to compulsions and harmful emotion effects.

Modus Operandi: Modus Operandi are techniques used by revokers to battle spellcasters and other magical threats. At 3rd level, every 3 levels thereafter, the revoker gains a modus operandi. Modus operandi that grant spell-like abilities are Intelligence-based.

A complete list of modus operandi can be found at the end of this section.

Table: Revoker

	Base Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+1	+2	+0	+2	Combat expertise, detect magic, revoke magic
2nd	+2	+3	+0	+3	Cunning intellect, smite magic user 1/day
3rd	+3	+3	+1	+3	Inscrutable personage (fear, disease, curse), modus operandi
4th	+4	+4	+1	+4	Lift magical impression, ranged revoke magic
5th	+5	+4	+1	+4	Shield doyan, smite magic user 2/day
6th	+6/+1	+5	+2	+5	Modus operandi
7th	+7/+2	+5	+2	+5	Inscrutable personage (charm, pain), spell resistance
8th	+8/+3	+6	+2	+6	Shield doyan, smite magic user 3/day
9th	+9/+4	+6	+3	+6	Modus operandi
10th	+10/+5	+7	+3	+7	Magical insight
11th	+11/+6/+1	+7	+3	+7	Shield doyan, smite magic user 4/day
12th	+12/+7/+2	+8	+4	+8	Modus operandi
13th	+13/+8/+3	+8	+4	+8	Arms of the mage slayer, improved spell resistance
14th	+14/+9/+4	+9	+4	+9	Shield doyan, smite magic user 5/day
15th	+15/+10/+5	+9	+5	+9	Modus operandi
16th	+16/+11/+6/+1	+10	+5	+10	Arms of the mage slayer (cold iron and silver), Inscrutable personage (compulsion, emotion)
17th	+17/+12/+7/+2	+10	+5	+10	Damage reduction (magic), shield doyan, smite magic user 6/day
18th	+18/+13/+8/+3	+11	+6	+11	Modus operandi
19th	+19/+14/+9/+4	+11	+6	+11	Arms of the mage slayer (adamantine), spell turning
20th	+20/+15/+10/+5	+12	+6	+12	Shield doyan, smite magic user 7/day, wade through magic

Lift Magical Impression (Su): Starting at 4th level, as a standard action, the revoker can touch a creature to learn about its magical abilities or weaknesses. With a successful touch attack, the revoker gains information as if she made the appropriate Knowledge skill check with a result equal to 15 + her revoker level + her intelligence modifier.

Ranged Revoke Magic (Su): Starting at 4th level, a revoker can use her revoke magic ability as a ranged touch attack at a range of 50 ft. + 5 ft. per revoker level beyond 4th. As with other ranged attacks, this can draw attacks of opportunity.

Shield Doyan (Ex): Starting at 5th level, a revoker learns to use her shield in extraordinary ways. Whenever she is wielding a shield, she reduces the shield's armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by shields (such as a tower shield) by +1. She can don a shield as a swift action instead of a move action. Lastly, the revoker treats her class levels as fighter levels for the purpose of qualifying for combat feats that apply to shields.

At 8th, 11th, 14th, 17th, and 20th level, the revoker gains a bonus shield combat feat, reduces her armor check penalty by another 1, and increases her maximum Dexterity bonus with shields by +1. She can only use her bonus feats and feats she gains with them as prerequisites while wearing light armor or no armor.

Spell Resistance (Su): At 7th level, a revoker gains Spell resistance equal to half her revoker level + her Intelligence bonus. This improves to her full revoker level + her Intelligence bonus at 13th level. At 19th level, when a creature fails to overcome a revoker's spell resistance, it is affected by the spell as if the revoker cast it. The saving throw DC of the turned spell becomes 10 + the spell level + the revoker's Intelligence modifier. If the effect is not a spell, the DC is 10 + half the revoker's level + her Intelligence modifier instead.

The revoker is aware if any choices need to be made regarding the turned spell's effects and can make those choices as a free action.

Magical Insight (Su): At 10th level, a revoker's understanding of the movements and actions taken by magic users becomes vastly superior to others. When the revoker succeeds at a Knowledge check against an opponent and learns about its magical abilities or weaknesses (or succeeds at a touch attack using the lift magical impression ability), she also gains a +2 insight bonus on attack rolls, saving throws, ability checks, and skill checks, as well as to her AC against that creature.

Arms of the Mage Slayer (Su):

At 13th level, a revoker's weapons are treated as magic for the purposes of overcoming Damage Reduction. In addition, the revoker gains a +4 bonus to confirm a critical hit against a creature with magic damage reduction.

At 16th level, the revoker's weapons also count as cold iron and silver, and at 19th level, they count as adamantine. Her bonus to confirm critical hits also applies to creatures with any of the listed resistances.

Damage Reduction (Magic) (Su): At 17th level, a revoker gains DR/magic equal to double her Intelligence bonus.

Wade Through the Magic: At 20th level, a revoker can no longer be the target of a harmful spell with a spell level equal to or lower than half her Intelligence bonus. For example, a revoker with an 18 Intelligence (which grants a +4 bonus) cannot be the target 2nd-level or lower spells. If a spellcaster tries to target the revoker with such a spell, nothing happens and the action is wasted (the spell is not cast). The revoker can still be affected indirectly by spells against which she is not a designated target, such as spells with area effects.

Modus Operandi

Revokers gain access to the following modus operandi.

Unless otherwise stated, a revoker can only choose a modus operandi once. If any of these call for a saving throw, the DC is 10 + half the revoker's level + her Intelligence modifier.

Antimagic Field (Sp)

The revoker can spend 2 daily uses of her revoke magic ability to use *antimagic field* as a spell-like ability. She must be at least 9th level to select this modus operandi.

Astute Appraisal (Ex)

The revoker adds half her revoker level to Appraise checks to determine the price of a magic item.

Cunning Perceiver (Ex)

The revoker adds half her revoker level to Perception checks to notice invisible creatures or objects.

Dispel Magic (Sp)

The revoker can spend a daily use of her revoke magic ability to use *dispel magic* as a spell-like ability. She must be at least 6th level to select this modus operandi.

Disruptive (Ex)

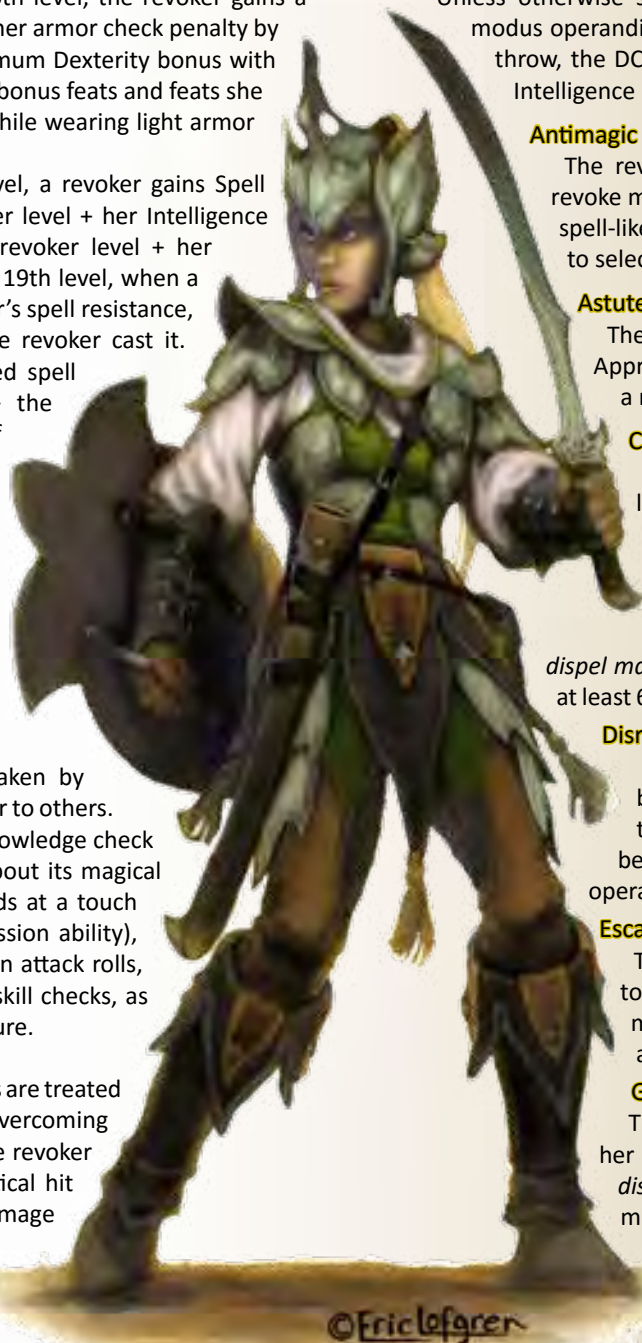
The revoker gains Disruptive as a bonus feat, even if she does not meet the prerequisites. The revoker must be at least 6th level to select this modus operandi.

Escape Magical Bonds (Ex)

The revoker adds half her revoker level to Escape Artist checks to escape from magical bonds, such as the *entangle* and *snare* spells.

Greater Dispel Magic (Sp)

The revoker can spend 2 daily uses of her revoke magic ability to use *greater dispel magic* as a spell-like ability. She must already possess the *dispel magic* modus operandi and be at least 9th level to select this modus operandi.



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Improved Regulate Spellcaster (Sp)

The revoker can spend a daily use of her revoke magic ability to use *greater bestow curse*, with the same limits as regulate spellcaster. She must already possess the regulate spellcaster *modus operandi* and be at least 16th level to select this *modus operandi*.

Improved Spellcutting (Su)

When successfully using spellcutting, the target takes 2 points of ability damage instead of 1. The revoker must be at least 12th level and possess the spellcutter *modus operandi* to select this *modus operandi*.

Knowledgeable Discernment (Ex)

The revoker adds half her revoker level to checks concerning creatures associated with one of the following Knowledge skills:

Arcana, Dungeoneering, Nature, Planes, or Religion. This can be selected multiple times. Each time, it applies to a different Knowledge skill.

Martial Confiscation (Ex)

The revoker adds her Intelligence bonus to Combat Maneuvers checks made to Disarm, Steal, or Sunder a magic item in the possession of a foe.

Martial Rigging (Ex)

The revoker adds half her revoker level to Use Magic Device checks on magical weapons, magical armor, and magical worn items.

Penetrate Disguise (Ex)

The revoker adds half her revoker level to Perception checks to see through magical disguises.

Regulate Spellcaster (Sp)

Once per day, the revoker can spend a daily use of her revoke magic ability to use *bestow curse* as a spell-like ability. She can only target spellcasters with this ability and it can only be used to decrease one of the target's spellcasting ability scores. The revoker must be at least 6th level to select this *modus operandi*.

Secret Confiscation (Ex)

The revoker adds half her revoker level to Sleight of Hand checks to take magic items from creatures.

Sense Enchantment (Ex)

The revoker adds half her revoker level to Sense Motive checks to tell if someone's behavior is being influenced by an enchantment effect.

Shield From Magic (Ex)

When the revoker is targeted by a spell or special attack that deals hit point damage and she is not flat-footed, she can ignore an amount of damage equal to her shield bonus.

Spellbreaker (Ex)

The revoker gains Spellbreaker as a bonus feat, even if she does not meet the prerequisites. She must be at least 9th level and possess the Disruptive *modus operandi* to select this *modus operandi*.

Spellcutting (Su)

A revoker can literally bleed the magic out of spellcasters by striking at the source of their power. Whenever she hits a creature that possesses spells or spell-like abilities with a melee attack, the creature suffers 1 point of ability damage to one of its spellcasting ability scores of the revoker's choice. A successful Will save negates the damage. The revoker must be at least 6th level to select this *modus operandi*.

Spell Reading (Ex)

The revoker adds half her revoker level to Spellcraft checks.

Touch Blocker (Ex)

When wielding a shield, the revoker adds her shield bonus to her touch AC. She must be at least 9th level to select this *modus operandi*.

Trap Finder (Ex)

The revoker can disable magical traps as if she had the trapfinding class feature. She adds half her revoker level to Disable Device checks to disarm magical traps.

Your Staff is Broken (Sp)

The revoker can spend a daily use of her revoke magic ability to use *shatter* as a spell-like ability. Unlike the normal version of this spell, the revoker can target magical objects. She must be at least 6th level to select this *modus operandi*. The same magical object cannot be targeted more than once with this spell-like ability in a 24 hour period.

Revoker Code of Conduct

A revoker who becomes nonlawful cannot gain new levels as a revoker but retains all revoker abilities. Additionally, a revoker's code requires that she tolerate the use of harmless magic, thwart the efforts of any who would abuse harmful magic, prevent powerful magic users from ever holding public office or roles in government, and to cut down the weed of magocracy wherever it might sprout.

Revoker Branches

While many revokers adhere to the simple strictures of the revoker code of conduct, there are those who form separate societies called branches in which certain beliefs and goals are more specified. The following revoker branches are intended for roleplaying purposes only, and are not considered part of a revoker's code.

Bare Branch: This branch pushes for certain spells to be outlawed in certain regions and cities. The mass regulation of certain spells is their ultimate goal, with their members holding high offices throughout the land to enforce this legislation.

Draconian Branch: The branch refers to revokers who believe that only the magic of dragons should be considered the one true power of law and order. They typically pledge their swords to ancient wyrms or powerful sorcerers with the draconic bloodline.

Fallen Branch: This branch refers to all ex-revokers who have violated the code of conduct and traded their levels for a different class. While not always considered traitorous enemies to be hunted down, all "fallen" revokers who do not seek atonement are deemed oathbreakers to be shunned in the very least.

Knotty Branch: This branch seeks out charismatic spellcasters in order to give them the proper amount of correction and punishment they deserve.

Oak Branch: This branch of revokers hire out their services as mercenaries to the highest or most worthy bidder. Once contracted, they become loyal soldiers and spies.

Shady Branch: This branch focuses on extortion and blackmailing spellcasters as a means of economic warfare. A wealthy spellcaster is a dangerous one, after all.

Stricken Branch: This branch of grim revokers track down spellcasters who have evaded justice and try to execute them on sight.





3 Archetypes

and class options

Reality is broken. Races bleed in from other worlds through rifts created by the Chaos before its defeat at the hands of what would become the Collective. Now, those same heroes seek to understand the shattered worlds and the creatures that come from them. Practices never seen are being taught to all manner of adventurers, from fighters, to gunslingers, to priests.

This chapter introduces archetypes and character options for new and existing classes that help to give them the feel of a character from popular media. Some of these options will be more specific than others, but hopefully, each will elicit an understanding of its goal and help those using it to feel like they are playing the best representation of a given character.

Fighter

The following archetype is available to characters with levels in the fighter class.

Burdened Warrior (Archetype)

I fight so that others don't experience what I have.

Bearing a tragic past and its secrets can be a heavy burden, especially when a massive weapon is added to the load. Burdened warriors are people of few words, but make up for it with bold actions. Mysterious and insightful, they cool their attitudes with jugs of alcohol while never forgetting the importance of their quests.

Class Skills: A burdened warrior gains Knowledge (local), Knowledge (religion), and Sense Motive as class skills and loses Knowledge (dungeoneering), Knowledge (engineering), and Ride. This alters the fighter's class skills.

Stoic Insight (Ex): A burdened warrior gains a bonus on all Charisma-based skill checks equal to his Wisdom bonus (if any). Additionally, he receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 his fighter level (minimum +1). This replaces the bonus feat gained at 1st level.

Weapon Guard (Ex): At 3rd level, a burdened warrior is able to block and parry better than most fighters with a heavy weapon. When wearing light or no armor and wielding a weapon in two hands, the warrior adds his Wisdom modifier as a shield bonus to AC, to a maximum of +2. This maximum increases by +1 at 7th, 11th, and 15th level, to a maximum of +5. At 19th level, the warrior also adds his weapon's enhancement bonus (if any) to his AC as a shield enhancement bonus. This replaces armor training and armor mastery.

Moonshine Blade (Su): At 6th level, a burdened warrior can grant a weapon he wields the flaming magic weapon property for 1 minute. To do so, he must drink a tankard of ale or strong alcohol, spitting some onto the blade to activate the ability. He can do this a number of times per day equal to his Wisdom modifier.

At 10th level, the burdened warrior can grant his weapon the flaming burst property instead. Neither of these properties count against the weapon's normal enhancement bonus.

This replaces the bonus feats gained at 6th and 10th level.

Hero's Death (Ex): At 12th level and higher, the time and cost to resurrect a burdened warrior is halved.

This replaces the bonus feat gained at 12th level.

Generational Hero

The following archetype is available to characters with levels in the generational hero class.

Twin Blade (Archetype)

There are more of us than you think.

An artifact on the world of Zaelin, the Twinblade was a sword that could split its wielder into magical duplicates, each of which could continue to act as aspects of the original.

While the Twinblade itself is believed to remain on its homeworld, its magic can be tapped into by generational heroes, whose strength in its use grows over time until they can act almost independently of it.

Clone (Sp): At 1st level, a twin blade can use a full-round action to summon a clone of himself up to 4 times per day. This acts as *summon monster* with a spell level equal to half the twin blade's generational hero level, except as noted here.

The clone appears in an unoccupied space adjacent to the twin blade.

Actions: The clone can only take a single swift, move, or standard action each turn. On any round it doesn't move, the clone can take a 5-foot step, and it can draw its weapon/shield or reload a ranged weapon as part of its move or attack. It cannot take immediate actions, or make attacks of opportunity, nor can it charge.

Statistics: The clone has 1 hit point. It shares the statistics, skills, equipment, spells, and feats of the twin blade, but none of the generational hero class features (except for bonus feats and regular hero traits). Enemies cannot tell the difference between the twin blade and his clones without a Perception check DC 10 + half the twin blade's generational hero level + his Charisma modifier.





Resources: Any items or abilities used by a clone count against the twin blade's equipment or uses, respectively.

The twin blade can only summon and control one clone at a time at 1st level. Starting at 6th level, he can summon and control up to 2 clones at a time. Doing so spends 2 uses of clone. At 11th level, he can spend 3 uses for 3 clones, and at 16th level, he can spend 4 uses for 4 clones.

This replaces heroism.

Twin Blade Hero Talents

The following hero talents are available to the twin blade. For each of the following talents he chooses, the twin blade can also use clone 2 additional times per day.

Supernatural Clone (Su): A twin blade with this hero talent can summon clones as a swift action.

Brothers (Ex): A twin blade or clone with this hero talent gains a +4 insight bonus to aid another checks when aiding the twin blade or another of his clones.

Switch (Sp): As a swift action, a twin blade with this hero talent can cast *king's castle*, switching places with a clone within range of the spell and ending his turn.

Tough Clones (Ex): A twin blade with this hero talent summons stronger clones. This hero talent can be chosen more than once. Each time it is chosen, see below.

1st. Clones hit points equal the twin blade's generational hero level.

2nd. Clones gain DR 1/-.

3rd. Clones hit points equal twice his generational hero level.

4th. Clones gain DR 2/-.

5th. The twin blade gains a bonus teamwork feat that he and his clones share.

6th. Clones gain DR 3/-.

Night's Champion (Archetype)

I'm what frightens that which goes bump in the night.

Heroes of the eve, the night's champions take on the foulest of creatures who lurk in the shadowy confines of forgotten castles, haunted houses, and ancient tombs. Religious or not, they walk, cross in hand, into the den of evil, ready to destroy that which has forsaken life.

Alignment: Any good.

Class Skills: A night's champion adds Knowledge (religion and Knowledge (planes) to his list of class skills and removes Handle Animal and Ride. This alters the generational hero's class skills.

Weapon and Armor Proficiencies: Night's champions are proficient with all simple and martial weapons, all whips, and light armor. They are not proficient with shields. This alters the generational hero's weapon and armor proficiencies.

Smite Evil (Su): At 2nd level, a night's champion gains smite evil 1/day, as the paladin class feature. He gains additional uses of this ability at 5th level and every 3 levels thereafter, to a maximum of 7/day at 20th level. This replaces bomb.

Whip Mastery (Ex): At 2nd level, a night's champion gains Whip Mastery as a bonus feat and is considered to meet its prerequisites when gaining other feats that require Whip Mastery. When using a scorpion whip, he treats it as a one-handed weapon for the purpose of feats and abilities that affect weapon type. This replaces Combat Expertise.

Generational Bond (Ex or Sp): A night's champion always chooses a weapon as his bond. This alters generational bond.

Night's Champion Hero Talents

The following hero talents are available only to night's champions.

Blessed Water (Su): A night's champion with this talent is able to cast *bless water* a number of times per day equal to his Charisma modifier with a caster level equal to his generational hero level. Thrown holy water the champion creates with this ability is more potent than usual, dealing 1d6 points of damage per three generational hero levels to undead and evil outsiders struck by a direct hit. Creatures vulnerable to holy water and hit by the splash still only take 1 point of damage regardless of the champion's level. Holy water a night's champion creates deals increased damage only when he throws it (not when he douses a creature with it). If given to another creature, it functions as normal holy water.

Sword Dart (Su): A night's champion with this talent is able to conjure a magic short sword that he treats as a thrown weapon with a range of 30 feet. He can apply the enhancement bonus and appropriate properties of a magic weapon in his possession to his attacks with the sword.

Gunslinger

The following archetypes are available to characters with levels in the gunslinger class.

Cerberan Gunslinger (Archetype)

There is no turning back. You've woken up the demon in me.

Victims of malevolent experiments using demonic flesh, cerberan gunslingers exist to make sure that the crimes committed on them are punished and prevented.

Weapon and Armor Proficiencies: Cerberan gunslingers gain proficiency in all simple weapons, pistols, and light armor. This alters the gunslinger's weapon and armor proficiencies.

Gunsmith (Ex): A cerberan gunslinger must choose a pistol as her starting weapon. She does not gain Gunsmithing as a bonus feat. This alters gunsmith.

Cerberan Aspects (Su): At 1st level, a cerberan gunslinger can manifest her first minor transformation in the form of an aspect—a category of animal to which her body and soul have become supernaturally attuned. As long as she has at least 1 grit point remaining, the gunslinger can shift into her aspect's minor form (as the shifter class feature) for a number of minutes per day equal to 3 + her gunslinger level. The duration need not be consecutive but must be spent in 1-minute increments. Shifting into a minor form is a swift action, while ending the effect is a free action that can be taken only on the gunslinger's turn. She can assume only one minor form at a time. Shifting to a new aspect ends all minor forms currently manifested. The minor forms of aspects are not polymorph effects, and the gunslinger does not lose the benefits of a minor form while affected by polymorph effects.

As the cerberan gunslinger gains levels, she gains more aspects; she gains her second aspect at 5th level, a third aspect at 10th level, and a fourth at 15th level.

Bat: The gunslinger gains darkvision with a range of 60 feet. If she already has darkvision with this range or greater, the range of her darkvision increases by 30 feet. At 8th level, she gains darkvision with a range of 90 feet instead. If she already have darkvision with this range or greater, her darkvision increases by 30 feet. At 15th level, she gains the 8th-level benefit and gains blindsense with a range of 15 feet or, if she already has blindsense with a range of 15 feet or more, she increases its range by 10 feet.

Bull: The gunslinger gains a +2 enhancement bonus to her Strength score. At 8th level, the bonus increases to +4, and at 15th level it increases to +6.

Deinonychus: The gunslinger gains a +2 bonus on Initiative checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Lizard: The gunslinger gains a +4 competence bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Snake: The gunslinger gains a +2 bonus on attack rolls when making attacks of opportunity and a +2 dodge bonus to her AC against attacks of opportunity. These bonuses increase to +4 at 8th level and +6 at 15th level.

Wolf: The gunslinger gains the scent ability with a range of 10 feet, or, if she has the scent ability, the range increases by 10 feet. The range of this scent or the increase to the gunslinger's scent increases to 20 feet at 8th level and 30 feet at 15th level. The range doubles if the opponent is upwind and is halved if the opponent is downwind.

Cerberan aspects replaces gun training 1, Nimble +3, and evasive.

Bonus Feats: Cerberan gunslingers do not gain bonus feats at 4th level and every 4 levels thereafter.

Galian Beast (Su): At 4th level, a cerberan gunslinger can spend 1 point of grit to transform into a monstrous outsider. This functions as *beast shape II*, except as noted here.

The gunslinger's shape changes to that of a Medium outsider with the native and earth subtypes. While in this form, she gains two claw attacks (1d4 damage) with the grab ability, a bite attack (1d6 damage), a 40 feet base speed, low-light vision and scent (30 feet). At 8th level, she becomes large (increasing her natural



attacks to 1d6 and 1d8, respectively) and gains Improved Natural Attack with her claws (making them 1d8). At 15th level, the critical multiplier of her claw attack increases by 1 (×2 becomes ×3) to a maximum of ×4, and she gains the Awesome Blow feat.

Using galian beast to change into an outsider or back is a standard action that doesn't provoke attacks of opportunity. The gunslinger can use galian beast once for each point of grit she spends. The form lasts for 1 minute, or until she shifts out of it.

A cerberan gunslinger does not gain form abilities from *beast shape II*, but she still gains *beast shape II* abilities that are size dependent. She can take feats and other abilities that require wild shape; for the purpose of qualifying for prerequisites, the gunslinger's effective druid level is equal to her gunslinger level.

Livewire Beast (Su): At 12th level, a cerberan gunslinger can use galian beast to take the form of a large outsider with the native and air subtypes. While in this form, she gains a bite attack (1d8 damage), a fly speed of 60 feet (good), blindsense with a range of 20 feet. She also gains the Flyby Attack feat. At 15th level, her fly speed increases to 80 feet (good) and she gains the Hover feat.

Nightmare Beast (Su): At 16th level, a cerberan gunslinger can use galian beast to take the form of a Large outsider with the native and demon subtypes. While in this form, she gains a bite attack (2d6 damage), a climb speed of 30 feet, a swim speed of 30 feet, low-light vision, scent (30 feet), and the Combat Reflexes feat. She also gains a +4 racial bonus on Acrobatics and Stealth checks, and when she makes an attack of opportunity with her bite attack, that attack also applies the following poison.

Poison (Ex) Bite—injury; **save** Fort DC = 10 + half her gunslinger level + her Constitution modifier; **frequency** 1/round for 6 rounds; **effect** 1d3 Con damage; **cure** 2 consecutive saves.

Edgeblaster (Archetype)

My blade is sharp, and my powder dry. Strike at me, I dare you.

Few and far between are these anomalous masters of the gunblade. Gritty, explosive, and so very edgy, edgeblasters swings their swords with foolhardy abandon.

Weapon and Armor Proficiencies: An edgeblaster gains proficiency with all gunblades, but does not gain proficiency with any armor. This alters the gunslinger's weapon and armor proficiencies.

Gunsmith (Ex): An edgeblaster adds all gunblades to the list of firearms she can choose with gunsmith. This alters gunsmith.

Edgeblaster Deeds: Edgeblasters gain access to the following deeds. Gunslinger deeds not replaced here still function with gunblades as they would with any firearm.

Admonishing Cut (Ex): At 1st level, an edgeblaster can spend 1 grit point to resolve an attack of opportunity as a touch attack. This replaces deadeye.

Enduring Edge (Ex): At 1st level, as a standard action, the edgeblaster can remove the broken condition from a single gunblade he is currently wielding, as long as that condition was gained by an enemy's successful sunder attempt. The edgeblaster must have at least 1 grit point to perform this deed. Alternatively, if the edgeblaster spends 1 grit point to perform this deed, he can perform enduring edge as a move-equivalent action instead of a standard action. This replaces quick clear.

Slapping Flat (Ex): At 3rd level, the edgeblaster can spend 1 grit point to convert all the damage from the attacks made with his gunblade to non-lethal damage until the start of his next turn. This replaces pistol-whip.

Anti-Monster Techniques (Ex): At 3rd level, choose 3 creature types or subtypes from the ranger's favored enemy list. The edgeblaster can spend 1 grit point to grant himself a +1 insight bonus to attack rolls, damage rolls, and AC against creatures of these types until the start of the edgeblaster's next turn. This replaces utility shot.

Structural Integrity (Ex): At 11th level, whenever an opponent succeeds at a sunder combat maneuver against an edgeblaster's gunblade with the broken condition, the edgeblaster can spend 1 point of grit to keep the gunblade from being destroyed, though it retains the broken condition. This replaces expert loading.

Menacing Flourish (Ex): At 15th level, the edgeblaster can spend 1 grit point, brandish his gunblade for all to see, and affect all living creatures within a 30-foot-radius burst as if they were subject to the *fear* spell. The DC of this effect is equal to 10 + 1/2 the edgeblaster's level + the edgeblaster's Wisdom modifier. This replaces menacing shot.

Heir Apparent

The following class option is available to characters with levels in the heir apparent class.

Surveyor (Adventuring Goal Option)

Magic? Fantasian orbs? You name it, I can find it.

An heir with the surveyor adventuring goal wishes to learn the best ways to discover magic items and Fantasian orbs as he works toward becoming a true adventurer. He gains the following:

- +2 skill ranks per level
- A bonus equal to 1/2 his level on skill checks made to locate Fantasian orbs.
- At 2nd level, he gains Harness Discovery as a bonus feat, even if he doesn't meet the prerequisites. At 5th level, he also gains Expert Discoverer.

New Prospects: An heir who chooses surveyor twice increases his base attack to 3/4 of his level and his hit dice to d8, as a rogue. He also finds a special job orb that begins with 2 feats at 10th level, then improves to 3 feats at 14th, 4 at 17th, and 5 at 20th.

Suggested Capital Expenses by Level: 3 doses of Orochi's gift (2nd), soldier battle orb (5th), gravity well (8th), major skill orb (11th), job orb with 3 feats (14th), blessed bokochi feather (17th), manual of bodily health +5 (20th).

Surveyor Training Talents

Prospective Archetype (Ex):

Choose an archetype orb associated with your second adventuring goal. You gain the benefits of that orb as if you were a member of the associated class. This can replace abilities your adventuring goal grants that are normally replaced by the archetype. You must be at least 11th level and have a second adventuring goal to choose this talent.

Eye for Discovery (Ex): When attempting to discover an item, increase your chance by 2%. You can only choose this training talent once for every 4 levels of heir apparent you have.

Multitasker (Ex): Choose 1 training talent for each adventuring goal for which you have a related job orb. When using that orb, you gain access to any talents you have chosen for it. For the purpose of this feature, savages count as barbarians, savants count as bards, saviors count as paladins, scrappers count as brawlers or monks, seekers count as rogues, shepherds count as monster trainers, shooters count as gunslingers or rangers, sleuths count as investigators, soldiers count as fighters, spellcasters count as the chosen class, and sycophants count as inquisitors.

Personal Achievement: You gain the personal achievement of one adventuring goal for which you have a job orb. You can change the orb to which this applies at the beginning of each day.

Inquisitor

The following archetype is available to characters with levels in the inquisitor class.

Takusu Inquisitor (Archetype)

The mission is everything.

Agents and enforcers of powerful guilds and rulers, takusu inquisitors oversee external and internal operations, ensuring that their missions are executed according to plan and that any and all troublemakers are effectively dealt with. While not tied to a religious institution, a takusu inquisitor's devotion to her leader matches a traditional inquisitor's devotion to their god.

Alignment: A takusu inquisitor has no alignment restrictions. This alters the inquisitor's alignment.

Class Skills: A takusu inquisitor adds Knowledge (local) and Knowledge (nobility) to her list of class skills and removes Knowledge (planes) and Knowledge (religion). This alters the inquisitor's class skills.

Weapon and Armor Proficiencies: A takusu inquisitor is proficient with all simple weapons, plus the hand crossbow, longbow, repeating crossbow, shortbow, and one firearm of her choice. She is also proficient with light armor, medium armor, and shields (except tower shields).

A takusu inquisitor can cast her spells (see below) while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a takusu inquisitor wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass inquisitor still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A takusu inquisitor's spells are arcane, rather than divine. She learns and casts them by channeling her own internal power, which grows as she gains levels. This provides no mechanical change to the inquisitor's spells, except that she cannot cast them when wearing medium or heavy armor.

Domains: Because takusu inquisitors do not gain divine spells, their choice of domains is limited to things they can perceive. They can choose from Artifice, Community, Evil, Knowledge, Law, Travel, or Trickery, as well as all inquisitions.

Insightful Judgments (Su): The bonus type for a takusu inquisitor's judgments is insight, instead of sacred. A takusu inquisitor rarely holds anything sacred. This alters judgment.

Guildmaker (Ex): A takusu inquisitor adds both her Intelligence and Wisdom modifier on Appraise, Craft, and Profession skill checks. This replaces monster lore.

Detect Magic (Sp): At 2nd level, a takusu inquisitor can cast *detect magic* at will, as a swift action. This replaces detect alignment.

Invoker

The following options are available to characters with levels in the inquisitor class.

Great Wyrm Invoker (Achetype)

One mortal in a hundred generations may see or hear of an ancient or great wyrm dragon, but for the vast majority, such beings may as well be gods for all their power and mystery. To that end, the great wyrm invokers have long studied these dangerous entities. Eventually, some even learned how to contact the great wyrms that rule over dragonkind and offered their undying devotion in exchange for a taste of that remarkable, draconic magic.

Dragon's Claws (Ex): At will, a great wyrm invoker can create and extend draconic claws as a swift action to use as a weapon. This magical transformation is fueled as much by the invoker's pact as it is by magical aptitude. The claws on each hand can be used as a primary natural attack, dealing 1d4 points of piercing and slashing damage (1d3 if she is Small). If she uses one of her claw attacks in concert with a weapon held in the other hand, the claw acts as a secondary natural attack instead.

As the invoker gains levels, the power of her claws increases.

At 3rd level, her claws count as magic weapons, ignore DR/cold iron and DR/silver. At 5th level, her claw damage increases to 1d6 (1d4 if Small). At 9th level, her claw damage increases to 1d8 (1d6 if Small). At 14th level, her claw damage increases to 1d10 (1d8 if Small). This replaces otherworldly patron and the pact features gained at the listed levels.

Great Wyrm Invoker

Spells: A great wyrm invoker adds the following spells to her invoker spell list.

- 1st** *endure elements, chill touch*
- 2nd** *resist energy, gust of wind*
- 3rd** *lightning bolt, wind wall*
- 4th** *absorbing inhalation, wall of ice*
- 5th** *form of the dragon I, wall of force*

Dragon's Breath (Su): At 11th level, you gain a dragon's breath weapon of your choice, as the draconic bloodline sorcerer class feature. This breath weapon can be used once per day. It deals 1d6 points of damage of the chosen energy type per invoker level. Those caught in the area of the breath receive a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 your invoker level + your Charisma modifier. Each morning when you regain your spells, you can choose a different dragon's breath weapon for the day.

This replaces the mystic arcanum gained at 11th level.

Mystic Arcanums - Great Wyrm Invoker

Greater Breath Weapon: When you select this mystic arcanum, you gain an additional use of dragon's breath. In addition, as long as you have an unspent invoker spell slot of 5th-level or higher, you can invoke the dragon flight to change your chosen breath weapon as a full-round action invocation. You can select this mystic arcanum multiple times.

Razor Claws (Ex): When you select this mystic arcanum, the critical multiplier of your dragon's claws becomes $\times 3$. You can select this mystic arcanum twice. The second time, your dragon's claws ignore DR/adamantine and DR/—. You must be at least 17th level to select this mystic arcanum.

Djinni Collective (Otherworldly Patron)

In ages past, countless djinni were enslaved by power-hungry mortals who bound outsiders to lamps or rings. These masters would only let their slaves out to demand their services, many of which were below a djinni's dignity. This went on for generations (by mortal standards), until a small collection of compassionate mortals recognized the djinnis' plight.

Dedicated to freeing every genie they could find, the men and women who found their prisons destroyed them, one by one. When it was done, a pact was formed between the djinni and their mortal saviors. Those who prove themselves and invoke the aid of a djinni without trying to capture or cheat it will always find help in some way.

An invoker who makes a pact with the Djinni Collective adds the following spells to her invoker spell list.

- 1st** *obscuring mist, feather fall*
- 2nd** *fog cloud, gust of wind*
- 3rd** *windwall, gaseous form*
- 4th** *solid fog, lesser geas*
- 5th** *lesser planar binding, overland flight*

At 1st level, the invoker becomes proficient with scimitars. In addition, she treats scimitars as light weapons and gains the benefits of the Weapon Finesse feat when wielding a scimitar.

At 5th level, airborne creatures take a -1 penalty on attack and damage rolls against the invoker. This penalty increases by 1 at levels 10, 15, and 20.

Starting at 9th level, the invoker can use *fly* as a spell-like ability for a number of minutes per day equal to her class level. These minutes need not be consecutive, but must be used in 1-minute increments.

At 14th level, the invoker deals an additional 1d6 points of electricity damage when attacking with a scimitar.



Mystic Arcanums - Djinni Collective

Djinn Form (Sp): When you select this mystic arcanum, you learn *elemental body III* as a 4th-level invoker spell. When you cast this spell, you can only take the form of an air elemental. You also gain the following spell-like abilities.

1/day—*create food and water, create wine* (as *create water*, but wine instead), *gaseous form* (up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image*, *wind walk*.

Djinn's Token (Su): When you select this mystic arcanum, you gain the ability to conjure a pair of bracers that only you can wear as a 1-minute ritual. They count as bracers of armor +4 and last until you take them off or conjure a different pair. Starting at 15th level, you can conjure bracers of armor +7 instead.

Limited Cosmic Power (Sp): When you select this mystic arcanum, you learn *limited wish* as a 5th-level invoker spell. You can select this mystic arcanum twice. The second time, if you are 19th level, you learn *wish* as a 6th-level invoker spell.

Free Pack (Otherworldly Patron)

The Free Pack is a group of chaotic-good celestials who answer the wordless prayers of animals and the godless in moments of crisis and need. During the war, they were forced into hiding to avoid unjust persecution for their belief that even those who openly defy the gods can still be good. Now that the Chaos has been dealt with, they have returned to empower any who would invoke their aid to help another creature.

Invokers who make a pact with the Free Pack gain a deeper connection to animals and magical beasts. They also can use their pact to help those in need.

An invoker of the Free Pack adds the following spells to her invoker spell list.

- 1st** *calm animals, summon nature's ally I*
- 2nd** *animal messenger, summon nature's ally II*
- 3rd** *beast shape I, summon nature's ally III*
- 4th** *beast shape II, summon nature's ally IV*
- 5th** *beast shape III, summon nature's ally V*

At 1st level, the invoker can cast one of the following spells once per day as a spell-like ability: *Cure light wounds* or *detect evil*. Starting at 9th level, she can use this ability twice per day and adds *cure moderate wounds* and *remove paralysis* to this list.

At 5th level, the invoker gains resistance to electricity damage equal to her class level. Starting at 9th level, the invoker gains immunity to petrification. Allies adjacent to her gain a +2 sacred bonus against petrification spell and effects.

At 14th level, the invoker can speak with any creature that has a language, as though using a constant *tongues* spell.

Mystic Arcanums - Free pack

Cornered Beast (Su): When you select this mystic arcanum, you can expend a 1st-level or higher invoker spell slot as a free action to gain 2 primary claw attacks that each deal 1d6 piercing and slashing damage (1d4 if you're small). You gain a bonus to attack and damage rolls with these claws equal to the level of the spell expended. The claws remain until you dismiss them, expend a higher spell slot to improve them, or regain spells for the day.

Pack Leader (Su): When you select this mystic arcanum and cast a *summon nature's ally* spell to summon multiple creatures, the summoned creatures gain a +1 morale bonus on all attack rolls, damage rolls, and saving throws. This bonus increases to +2 at 7th level and +3 at 15th level.

Unleashed (Ex): The invoker gains *Escape Artist* as a class skill and *Skill Focus: Escape Artist* as a bonus feat. Lastly, if she takes the *Signature Skill* feat and chooses *Escape Artist* as her signature skill, she adds her Charisma bonus in addition to her Dexterity bonus on *Escape Artist* checks.

Invoker of a Nascent Patron (Archetype)

Nascent patrons are newly created or reborn beings who have yet to reach their full power and potential. An invoker who discovers one forms a special bond with it, through which both can grow quickly together.

There are many different nascent otherworldly patrons that can exist. Those presented here are merely a few examples to help demonstrate how raising a godlike creature might go for a mortal seeking awe-inspiring power.

Otherworldly Patron: The invoker's otherworldly patron is a nascent patron chosen from the list below. The spells and abilities gained from each nascent patron can be found at the end of this section.

Pact Boon: An invoker of a nascent patron always takes commanding leash as her pact boon at 3rd level, and her patron counts as her familiar. This alters pact boon.

Mystic Arcanums - Nascent Patron

Patron Invocations (Su): When you select this mystic arcanum, your nascent patron gains the benefits of your invocations while it counts as your familiar and remains within 100 feet of you.

True Patron Form (Sp): When you select this mystic arcanum, you gain the ability to transform your nascent patron into its fully grown form for a number of rounds per day equal to your invoker level. Doing so requires 1 round. While in this form, your patron does not count as your familiar. This otherwise functions as *polymorph any object*. You can only select this mystic arcanum if your invoker level is at least 4 more than the CR of your patron's stronger form. These rounds need not be consecutive.

Patron	CR
Baku Dreamweaver	11
Coatl	15
Dragon Turtle	9
Phoenix	15

Nascent Patrons (Otherworldly Patron)

The following nascent patrons are available to the invoker of a nascent patron archetype.

Baku Dreamling

CR 1/2	XP 200
N magical beast	
Init +0; Senses Perception +5 (darkvision 60 ft., low-light vision)	
Size Small; Speed 20 ft., fly 30 ft. (clumsy)	
Defense	
AC 11 (touch 11, flat-footed 11)	
Fort +2, Ref +2, Will +3; CMD 10	
hp 10	
Offense	
Melee 2 claws –5 (1d4+1), gore –0 (1d6+3)	
Attack Spell-Like Abilities (DC 12) 3/day— <i>lullaby</i> , 1/day— <i>sleep</i>	
Statistics	
Con +1, Int +3, Cha +2; Appraise +8, Bluff +8, Fly +5, Knowledge (arcana) +5, Knowledge (planes) +8, Stealth +5	

Baku dreamlings are young baku dreamweavers whose consumption of dreams doesn't yet harm the creatures involved. Invokers who follow this nascent patron often stop having naturally occurring dreams, which can put them on edge at first.

An invoker who makes a pact with a baku dreamling adds the following spells to her invoker spell list.

- 1st** *sleep, vanish*
- 2nd** *invisibility, levitate*
- 3rd** *deep slumber, invisibility sphere*
- 4th** *greater invisibility, modify memory*
- 5th** *cloak of dreams, dream council*

At 1st level, the invoker learns *lullaby* as a 0-level invoker spell in addition to the other knacks she chooses. She always counts as having long term care when resting.

At 5th level, the invoker gains immunity to sleep effects and a +1 bonus on saves against mind-affecting effects. This bonus increases to +2 at 9th level and +3 at 14th level.

Starting at 9th level, the invoker can cast *sleep* as a swift action using a 3rd-level invoker spell slot.

At 14th level, when the invoker puts a creature to sleep with one of her invoker spells, she can also cast *vampiric touch* as an immediate action on that creature. That creature becomes immune to *dream, nightmare*, or similar spells while it sleeps.

Coatl Neonate

CR 1/2	XP 200
LG outsider (native)	
Init +3; Senses Perception +5 (darkvision 60 ft.)	
Size Tiny; Speed 20 ft., fly 20 ft. (poor)	
Defense	
AC 11 (touch 11, flat-footed 11); +4 vs. attacks of opportunity	
Fort +0, Ref +2, Will +3; CMD 9	
hp 10	
Offense	
Melee bite +0 (1d4+3 plus 2 poison, Fort DC 11 negates)	
Statistics	
Utility Spell-Like Abilities 3/day— <i>guidance</i> , 1/day— <i>divine favor</i>	
Dex +3, Int +1, Wis +2; Climb +5, Fly +5, Sense Motive +8, Stealth +8, Survival +8, Swim +8	

Coatl neonates are attentive and quick to judge. They will sometimes nip at creatures they know are lying in an attempt to get them to tell the truth, and a perceptive invoker can use this communication as an aid when looking for answers.

An invoker who makes a pact with a coatl neonate adds the following spells to her invoker spell list.



Beacon of Good Will

School abjuration [good]; **Level** bard 3, cleric 3, paladin 1, witch 3
Casting Time 1 standard action
Components V, S
Area 30-ft.-radius burst centered on you
Duration concentration, up to 1 minute/level (D)
 You become a symbol of hope, raising the morale and vitality of those around you.

Non-evil creatures in the area gain a +2 morale bonus on Will saves and Constitution checks to become stable. Spell effects of 3rd level or lower that heal a non-evil creature within the area are maximized.

Beacon of Good Will, Greater

Level cleric 5, witch 5
 This spell functions like *beacon of good will*, except it maximizes spell effects of 5th level or lower that heal a non-evil creature within the area.

- 1st** *detect evil, divine favor*
- 2nd** *calm emotions, zone of truth*
- 3rd** *beacon of good will, remove curse*
- 4th** *absolution, guardian of faith*
- 5th** *dispel evil, polymorph*

At 1st level, the invoker gains a +2 bonus on all Will saves. When she casts *divine favor* as an invoker spell, the bonus also applies to the target's Will saves.

At 5th level, the invoker and each of her allies within 30 feet gains a bonus to Perception and Sense Motive checks to avoid being ambushed. The bonus equals half the invoker's class level.

Starting at 9th level, the invoker can cast *beacon of good will* as a swift action using a 3rd-level invoker spell slot.

Starting at 14th level, the invoker can cast *greater beacon of good will* as a swift action using a 5th-level invoker spell slot.

Dragon Turtle Hatchling

CR 1/2	XP 200
N dragon (aquatic)	
Init +3; Senses Perception +8 (darkvision 60 ft., low-light vision)	
Size Small; Speed 20 ft., swim 30 ft.	
Defense	
AC 13 (touch 12, flat-footed 12)	
Fort +1, Ref +1, Will +2; CMD 12	
hp 11; immune paralysis, sleep	
Offense	
Melee bite +3 (1d6+3), 2 claws –2 (1d4+1)	
Attack Options (DC 9) breath weapon (30-ft. cone, 1d6 fire)	
Statistics	
Str +3, Con +2, Wis +1; Knowledge (nature) +5, Perform (any 1) +5, Stealth +5, Survival +8, Swim +8	

Dragon turtle hatchlings crave attention. They stomp and flap around while humming to themselves. They welcome others to join so long as they are allowed to lead. At times, a hatchling can be particularly mischievous, playing somewhat harmless pranks.

An invoker who makes a pact with a dragon turtle hatchling adds the following spells to her invoker spell list.

1st	<i>magic fang, speak with animals</i>
2nd	<i>barkskin, fog cloud</i>
3rd	<i>spike growth, water breathing</i>
4th	<i>control water, dominate animal</i>
5th	<i>cloudkill, commune with nature</i>

At 1st level, the invoker gains a +2 natural armor bonus to AC. This bonus increases by +1 at 5th, 9th, and 14th level. It otherwise counts as and does not stack with *barkskin*.

At 5th level, the invoker gains Damage Reduction /piercing equal to half her invoker level.

Starting at 9th level, as long as the invoker has at least one 3rd-level spell slot remaining, she gains the benefits of *water breathing*.

At 14th level, the invoker gains timeless body. Once per day, she can breathe a cone of steam out to 30 feet. This breath weapon deals 1d6 fire damage per 2 invoker levels (Reflex half DC 10 + half the invoker's level + her Charisma modifier).

Phoenix Hatchling

CR 1/2	XP 200
NG magical beast (fire)	
Init +0; Senses Perception +5 (darkvision 60 ft., low-light vision)	
Size Tiny; Speed 10 ft., fly 20 ft. (poor)	
Defense	
AC 9 (touch 9, flat-footed 9)	
Fort +2, Ref +2, Will +3; CMD 7	
hp 9; Resist fire 5	
Offense	
Melee 2 talons +0 (1d4+2)	
Statistics	
Utility Spell-Like Abilities 3/day— <i>light</i> , 1/day— <i>cure light wounds</i> (1d8+4, DC 14)	
Con +1, Wis +2, Cha +3; Acrobatics +8, Diplomacy +8, Fly +5, Knowledge (history) +5, Stealth +8	
Special Abilities	

Fire in the Blood (Su): A phoenix hatchling gains fast healing 2 for 1 round any time it takes fire damage (whether or not the fire damage overcomes its fire resistance).

The phoenix hatchling is almost never truly newborn. Instead, when a full-grown phoenix burns out, it is later reborn, ready to begin its cycle anew. The resulting hatchling lacks the strength of its previous form, requiring safety, warmth, and a steady hand to guide its way.

An invoker who makes a pact with a phoenix hatchling adds the following spells to her invoker spell list.

1st	<i>burning hands, cure light wounds</i>
2nd	<i>continual flame, lesser restoration</i>
3rd	<i>ash storm, protection from energy (fire only)</i>
4th	<i>death ward, fire shield</i>
5th	<i>flame strike, greater restoration</i>

At 1st level, the invoker gains Toughness as a bonus feat. When she casts *cure light wounds* as an invoker spell, the invoker heals damage equal to 1d8 + her Charisma bonus (if any) + her invoker level (maximum +20).

At 5th level, the invoker gains resistance to fire damage equal to her class level.

Starting at 9th level, as long as the invoker has at least one 3rd-level spell slot remaining, she gains a fly speed equal to her base speed with average maneuverability. The invoker's wings are made of fire and give off light like a torch. She can suppress or reactivate this ability as a swift action.

At 14th level, when reduced to 0 or fewer hit points, the invoker can cast *flame strike* as an immediate action. At the start of her next turn, the invoker regains hit points equal to her invoker level + her Charisma bonus. These effects cannot occur more than once per day.

Protean Melodic Cacophony (Otherworldly Patron)

When the long arm of the law overextends its reach; when the Book of Law grows corpulent with excessive rules and regulations; or when wretched politics interferes with creative expression, the Protean Melodic Cacophony is all too happy to be invoked to set free all forms of trapped energy. Chaotic neutral in the extreme, this loose collection of protean lords delights in sowing the seeds of confusion and unhinged fluctuations of matter.

An invoker who makes a pact with the Protean Melodic Cacophony adds the following spells to her invoker spell list.

1st	<i>lesser confusion, silent image</i>
2nd	<i>hideous laughter, pyrotechnics</i>
3rd	<i>confusion, sculpt sound</i>
4th	<i>break enchantment, rainbow pattern</i>
5th	<i>song of discord, mass suggestion</i>

At 1st level, confused creatures suffer a –2 penalty to saves vs. the invoker's spells.

At 5th level, the invoker gains resistance to acid damage equal to her class level. Starting at 9th level, she adds her Charisma bonus to saving throws against enchantment spells and effects.

At 14th level, the invoker gains blindsense at a range of 60 feet +5 additional feet per level thereafter.

Mystic Arcanums - Protean melodic Cacophony

Idyllist: When you select this mystic arcanum, you gain bardic performance, as the bard class feature. Your effective bard level is equal to half your invoker level, and you gain only a number of bardic performance up to your Charisma modifier. You must have the natural performer mystic arcanum to select idyllist.

Natural Performer (Ex): When you select this mystic arcanum, you add Perform to your list of class skills and gain 1 versatile performance, as the bard class feature.

Magus

The following archetype is available to characters with levels in the magus class.

Red Mage (Archetype)

Unfocused you say? I think of it as broadening my options.

Red mages are the true generalists of the Fantasian worlds. Mastering the basics of combat, arcane, and divine magic with relative ease, they make for challenging foes and perplexing allies.

Because arcane and divine magic don't blend as easily on the other side of the rift, red mages have taken to studying under bards and magi, learning instead to blend those arcane traditions into a semblance of the power they once knew.

Class Skills: A red mage adds Bluff, Knowledge (religion), and Sense Motive his list of class skills and removes Fly, Knowledge (planes), and Swim.

This alters the magus's skills.

Weapon and Armor Proficiency: Red mages are proficient with all simple weapons and the rapier. They are proficient with light armor, and may cast magus spells while wearing light armor without incurring any chance of arcane spell failure.

This alters the magus's weapon and armor proficiencies.

Spells: A red mage can cast spells from the bard and magus spell lists, and treats bard spells as magus spells.

Because he does not have a bardic performance ability, some bard spells (which modify or require bardic performance) are poor choices for a red mage. He must add bard spells to his spellbook prior to preparing them as normal.

A red mage can learn bard spells from a formula book or spellbook (if they are also alchemist extracts or wizard spells) or a scroll (as if learning a wizard spell from a scroll), or can select them to be one or more of the two magus spells he adds to his spellbook at each magus level.

This replaces knowledge pool and greater spell access.

Arcane Pool: A red mage cannot expend points from his arcane pool to grant enhancement bonuses or weapon special abilities to a weapon he is holding. As a swift action whenever the red mage casts a spell of the conjuration or evocation school, he can expend 1 point from his arcane pool to increase the spell's save DC or caster level by 1. At 7th level, the increase to the spell's save DC or caster level changes to 2, at 13th level to 3, and at 19th to 4.

This alters the magus's arcane pool ability.

Elemental Combat (Ex): A red mage can use spell combat, improved spell combat, and greater spell combat only with spells with the acid, cold, electricity, or fire descriptor. This ability alters spell combat, improved spell combat, and greater spell combat.

Twin Cast (Su): At 2nd level, as a swift action when a foe fails a saving throw against an elemental spell (but not a spell-like or supernatural ability) cast by a red mage, the red mage can expend 1 point from his arcane pool to cast a prepared 1st-level conjuration (healing) spell on himself or an ally within range of the spell. The spell can target only one creature (even if the spell can normally target multiple creatures). At 10th level, the red mage can instead cast a 2nd-level conjuration (healing) spell, and at 16th level, a 3rd-level conjuration (healing) spell. The prepared spell is expended, as if cast normally.

This ability replaces spellstrike, fighter training, and counterstrike.

Chain Spell: At 7th level, a red mage gains the quickened magic magus arcana. To use it, he must expend 1 point from his arcane pool per level of the spell he is quickening. At 11th level, he reduces the points spent in this way by 1 (allowing him to cast a quickened 1st-level magus spell for free) and may use quickened magic twice each day. At 15th level, he can use quickened magic up to three times each day. The first time he uses it, the arcana functions normally. When he uses it again, he must expend 1 point from his arcane pool per level of the spell -2 (allowing him to quicken 1st and 2nd-level magus spells for free).

This replaces medium armor, heavy armor, and the magus arcana gained at 15th level.

True Red Mage (Ex): At 20th level, a red mage gains the ability to expend points from his arcane pool to grant enhancement bonuses or elemental weapon properties (frost, fiery burst, etc...) to a weapon he is holding. He also increases his magus hit die to a d10 and his base attack bonus becomes equal to his magus level (recalculate hit points). Finally, the red mage can either gain a magus arcana or an additional free use of quickened magic per day. This replaces true magus.

Metaphysician

The following archetype is available to characters with levels in the metaphysician class.

Metabonded (Archetype)

By sharing my consciousness, I can achieve so much more.

Metaphysicians sometimes prefer one type of magic over another, while still gaining an understanding of both. Those whose focus is on the arcane first are referred to as metabonded.

Diminished Spellcasting: A metabonded gains 1 fewer spell per day of each spell level she can cast. This alters the metaphysician's spells per day.

Arcane Bond (Ex or Sp): At 1st level, a metabonded gains an arcane bond with a familiar. This functions as the wizard class feature, except the metabonded's familiar can also share her psychic spells and deliver touch spells from the psychic spell list once it has the ability to do so.

Metapsychic Link (Su): At 1st level, the connection between a metabonded and her familiar transforms the creature, changing its Intelligence score to a 10, and granting it a +2 enhancement bonus to its Strength, Dexterity, and Constitution scores. The familiar's Intelligence grows at the same rate as other familiars, increasing to 11 at 3rd level, 12 at 5th, and so on.

At 5th level, a metabonded can communicate with her familiar telepathically, as long as the familiar is on the same plane.

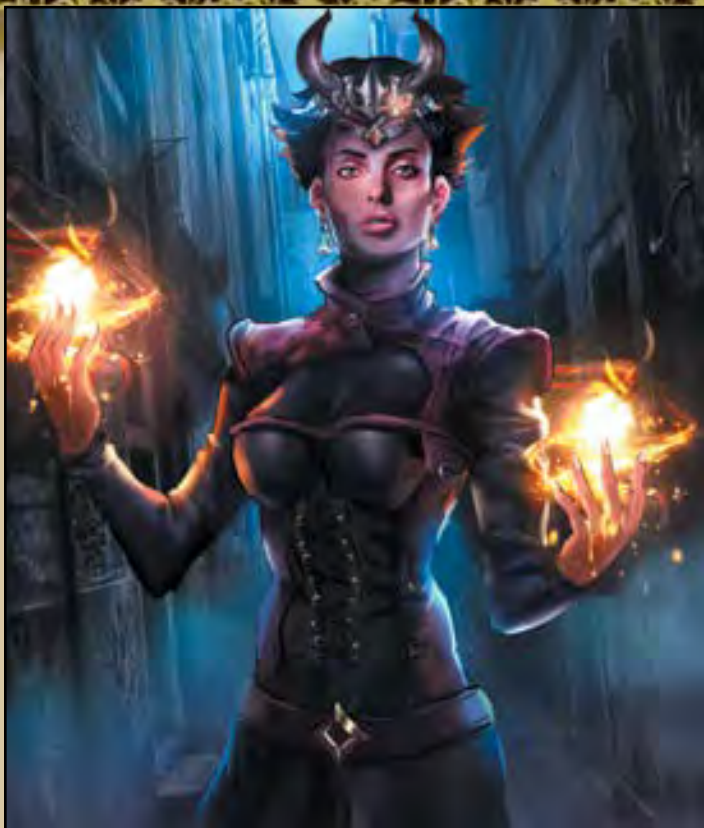
Beginning at 10th level, the metabonded's familiar can speak with any creature that shares a language with its master. The metabonded can also grant her familiar the ability to deliver touch spells while they remain on the same plane. While her familiar has this ability, half of any damage it takes is dealt to the metabonded instead.

At 15th level, the metabonded can scry on her familiar at will, and its enhancement bonuses to Strength, Dexterity, and Constitution become +4.

At 20th level, the metabonded can grant her familiar the ability to cast any metaphysician spell she knows while they remain on the same plane.

This replaces transcendental praxis.





Metaphrenic (Archetype)

By dividing my consciousness, I can achieve so much more.

Metaphysicians sometimes prefer one type of magic over another, while still gaining an understanding of both. Those whose focus is on the occult over the arcane are referred to as metaphrenics.

Diminished Spellcasting: A metaphrenic gains 1 fewer spell per day of each spell level she can cast. This alters the metaphysician's spells per day.

Phrenic Pool (Su): A metaphrenic has a pool of supernatural mental energy that she can draw upon to manipulate metaphysician spells as she casts them. The maximum number of points in a metaphrenic's phrenic pool is equal to 1/2 her metaphysician level + her Intelligence modifier. The phrenic pool is replenished each morning after 8 hours of rest or meditation; these hours don't need to be consecutive. Points gained in excess of the pool's maximum are lost.

Metaphrenic Amplifications: At 1st level, a metaphrenic gains a phrenic amplification of her choice. This functions as the psychic class feature, except that the metaphrenic can apply her amplifications to any metaphysician spell she knows, even those found only on the sorcerer/wizard spell list. She gains additional phrenic amplifications at 5th level and every 5 levels thereafter.

This replaces transcendental praxis.

Nature Warden

The following options are available to characters with levels in the nature wardenclass.

Elemental Guardian (Guardian Might)

There are nature wardens who believe the elemental planes are just branches of a great, cosmic tree, and the Overrealm is the trunk. These wardens study the effects of the elements on nature and adapt their guardian's might to suit.

At 1st level, the warden chooses acid, cold, electricity, or fire. She gains resistance to that energy type equal to 5 + her nature warden level. Once this choice is made, it cannot be changed.

Starting at 4th level, the warden deals 1d6 extra damage of the type she chose when she confirms a critical hit with a melee weapon.

Starting at 8th level, the warden gains the supernatural ability to cast *flame blade* a number of times per day equal to 3 + her Wisdom modifier. The blade's damage type is the type she chose at 1st level.

At 12th level, the warden's body becomes more like an elemental's. She gains light fortification. This becomes moderate fortification at 16th level, and heavy fortification at 20th level.

At 20th level, the warden gains the supernatural ability to cast *elemental body IV* once per day as an immediate action when he is reduced to 0 or fewer hit points. The form he takes must be that of an elemental that shares his chosen energy type (air = electricity, earth = acid, fire = fire, water = cold). Doing so grants the warden temporary hit points equal to half his total hit points. When his form reverts, any remaining temporary hit points are lost.

Son of Pan (Archetype)

The Sons of Pan are a sect of nature wardens trained by satyrs. While just as effective as any warden when it comes to defending their allies and the natural world, sons and daughters of pan do so with a spring in their step and a lighter take on life as a whole.

Class Skills: Sons of pan add Perform (wind instruments) to their list of class skills. They can add Wisdom in place of Charisma when using this skill.

Weapon Proficiencies: A son of pan is proficient with all simple weapons, plus the battleaxe, handaxe, heavy pick, sap, shortbow, and whip. This alters the nature warden's weapon proficiencies.

Satyr's Performance (Su): A son of pan is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Wisdom modifier. This otherwise functions as bardic performance. This replaces guardian might trackless step, and bravery.

Spirit Guardian (Guardian Might)

Spirit guardian nature wardens draw their power from the primal currents flowing through all things—the ley lines from which the first spark of life grew in the mortal realm. They use their gifts to shelter the world from its harshest enemies, bolstering their allies even as they defend the land.

A spirit guardian's bond to the land is such that life flourishes when she calls on the primal magic she commands. Injuries mend, sickness passes, and her allies fight with renewed vigor. The warden's weapon, shield, and armor might be her obvious tools of war, but her ability to ignite the ley lines beneath an ally's feet is her greatest talent.

Guardian Might: At 1st level, the warden gains the supernatural ability to cast *barkskin* a number of times per day equal to 3 + her Wisdom modifier. She can use this ability one additional time per day at 4th level and every 4 levels thereafter.

Starting at 4th level, when the warden uses her *barkskin* ability, she also heals her target for a number of hit points equal to her Wisdom modifier.

Starting at 8th level, the warden can spend one use of her *barkskin* ability as a standard action to allow a creature within 30 feet to move up to half its speed. This movement provokes attacks of opportunity.

At 12th level, the warden's *barkskin* ability can be cast at a range of 30 feet. When she does use the ability on a creature she touches, it gains a +2 resistance bonus on all saving throws for the duration.

At 16th level, when she uses her *barkskin* on a creature within 30 feet, she can also allow it to move up to half its speed.

At 20th level, when she uses her *barkskin* on a creature within 30 feet, it also gains a +2 resistance bonus on all saving throws for the duration.

Storm Guardian (Guardian Might)

No warden forms a closer bond with nature's wrath than the storm guardian. A force of nature until herself, the storm guardian commands powerful blizzards, lashing rains, and booming thunder. Like the winds of a hurricane, she draws enemies close and crashes into them with her weapon held high.

Guardian Might: At 1st level, the warden gains the supernatural ability to cast *shocking grasp* a number of times per day equal to 3 + her Wisdom modifier. She can use this ability one additional time per day at 4th level and every 4 levels thereafter.

Starting at 4th level, when the warden uses *shocking grasp*, she can also attempt a drag combat maneuver against a number of creatures within 30 feet of the target up to her Constitution modifier. If her check succeeds, she pulls the creature closer to the *shocking grasp*'s target.

At 8th level, the warden can spend one use of her *shocking grasp* to cast *greater thunderstorm* instead.

At 12th level, the warden can spend two use of her *shocking grasp* to cast *ice storm* instead.

At 16th level, the warden can spend two uses of her *shocking grasp* to cast *volcanic storm* instead.

At 20th level, the warden can spend three uses of her *shocking grasp* to cast *control weather* instead.

Necromancer

The following options are available to characters with levels in the necromancer class.

Necromantic Studies

In the wake of the shattered worlds, necromancers have gained access to several new toys. Some ply their trade with the help of apparitions and skeletons. Others consult the numerous dead for help and secrets.

Ancestral Necromancy

Ancestral necromancers learn the secrets of their gifts by communing with the spirits of the dead.

Death Divination (Su): At 4th level, deathspeech necromancers gain the Forewarned and Diviner's Fortune feature from the wizard Divination School, treating his necromancer level as his wizard level. At 8th level, he gains the Scrying Adept feature from this arcane school.

Lore of Legends (Sp): At 12th level, a deathspeech necromancer can cast *legend lore* once per week.

Deathspeech Necromancy Spells

Deathspeech necromancers can learn spells from the divination school on the sorcerer/wizard spell list, on a level-by-level basis.

Bone Reader Necromancy

Bone reader necromancers, sometimes called osteomancers, study the bones of living and dead creatures to gain new talents in place of the additional spells other necromancers learn.

Bone Reading (Ex): At 4th level, a bone reader necromancer adds all Knowledge skills to his list of class skills and gains a number of extra skill ranks equal to twice his necromancer level. At each necromancer level gained beyond 4th, the necromancer gains 2 additional skill ranks.

At 5th level, the necromancer chooses one of his class skills. He can perform a one-hour reading each morning, when a wizard would prepare his spells. If he does, he gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill. At 10th, 15th, and 20th levels, he chooses an additional skill and gains skill unlock powers for that skill as well.

Bone Revelations: At 8th level, and every 4 levels thereafter, a bone reader necromancer can select a revelation from the oracle bone mystery, treating his necromancer level as his effective oracle level. He must meet the level requirements to select these revelations. In addition, a bone reader necromancer qualifies for the Extra Revelation feat.

Death Mask Necromancy

Death mask necromancers (also called deathshroud necromancers) keep their true identities secret as a means to evade the authorities and keep their dark labors hidden from the general public. Adopting a deathly persona or fanciful title, they lead evil clans of disenfranchised minions on outings of terror and gruesome execution. Many of these would-be tyrants dress in white robes in order to appear as vengeful ghosts.

Deathmask (Ex): Starting at 4th level, the necromancer adopts a ghostly persona to strike fear into his enemies. He gains dual identity and seamless guise, as the vigilante class features, treating his necromancer level as his vigilante level.

Social/Vigilante Talents: At 8th level, and every 4 levels thereafter, the necromancer selects a social talent or vigilante talent. He must meet the requirements when selecting these talents, and he cannot select two of the same type in a row. In addition, the necromancer qualifies for the Extra Vigilante Talent feat.

Death Mask Necromancer Spells

0-Level: *message*

1st-Level: *animate rope, anticipate peril, expeditious retreat, obscure poison*

2nd-Level: *alter self, suggestion*

3rd-Level: *appearance of life, gaseous form*

4th-Level: *insect spies, vicarious view*

5th-Level: *mind fog, seeming*

6th-Level: *mass suggestion, mass fox's cunning*

7th-Level: *greater insect spies*

8th-Level: *antipathy*

9th-Level: *mind blank*

Fiendish Necromancy

Allied with the unholy denizens of the lower planes, fiendish necromancers use the powers of the damned to bolster their macabre creations.

Fiendish Dead (Su): When a fiendish necromancer successfully uses Command Undead to enslave undead, the undead he controls gain the fiendish creature template. Any undead set free from this control automatically loses this template.

Blood Pact: At 8th and 12th level, the fiendish necromancer trades a portion of his blood in exchange for the blood of a fiend. He gains the either 1st or 3rd level bloodline power from the either the Abyssal or Infernal sorcerer bloodlines, treating his necromancer level as his sorcerer level.

Fiendish Necromancer Spells

0-Level: *acid splash*

1st-Level: *cause fear, detect good, protection from good*

2nd-Level: *bull's strength, scorching ray*

3rd-Level: *rage, suggestion*

4th-Level: *stoneskin, charm monster*

5th-Level: *dismissal, dominate person*
6th-Level: *transformation, planar binding*
7th-Level: *greater teleport*
8th-Level: *unholy aura*
9th-Level: *meteor swarm*

Trade Necromancy

Trade necromancers put the dead to use as labor. They see it as granting the deceased one final place in the world that can make a difference, and earn some coin.

Skeleton Crew (Sp): At 4th level, the necromancer can call forth a crew ghostly crew of skeletons to work for him. He can use unseen servant a number of times per day equal to his class level. When using this spell-like ability, the servants are visible (appearing as ghostly skeletons) and the spell school counts as necromancy.

Unionized Company (Su): At 8th level, the members of necromancer's skeleton crew receive better on-the-job benefits. Their effective Strength scores increase to 4, their base speed increases to 30 feet, and they dissipate if they take 12 points of damage (instead of 6 points).

Journeyman (Su): At 12th level, the members of necromancer's skeleton crew can now use any skill the necromancer has ranks in. Their effective skill ranks are half that of the necromancer's (rounded up).

Trade Necromancer Spells

0-Level: *mending, mage hand*
1st-Level: *unseen servant, floating disc, animate rope*
2nd-Level: *locate object, rope trick*
3rd-Level: *tiny hut, haste*
4th-Level: *secure shelter, stone shape*
5th-Level: *major creation, fabricate*
6th-Level: *veil, move earth*
7th-Level: *limited wish*
8th-Level: *clone*
9th-Level: *wish*

Voodoo Necromancy

Voodoo Necromancers kill victims efficiently to better appease the dark forces from which they draw power. These sacrifices give them better insight and make them even deadlier as they grow in power.

Sneak Attack: Starting at 4th level, the sacrificial necromancer gains sneak attack, which functions as the rogue class feature, except the necromancer's sneak attack dice are d4s instead of d6s. The necromancer's effective rogue level is equal to his necromancer level -3.

Rogue Talents: At 8th, 12th and 16th level, the necromancer gains a rogue talent for which his effective rogue level qualifies. He must meet any requirements when selecting these talents. In addition, the necromancer qualifies for the Extra Rogue Talent feat.

Voodoo Necromancer Spells

0-Level: *daze, dancing lights*
1st-Level: *detect secret doors, hypnotism, sleep*
2nd-Level: *alter self, touch of idiocy*
3rd-Level: *suggestion, twilight knife*
4th-Level: *locate creature, phantasmal killer*
5th-Level: *contact other plane, mass pain strike*
6th-Level: *symbol of persuasion, transformation*
7th-Level: *mass hold person*
8th-Level: *resurrection*
9th-Level: *storm of vengeance*

Ninja

The following archetype is available to characters with levels in the ninja class.

Ninja of the Dragon Legend (Archetype)

In regions where ninjas are a common myth, none are so properly feared as the ninjas of the dragon legend. They are experts not only in espionage and hand-to-hand combat, but also masters of unique weaponry and methods of taking down multiple opponents before vanishing in a puff of smoke.

Dragon Strike (Ex and Sp): At 1st level, a ninja of the dragon legend gains Arcane Strike as a bonus feat, even if she doesn't meet the prerequisites. Her arcane strike improves at 5th, 9th, 15th, and 19th level.

At 5th level, each time the ninja hits with an attack that deals sneak attack damage, she can expend 1 ki point as a free action and choose acid, cold, electricity, or fire for the type of the sneak attack damage. At 9th level, the first time a ninja of the dragon legend uses arcane strike each day, she can also expend 1 ki point as a free action to grant her weapon an elemental weapon property of her choice (corrosive, flaming frost, or shock) until the next morning or until she expends another point to change the damage type. At 15th level, this grants the elemental burst property instead (corrosive burst, and so on).

At 19th level, the ninja no longer has to expend ki points to activate abilities gained through dragon strike.

This replaces sneak attack at 1st, 5th, 9th, 15th, and 19th level.

Paladin

The following archetype is available to characters with levels in the paladin class.

Fantasian Dragoon (Archetype)

Fantasian Dragoons are powerful physical attackers who wield spears and lances. They often wear special armor meant to invoke the imagery of dragons.

Weapon and Armor Proficiencies: Dragoons are proficient with all simple weapons and all weapons in the polearm and spear weapon groups. They are proficient with all types of armor (light, medium, heavy), but not with shields. This alters the paladin's weapon and armor proficiencies.

Jump (Su): At will, a dragoon can use *jump*, as the spell. A dragoon can, as a swift action, count as having a running start when he jumps.

At 3rd level, a dragoon no longer suffers an armor check penalty while *jump* is active. At 9th level, he can make an Acrobatics check to high jump even if he doesn't have the space to do so, allowing him to use highwind strike in close quarters. At 15th level, he always counts as having a running start when he jumps.

At 6th, 12th, and 18th level, the dragoon can make additional attacks against the target of his highwind strike. These count as his attacks gained for having a high base attack. This replaces detect evil and mercy.

Highwind Strike (Ex): A dragoon can line up his jumps to strike at an enemy with more force. This functions as smite evil, except the target can be any creature against which the dragoon can make an Acrobatics check to jump at least 5 feet (horizontal or vertical). If the target can fly, the damage bonus is doubled. Highwind strike only functions on rounds in which the dragoon can jump. This alters and replaces smite evil.

Divine Bond (Su): A dragoon always chooses a polearm or spear as his divine bond. He adds all elemental weapon properties to his list of available enhancements, but can only benefit from 1 energy type in this way at a time. This alters divine bond.

Dragon's Fear (Su): At 11th level, a dragoon gains an aura of fear, as the *fear* spell, that extends out 10 feet. A creature that saves against this effect is immune for 24 hours. This replaces aura of justice.

Philosopher

The following archetype is available to characters with levels in the philosopher class.

Epistemologist (Archetype)

Knowledge is power, but what really is knowledge? How can we define what we truly know, and how do we know what we don't know?

Epistemologists dispute knowledge as something one can truly obtain except in cases where all knowledgeable creatures can agree. Mathematics is true knowledge because, universally, the manipulation of numbers through calculation can be understood and learned by all. The law, as another example, is not true knowledge, because what is lawful to some may not be for others. By understanding the differences, epistemologists can confound enemies and help allies.

Epiphany (Ex): An epistemologist gains epiphany beginning at 5th level, and his effective level with this ability is equal to his philosopher level –3. This alters the philosopher's epiphany.

Practical Knowledge (Ex): At 1st level, an epistemologist gains the weapon proficiency practical knowledge refutation and his philosopher hit die becomes a d8. He gains an additional practical knowledge refutation at 5th level and every 4 levels thereafter.

In addition, the epistemologist adds Improved Initiative to his list of practical knowledge bonus feats. If he chooses that feat, the epistemologist can spend 2 uses of epiphany once per day when rolling initiative and add that value to his result.

This alters practical knowledge and replaces the refutations gained at the listed levels.

Challenge Knowledge (Su): At 3rd level, an epistemologist can challenge another creature's assumed knowledge in an attempt to aid or hinder its understanding of something. When a creature the epistemologist can see rolls initiative or attempts a knowledge check, he can oppose that check with his own. If his check is greater, the epistemologist can choose either to grant the creature his check result or to confuse it, as *lesser confusion*.

The epistemologist can apply the results of his check against one creature at 3rd level, plus one additional creature at 7th level and every 4 levels thereafter.

Priest of Volwryn

The following archetypes are available to characters with levels in the priest of volwryn class.

Holy Priest (Archetype)

Try to save them all. Yes, even your enemies. You never know when a hated enemy can become a trusted ally, and vice versa.

Holy priests are among the greatest beneficiaries of the light, but they give up most of their combat ability to earn that gift. While not technically pacifists, any holy priest in his right mind would at least make an attempt to assuage his foes before engaging them.

Alignment: Any good.



Channel Healing (Su): At 1st level, a holy priest gains the ability to heal any creature for 1d6 points of damage. This functions as the cleric's channel energy feature, except the priest can channel positive energy to heal living creatures and negative energy to heal undead. He cannot use channel energy to harm any creature.

The priest's ability to channel healing improves by 1d6 at 4th level and every even level thereafter, to a maximum of 10d6 at 20th level. This replaces shielding.

Miracles: Holy priests gain a number of different miracles they can perform. In addition, a holy priest regains 1 faith point any time he rolls an 8 or higher on at least one of the dice rolled when casting a cure spell. This only occurs when he uses the spell to heal one or more creatures, and also applies to *inflict wounds* spells when used to heal undead.

Renew (Sp): At 1st level, a holy priest can spend 1 point of faith to grant a creature he can see within 30 feet of him fast healing 1 for a number of rounds equal to the priest's Intelligence modifier. The priest can heal up to 4 hit points per priest level per day, after which the ability ceases to function. This replaces penance.

Chastise (Su): At 7th level, a holy priest with least 1 faith uses gains Intimidating Prowess as a bonus feat, but adds his Intelligence modifier in place of Strength when intimidating a creature. This replaces psychic voice.

Holy fire (Su): At 11th level, as a standard action, a holy priest can spend 1 faith point to cause a target within medium range (100 ft. + 10 ft. per level) to suffer burn damage. The amount of burn damage is equal to the priest's Intelligence modifier. If the priest has at least 1 faith point after using holy fire, half the

damage dealt results directly from divine power and is therefore not subject to being reduced by resistance to fire-based attacks. This replaces shadow word pain.

Guardian Spirit (Ex): At 11th level, as long as a holy priest has at least 1 faith point, he can choose a creature he can see as a swift action. When he heals that creature with a cure spell, he rolls d10s instead of d8s. This replaces shield discipline.

Divine Hymn (Su): At 19th level, a holy priest can spend 2 faith points to heal creatures of his choice who can hear him and that he is aware of. This functions as the *mass heal* spell, except that it can only target a number of creatures up to the priest's intelligence modifier. This replaces shadow word death.

Regenerate (Sp): At 19th level, as long as a holy priest has at least 1 faith point, creatures he can use *renew* to grant creatures regeneration 3 instead. This regeneration is suppressed for 1 round if the regenerating creature takes cold or electricity damage. The suppressed round still counts against the priest's total rounds and total healing. This replaces stunning penance.

Spontaneous Healing: At 3rd level, a holy priest can channel stored spell energy into healing spells that he did not prepare ahead of time. The priest can "lose" any prepared spell that is not an orison in order to cast any cure spell of the same spell level or lower (a cure spell is any spell with "cure" in its name). This replaces the twist of fate miracle.

Mirrored Existence (Ex): At 3rd level, a holy priest who uses gift of volwryn to become evil becomes a shadow priest. This alters gift of volwryn.

Shadow Priest (Archetype)

Slay them all. You might as well; you never know when a trusted ally can become a hated enemy.

Shadow priests are among the greatest detractors of the light, but they give up most of their healing ability to earn that gift. While not technically beyond saving, any shadow priest in the right state of mind could cripple his foes' sanity.

Alignment: Any non-good.

Shielding: A shadow priest rolls d6s when using shielding, instead of d8s and can't use barrier to heal. This alters shielding.

Insanity: A shadow priest's pool of faith counts as his sanity. As he creates miracles, the priest begins to lose his grip on reality. When his faith reaches 0, the priest becomes insane, gaining access to the following abilities until he uses a miracle or his faith pool reaches its maximum. While the priest is insane, he does not benefit from miracles that require him to have at least 1 faith point.

Mind Flay (Su): This functions as priest's smite, except it deals extra damage equal to the shadow priest's Intelligence modifier while the priest is insane. This extra damage is not halved on a successful save. If the target of this ability rolls a natural 5 or lower on its saving throw, the priest regains 1 faith point.

Shadow Healing (Sp): When the shadow priest uses shielding while insane, he can choose to suffer nonlethal damage equal to the temporary hit points granted to also heal his target for the same amount. If he rolls a 6 on at least 1 of the dice rolled, the priest also regains 1 faith point.

Void Form (Ex): At 3rd level, attacks made against a shadow priest while he is insane and within an area of dim light have a 50% miss chance instead of the normal 20% miss chance. This does not grant total concealment; it just increases the miss chance. When an attack misses the priest because of void form, he regains 1 faith point. This replaces the miraculous initiative miracle.

Shadow Evocation (Ex): At 11th level, while a shadow priest is insane, he can use a free action on his turn to expend a prepared spell of 4th-level or lower to cast an evocation spell from the wizard spell list. The spell is cast as if through *shadow evocation*. If at least one target rolls a natural 5 or lower on its saving throw, the priest regains 1 faith point. At 19th level, the priest can expend any prepared spell to cast an evocation as if through *greater shadow evocation*. This replaces the shield discipline and stunning penance miracles.

Void Bolts (Sp): At 7th level, as a full-round action, a shadow priest can spend 1 faith point to cast *magic missile* as a wizard of his priest or volwryn level. At 11th level, he can spend an additional faith point to gain a sixth missile. At 15th level, this additional point grants the priest a total of 7 missiles. This replaces the penance miracle.

Mirrored Existence (Ex): At 3rd level, a shadow priest who uses gift of volwryn to become good becomes a holy priest. This alters gift of volwryn.

Shadowy Apparitions (Sp): At 19th level any effect that would grant a shadow priest a faith point also creates a shadowy duplicate, as the *project image* spell. This replaces the desperate prayer miracle.

Pythia

The following archetype is available to characters with levels in the pythia class.

Halcyon (Archetype)

You will exterminate nobody on this day.

Like the druids from whom they learn, pythia sometimes must interact with beings from other realms, acting as mediators and guardians against demons or other dangerous beings.

Bonded Mask (Su): A halcyon forms a powerful bond with a mask, which functions identically to a wizard's bonded object except that it can be used to cast druid spells (including those gained from class abilities) instead of wizard spells. A bonded mask must be worn to have an effect, and it occupies the head slot. A halcyon can enhance her mask with abilities appropriate for a head slot item, and can designate an existing head slot item as her bonded mask (but only if it covers her face).

This ability replaces naturalist.

Peacekeeper (Ex): A halcyon adds half her class level (minimum 1) to Diplomacy and Knowledge (local) checks.

Well Trained (Ex): A halcyon adds Diplomacy and all Knowledge skills to her list of class skills.

This ability replaces prescience and alters the pythia's class skills.

Spontaneous Casting: A halcyon adds all spells from the Good cleric domain to her spell list, and she can focus stored spell energy into spells from the Good domain that she hasn't prepared ahead of time. She can lose a prepared spell to cast any spell of the same level or lower from the Good domain.

This ability replaces manipulate artifice.

Natural Arcana (Su): At 4th level, and again at 7th, 11th, 15th, and 19th level, a halcyon chooses two spells from the wizard/sorcerer spell list and adds them to her spell list. The chosen spells must be at least 1 level lower than the highest level spell she can currently cast. At 20th level, the halcyon can choose two wizard/sorcerer spells of any level.

This ability replaces wild shape and defiance (rebirth).



Resist Fiendish Influence (Ex): At 5th level, a halcyon gains a +4 bonus on saving throws against the spell-like and supernatural abilities of outsiders with the evil subtype and spells with the evil descriptor.

This ability replaces the defiance gained at 5th level.

Embody Mask (Sp): At 13th level, a halcyon wearing her bonded mask can embody the spirit it represents, which can be any Tiny to Large agathion, angel, archon, or . This ability requires a standard action to activate and functions as per *beast shape IV* (using the adjustments for magical beasts), but adds the following abilities if the assumed form has them: aura of menace, protective aura, speak with animals, telepathy, and truespeech. If the assumed form has immunity to a condition, the gains a +4 bonus on saving throws against effects that cause that condition. A halcyon can use this ability for a number of minutes per day equal to her level. The duration does not need to be consecutive, but must be used in 1-minute increments.

This ability replaces undo artifice.

Jade Dreamer (Archetype)

The flame of life burns strong within me.

The jade dreamers are a small faction of pythias who follow more druidic beliefs than the rest of the sisterhood. They take a more natural approach to tending what they call “the flame of life.”

Weapon and Armor Proficiency: Jade dreamers are proficient with the following weapons: club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. They are also proficient with all natural attacks (claw, bite, and so forth) of any form they assume with wild shape (see below).

Jade dreamers are proficient with light and medium armor but are prohibited from wearing metal armor; thus, they may wear only padded, leather, or hide armor. A jade dreamer may also wear wooden armor that has been altered by the ironwood spell so that it functions as though it were steel. Jade dreamers are proficient with shields (except tower shields) but must use only wooden ones.

A jade dreamer who wears prohibited armor or uses a prohibited shield is unable to cast jade dreamer spells or use any of her supernatural or spell-like class abilities while doing so and for 24 hours thereafter.

This modifies the pythia’s weapon and armor proficiencies.

Nature Sense (Ex): A jade dreamer gains a +2 bonus on Knowledge (nature) and Survival checks.

This replaces prescience.

Wild Empathy (Ex): A jade dreamer can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The jade dreamer rolls 1d20 and adds her jade dreamer level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

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

A jade dreamer can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.



Spontaneous Casting: Starting at 2nd level, a jade dreamer adds all cure spells to her list of spells known (cure spells include all spells with “cure” in the name). These spells are added as soon as the jade dreamer is capable of casting them.

This replaces manipulate artifice.

Venom Immunity (Ex): At 9th level, a jade dreamer gains immunity to all poisons.

Speak with Animals (Ex): The jade dreamer gains this ability starting at 12th level and learns one language for every 4 pythia levels she attains.

Resist Nature’s Lure (Ex): Starting at 13th level, a jade dreamer gains a +4 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus also applies to spells and effects that target plants, such as blight, entangle, spike growth, and warp wood.

This replaces undo artifice.

Reincarnated (Archetype)

The change. I can feel it take me once again. Not even I will recognize me after.

Reincarnation; the greatest secret of the pythia’s homeworld, stolen away and replicated in exile. While most of the order has since sworn off the old ways, there are some who yet embrace them.

Mysterious Stranger (Ex): At 2nd level, reincarnated pythias adds 1/2 her level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her.

This ability replaces manipulate artifice.

Resist Death’s Touch (Ex): At 3rd level, a reincarnated pythia gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying.

This ability replaces the defiance gained at 3rd level.

Many Lives (Ex): At 5th level, if a reincarnated pythia is killed, she may automatically reincarnate (as the spell) 1 day later. The reincarnated pythia appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if the reincarnated pythia is slain by a death effect. A reincarnated pythia cannot be raised from the dead or resurrected, though she can be reincarnated.

Wild Shape (Su): A reincarnated pythia gains this ability at 6th level, and it functions at her level –2.

Cheat Death (Ex): At 9th level, once per day, a reincarnated pythia may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll.

This ability replaces the speak with animals gained at 9th level.

Tongue of the Sun and Moon (Ex): At 17th level, a reincarnated pythia can speak with any living creature.

This ability replaces timeless body.

Ranger

The following archetypes are available to characters with levels in the ranger class.

Wolf Heart (Archetype)

If you’re going to work with us, you’re going to need a name.

The Wolf’s Heart is a school of rangers who teach their students the ways of alchemy, battle, and hunting. As part of their training, prospects are required to create a new persona from themselves. They are then permanently scarred through alchemical means to wipe out any chance of being recognized as their former selves. Before joining the Collective, the wolf hearts gained a bad reputation on their world as kidnappers and assassins.

Mutagen (Su): At 1st level, a wolf heart discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. This functions as the alchemist ability of the same name, except the saving throw for a non-alchemist drinking the mutagen is 10 + 1/2 the wolf heart’s level + his Wisdom modifier.

This replaces the favored enemy gained at 1st level.

Bomb (Su): At 2nd level, a wolf heart learns how to create small explosives from easily obtained components. This functions as the alchemist bombs class feature, except the wolf heart can create and use a number of bombs each day equal to his ranger level + his Wisdom modifier.

The wolf heart’s bombs deal 1d6 extra damage at 6th level and every 4 levels thereafter, to a maximum of 4d6 extra damage at 18th level.

This replaces combat style.

Sigils (Sp): At 3rd level, a wolf heart learns and can cast up to one 1st-level magus spell per day. At 8th, 13th, and 18th level,

he learns and can cast up to one spell of the next highest level, as well as one additional spell of each level he already knows. For example, a 13th level wolf heart knows one 3rd-level magus spell, two 2nd-level spells, and three 1st-level spells.

This replaces favored terrain.

Extracts: Wolf heart rangers don't draw their spells from the ranger spell list. Instead, they gain extracts of the same level from the alchemist extract list. The wolf heart uses Wisdom instead of Intelligence to determine the saving throw DCs and other effects of his extracts.

This modifies the ranger's spells class feature.

Discovery (Ex or Su): At 5th level, and again at 10th, 15th, and 20th level, a wolf heart gains an alchemist discovery. In addition to the discoveries normally available to alchemists, the wolf heart can choose from the following.

Instant Alchemy (Ex): If the wolf heart is at least 20th level and has swift alchemy, he can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation. If he also has poison use, he can apply poison to a weapon as an immediate action.

Persistent Mutagen (Su): If the wolf heart is at least 15th level, the effects of mutagens he drinks last for 1 hour per ranger level.

Poison Use (Ex): The wolf heart is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

Spell Combat (Ex): As the magus class feature.

Spellstrike (Su): If the wolf heart has spell combat, he also gains the spellstrike magus class feature.

Swift Alchemy (Ex): The wolf heart can create alchemical items in half the normal amount of time. If he has poison use, he can apply poison to a weapon as a move action.

This replaces the favored enemies gained at the listed levels.

Revoker

The following archetype is available to characters with levels in the revoker class.

Draconian Revoker (Archetype)

I follow the laws of dragons. Your paltry god means nothing to me.

The source of all legitimate magic, as well as all legitimate law, is derived from lawful dragons. Draconian revokers seek to spread the influence of their draconic masters, believing that no king or god is above the dragon they pledge their swords to. In return, they gain the power, and therefore the authority, of a dragon.

Bloodline: At 1st level, the revoker must select a sorcerer draconic bloodline with one of the chromatic or metallic dragon types. She treats her revoker level as her effective sorcerer level for all bloodline powers.

Bloodline Power: At 3rd level, she gains her draconic bloodline's 1st-level bloodline power.

This replaces the modus operandi gained at 3rd level.

Improved Bloodline Power: At 6th level, she gains her draconic bloodline's 3rd-level bloodline power.

This replaces the modus operandi gained at 6th level.

Bloodline Feat: At 12th level, she gains one of her draconic bloodline's feats or Eschew Materials.

This replaces the modus operandi gained at 12th level.

Greater Bloodline Power: At 15th level, she gains her draconic bloodline's 9th-level bloodline power.

This replaces the modus operandi gained at 15th level.

True Bloodline Power: At 18th level, she gains her draconic bloodline's 15th-level bloodline power.

This replaces the modus operandi gained at 18th level.

Rogue

The following archetype is available to characters with levels in the unchained rogue class.

Cannibalist (Archetype)

I found the orcs we were searching for. They look good enough to eat.

Considered ghoulish and unsavory by civilized folk, cannibalists are able to ravenously consume the flesh of their enemies in the midst of combat.

Skill Ranks per Level: 6 + Int modifier. This alters the rogue's skill ranks per level.

Bite (Ex): Cannibalists often file their teeth to be razor sharp. They gain a primary bite attack that deals 1d6 bludgeoning and piercing damage (for a Medium creature). This damage increases to 1d8 at 11th level, and at 19th level, the base critical multiplier becomes x3. This replaces finesse training.

Tearing Wound (Ex): When a cannibalist bites a creature and deals sneak attack damage to it, the sneak attack damage takes twice as long to heal naturally. Magical healing applied to the damage requires a successful Heal check (DC 10 + half the cannibalist's rogue level + his Strength modifier) or fails to heal it. This replaces trapfinding.

Scent (Ex): At 2nd level, a cannibalist gains scent. This replaces the rogue talent gained at 2nd level.

Full Belly (Ex): Beginning at 3rd level, when a cannibalist reduces a creature to 0 or fewer hit points with his bite attack, he gains a +3 bonus on Fortitude saves for 1 hour. This bonus increases by +1 at 6th level and every 3 levels thereafter, to a maximum of +6 at 18th level.

Grab (Ex): At 5th level, a cannibalist gains the grab special ability, allowing him to attempt a grapple combat maneuver as a free action that doesn't provoke attacks of opportunity when he hits with his bite attack.

Distend (Ex): At 10th level, a cannibalist gains the swallow whole special ability. He can use this ability to swallow a Medium or smaller creature. When swallowing a Medium creature, the cannibalist's space becomes 10 ft. by 10 ft. This does not alter the cannibalist's size, nor does it extend his reach beyond his original space.

Shaman

The following archetypes are available to characters with levels in the shaman class.

Shaman of Volwryn (Archetype)

If you listen closely, the elements will tell you their secrets. Listen too closely, and they will ignore you.

The minotaurs, orcs, and trolls of volwryn have each harnessed the powers of the elements; using them to heal as easily as destroy. They enhance their weapons and armor with elemental gifts, then wade into a battle with the patience of stone, fervor of water, grace of air, and eyes blazing with fire.

Elemental Spirit: A shaman of volwryn can only choose between the following spirits: Flame, stone, waves, or wind.

Bonded Weapons: A shaman of volwryn typically forms a bond with his weapons. This functions as the wizard's arcane bond feature, except as noted here. The shaman always gains 2

one-handed or light weapons of his choice. Once per day, when wielding his bonded weapons, the shaman can cast any one shaman spell without preparing it ahead of time.

Beginning at 3rd level, the shaman's bonded weapons each gain a +1 enhancement while he wields them together.

Beginning at 6th level, the shaman can enhance his bonded weapons further. This functions as the paladin's divine bond class feature, except the shaman can only choose from the enhancements corrosive, corrosive burst, flaming, flaming burst, frost, icy burst, shock, and shocking burst.

This replaces spirit animal and wandering hex.

General Shaman of Volwryn Hexes

The following hexes are available to all shamans of volwryn.

Bloodlust (Su): At 8th level, a shaman of volwryn can rile her companions into a frenzy. This acts as the *rage* spell, except each target gains a +2 morale bonus to Constitution and a +2 morale bonus to its highest remaining ability score. Targets who cast spells do not lose that ability while this effect lasts. At 16th level, the morale bonuses increase to +4. Once a creature has benefited from the bloodlust hex, it cannot benefit from it again for 24 hours.

Feral Spirit (Su): The shaman can call upon one or more wild beasts to aid him temporarily. This acts as *summon nature's ally I*, using the shaman's caster level. The creatures summoned within a 24-hour period are always the same, and if summoned again during that period, return with the hit points with which they left.

At 5th-level, this acts as *summon nature's ally II*.

At 10th level, this acts as *summon nature's ally III*.

At 15th level, this acts as *summon nature's ally IV*.

At 20th level, this acts as *summon nature's ally V*.

Fury of the Wind (Su): Until he misses with an attack or doesn't attack at least one creature with a CR no less than his character level –3 on his turn, the shaman gains *haste*, as the spell.

Ghost Wolf (Ex): The shaman doubles his overland movement speed until he stops moving.

Maelstrom (Su): When the shaman hits a creature with a weapon enhanced by an elemental weapon property, the shaman deals damage equal to the weapon property's damage to each enemy adjacent to that target.

Personal Reincarnation (Sp): At 10th level, if the shaman is killed, he may automatically *reincarnate* (as the spell) 1 day later. The shaman appears in a safe location within 1 mile of his previous body. At will for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If he is killed during these 7 days, he remains dead and does not reincarnate. This hex does not function if the shaman is slain by a death effect. A shaman who chooses this hex cannot be raised from the dead or resurrected, though he can be reincarnated.

Stormbringer (Su): The shaman can strike his enemies with a bolt of lightning from the sky. This acts as *call lightning*, using the shaman's caster level. Once a creature has been struck by this stormbringer, it cannot suffer the effects again for 24 hours.

At 11th level, this acts as *call lightning storm* instead.

Water Walking (Su): The shaman can move across the surface of water or similar liquids until he stops moving.

Summoner

The following archetype is available to characters with levels in the Summoner and unchained summoner classes.

Fiend Trainer (Archetype)

Note: This archetype works equally for summoners and unchained summoners.

Fiend Trainers are summoners who use the art of fiendcrafting to summon modified monsters to fight for them. While they lack the eidolon most of their kind are known for, they make up for this with a small army of creatures they can call upon in combat.

Hit Die and Base Attack Bonus: A fiend trainer's hit die is a d6, and her base attack is equal to half her summoner level. This alters the summoner's base attack and hit dice.

Evolution Pool (Sp): Fiend trainers gain an evolution pool equivalent to that which any other summoner's eidolon gains. This pool increases as the fiend trainer gains summoner levels.

A fiend trainer's evolution pool is used to enhance her summoned monsters. When she gains a level of summoner, the trainer chooses what evolutions she wishes to apply to the monsters she summons (see below), and those evolutions are set until she gains another level of summoner.

This replaces eidolon.

Summon Evolved Monster (Sp): When a fiend trainer uses her summon monster class feature to summon a monster with which she is familiar, she can apply her chosen evolutions to that summoned creature, if its form could accept them.

A fiend trainer is considered familiar with a monster if she has spent at least 1 minute interacting with and studying it in person, or 1 week researching it (this time does not need to be consecutive). This time is reduced by 2 rounds for each round of combat she spends against such a creature.

Fiend trainers who work together will sometimes use each other during down time to summon monsters they can fight in combat to quickly become familiar. The combat has to be genuine, though, as pulling punches does not give a proper understanding of the monster's abilities.

Summoning Multiple Monsters: When using *summon monster II* or higher to summon more than one monster, a fiend trainer can divide her evolutions between those monsters. In addition, she rolls the dice (typically 1d3 or 1d4+1) as the spell is cast and may summon different creatures with which she is familiar. For example, she could use *summon monster II* to summon a horse and two wolves.

Prime Monster: At 1st level, a fiend trainer can summon a monster with which she is familiar in a special 1-minute ritual, at the end of which she designates it as her prime monster.

A fiend trainer's prime monster counts as a summoner's eidolon for the purpose of interactions with feats, spells, and other effects that could target an eidolon, including life link, bond senses, and other summoner class features. While she has a prime monster, the duration of a fiend trainer's summon monster class feature returns to 1 round/level.

Prime Monster Evolutions: When she summons it, a fiend trainer can spend 4 of her evolution points to grant her prime monster the feats, armor bonus, and Str/Dex bonus of an eidolon of the trainer's summoner level –3. She can spend 2 more points (6 total) to grant it an eidolon's special abilities.

Fiendcrafters

The discovery of the forges of creation sparked something in the world of summoners, who, until now had to rely on volatile magic to create their eidolons. Now, those with little care to study the arcane could still manifest powerful entities to fight alongside them. These soulless beings have become recognized as fiends, and their makers fiendcrafters.

Trainer Spells: While a fiend trainer has a prime monster summoned, she gains access to that monster's trainer spell list. A trainer spell list is a collection of spells that fit the given monster's theme. Each monster can have multiple lists available to it, but a trainer only ever gains access to one such list at a time. A collection of trainer spell lists by base form can be found at the end of this section.

When a fiend trainer summons her prime monster, she chooses one spell per spell level from that monster's trainer spell. Those spells count as spells known for the trainer. When casting a trainer spell, the trainer casts the spell as normal. As the effect occurs, the trainer can choose her space or that of her prime monster as the point of origin.

Permanent Evolution (Ex): At 10th level, a fiend trainer discovers a forge of creation that she can use to craft magic items as described by the magical location. If she chooses to permanently give up 2 evolution points, she can apply the benefits of one such magic item to one of her summoned monsters when she uses her summon monster class feature. If the item is destroyed, its benefits no longer function for the trainer's summoned monsters, and she regains her evolution points the next time she rests for at least 8 hours. She can apply these benefits once at 10th level, and up to three times at 18th level (for a total of 6 evolution points).

Alternatively, if a fiend trainer brings an actual creature with which she is familiar to her forge, she can apply a 1 or 2-point evolution to that creature. Doing so requires 1 hour per hit die of the creature (minimum 1 hour) plus 1 hour per evolution point. Regardless of the evolution applied, the trainer permanently sacrifices 2 points from her evolution pool, and the monster's Challenge Rating increases by +1. She can perform this application once at 10th level in place of creating a magic item (detailed above), and up to three times at 18th level.

This replaces aspect and greater aspect.

Greater Prime Monster (Ex): At 20th level, a fiend trainer no longer requires evolution points to grant prime monster evolutions. If she chooses to spend 4 of her evolution points as she summons her prime monster, it counts as an eidolon of her full summoner level. She can spend 2 additional points (6 total) to grant it a +5 resistance bonus on all saves.

This replaces twin eidolon.

Aberrant Spell List

1st—*aphasia, heightened awareness*; 2nd—*aboleth's lung, eagle's splendor*; 3rd—*fearsome duplicate, healing thief*; 4th—*calcific touch, fear*; 5th—*feast on fear, feeblemind*; 6th—*mass eagle's splendor, transformation*

Biped Spell List

1st—*adjuring step, aspect of the falcon*; 2nd—*bull's strength, gallant inspiration*; 3rd—*blade of bright victory, keen edge*; 4th—*eyes of the void, find quarry*; 5th—*righteous might, spellsteal*; 6th—*holy sword, mass bull's strength*

Quadruped Spell List

1st—*anticipate peril, blend*; 2nd—*bloodhound, bear's endurance*; 3rd—*countless eyes, poison*; 4th—*battle trance, bloody claws*; 5th—*aspect of the wolf, spell resistance*; 6th—*mass bear's endurance, slay living*

Serpentine Spell List

1st—*adhesive spittle, cause fear*; 2nd—*cat's grace, chameleon stride*; 3rd—*burrow, spit venom*; 4th—*dragon's breath, strong jaw*; 5th—*absorb toxicity, blessing of the salamander*; 6th—*flesh to stone, mass cat's grace*

Swashbuckler

The following archetypes are available to characters with levels in the swashbuckler class.

Buccaneer (Archetype)

We pillage, we plunder, we rifle and loot. We kidnap and savage and don't give a hoot.

Yo ho! The pirates of the world often enjoy a dangerous reputation, with their daring, charm, and pinache. Most swashbucklers will just as soon keelhaul an enemy as pressgang them onto the pirate's crew. And then there are buccaneers.

Buccaneers are more inclined to rally their crew with a song or inspiring speech than fear of walking the plank. They hold themselves and those with whom they interact to an ethical code that keeps them honest in their thievery and other illegal acts.

Class Skills: A buccaneer adds Use Magic Device to his list of class skills and removes intimidate. This alters the swashbuckler's class skills.



Bardic Performance (Su): At 1st level, a buccaneer gains one 1st-level bardic performance of his choice. On the first round he performs each day, the buccaneer must spend 1 panache point. Once he does so, he can perform as a bard of his level –2 (minimum 1st) for up to a number of rounds equal to his Charisma modifier and may cease or resume performing without using additional panache.

At 3rd level, and every 4 levels thereafter, the buccaneer can perform for up to 4 additional rounds and gains an additional bardic performance of his choice for his effective bard level.

This replaces the deeds opportune parry and riposte, menacing swordplay, targeted strike, bleeding wound, perfect thrust, and deadly stab.

Device Expertise (Ex): At 4th level, a buccaneer gains Skill Focus (use magic device) as a bonus feat. At 12th level, he gains the skill unlock powers for that skill as appropriate for his number of ranks in that skill.

This replaces the bonus feats gained at the listed levels.

Fighter Training (Ex): Beginning at 4th level, a buccaneer's swashbuckler levels are considered fighter levels for the purpose of meeting combat feat prerequisites.

Versatile Performance (Ex): At 8th level, and again at 16th level, a buccaneer gains the versatile performance bard class feature. This replaces the bonus feats gained at the listed levels.

Veritus Champion

The following options are available to characters with levels in the veritus champion class.

Blood Debts

Most veritus champions convert their debt to create blood dolls, waves of blood, or even to travel through a creature's blood. Some veritus champions settle their blood debts differently, though. These options are not considered archetypes. They can be replaced by archetype abilities that would replace the same feature, and they cannot replace those same abilities.

Exsanguination

Veritus champions who practice exsanguination will often begin by hunting tiny prey, such as rabbits, to satisfy their blood debts. As they grow in power, their practices turn toward larger animals. They usually aim for a clean kill and use the carcass for food or clothing afterward.

Bleed (Sp): At 1st level, the veritus champion can cast *bleed* and *inflict light wounds* at will as a standard action.

For every 3 points of damage dealt by *inflict light wounds*, the champion rolls 1d12 + his Constitution modifier and dedicates that many points toward his blood debt. Once he reaches his maximum blood debt of 12 points per veritus champion level, the champion can still use *inflict light wounds*, but no longer dedicates additional points toward the debt.

For every creature that dies after the champion casts *bleed* on it, the champion rolls 3d6 + his Constitution modifier and dedicates that many points toward his blood debt, to his maximum.

This alters and replaces blood debt.

Wounding Dolls (Ex): A veritus champion with the bleed ability can cause a blood doll he can see to burst, casting *inflict moderate wounds* on a creature adjacent to the doll. He can do this a number of times per day equal to his Constitution modifier. If he hasn't reached his maximum blood debt for the day, the champion can dedicate half the damage dealt by the blood doll to his blood debt.

Starting at 9th level, the veritus champion can cast *inflict serious wounds* instead. At 13th level, he can cast *inflict critical wounds* instead. At 17th level, he can cast *harm* instead.

This alters blood doll and replaces blood burst.

Vampiric Caress (Su): At 8th level, a veritus champion can convert 36 points of his blood debt to cast *vampiric touch*. A successful touch deals 1d8 points of damage per two caster levels (maximum 10d8). This replaces sanguine step.

Wither (Sp): At 15th level, as a full-round action, a veritus champion can convert 96 points of his blood debt to cast *horrid wilting* on a living creature within 30 feet of him. If the creature has blood, it takes 1d8 points of damage per caster level (maximum 20d8), and the veritus champion gains temporary hit points equal to half the damage dealt, to a maximum of half the target's hit points when the spell was cast.

At 20th level, the veritus champion casts *horrid wilting* without changes to its range or targets.

This replaces blood possession.

Vascularity

A veritus champion with vascularity appears abnormally strong; his veins prominently displayed through his skin. The champion has superior control over his own body and its functions. Rigorous, almost ritualistic exercise is required to maintain his blood debt.

Blood Potency (Ex): For every 3 hit points of damage dealt to the veritus champion during his morning ritual, he rolls 1d12 + his Strength modifier and dedicates that many points to his blood debt, to a maximum of 12 points per veritus champion level.

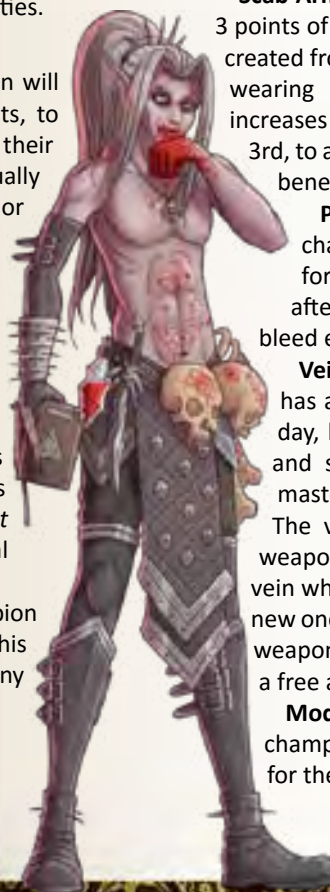
Scab Armor (Sp): At 1st level, a veritus champion can convert 3 points of his blood debt to cast *barkskin*. Because the armor is created from dried blood, the spell cannot be cast on a creature wearing armor. The enhancement bonus from this ability increases by +1 for every three veritus champion levels beyond 3rd, to a maximum of +7 at 18th level. This replaces the armor benefit of sheathed in blood.

Piranha Blood (Ex): At 2nd level, as long as a veritus champion has at least 3 points dedicated to his blood debt for the day, bleed effects used on him end automatically after 2 rounds. At 7th level, the champion is immune to bleed effects instead. This replaces Endurance and Diehard.

Vein Whip (Ex): At 3rd level, as long as a veritus champion has at least 12 points dedicated to his blood debt for the day, he can, as a swift action, cause his veins to lengthen and slither out of his wrist. These veins function as a masterwork scorpion whip and cannot be disarmed.

The veritus champion is considered proficient with this weapon. This whip can be dismissed as a swift action. If the vein whip is destroyed, the veritus champion cannot create a new one for 24 hours. At 7th level, the champion can apply his weapon enhancement from sheathed in blood to the whip as a free action when he creates it. This replaces status.

Moderate Toxicity (Sp): At 5th level, as long as the veritus champion has at least 24 points dedicated to his blood debt for the day, he can cast *delay poison* on himself at will.



At 8th level, as long as he has at least 36 points dedicated to his blood debt for the day, the veritus champion can cast *neutralize poison* on himself at will.

At 16th level, as long as he has at least 60 points dedicated to his blood debt for the day, the veritus champion can cast *cleanse* on himself once per day as a full-round action. He can use it twice per day at 20th level.

This replaces blood biography, sanguine step, and sanguine jump.

Grappling Veins (Su): At 6th level, the veritus champion can extend his veins from his body to latch onto his foes. He gain Improved Grapple as a bonus feat, even if he does not meet the prerequisites. In addition, he deals 1d6 additional slashing and piercing damage when he damages a foe as part of a grapple.

This replaces waves of blood.

Blood Knight (Archetype)

Your life is in my hands.

Blood knights are veritus champions from the world of Volwryn. Originally a cabal of orcish invokers, these champions gave their lives to be reborn in the bodies of crusading humans. With their newfound power, the blood knights went on to become some of the most dangerous champions to travel that world.

Armor Proficiencies: Blood knights are proficient with all types of armor (light, medium, and heavy), but not with shields. This alters the veritus champion's armor and shield proficiencies.

Runeforging (Ex): Blood knights pay their blood debt with runes specially crafted during their morning ritual. At 1st level, when a blood knight fills his blood debt each morning, he can immediately dedicate 12 of those points to a single two-handed melee weapon or split between two light or one-handed melee weapons he wields. This functions as sheathed in blood, except the bonuses last until the next time the knight fills his blood debt.

As he gains levels, a blood knight can dedicate more of his blood debt to his weapons with runeforging, in the same way a veritus champion improves his weapon through sheathed in blood.

Beginning at 12th level, a blood knight can take 5 minutes to change the enhancement bonuses and weapon properties applied to his weapons using this ability, so long as the resulting total is the same. This time can be spent in conjunction with scourge of volwryn (see below).

This alters blood debt and sheathed in blood.

Bone Shield (Su): As long as a blood knight has at least 12 points of his blood debt dedicated to his weapons, he gains a shield bonus to his AC equal to half his Constitution bonus (minimum 1) plus the highest enhancement bonus among weapons he wields.

Grip of Death (Su): At 2nd level, a blood knight gains Improved Drag as a bonus feat. As long as he has at least 12 points of his blood debt dedicated to his weapons, a blood knight can attempt to drag an enemy toward him from up to 30 feet away. The knight doesn't move when dragging a creature in this way.

At 7th level, the knight gains Greater Drag as a bonus feat.

This replaces Endurance and Die Hard.

Scourge of Volwryn (Ex): At 3rd level, a blood knight can take 5 minutes to tap into the soul of Volwryn from across any planar boundary to transform his power over undeath into something else. When he does, the blood knight becomes his choice of a frost knight or plague knight (see below). He gains those abilities in place of bone shield, boil blood, fetid decay, grasp of death, and dancing weapon.

Boiling Blood (Sp): At 6th level, a blood knight can convert 12 points of his blood debt as a standard action to cast *boiling blood* as a spell-like ability. This replaces waves of blood.

Fetid Decay (Su): At 9th level, as long as a blood knight has at least 12 points of his blood debt dedicated to his weapons, he can target any creature with *boiling blood* (even if it doesn't have blood), and the damage dealt counts as both negative energy and fire (it affects creatures resistant or immune to fire damage normally).

At 13th level, the knight can target one creature per three levels, no two of which may be more than 50 ft. apart.

At 17th level, the knight can use fetid decay a number of times per day equal to his Constitution modifier (minimum 1) without converting blood debt to do so.

This replaces blood burst at the listed levels.

Grasp of Death (Su): At 11th level, a blood knight can convert points of his blood debt and use a standard action to drag each creature within 30 feet of a creature he can see toward that creature. He makes one drag attempt and applies it to each target. Using this ability costs 6 points of blood debt per creature successfully dragged in this way. This replaces Survivor.

Dancing Weapon (Su): At 15th level, a blood knight can convert 4 points of his blood debt as a standard action and release one of the weapons to which he has dedicated points of blood debt to fight for him. This functions as the dancing weapon property, except that it doesn't count against the total enhancements the knight's weapon can possess. As part of the same action, the knight can convert up to 6 points instead and release both of the weapons he wields. He can do this once per day at 15th level, twice per day at 18th level, and at will at 20th level. This replaces blood possession.

Frost Knight (Archetype)

Your soul is mine to keep.

Years after the last of the original blood knights was vanquished, a young paladin would accept the mantle of evil to seek revenge against the demons who threatened his homeland. With the gifts of death at his fingertips, the former champion of good traveled to the frozen reaches of Volwryn, where he would become a scourge to the heroes of that world.

Armor Proficiencies and Runeforging: A frost knight gains armor proficiencies and the runeforging ability of the blood knight (see above).

Frost Blade (Su): As long as a frost knight has at least 12 points of his blood debt dedicated to his weapons, they automatically gain the frost weapon property. If he converts points of his blood debt to add that property to a weapon, it gains icy burst instead.

Grip of Death (Su): Frost knights gain grip of death, as the blood knight ability.

Scourge of Volwryn (Ex): At 3rd level, a frost knight can take 5 minutes to tap into the soul of Volwryn from across any planar boundary to transform his power over undeath into something else. When he does, the frost knight becomes his choice of a blood knight or plague knight (see below). He gains those abilities in place of frost blade, cone of cold, frost pillar, ice chains, and aura of the remorseless.

Cone of Cold (Sp): At 6th level, a frost knight can convert 12 points of his blood debt as a standard action to cast *cone of cold* as a spell-like ability. This replaces waves of blood.



Frost Pillar (Su): At 9th level, as long as a frost knight has at least 12 points of his blood debt dedicated to his weapons, he can cast *flame strike* as a full-round action. When cast this way, the spell's damage is half cold damage and half negative energy. The knight can use this ability a number of times per day equal to his Constitution modifier.

At 13th level, the knight can ignore his allies within the area of the spell.

At 17th level, the knight can cast the spell as a standard action instead.

This replaces blood burst at the listed levels.

Ice Chains (Su): At 11th level, a blood knight can convert 6 points of his blood debt as a standard action to cast *entangle*. Creatures that fail their saving throw must succeed at a Fortitude save at the same DC or be slowed for the duration and up to 1 round afterward. This replaces Survivor.

Aura of the Remorseless (Su): At 15th level, as long as a frost knight has at least 12 points of his blood debt dedicated to his weapons, enemies within 30 feet of him at the start of each of his turns take cold damage equal to the knight's Constitution modifier and reduce their movement speed by half. The knight can suppress or reactivate this ability as a free action on his turn.

At 18th level, this affects enemies within 50 feet of the knight.

At 20th level, those enemies also take damage equal to the highest enhancement bonus among weapons the knight wields, and the damage counts as both cold and negative energy. This replaces blood possession.

Plague Knight (Archetype)

Your death is a sustenance.

Volwryn's reality is a balance of life, death, order, and chaos that sways on its axis at the hands of those who would champion their cause. Plague knights are masters of death, creating necromantic armies of undead and spreading disease in their wake. When everything is dead, there will be nothing left for the Chaos to claim.

Armor Proficiencies and Runeforging: A plague knight gains armor proficiencies and the runeforging ability of the blood knight (see above).

Undead Companion (Ex): As long as a plague knight has at least 12 points of his blood debt dedicated to his weapons, he gains an undead companion. This functions as the necromancer class feature, except the knight's effective druid level is equal to half his veritus champion level (minimum 1st).

Grip of Death (Su): Plague knights gain grip of death, as the blood knight ability.

Scourge of Volwryn (Ex): At 3rd level, a plague knight can take 5 minutes to tap into the soul of Volwryn from across any planar boundary to transform his power over undeath into something else. When he does, the plague knight becomes his choice of a blood knight or frost knight (see above). He gains those abilities in place of undead companion, festering strike, fetid decay, plaguebringer, and army of undead.

Sickening Strikes (Sp): At 6th level, a plague knight can convert 12 points of his blood debt as a standard action to cast *sickening strikes* as a spell-like ability. Creatures normally immune to disease can be affected by the knight's sickening strike, but do gain a +2 bonus to save against it. This replaces waves of blood.

Fetid Decay (Su): At 9th level, as long as a plague knight has at least 12 points of his blood debt dedicated to his weapons, he can cast *boiling blood*, targeting any creature (even if it doesn't have blood), and the damage dealt counts as both negative energy and fire (it affects creatures resistant or immune to fire damage normally).

At 13th level, the knight can target one creature per three levels, no two of which may be more than 50 ft. apart.

At 17th level, the knight can use fetid decay a number of times per day equal to his Constitution modifier (minimum 1) without converting blood debt to do so.

This replaces blood burst at the listed levels.

Plaguebringer (Su): At 11th level, when a plague knight hits a creature already affected by his sickening strikes with an attack, each enemy within 10 feet of that creature must also save against the effect. Each creature that fails its save (including the original target) takes damage equal to the knight's Constitution modifier. This replaces Survivor.

Army of Undead (Su): At 15th level, as long as a plague knight has at least 12 points of his blood debt dedicated to his weapons, he can convert 60 points of his blood debt to cast *summon nature's ally V*, but only to create 1d4+1 creatures. Those creatures gain undead traits, a +7 bonus to AC, attacks, and saves, and a +3 bonus to damage. These bonuses also apply to the knight's undead companion.

At 18th level, the knight can cast *summon nature's ally VI* instead, and his bonuses increase to +9 and +4.

At 20th level, the knight can cast *summon nature's ally VII* instead, and his bonuses increase to +10 and +5. This replaces blood possession.

Vigilante

The following archetype is available to characters with levels in the vigilante class.

Heralds of Emotion (Archetype)

When enemies stir, I turn to my light. I speak my oath, then leave to fight.

The heralds of emotion are heroes and villains who hold to an ancient belief that the true power of one's emotions can be harnessed and used to create magical effects. In an effort to avoid a prophesied war that could irreparably damage reality, these vigilantes are chosen in secret for the strength of their emotional control (or lack thereof). Each is tasked with balancing reality in favor of their chosen emotion, and each must do so at times against the will of others.

Heralds are usually referred to by their chosen emotion, such as herald of anger or herald of loathing. While they can live their lives in a social identity of their choosing, to access their true power, heralds of emotion must bear the mark of their emotion, act in accordance to their oath, and be ready to face tough decisions should their dedication be called into question.

Herald of Will

The heralds of will were the first organized heralds of emotion. Formed as a force meant to protect countless realities from chaos, fear, and oppression, they unfortunately failed. Now, the leaders of the group have joined with the collective and are rebuilding their ranks with races from the various shattered worlds.

As a herald of will, a vigilante must guard her secret identity closely to avoid drawing the attention of other heralds of emotions, particularly fear, who can openly counter their magic.

Bonded Item (Sp): Each herald of will gains a bonded item (usually a ring, but this is not necessary) through which she channels her willpower and creates magical effects. This functions as the sorcerer's arcane bloodline class feature, except the herald only benefits from the item while in her vigilante persona, and she requires the bonded item to change into her vigilante persona.

While a herald of will wears or wields her bonded item, she can spend 1 willpower (see below) to change into or out of her vigilante persona as a full-round action. Doing so creates an inaudible flash of light that may draw attention to the herald's presence. A second point of willpower can be spent to reduce the flash to a slight glow. This alters dual identity and replaces the social talent gained at 1st level.

Willpower: A herald of will gains a pool of willpower that she can use to create various effects through her bonded item. At the start of each day, a herald of will gains a number of points of willpower equal to her Charisma modifier (minimum 1). Her willpower goes up or down throughout the day, but usually

cannot go higher than her Charisma modifier (minimum 1), though some feats and magic items may affect this maximum. A herald of will spends willpower to accomplish deeds (see below), and regains willpower in the following ways.

Critical Hit with a Conjured Creature or Weapon: Each time the herald or a creature she summons confirms a critical hit while in the heat of combat, the herald regains 1 point of willpower. The herald must wield her bonded item (if it's a weapon) or a weapon she conjures to gain this effect. Confirming a critical hit on a helpless or unaware creature or on a creature that has fewer Hit Dice than half the herald's character level does not restore willpower.

Killing Blow: When the herald or a creature she summons reduces a creature to 0 or fewer hit points with a firearm attack while in the heat of combat, the herald regains 1 point of willpower. The herald must wield her bonded item (if it's a weapon) or a weapon she conjures to gain this effect. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the herald's character level to 0 or fewer hit points does not restore any willpower.

This replaces vigilante specialization.

Vigilante Talents: At 2nd level, a herald of will chooses two vigilante talents, designating one as active and the other in reserve. As a swift action, the herald can spend 1 point of willpower to change one of her active vigilante talents for a reserve talent. She gains an additional reserve talent at 5th, 11th, and 17th level. This alters vigilante talents and replaces startling appearance, frightening appearance, and stunning appearance. These abilities can be regained by spending a vigilante talent at 6th, 12th, and 18th level or higher, respectively.

In addition, a herald of will gains access to the following vigilante talents.

Conjure Creature (Sp): The herald chooses a *summon monster* or *summon nature's ally* spell with a spell level of no more than half her vigilante level. She can spend 1 willpower to cast that spell as a sorcerer of her level. Each time the herald casts this spell beyond the 1st each day, she spends 1 additional willpower to do so. This talent can be chosen more than once. The progression is tracked separately for each spell level of *summon monster* or *summon nature's ally* chosen.

Conjure Weapon (Sp): The herald spends 1 point of willpower as a swift action to create a masterwork weapon of her choice that only she can wield. She is considered proficient with this weapon while she wields it. She can spend an additional point of willpower to treat the weapon as a magic weapon with an enhancement bonus equal to 1/3 of her vigilante level (maximum +5). If she loses her grip on the weapon (when disarmed or by throwing it, for example), the herald can summon it back to her hand with a move action. The weapon lasts for up to 1 minute per vigilante level, or until dismissed.

Herald's Battery

A herald's battery is a magic item resembling and functioning as a bullseye lantern. It costs 312 gp and contains 1 point of willpower a herald of will can spend as if it were her own. Once spent, the lantern must be recharged with the herald's own willpower as part of a 5 minute ritual. More powerful lanterns, able to store between 1 and 5 extra willpower, can be purchased for the cost of a magic weapon with an equal enhancement bonus.



4 Character Options

New races and classes present new ways to mix things up, not only by providing another template with which to craft the best representation of a character, but also by opening up more variations of options such as new feats, equipment, or methods of interaction with the world.

Not all of the options presented here require the use of a race or class introduced earlier. In fact, while each of those mentioned receive between 2 and 3 different means of customization apiece, many options also exist for characters of other races and classes, and a few that aren't tied to anything more than an idea for how to play something that doesn't quite fit as a racial trait or a class-defining feature.

Feats

Outside of variable class features, feats still provide the best possible way to distinguish one character of a given race or class from another. The endless possibilities for new feats also make them the first place many look when combing a prospective supplement. Because of this, feats require extra attention to make sure that not only do they not overshadow the very features classes rely on, but that they also don't overshadow what came before. This can be difficult, but is far from impossible.

General Feats

This section includes race and class-specific feats, including ways to gain more features, improve on their strengths, or shore up their weaknesses. It also includes feats that don't qualify for any other section and can be taken by anybody with the prerequisites and a mind to do so.

Assassin's Creed

You won't even see it coming.

Prerequisites: Dex 17 or Int 17, Stealth 16 ranks.

Benefit: When you score a critical hit against a creature, or you reduce a creature to 0 or fewer hit points, you can make a Stealth check as a free action. Creatures that fail to spot you treat you as invisible until the end of your next turn.



Call of Duty (Combat)

I'm in charge here.

Prerequisites: Wis 17 or Cha 17, Improved Initiative, Diplomacy 5 ranks or Perception 5 ranks.

Benefit: When you roll initiative and are not flat-footed, you grant yourself and allies who can see you a morale bonus to initiative equal to the higher of your Wisdom or Charisma bonus.

Dark Soul

You are right to fear the paths I tread.

Prerequisites: Con 17, Diehard, Endurance, character level 9th.

Benefit: When you score a critical hit against a creature, or you reduce a creature to 0 or fewer hit points, you gain contingent *breath of life* that is cast on you the next time you would die within 24 hours. This effect can only occur up to once each day.

God of War (Combat)

Rest assured, I will strike you down.

Prerequisites: Str 17 or Dex 17, base attack bonus +16.

Benefit: When you hit a creature with an attack, you reduce the penalties to additional attacks you make against that creature this round by 2. This reduction stacks.

Guitar Hero (Combat)

Are you ready to rock?

Prerequisites: Dex 17 or Cha 17, Perform (string instruments) 4 ranks.

Benefit: When you are unarmored and unencumbered, you gain an armor bonus to your AC and touch AC equal to half your total ranks in Perform (string instruments).

Hero of Might and Magic (Combat)

Do not doubt my strength, for it is not only physical.

Prerequisites: Str 17, Int, Wis, or Cha 17, base attack bonus +13, ability to cast at least one 1st-level spell.

Benefit: Choose a spellcasting class. Add half your base attack bonus to your caster level with that class, to a maximum of your character level.

Monster Hunter (Combat)

This one's mine.

Prerequisites: Str 17 or Int 17.

Benefit: Creatures at least one size category larger than you treat you as one size category larger for the purpose of abilities and effects that rely on size. You also gain a +4 bonus to your Combat Maneuver Bonus, Combat Maneuver Defense, and Escape Artist attempts against creatures at least one size category larger than you.

Portal

Allow me to retrieve that for you.

Prerequisites: Int 17 or Cha 17, able to cast 8th-level spells.

Benefit: As long as you have at least one unused 8th-level or higher spell slot, you gain the spell-like ability to create two temporary ring gates as a standard action. These gates function as the item of the same name, but they disappear after a number of rounds equal to your caster level unless you recreate them. You can only have 1 pair of ring gates created in this way at a time.

Feats	Prerequisites	Benefits
Assassin's Creed	Dex 17 or Int 17, Stealth 16 ranks	Become invisible after hurting or killing a creature.
Call of Duty	Wis 17 or Cha 17, Improved Initiative, Diplomacy 5 ranks or Perception 5 ranks	Add your Wisdom or Charisma to your initiative and that of your allies.
Dark Soul	Con 17, Diehard, Endurance, character level 9th.	Gain a contingent <i>breath of life</i> effect after hurting or killing a creature.
God of War	Str 17 or Dex 17, base attack bonus +16.	Reduce penalties to attack a creature repeatedly.
Guitar Hero	Dex 17 or Cha 17, Perform (string instruments) 4 ranks	When unarmored and unencumbered, add half your ranks in Perform (string instruments) to your AC and touch AC.
Hero of Might and Magic	Str 17, Int, Wis, or Cha 17, base attack bonus +13, ability to cast at least one 1st-level spell	Add half your base attack bonus to your caster level when determining the strength of your spells.
Monster Hunter	Str 17 or Int 17	Count as 1 size larger and gain bonuses when fighting larger creatures.
Portal	Int 17 or Cha 17, able to cast 8th-level spells	Create ring gates as a standard action.
Rock Band	Perform (any) 7 ranks, bardic performance class feature	You can maintain the performance of another bard with this feat as a swift, move, or standard action.
Sanctioned Detection	Ability to use detect magic at least 3 times per day	You can expend your ability to use <i>detect magic</i> for a +10 insight bonus on Perception and Sense Motive checks.
Street Fighter	Str 17 or Dex 17, Catch Off-Guard or Improved Unarmed Strike	Deal 1d4 extra damage with unarmed and improvised weapon attacks against flat-footed creatures.
Summon Fantasy Tactics	Int 17 or Cha 17, ability to cast at least 1 <i>summon fantasy</i> spell	Gain a 50% chance that targets of your <i>summon fantasy</i> spells permanently believe they are real.
Summon Fantasy Tactics, Advanced	Summon Fantasy Tactics, Int 17 or Cha 17, ability to cast at least 1 <i>summon fantasy</i> spell	Gain an 80% chance that targets of your <i>summon fantasy</i> spells permanently believe they are real.
Tomb Raider	Int 17 or Wis 17, Knowledge (dungeoneering) 1 rank	Substitute Knowledge (dungeoneering) for Acrobatics, Climb, and Swim checks.
Tower Weapon Training	Str 15, proficiency with at least 1 tower weapon.	You no longer take a –2 penalty to attacks with tower weapons and gain a weapon feature for a specific weapon.
Witcher	Int 17, Craft (alchemy) 5 ranks	Increase the damage you deal with alchemical items.

Class Feats	Prerequisites	Benefits
Channel Antimagic	Revoke Magic revocation	Expend 2 daily uses of revoke magic to channel energy.
Extra Revoke Magic	Revoke Magic revocation	Revoke magic 2 additional times each day.
Extra Talent	At least 1 level in a class with a talent class feature	Gain a class talent for one class.
Focused Capacity	1st-level potentialist	Increase the saving throw DC of your capacity damage by +1.
Focused Capacity, Greater	Focused capacity, 7th-level potentialist	Increase the saving throw DC of your capacity damage by +1.
Improved Smite Magic User	Smite magic user revocation	Increase smite magic user damage by +1.

Rock Band (Teamwork)

Just keep the rhythm for me.

Prerequisites: Perform (any) 7 ranks, bardic performance class feature.

Benefit: You can expend one round of your bardic performance as a swift, move, or standard action to maintain the bardic performance of an ally with this feat who can see and hear you and who you can see and hear.

Sanctioned Detection

You use *detect magic* for more practical or mundane purposes.

Prerequisite: Ability to use *detect magic* at least 3 times per day.

Benefit: After concentrating for at least 3 rounds on *detect magic*, you can focus the clarity granted by your spell as a swift action to heighten your awareness of other things. This gives you a +10 insight bonus on Perception and Sense Motive checks for one round and expends your ability to use *detect magic* for the next 24 hours.

Street Fighter

Put the warrior on display.

Prerequisites: Str 17 or Dex 17, Catch Off-Guard or Improved Unarmed Strike.

Benefit: Unarmed strikes and improvised weapon attacks you make against a flat-footed opponent deal 1d4 extra damage. This extra damage is precision-based damage and is not multiplied with a critical hit.

Summon Fantasy Tactics

Reach for the clouds.

Prerequisites: Int 17 or Cha 17, ability to cast at least 1 *summon* fantasy spell.

Benefit: When a creature fails its Will save against one of your *summon fantasy* illusions, there's a 50% chance it believes the illusion entirely and gains no additional saving throws for the duration of the spell.

Summon Fantasy Tactics, Advanced

Reach for the clouds.

Prerequisites: Summon Fantasy Tactics, Int 17 or Cha 17, ability to cast at least 1 *summon fantasy* spell.

Benefit: Increase the chance a creature believes your *summon fantasy* illusion entirely to 80%.

Tomb Raider

I'll take that, thank you.

Prerequisites: Int 17 or Wis 17, Knowledge (dungeoneering) 1 rank.

Benefit: You can substitute Knowledge (dungeoneering) for Acrobatics, Climb, and Swim checks. You still suffer armor check penalties when performing tasks related to those skills.

Tower Weapon Training

Prerequisite: Str 15.

Benefit: You no longer take a –2 penalty to attacks when wielding a tower weapon with which you are proficient. In addition, Choose one of the following weapon features and one tower weapon with which you are proficient. When wielding that weapon, you treat it as having the chosen weapon feature.

Blocking, deadly, disarm, distracting, performance, reach, sunder, trip.

Special: You can choose this feat multiple times. Its effects do not stack. Each time you choose this feat, select a different tower weapon. You can choose the same or a different weapon feature to apply when wielding that tower weapon.

Witcher

You would do well not to earn my contempt.

Prerequisites: Int 17, Craft (alchemy) 5 ranks.

Benefit: Increase the damage you deal with alchemical items you craft by an amount equal to your ranks in Craft (alchemy). For every 3 points by which the damage is increased, you can choose instead to deal 1d6 extra damage. This damage does not multiply with a critical hit.

If you have 10 or more ranks in Craft (alchemy), you can also increase the amount of damage you heal with any potion or alchemical item you administer by half your total ranks in Craft (alchemy). For every 4 points by which the healing is increased, you can choose to heal 1d8 extra hit points instead.

Class Feats

Channel Antimagic

You can channel energy that hampers spellcasting.

Prerequisites: Revoke Magic revocation.

Benefit: You can expend 2 daily uses of you revoke magic ability to channel energy, as per the cleric's Variant Channeling Magic portfolio. You can use only the harm aspect of this form of channeling. The DC of this ability is Intelligence-based instead of Charisma-based.

Dastardly Finish

This is a summary of the feat for the astrologer class.

Prerequisites: 10th-level astrologer, witch zodiac astrologer class feature.

Benefit: You can deliver a coup de grace to cowering or stunned targets.

Destructive Dispel

This is a summary of the feat for the astrologer class.

Prerequisites: 6th-level astrologer, cleric zodiac astrologer class feature.

Benefit: When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.



Dispel Synergy

This is a summary of the feat for the astrologer class.

Prerequisites: 2nd-level astrologer, cleric zodiac astrologer class feature.

Benefit: If you successfully dispel an ongoing magical effect on an opponent, that opponent takes a –2 penalty on saving throws against your spells until the end of your next turn.

Divine Interference

This is a summary of the feat for the astrologer class.

Prerequisites: 10th-level astrologer, cleric zodiac astrologer class feature.

Benefit: As an immediate action, when an enemy within 30 feet hits an ally with an attack, you can sacrifice an unused astrologer spell slot and make the enemy reroll the attack roll. The second attack roll takes a penalty equal to the level of the spell you sacrifice. Whether or not the second attack is successful, you cannot use this effect on the same creature again for 1 day.

Extra Revoke Magic

You can revoke the magic of spellcasters more often.

Prerequisites: Revoke Magic revocation

Benefit: You can use revoke magic 2 additional times per day.

Special: This feat can be selected multiple times. Each time, it grants 2 additional daily uses of revoke magic.

Extra Talent

Prerequisite: At least 1 level in a class with a talent class feature.

Benefit: You gain one additional talent from the chosen class. You must meet all prerequisites of that talent.

Special: This feat also counts as all other talent feats for the chosen class (such as Extra Rogue Talent). You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new class.

Focused Capacity

There's little you can do to avoid it.

Prerequisite: 1st-level potentialist.

Benefit: Add +1 to the Difficulty Class for all saving throws against your capacity damage.

Focused Capacity, Greater

There's very little you can do to avoid it.

Prerequisites: Focused capacity, 7th-level potentialist.

Benefit: Add +1 to the Difficulty Class for all saving throws against your capacity damage. This bonus stacks with the bonus from Focused Capacity.

Go Unnoticed

This is a summary of the feat for the astrologer class.

Prerequisite: 2nd-level astrologer, cleric zodiac astrologer class feature.

Benefit: During the first round of combat, flat-footed opponents are considered not to have noticed you yet for the purposes of Stealth skill checks, allowing you to make a Stealth check that round to hide from them.

Improved Smite Magic User

You can revoke the lives of spellcasters more easily.

Prerequisites: Smite magic user revocation

Benefit: You deal +1 point of additional damage on attack rolls made against the target of your smite magic user.

Special: This feat can be selected up to 3 times. Its effect stacks.

Moonlight Stalker

This is a summary of the feat for the astrologer class.

Prerequisite: 2nd-level astrologer, wizard zodiac astrologer class feature.

Benefit: While you have concealment from an opponent, you gain a +2 bonus on attack and damage rolls against that opponent.

Moonlight Stalker Feint

This is a summary of the feat for the astrologer class.

Prerequisite: 6th-level astrologer, wizard zodiac astrologer class feature.

Benefit: Once per round, against an opponent from whom you have concealment, you can spend a swift action to make a Bluff check to feint.

Moonlight Stalker Master

This is a summary of the feat for the astrologer class.

Prerequisite: 10th-level astrologer, wizard zodiac astrologer class feature.

Benefit: While you have concealment, your opponents' miss chance against you increases by 10%. If an opponent misses you due to your concealment, you can spend an immediate action to move 5 feet, this movement does not provoke attacks of opportunity and does not count as a 5-foot step.

Prophetic Visionary

This is a summary of the feat for the astrologer class.

Prerequisite: 6th-level astrologer, witch zodiac astrologer class feature.

Benefit: Once per day, you can enter a deep trance to receive a vision of the future. The trance lasts for 10 minutes, during which time you can take no other actions. If you are interrupted, you must begin again. When you come out of the trance, you know whether a particular action in the immediate future will bring good or bad results, as an *augury* spell with a 70% chance of success.

Spell Hex

This is a summary of the feat for the astrologer class.

Prerequisite: 10th-level astrologer, witch zodiac astrologer class feature.

Benefit: Select one 1st-level astrologer spell. You can learn that spell as a hex, and can use that hex three times per day. This is a spell-like ability. You use your astrologer level as your caster level for the spell hex. The spell hex uses your hex DC (10 + 1/2 your astrologer level + your Intelligence modifier) instead of its original spell DC.

If the spell is a touch spell and you miss the creature, you cannot target the creature with that spell hex again for 24 hours. If the spell allows a saving throw to negate or take a partial effect from the spell, and the target succeeds at that saving throw, it cannot be affected by the spell hex for 24 hours, even if it is in the area of the spell hex.

Item Creation Feats

Brave Little Tailor

You can sew magical clothing to suit your needs.

Prerequisites: Master Craftsman, Craft (clothing) 7 ranks.

Benefit: Choose body, chest, or shoulders. You can create wondrous items intended for the chosen item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Special: You can choose this feat more than once. Each time you do, choose another of the listed item slots.

Item Creation Feats	Prerequisites	Benefits
Brave Little Tailor	Master Craftsman, Craft (clothing) 7 ranks	You can craft body, chest or shoulder slot magic items without being a spellcaster.
Craft Pyrework	Scribe Scroll, Craft (alchemy) 3 ranks, ability to cast at least one 3rd-level arcane conjuration, evocation, or illusion spell.	Scribe scrolls that can be activated by lighting them on fire.
Elf Shoemaker	Master Craftsman, Profession (cobbler) 7 ranks, Elf or trained by an elf shoemaker	You can craft feet slot magic items without being a spellcaster.
Harness Discovery	Appraise 5 ranks	Discover magic items from creatures you have killed.
Mad Hatter	Master Craftsman, Craft (alchemy) 7 ranks, Profession (hatter) 7 ranks	You can create wondrous items intended for the head magic item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.
Megingjord Maker	Master Craftsman, Craft (leather) 7 ranks, dwarf or trained by a dwarf megingjord maker	You can craft belt and hand slot magic items without being a spellcaster.
Remarkable Regalia	Master Craftsman, Craft (jewelry) 7 ranks	You can headband, neck, or ring slot magic items without being a spellcaster.
Spectacular Spectacles	Master Craftsman, Craft (glass) 7 ranks	You can craft eye slot magic items without being a spellcaster.

Craft Pyrework

You can create special scrolls that take effect with a bang.

Prerequisites: Scribe Scroll, Craft (alchemy) 3 ranks, ability to cast at least one 3rd-level arcane conjuration, evocation, or illusion spell.

Benefit: When you scribe a scroll with an arcane conjuration, evocation, or illusion spell, you can create a special activation method that allows the user to cast the spell from the scroll by burning it. This method allows a creature to cast the intended spell without requiring a Use Magic Device check. Scribing a pyrework scroll requires the application of 1 dose of black powder (10 gp) per spell level and increases the effective spell level of the scroll by 2 for the purpose of determining cost and crafting time. This does not affect the stored spell's actual level.

When a pyrework scroll is used, there is an accompanying blast of sound, as if when using a firearm.

Elf Shoemaker

Your magic is subtle, but it shows through your hard work.

Prerequisites: Master Craftsman, Profession (cobbler) 7 ranks, Elf or trained by an elf shoemaker.

Benefit: You can create wondrous items intended for the feet magic item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Harness Discovery

You can shape an enemy's dying energy into useful items for yourself and your allies.

Prerequisite: Appraise 5 ranks.

Benefit: Roll d% when you interact with a creature that has died within 1 minute. You have a 5% chance per rank in Appraise to discover a minor discovery item, a 2% chance per rank to discover a medium discovery item instead, and a 1% chance per rank to discover a major discovery item instead. Once an item is discovered, you must infuse it with the proper amount of convergence dust to draw it into reality. If you roll 99-100%, you can also roll again. You cannot use Harness Discovery on a creature with a CR lower than your hit dice -3.

Mad Hatter

The pieces of headwear you create are a marvel to behold.

Prerequisites: Master Craftsman, Craft (alchemy) 7 ranks, Profession (hatter) 7 ranks.

Benefit: You can create wondrous items intended for the head magic item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Megingjord Maker

The tradition of creating magical belts and gloves has been passed down to you.

Prerequisites: Master Craftsman, Craft (leather) 7 ranks, dwarf or trained by a dwarf megingjord maker.

Benefit: You can create wondrous items intended for the belt and hand magic item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Remarkable Regalia

Your magic is subtle, but it shows through your hard work.

Prerequisites: Master Craftsman, Craft (jewelry) 7 ranks.

Benefit: Choose headband, neck, or ring. You can create wondrous items intended for the chosen item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Special: You can choose this feat more than once. Each time you do, choose another of the listed item slots.

Spectacular Spectacles

Your magic is subtle, but it shows through your hard work.

Prerequisites: Master Craftsman, Craft (glass) 7 ranks.

Benefit: You can create wondrous items intended for the eyes magic item slot as if you had the Craft Wondrous Item feat. In addition, you take no penalties for not meeting the spell requirements when creating such items.

Multiclass Feats	Prerequisites	Benefits
Alchemical Hero	5th-level alchemist, at least 2 levels in non-alchemist classes	Add half the levels in other classes when determining discoveries. Gain more with higher levels in alchemist.
Beastly Hero	5th-level shifter, at least 2 levels in non-shifter classes	Increase effective shifter level by +2 for shifter claws. Gain more abilities with higher levels of the class.
Cavalier Hero	5th-level cavalier, at least 2 levels in non-cavalier classes	Gain +1 challenge per day. Gain more abilities with higher levels of the class.
Defiant Hero	5th-level pythia, at least 2 levels in non-pythia classes	Increase effective pythia level by +2 for wild shape. Gain more abilities with higher levels of the class.
Fae Hero	5th-level dúlra, at least 2 levels in non-dúlra classes	Increase effective dúlra level by +2 for fae entreaty. Gain more abilities with higher levels in the class.
Forgemaster Hero	5th-level fiendcrafter, at least 2 levels in non-fiendcrafter classes	
Eidolic Hero	5th-level summoner, at least 2 levels in non-summoner classes	Gain <i>summon monster IV</i> . Gain more abilities with higher levels of the class.
God-Blessed Hero	5th-level convoker, at least 2 levels in non-convoker classes	Gain divine plea. Gain more abilities with higher levels of the class.
Judgmental Hero	5th-level inquisitor, at least 2 levels in non-inquisitor classes	Gain +1 judgment per day. Gain more abilities with higher levels of the class.
Immersive Hero	5th-level gamer, at least 2 levels in non-gamer classes	Gain +1 armory. Gain more abilities with higher levels of the class.
Instinctive Hero	5th-level midnight legate, at least 2 levels in non-legate classes	Gain monster lore. Gain more abilities with higher levels of the class.
Lawful Hero	5th-level witchblade, at least 2 levels in non-witchblade classes	Gain +1 curse strike per day. Gain more abilities with higher levels of the class.
Philosophical Hero	5th-level philosopher, at least 2 levels in non-philosopher classes	Add half the levels in other classes when determining refutations. Gain more with higher levels in philosopher.
Prophesied Hero	5th-level generational hero, at least 2 levels in non-hero classes	Gain emulate class feature. Gain more abilities with higher levels of the class.
Shadowed Hero	5th-level darkseeker, at least 2 levels in non-darkseeker classes	Gain shadowed strike 2d6. Gain more abilities with higher levels of the class.
Soulbreaking Hero	5th-level soulbreaker champion, at least 2 levels in non-soulbreaker champion classes	Add half the levels in other classes when determining cleansing flame.
Spellstrike Hero	5th-level magus, at least 2 levels in non-magus classes	Gain medium armor proficiency. Gain more abilities with higher levels of the class.
Stellar Hero	5th-level astrologer, at least 2 levels in non-astrologer classes	Gain 4th-level spells. Gain more abilities with higher levels of the class.
Tamed Hero	5th-level monster tamer, at least 2 levels in non-tamer classes	Increase effective tamer level by +2 for monster form. Gain more abilities with higher levels of the class.
Transcendental Hero	5th-level metaphysician, at least 2 levels in non-metaphysician classes	Add half the levels in other classes when determining transcendental praxis abilities. Gain more with higher levels in metaphysician.
Unmoving Hero	5th-level potentialist, at least 2 levels in non-potentialist classes	Gain DR 1/-. Gain more abilities with higher levels of the class.

Multiclass Feats

Characters who train in an individual class for twenty levels are rewarded with a capstone ability that hallmarks their effort. Because of this, a lot of character concepts are ignored because to achieve them would require multiclassing.

Multiclassing, while generally viewed as weaker than gaining levels in a single class, offers more variety of play, and opens up many new ways to play a character without seeking out a hybrid

class or archetype to do so. To facilitate this option in-world, multiclass heroes have started teaching prospects how to better blend their talents into new combat methods that rival those who devote their lives to a single set of abilities. These methods are represented by the multiclass feats presented here.

Special: Multiclass feats that grant a capstone ability at 20th level do not stack when you have 11 levels in more than one class (going beyond 20th level).

Alchemical Hero

Prerequisites: 5th-level alchemist, at least 2 levels in non-alchemist classes.

Benefit: You add half your total levels in non-alchemist classes to your alchemist level when determining if you gain a discovery. If you are an 11th-level or higher alchemist, you gain a grand discovery at 20th level.

Beastly Hero

Prerequisites: 5th-level shifter, at least 2 levels in non-shifter classes.

Benefit: Your shifter level counts as 2 higher when determining when your shifter claws increase, to a maximum of your character level. If you are an 11th-level or higher shifter, add half your total levels in non-shifter classes to your shifter level when determining when your shifter claws increase.

Cavalier Hero

Prerequisites: 5th-level cavalier, at least 2 levels in non-cavalier classes.

Benefit: You gain challenge 3/day or increase your uses of challenge by +1, to a maximum of 7/day. If you are an 11th-level or higher cavalier, add half your total levels in non-cavalier classes to your cavalier level when determining the next order ability you gain.

Defiant Hero

Prerequisites: 5th-level pythia, at least 2 levels in non-pythia classes.

Benefit: Your pythia level counts as 2 higher when determining what wild shape forms you can take, to a maximum of your character level. If you are an 11th-level or higher pythia, you gain defiance (rebirth) at 20th level.

Eidolic Hero

Prerequisites: 5th-level summoner, at least 2 levels in non-summoner classes.

Benefit: You gain summon monster IV or increase the spell level of your summon monster ability by 1. If you are an 11th-level or higher convoker, add half your total levels in non-summoner classes to your summoner class when determining your eidolon's evolution points.

Fae Hero

Prerequisites: 5th-level dúlra, at least 2 levels in non-dúlra classes.

Benefit: Your druid level counts as 2 higher when determining how often you can use fae entreaty, to a maximum of your character level. If you are an 11th-level dúlra, you add half your total levels in non-dúlra classes when determining your fae entreaty.

God-Blessed Hero

Prerequisites: 5th-level convoker, at least 2 levels in non-convoker classes.

Benefit: You gain divine plea. If you are an 11th-level or higher convoker, add half your total levels in non-convoker classes to your convoker class when determining your avatar's evolution points.

Judgmental Hero

Prerequisites: 5th-level inquisitor, at least 2 levels in non-inquisitor classes.

Benefit: You gain judgment 3/day or increase your uses of judgment by +1, to a maximum of 7/day. If you are an 11th-level or higher inquisitor, add half your total levels in non-inquisitor classes when determining if you gain a third judgment.

Immersive Hero

Prerequisites: 5th-level gamer, at least 2 levels in non-gamer classes.

Benefit: You gain armory type II or increase your armory by 1, to a maximum of type IV. At 11th level, you gain greater roleplay. If you are an 11th-level or higher gamer and have greater roleplay already, you gain superior roleplay at 20th level.

Instinctive Hero

Prerequisites: 5th-level midnight legate, at least 2 levels in non-legate classes.

Benefit: You gain monster lore. At 11th level, you gain a new regiment. If you are an 11th-level or higher midnight legate, you gain exploitation at 20th level.

Lawful Hero

Prerequisites: 5th-level witchblade, at least 2 levels in non-witchblade classes.

Benefit: You gain curse strike 3/day or increase your uses of curse strike by +1, to a maximum of 7/day. If you are an 11th-level or higher witchblade, add half your total levels in non-witchblade classes to your witchblade level when determining your spell resistance.

Philosophical Hero

Prerequisites: 5th-level philosopher, at least 2 levels in non-philosopher classes.

Benefit: You add half your total levels in non-philosopher classes to your philosopher level when determining if you gain additional refutations. If you are an 11th-level or higher philosopher, increase your epiphany dice by 1 step (1d10, 2d6, and so on) at 20th level.

Prophesied Hero

Prerequisites: 5th-level generational hero, at least 2 levels in non-generational hero classes.

Benefit: You gain emulate class feature. At 11th level, increase your bomb damage by 1d6. If you are an 11th-level or higher generational hero and have bomb 4d6 already, you gain hero of legend at 20th level.

Shadowed Hero

Prerequisites: 5th-level darkseeker, at least 2 levels in non-darkseeker classes.

Benefit: You gain shadow armor training 2 or increase your shadow armor training by +1, and you add half your total levels in non-darkseeker classes when determining if you qualify for finesse training. If you are an 11th-level or higher darkseeker, you can either gain greater shadowed armor or increase your shadowed strike dice by +1d6.

Soulbreaking Hero

Prerequisites: 5th-level soulbreaker champion, at least 2 levels in non-soulbreaker champion classes.

Benefit: You add half your total levels in non-soulbreaker champion classes to your soulbreaker champion level when determining if you improve your enhancement bonuses from cleansing flame. If you are an 11th-level or higher soulbreaker champion, your available enhancement bonuses from cleansing flame are determined by your character level instead.

Spellstrike Hero

Prerequisites: 5th-level magus, at least 2 levels in non-magus classes.

Benefit: You gain the medium armor magus class feature. If you are an 11th-level or higher magus, add half your total levels in non-magus classes to your magus level when determining if you gain new magus arcanas.

Racial Feats	Prerequisites	Benefits
Improved Alter Form	Character level 5th, dalet, alter form dalet racial trait	Alter form lasts longer.
Improved Ironfire Blood	Con 15, character level 7th, dwarf, ironfire blood dwarf racial trait	Use ironfire blood as a standard action, even if a condition you suffer would remove your standard action.
Improved Seed Shooter	Vine leshy, scrub vine leshy racial trait	Cast <i>magic weapon</i> on your natural sling 3/day.
Improved Stoneform	Con 15, character level 7th, dwarf, stoneform dwarf racial trait	Use stoneform as a standard action, even if a condition you suffer would remove your standard action.
Inner Peace	Elf or Ursaren	Gain the benefits of an 8-hour rest after only 4 hours.
Minor Retrograde Reversion	Con 13, Int 13, character level 7th, gnome	Become a half-construct creature.
Beta Gnome Reversion	Minor Retrograde Reversion, Con 11, Int 13, character level 15th, gnome	Become a construct creature.
Siphon Magic	Cha 15, character level 5th, elf	Gain the siphon magic racial trait.
Sun-Drained	Con 13, Cha 13, character level 7th, elf	Cast <i>vampiric touch</i> at will, as a full-round action.
Sun-Dead	Sun-Drained, Con 11, Cha 13, character level 11th, elf	Become an undead creature.
Visage of Courage	Character level 5th, elfling, sky forest elfling racial trait	Cast <i>beast shape I</i> once per day to become a wolf.
The True Nature of Courage	Visage of Courage, character level 7th, elfling, sky forest elfling racial trait	Cast <i>beast shape I</i> 3/day and <i>beast shape II</i> 1/day to become a wolf or dire wolf.
Visage of Wisdom	Character level 5th, elfling, zaelin royalty elfling racial trait	Cast <i>accept affliction</i> once per day.
The True Nature of Wisdom	Visage of Wisdom, character level 7th, elfling, zaelin royalty elfling racial trait	Cast <i>accept affliction</i> 3/day and <i>breath of life</i> 1/day

Stellar Hero

Prerequisites: 5th-level astrologer, at least 2 levels in non-astrologer classes.

Benefit: You gain access to 4th-level astromancy spells. If you are an 11th-level or higher astrologer, you can improve your zodiac convergence at 20th level.

Tamed Hero

Prerequisites: 5th-level monster tamer, at least 2 levels in non-tamer classes.

Benefit: Your monster tamer level counts as 2 higher when determining what monster forms you can take, to a maximum of your character level. If you are an 11th-level or higher monster tamer, you add half your total levels in non-tamer classes to your monster tamer level when determining what monster forms you can take.

Transcendental Hero

Prerequisites: 5th-level metaphysician, at least 2 levels in non-metaphysician classes.

Benefit: You add half your total levels in non-metaphysician classes to your metaphysician level when determining if you gain or improve your transcendental praxis abilities. If you are an 11th-level or higher metaphysician, add your total levels in non-metaphysician classes to your effective caster level when determining the level-variable effects of your metaphysician spells.

Special: Any progressive bonuses gained with Transcendental Hero are limited to a maximum of your character level.

Unmoving Hero

Prerequisites: 5th-level potentialist, at least 2 levels in non-potentialist classes.

Benefit: You gain damage reduction 1/- or increase your damage reduction by +1, to a maximum of 5/-. At 11th level, you increase your capacity damage by +1d6. If you are an 11th-level or higher potentialist and have 6d6 capacity damage already, you gain undying at 20th level.

Racial Feats

The following feats are available to races not specifically presented in chapter 1. Unless otherwise noted, Fantasian and world soul races count as members of their original race when qualifying for these feats.

Beta Gnome Reversion (Gnome)

Your rebooted lifeforce continues on, driven by artifice and machinery.

Prerequisite: Minor Retrograde Reversion, Con 11, Int 13, character level 15th, gnome.

Benefit: You become a construct creature. You have no Constitution score, but retain your Intelligence score and current maximum hit points (levels gained after choosing this feat treat your Constitution as 11). You gain Darkvision out to 60 feet, all construct traits, immunities, and weaknesses.

Improved Alter Form (Dalet)

You gain more control over your ability to take other creature's forms.

Prerequisites: Character level 5th, dalet, alter form dalet racial trait.

Benefit: When you use alter form, it lasts up to a number of minutes equal to your Constitution modifier (minimum 1) + half your character level. The time needs not be consecutive, but is spent in 1 minute increments. In addition, you can also assume the form of any Tiny or Large creature you can see.

Improved Ironfire Blood (Dwarf)

You can tap into additional benefits with your stoneform.

Prerequisites: Con 15, character level 7th, dwarf, ironfire blood dwarf racial trait.

Benefit: You can use ironfire blood as a standard action, even if a condition you suffer removes your standard action (such as being stunned or held). When you use ironfire blood, you also remove all bleed, curse, disease, mind-affecting, poison, and spell effects on you.

At 13th level, you can use ironfire blood twice per day.

Improved Seed Shooter (Vine Leshy)

You can spit seeds with greater power and accuracy.

Prerequisites: Vine leshy, scrub vine leshy racial trait.

Benefit: You gain the spell-like ability to cast *magic weapon* and *greater magic weapon* on your natural sling as a spell-like ability up to 3 times per day each.

Improved Stoneform (Dwarf)

You can tap into additional benefits with your stoneform.

Prerequisites: Con 15, character level 7th, dwarf, stoneform dwarf racial trait.

Benefit: You can use stoneform as a standard action, even if a condition you suffer removes your standard action (such as being stunned or held). When you use stoneform, you also gain DR 1/– for 1 minute. At 13th level, you gain DR 2/– instead, and at 19th level, you gain DR 3/–. This damage reduction counts as the barbarian class feature and does not stack with it or any similar damage reduction.

Inner Peace

Your enlightenment grants you the ability to rest for shorter periods of time.

Prerequisite: Elf or ursaren.

Benefit: You gain the benefits of a full 8 hours of rest after only 4 hours of actual rest. While resting, you remain alert and are treated as being awake when making Perception checks to notice anything going on in the area around you.

Minor Retrograde Reversion (Gnome)

You have reverted yourself to a former state of being.

Prerequisites: Con 13, Int 13, character level 7th, gnome.

Benefit: Your Constitution score is reduced by 2, you gain Damage Reduction 2/adamantine, and you become a half-construct.

- You gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause either exhaustion or fatigue. You cannot be raised or resurrected.
- You do not breathe, eat, or sleep, unless you want to gain some beneficial effect from one of these activities.

Siphon Magic (Elf)

You have studied the withered star elves and learned their secret for drawing away the magic of other creatures and objects.

Prerequisites: Cha 15, character level 5th, elf.

Benefit: You gain the withered star elf's siphon magic racial trait. You can use this ability once per day, and you can use your Charisma bonus (if any) in place of Constitution when determining its effects.

Special: If you are a withered star elf, this feat grants you an additional use of your siphon magic racial trait.

Sun-Drained (Elf)

You have been forced to survive on the life force of others.

Prerequisites: Con 13, Cha 13, character level 7th, elf.

Benefit: Your Constitution score is reduced by 2. At will, as a full-round action, you can cast *vampiric touch* as a spell-like ability. You can choose to channel the spell's charge through your next successful melee attack. Your effective wizard level is equal to your character level.

Sun-Dead (Elf)

Your destroyed lifeforce continues on, driven by an undead craving.

Prerequisite: Sun-Drained, Con 11, Cha 13, character level 11th, elf.

Benefit: You become an undead creature. You have no Constitution score and use your Charisma to calculate your hit points, Fortitude saves, and any special ability that relies on Constitution. You gain Darkvision out to 60 feet, all undead traits, immunities, and weaknesses.

The True Nature of Courage (Elfling)

Your bravery is such that you can shape yourself into its more potent reflection.

Prerequisites: Visage of Courage, character level 7th, elfling, sky forest elfling racial trait.

Benefit: You gain the supernatural ability to cast *beast shape II* once per day, and your ability to cast *beast shape I* improves to 3 times per day. When casting *beast shape II*, you can only take the form of a wolf or dire wolf.

The True Nature of Wisdom (Elfling)

The potency of your life force is such that you can share it with a recently fallen comrade.

Prerequisites: Visage of Wisdom, character level 7th, elfling, zaelin royalty elfling racial trait.

Benefit: You gain the supernatural ability to cast *breath of life* once per day, and your ability to cast *accept affliction* improves to 3 times per day.

Visage of Courage (Elfling)

Your bravery is such that you can shape yourself into its reflection.

Prerequisite: Character level 5th, elfling, sky forest elfling racial trait.

Benefit: You gain the supernatural ability to cast *beast shape I* once per day, but only to take the form of a wolf.

Visage of Wisdom (Elfling)

Your life force is such that you can draw what ails your companions into yourself.

Prerequisite: Character level 5th, elfling, zaelin royalty elfling racial trait.

Benefit: You gain the supernatural ability to cast *accept affliction* once per day.

Threat Feats

If you've ever been lucky enough to roll a natural 20 followed by a 1, you've probably wished for some minor benefit beyond an automatic hit. This is where threat feats come in.

Threat feats are the silver medal of feats. They help curb that moment of disappointment when you fail to confirm a critical hit. Like Critical Focus and similar feats, they may not be useful at all times, but when you can benefit from one, you'll be glad you chose it.

You can only apply the effects of 1 threat feat to each failed confirmation roll.

Deafening Blow (Combat, Threat)

Your glancing blow slides off your enemy's weapon or hide with a cacophonous ringing.

Prerequisite: Glancing Blow.

Benefit: When you fail to confirm a critical hit, your target is deafened until the end of your next turn.

Dizzying Blow (Combat, Threat)

Your glancing blow is enough to throw your target off balance.

Prerequisite: Glancing Blow.

Benefit: When you fail to confirm a critical hit, your target is confused until the end of your next turn.

Flesh Wound (Combat, Threat)

Your glancing blow still draws blood.

Prerequisite: Glancing Blow.

Benefit: When you fail to confirm a critical hit, your target takes 2 bleed damage.

Glancing Blow (Combat)

Your strike rolls off of well placed armor or a shield while still jarring your opponent.

Benefit: When you fail to confirm a critical hit, your target still takes half the minimum damage you deal with the attack as extra damage.

Normal: You gain no additional benefit when you fail to confirm a critical hit (a natural 20 is still an automatic hit).

Graze the Eyes (Combat, Threat)

Your glancing blow cuts across the enemy's vision.

Prerequisite: Glancing Blow.

Benefit: When you fail to confirm a critical hit, the target is blinded until the end of your next turn.

Improved Glancing Blow (Combat)

Even your glancing blows are to be feared.

Prerequisites: Critical Focus and base attack +9 or Glancing Blow and base attack bonus +6.

Benefit: When you fail to confirm a critical hit, you can reroll the confirmation once per day at base attack +6, twice per day at +11, and up to three times per day at +16.

Convergence

When they began to manifest in reality, the shattered worlds brought with them new spikes of magic that waxed and waned in power, drawing creatures to them in search a new source of convergence. Many who tapped into these whirlpools of arcane and divine energy found they could craft some of their known convergences more readily. The ingenuitive amongst them discovered untapped convergences more closely tied to the worlds from which they came.

Gaining Convergence

In addition to the methods introduced in volume 1, convergence can be gained as an alternative benefit to some magical locations (see Chapter 6). Convergence gained in this way can be an ongoing or temporary benefit, either through activating the magical location or destroying it.

As a reminder, creatures with a type or subtype matching a convergence can drop convergence dust as a reward in place of gold.

Convergence Traits

The following trait is usually only available to creatures who activate it through the proper magical location.

Warg Convergence

Creatures with a warg convergence can exhibit minor, moderate, or major traits, as shown in Table: Warg Convergence. Warg traits include restless sleep, eyes lacking pupils, and a peculiar familiarity with creatures of animal intelligence.

Sense Motive: You gain Sense Motive as a class skill.

Alertness (Ex): You gain Alertness as a bonus feat.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Intelligence. At convergence level 9, you also gain a +2 enhancement bonus to Wisdom. At convergence level 15, you also gain a +2 enhancement bonus to Charisma.

Warg Affinity (Ex): You gain a +2 enhancement bonus on Climb, Fly, Handle Animal, and Sense Motive checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Marionette Possession (Su): You can cast *marionette possession* 1/day. Your character level is your caster level, and your spellcasting ability is Wisdom. You can only target willing creatures with an Intelligence score of 1 or 2. You can use this ability 2/day at 10th level, and 3/day at 20th level. In addition, at 20th level, you can force this ability on any unwilling creature, which functions as *magic jar* except you require no gem or crystal focus to do so. Creatures with a 3 or higher Intelligence must make an additional Will save or suffer the effects of a *feeblemind* spell.

Prophecy Domain: You gain the prophecy cleric domain, learning abilities from that domain as noted here.

Forwarned (Su): You gain a +1 bonus to Perception checks and a +1 dodge bonus to AC. Theses bonuses increase to +2 at 12th level and +4 at 18th level.

Domain Spells (Sp): You gain *deathwatch* that you can cast 1/day as a spell-like ability. You gain additional domain spells at 8th, 14th, and 19th level.

Future Sight (Su): Once per day you can declare that an action you have just taken did not happen. You may then take a different action. You can do this after the results of your action are known. The mixing of future and present is disorienting. You are shaken for 1d4 rounds after you use this ability. This does not stack with other fear effects, but nothing can remove this condition.



Warg Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Sense Motive	—
2	Alertness	750 gp
3	Intelligence +1	1,250 gp
4	Warg affinity +2	2,000 gp
5	Marionette possession 1/day	2,850 gp
6	Forewarned +1	4,000 gp
7	Deathwatch 1/day	5,875 gp
8	Augury 1/day	8,250 gp
9	Wisdom +2	11,500 gp
10	Marionette possession 2/day	15,500 gp
11	Warg affinity +4	20,500 gp
12	Forewarned +2	27,000 gp
13	+2 on saving throws	35,000 gp
14	Divination 1/day	46,250 gp
15	Charisma +2	60,000 gp
16	Future Sight 1/day	78,750 gp
17	Warg affinity +6	102,500 gp
18	Forewarned +4	132,500 gp
19	Moment of prescience 1/day	171,250 gp
20	Magic jar 3/day	220,000 gp

Noble Paths

A noble path is a measure of a character's growing renown, made manifest through a convergence that they develop naturally. Unlike other convergences, a noble path must be earned through public or corroborated acts of heroism, charity, or selflessness (this can be achieved during downtime or while adventuring). The gold value listed at each level of a noble path is the amount required to reach that next benefit (An 18th-level noble human would have paid 16,725 gp total for his path, for example).

Pursuing a Noble Path

To begin pursuing a noble path, one must make a small sacrifice in the form of the Noble Path feat. This feat grants the character a class skill or other small boon defined by their race's associated convergence and the ability to begin earning renown (represented as the value of the convergence in gold).

Noble Path

Prerequisite: Must have made some personal sacrifice or performed a selfless act of heroism.

Benefit: Choose a noble path related to your faction or race. You gain the 1st level benefit of that path's convergence and can progress your renown as you gain levels.

Special: Appropriate traits or a proper backstory can be used to meet the prerequisite for this feat.

Noble Path Progression

Noble paths can begin at different levels and progress at different rates than most convergences. A character who pursues or progresses a noble path at a level higher than their current status can only progress it once per month during downtime or once per level while adventuring, until it meets their current level. Most characters can bank renown with such acts, tracking it in place of gold they would earn so that it progresses automatically upon gaining the next appropriate level.

For example, if Sir Hollings of Worth begins pursuing a human noble path at 5th level, he must take the Noble Path feat which grants him one class skill of his choice and access to the associated moderate convergence. Later, he discovers a chest of jewels that was stolen from a nearby town. Returning them, he earns 750 gp worth of renown that allows him to progress his path to its 3rd level benefit. If later he also has to fight off a band of hobgoblins and gains a level, he could potentially earn up to 1,250 additional gp worth of renown, which would put him at his 6th level convergence benefit.

Arbiter Noble Path

An arbiter's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Fast Movement (Ex): Your base speed becomes 30 feet.

Natural Armor (Ex): You gain a +1 natural armor bonus to AC.

Heightened Charisma (Ex): You no longer take a penalty to your Charisma score.

Racial Spellcasting (Sp): You can use *levitate* as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Silent Hunter (Ex): You reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty (this number includes the penalty reduction from this trait).

Detect Expertise (Ex): You gain Detect Expertise as a bonus feat, which lets you learn what bloodlines, domains, hexes, schools, or mysteries (if any) a creature possesses after spending 3 rounds observing it with *detect chaos*. The creature gets a Will save (DC 10 + half your level + your Wisdom modifier) to negate this. If it succeeds, it is immune to your detect expertise for 24 hours.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.

Arbiter Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Fast movement	—
3	+1 to natural armor	750 gp
6	Heightened Charisma	1,250 gp
9	Racial spellcasting	2,000 gp
12	Silent hunter	2,850 gp
15	Detect Expertise	4,000 gp
18	Inherent ability +2	5,875 gp

Catfolk Noble Path

A catfolk's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Darkvision (Ex): You gain darkvision out to 60 feet, or improve your darkvision by +60 feet, to a maximum of 120 feet.

Lucky (Ex): You gain a +1 bonus on all saving throws.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Racial Spellcasting (Sp): You can use *charm monster* as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Nimble Faller (Ex): You land on your feet even when you take lethal damage from a fall. Furthermore, you gain a +1 bonus to your CMD against trip maneuvers.

Terrifying Roar (Su): You gain the following supernatural ability: Once per hour as a standard action, you can emit a thunderous roar. Any non-catfolk creature must make a successful Will saving throw (DC 10 + half your character level + your Charisma modifier) or become shaken for 1d4 rounds. A target that successfully saves cannot be affected by your terrifying roar for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. This is a sonic, mind-affecting effect..

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Charisma.

Dalet Noble Path

A dalet's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Dangerous Tentacles (Ex): You gain 2 natural, primary slam attacks that are made with your tentacles. They deal 1d4 bludgeoning damage when you are Small size, and 1d6 when you are Medium. At 9th level, they deal 1d6 (Small) or 1d8 (Medium) damage instead.

Healthy (Ex): You gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Heightened Charisma (Ex): You no longer take a penalty to your Charisma score.

Steady Pace (Ex): Your base speed increases to 30ft. Your speed is still never modified by armor or encumbrance.

Skin Alteration (Su): You gain immunity to petrification and can use Stealth to hide, even while being observed.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Intelligence.

Dalet Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Dangerous tentacles (1d4)	—
3	Healthy	750 gp
6	Heightened Charisma	1,250 gp
9	Dangerous tentacles (1d6)	2,000 gp
12	Steady pace	2,850 gp
15	Skin alteration	4,000 gp
18	Inherent ability +2	5,875 gp

Catfolk Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Darkvision	—
3	Lucky	750 gp
6	Heightened Wisdom	1,250 gp
9	Racial spellcasting	2,000 gp
12	Nimble faller	2,850 gp
15	Terrifying roar	4,000 gp
18	Inherent ability +2	5,875 gp

Dwarf Noble Path

A dwarf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Thrift (Ex): You gain a 5% discount when supplying the material cost to an item you craft. This discount increases to 10% at 9th level.

Healthy (Ex): You gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Heightened Charisma (Ex): You no longer take a penalty to your Charisma score.

Steady Pace (Ex): Your base speed increases to 30ft. Your speed is still never modified by armor or encumbrance.

Stonekin (Su): You gain your choice of immunity to petrification or +1 to the caster level of any spells with the earth descriptor you cast. You also gains the following spell-like abilities: constant—*nondetection*; 1/day—*magic stone*, *stone shape*, *stone tell*. The caster level for these abilities is equal to your character level.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.

Dwarf Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Thrift (5%)	—
3	Healthy	750 gp
6	Heightened Charisma	1,250 gp
9	Thrift (10%)	2,000 gp
12	Steady pace	2,850 gp
15	Stonekin	4,000 gp
18	Inherent ability +2	5,875 gp

Dwarrow Noble Path

A dwarrow's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Appraiser (Ex): You gain Appraise as a class skill and a +1 racial bonus on all Appraise checks. This bonus stacks with the greed racial trait. At 9th level, you gain Signature Skill (appraise) as a bonus feat.

Healthy (Ex): You gain a +4 bonus on Fortitude saves against disease and poison, including magical diseases.

Crystalline Form (Ex): You gain reflective, crystalline skin that grants you a +2 racial bonus to AC against rays. Once per day, you can deflect a single ray attack targeted at you as if you were using the Deflect Arrows feat.

Racial Spellcasting (Sp): Choose a 2nd-level or lower earth spell. You can use this spell as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Stonekin (Su): You gain your choice of immunity to petrification or +1 to the caster level of any spells with the earth descriptor you cast. You also gains the following spell-like abilities: constant—*nondetection*; 1/day—*magic stone*, *stone shape*, *stone tell*. The caster level for these abilities is equal to your character level.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.

Dwarrow Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Appraiser	—
3	Healthy	750 gp
6	Crystalline form	1,250 gp
9	Signature skill (appraise)	2,000 gp
12	Racial spellcasting	2,850 gp
15	Stonekin	4,000 gp
18	Inherent ability +2	5,875 gp

Dworg Noble Path

A dworg's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Stonecunning (Ex): You receive a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. You receive a check to notice such features whenever you pass within 10 feet of them, whether or not you are actively lowking.

Lifebound (Ex): You gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Heightened Intelligence (Ex): You no longer take a penalty to your Intelligence score.

Steady Pace (Ex): Your base speed increases to 30ft. Your speed is still never modified by armor or encumbrance.

Vardatch Focus (Ex): You gain Weapon Focus (vardatch) as a bonus feat, even if you don't meet the other prerequisites.

Vardatch Specialization (Ex): You gain Weapon Specialization (vardatch) as a bonus feat, even if you don't meet the other prerequisites.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Constitution.

Dworg Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Stonecunning	—
3	Lifebound	750 gp
6	Heightened Charisma	1,250 gp
9	Vardatch focus	2,000 gp
12	Steady pace	2,850 gp
15	Vardatch specialization	4,000 gp
18	Inherent ability +2	5,875 gp

Elf Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Darkvision	—
3	Spell resistance	750 gp
6	Heightened Constitution	1,250 gp
9	Racial spellcasting	2,000 gp
12	Camouflage	2,850 gp
15	Leafkin	4,000 gp
18	Inherent ability +2	5,875 gp

Elf Noble Path

An elf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Darkvision (Ex): You gain darkvision out to 60 feet, or improve your darkvision by +60 feet, to a maximum of 120 feet.

Spell Resistance (Ex): You gain spell resistance equal to 11 + your character level.

Heightened Constitution (Ex): You no longer take a penalty to your Constitution score.

Racial Spellcasting (Sp): Choose a 2nd-level or lower spell that does not attack a creature or deal damage. You can use this spell as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Camouflage (Ex): Choose one ranger favored terrain. You can use the Stealth skill to hide in that terrain, even if the terrain doesn't grant cover or concealment.

Leafkin (Su): You gain immunity to electricity damage and a +2 racial bonus to save against mind-affecting effects. This bonus stacks with elven immunities.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Intelligence.



Elfling Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Elfling Skill	—
3	Spell resistance	750 gp
6	Heightened Wisdom	1,250 gp
9	Lucky	2,000 gp
12	Elfling Skill	2,850 gp
15	Sociable	4,000 gp
18	Inherent ability +2	5,875 gp

Elfling Noble Path

An elfling's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Elfling Skill (Ex): Choose up to two Knowledge skills. You gain those skills as class skills. At 12th level, you gain Signature Skill (knowledge) in one of those skills as a bonus feat.

Spell Resistance (Ex): You gain spell resistance equal to 11 + your character level.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Lucky (Ex): You receive a +1 racial bonus on all saving throws. This stacks with halfling luck.

Sociable (Ex): When you attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, you can try to influence the creature a second time even if 24 hours have not passed.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Charisma.

Energivore Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Curiosity	—
3	Spell resistance	750 gp
6	Heightened Intelligence	1,250 gp
9	Curiosity	2,000 gp
12	Electricity resistance	2,850 gp
15	Dance of Ruin	4,000 gp
18	Inherent ability +2	5,875 gp

Energivore Noble Path

An energivore's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Curiosity (Ex): Knowledge (history) and Knowledge (local) become class skills for you. If you choose a class that has either of these Knowledge skills as class skills, you gain a +2 racial bonus on those skills instead. At 9th level, you gain a +4 bonus on Diplomacy checks to gather information.

Spell Resistance (Ex): You gain spell resistance equal to 11 + your character level.

Heightened Intelligence (Ex): You no longer take a penalty to your Intelligence score.

Electricity Resistance (Su): You gain resist electricity 5, or increase your resistance by +5.

Dance of Ruin (Su): You gain Dance of Ruin as a bonus feat, even if you don't meet the other prerequisites.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.

Fiari Noble Path

A fiari's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Sneak (Ex): Sleight of Hand and Stealth become class skills for you. If you choose a class that has either of those skills as class skills, you gain a +2 racial bonus on those skills instead.

Surprise Attack (Ex): Attacks you make against flat-footed targets during a surprise round deal +1d6 damage. This increases to +2d6 at 15th level. This damage is precision damage.

Heightened Constitution (Ex): You no longer take a penalty to your Constitution score.

Racial Spellcasting (Sp): Choose a 2nd-level or lower illusion spell. You can use this spell as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Fire Resistance (Su): You gain resist fire 5, or increase your resistance by +5.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Wisdom or Charisma.

Fiari Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Sneak	—
3	Surprise attack +1d6	750 gp
6	Heightened Constitution	1,250 gp
9	Racial spellcasting	2,000 gp
12	Fire resistance	2,850 gp
15	Surprise attack +2d6	4,000 gp
18	Inherent ability +2	5,875 gp

Gnome Noble Path

A gnome's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Fast Movement (Ex): Your base speed becomes 30 feet.

Fey Damage Resistance (Ex): You gain Damage Reduction 5/cold iron.

Heightened Strength (Ex): You no longer take a penalty to your Strength score.

Racial Spellcasting (Sp): Choose a 2nd-level or lower illusion spell. You can use this spell as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Master Tinker (Ex): You gain a +1 bonus on Disable Device and Knowledge (engineering) checks. You are also treated as proficient with any weapon you have personally crafted.

Catch Off-Guard (Ex): You gain Catch Off-Guard as a bonus feat.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Charisma.

Gnome Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Fast movement	—
3	Fey damage resistance	750 gp
6	Heightened Strength	1,250 gp
9	Racial spellcasting	2,000 gp
12	Master Tinker	2,850 gp
15	Catch Off-Guard	4,000 gp
18	Inherent ability +2	5,875 gp

Goblin Noble Path

A dwarf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Thrift (Ex): You gain a 5% discount when supplying the material cost to an item you craft. This discount increases to 10% at 9th level.

Cobbed Explosive (Ex): Once per day, you can create and throw a bomb as an alchemist of half your character level. At 15th level, you can do this twice per day.

Heightened Charisma (Ex): You no longer take a penalty to your Charisma score.

Fire Resistance (Su): You gain resist fire 5, or increase your resistance by +5.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Intelligence.

Goblin Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Thrift (5%)	—
3	Cobbed explosive	750 gp
6	Heightened Charisma	1,250 gp
9	Thrift (10%)	2,000 gp
12	Fire resistance	2,850 gp
15	Cobbed explosive	4,000 gp
18	Inherent ability +2	5,875 gp

God-Blooded Noble Path

A god-blooded's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Read Magic (Su): You gain a constant *read magic* effect as a supernatural ability that you can suppress or activate as a free action.

Resistance (Su): You gain resistance 5 to your choice of positive or negative energy damage. At 12th level, this resistance increases to 10 and applies to both.

Titan Foe (Ex): You gain a +2 dodge bonus to AC against creatures size Large or larger and a +2 racial bonus on combat maneuver checks made to grapple those creatures.

Signature Skill (Ex): You gain Signature Skill (diplomacy) as a bonus feat.

Tongues (Su): You gain a constant *tongues* effect as a supernatural ability that you can suppress or activate as a free action.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.

God-Blooded Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Read magic	—
3	Resistance	750 gp
6	Titan foe	1,250 gp
9	Signature Skill (diplomacy)	2,000 gp
12	Resistance	2,850 gp
15	Tongues	4,000 gp
18	Inherent ability +2	5,875 gp

Halfling Noble Path

A halfling's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Lucky (Ex): You receive a +1 racial bonus on all saving throws. This stacks with halfling luck.

Swift as Shadows (Ex): You reduce the penalty for using Stealth while moving at full speed by 5, and reduce the Stealth check penalty for sniping by 10.

Heightened Strength (Ex): You no longer take a penalty to your Strength score.

Shadow Walk (Sp): Once per day, you can cast *shadow walk*, targeting only yourself. The caster level of the spell is equal to your character level.

Sociable (Ex): When you attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, you can try to influence the creature a second time even if 24 hours have not passed.



Plane Shift (Sp): Once per day, you can cast *plane shift*, targeting only yourself, and only to travel between the Shadow Plane or the Material Plane. The caster level of the spell is equal to your character level.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Charisma.

Halfling Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Lucky	—
3	Swift as shadows	750 gp
6	Heightened Strength	1,250 gp
9	Shadow walk	2,000 gp
12	Sociable	2,850 gp
15	Plane shift	4,000 gp
18	Inherent ability +2	5,875 gp

Half-Dwarf Noble Path

A half-dwarf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Human Skill (Ex): You gain 1 class skill of your choice. At 9th level, you gain 2 additional class skills and a +2 racial bonus to one class skill of your choice.

Crystalline Form (Ex): You gain reflective, crystalline skin that grants you a +2 racial bonus to AC against rays. Once per day, you can deflect a single ray attack targeted at you as if you were using the Deflect Arrows feat.

Heightened Charisma (Ex): Increase your Charisma score by +1.

Racial Spellcasting (Sp): Choose a 2nd-level or lower earth spell. You can use this spell as a spell-like ability up to 3 times per day. The caster level of the spell is equal to your character level.

Human Training (Ex): You gain your choice of weapon training, as the fighter class feature, or a metamagic feat that increases the spell level by 2 or less. Once per day, you can apply your metamagic feat to a prepared or cast spell without increasing its spell level.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Half-Dwarf Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Human skill	—
3	Crystalline Form	750 gp
6	Heightened Charisma	1,250 gp
9	Human skill	2,000 gp
12	Racial spellcasting	2,850 gp
15	Human training	4,000 gp
18	Inherent ability +2	5,875 gp

Half-Elf Noble Path

A half-elf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Human Skill (Ex): You gain 1 class skill of your choice.

Spell Resistance (Ex): You gain spell resistance equal to 11 + your character level.

Heightened Constitution (Ex): Increase your Constitution score by +1.

Elven Magic (Ex): You receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, you receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Envoy (Sp): You gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day—comprehend languages, detect magic, detect poison, read magic.

Human Training (Ex): You gain your choice of weapon training, as the fighter class feature, or a metamagic feat that increases the spell level by 2 or less. Once per day, you can apply your metamagic feat to a prepared or cast spell without increasing its spell level.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Half-Elf Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Human skill	—
3	Spell resistance	750 gp
6	Heightened Constitution	1,250 gp
9	Elven Magic	2,000 gp
12	Envoy	2,850 gp
15	Human training	4,000 gp
18	Inherent ability +2	5,875 gp

Half-Orc Noble Path

A half-orc's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Human Skill (Ex): You gain 1 class skill of your choice. At 12th level, you gain 2 additional class skills and a +2 racial bonus to one class skill of your choice.

Unflinching Valor (Ex): You gain a +2 racial bonus on saving throws against fear effects, and a +1 racial bonus to CMD to avoid being grappled.

Heightened Charisma (Ex): Increase your Charisma score by +1.

Ferocity (Ex): You can remain conscious and continue fighting even if your hit point totals fall below 0. You are still staggered at 0 hit points or lower and lose 1 hit point each round as normal.

Battle-Hardened (Ex): You gain a +1 bonus to CMD. This stacks with the bonus granted by unflinching valor.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Half-Orc Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Human skill	—
3	Unflinching valor	750 gp
6	Heightened Charisma	1,250 gp
9	Ferocity	2,000 gp
12	Human skill	2,850 gp
15	Battle hardened	4,000 gp
18	Inherent ability +2	5,875 gp

Human Noble Path

A human's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Human Skill (Ex): You gain 1 class skill of your choice. At 9th level, you gain 2 additional class skills and a +2 racial bonus to one class skill of your choice.

Eternal Hope (Ex): You gain a +2 racial bonus on saving throws against fear and despair effects. Once per day, you can reroll a natural 1 on a d20.

Heightened Constitution (Ex): Increase your Constitution score by +1.

Battle-Hardened (Ex): You gain a +1 bonus to CMD.

Human Training (Ex): You gain your choice of weapon training, as the fighter class feature, or a metamagic feat that increases the spell level by 2 or less. Once per day, you can apply your metamagic feat to a prepared or cast spell without increasing its spell level.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Human Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Human skill	—
3	Eternal hope	750 gp
6	Heightened Constitution	1,250 gp
9	Human skill	2,000 gp
12	Battle hardened	2,850 gp
15	Human training	4,000 gp
18	Inherent ability +2	5,875 gp

Kitsune Noble Path

A kitsune's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Incantation (Ex): You gain Use Magic Device as a class skill and a +1 racial bonus on all Use Magic Device checks. At 9th level, you gain Signature Skill (use magic device) as a bonus feat.

Scent (Ex): You gain the scent ability out to 60 feet.

Trickster's Mind (Ex): You gain a +2 racial bonus on saving throws against mind-affecting effects. Once per day, you can reroll a failed saving throw against a mind-affecting effect, but must take the new result even if it is worse.

Heightened Strength (Ex): Increase your Strength score by +1.



Improved Change Shape (Sp): You can use change shape to become any humanoid as a swift action. This can be done a number of times per day equal to half your character level, after which you can still use change shape as normal.

Inherent Ability: You gain a +2 inherent bonus to your choice of Dexterity or Charisma.

Kitsune Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Duplicious	—
3	Scent	750 gp
6	Heightened Strength	1,250 gp
9	Duplicious	2,000 gp
12	Trickster's mind	2,850 gp
15	Improved change shape	4,000 gp
18	Inherent ability +2	5,875 gp

Leporine Noble Path

A halfling's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Acrobat (Ex): You gain Acrobatics as a class skill and a +1 racial bonus on all Appraise checks. At 9th level, you gain Signature Skill (acrobatics) as a bonus feat.

Darkvision (Ex): You gain darkvision out to 60 feet, or improve your darkvision by +60 feet, to a maximum of 120 feet.

Heightened Strength (Ex): You no longer take a penalty to your Strength score.

Lucky (Ex): You receive a +1 racial bonus on all saving throws. This stacks with halfling luck.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Wisdom.

Weapon Specialization (Ex): You gain either Weapon Specialization for all bows or your deity's favored weapon, even if you don't meet the other prerequisites.

Leporine Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Acrobat	—
3	Darkvision	750 gp
6	Heightened Strength	1,250 gp
9	Acrobat	2,000 gp
12	Lucky	2,850 gp
15	Weapon specialization	4,000 gp
18	Inherent ability +2	5,875 gp

Minotaur Noble Path

A minotaur's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Survivalist (Ex): You gain Survival as a class skill and a +1 racial bonus on all Survival checks. At 9th level, you gain Signature Skill (survival) as a bonus feat.

Powerful (Ex): You gain Power Attack or Deadly Aim as a bonus feat, even if you don't meet the other prerequisites.

Heightened Dexterity (Ex): You no longer take a penalty to your Dexterity score.

Lead Blades (Sp): You can cast *lead blades* at will as a standard action, but only to target a weapon you wield. Your caster level is equal to your character level. You can still use blessing of ancestral strength up to 3 times per day to cast the spell and pass the weapon to another creature, if you have that racial trait.

Purposeful Stride (Ex): You ignore all difficult terrain and do not take any penalties for moving through it.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Wisdom.

Minotaur Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Survivalist	—
3	Powerful	750 gp
6	Heightened Dexterity	1,250 gp
9	Survivalist	2,000 gp
12	Lead blades	2,850 gp
15	Purposeful Stride	4,000 gp
18	Inherent ability +2	5,875 gp

Moggish Noble Path

A moggish's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Zim Zim Expertise (Ex): Your zim zim gains 1 additional function of your choice. At 9th level, it gains 2 additional functions and you gain Skill Focus as a bonus feat for one of the skills associated with your zim zim.

Eternal Hope (Ex): You gain a +2 racial bonus on saving throws against fear and despair effects. Once per day, you can reroll a natural 1 on a d20.

Heightened Charisma (Ex): Increase your Charisma score by +1.

Elusiveness (Ex): Your dodge bonus granted by shy and elusive applies at all times.

Improved Chisai Magic (Sp): Your spell-like abilities gained with chisai magic can each be used up to 3 times per day.

Inherent Ability: You gain a +2 inherent bonus to one ability score of your choice.

Moggish Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Zim zim expertise	—
3	Eternal hope	750 gp
6	Heightened Charisma	1,250 gp
9	Zim zim expertise	2,000 gp
12	Elusiveness	2,850 gp
15	Improved chisai magic	4,000 gp
18	Inherent ability +2	5,875 gp

Mushroom Leshy Noble Path

A mushroom leshy's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Mushroom Shape (Su): You can take the appearance of a common, tiny mushroom up to 3 times per day. This otherwise functions like *tree shape*, and your caster level is equal to your character level.

Resistance (Su): You gain resistance 5 to your choice of electricity or sonic damage. At 12th level, this resistance increases to 10 and applies to both.

Plant-Like (Ex): You gain a +2 bonus on saves against mind-affecting effects, paralysis, poison, polymorph, sleep, and stunning. At 15th level, this bonus increases to +4.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Intelligence.

Mushroom Leshy Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Mushroom shape	—
3	Resistance	750 gp
6	Heightened Wisdom	1,250 gp
9	Plant-like	2,000 gp
12	Resistance	2,850 gp
15	Plant-like	4,000 gp
18	Inherent ability +2	5,875 gp

Nerude Noble Path

A nerude's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Roll (Ex): On your turn, you can use a swift action to increase your normal movement speed by 10 ft. and your charging speed by an additional 10 ft. (+20 ft. total). While moving in this way, you cannot use a weapon, but you do gain a +2 racial bonus on combat maneuver checks made to bull rush or overrun creatures. You can end this effect with another swift action.

Resistance (Su): Your nerude resistance applies to each of the listed types of damage. At 12th level, your resistance to two of those increases to 10.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Cat Nap (Sp): You can cast *heal* as a spell-like ability once per day, targeting only yourself, even if you are suffering from an effect that it can remove. When you do, you also fall asleep for up to 1 minute per level, as the *sleep* spell. The caster level of these spells is equal to your character level.

Improved Natural Attack (Ex): You gain Improved Natural Attack (slam) as a bonus feat.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Strength or Dexterity.

Nerude Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Roll	—
3	Resistance	750 gp
6	Heightened Wisdom	1,250 gp
9	Cat nap	2,000 gp
12	Resistance	2,850 gp
15	Improved natural attack	4,000 gp
18	Inherent ability +2	5,875 gp

Otterling Noble Path

An otterling's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Escapist (Ex): Disable Device and Escape Artist become class skills for you. If you choose a class that has either of those skills as class skills, you gain a +2 racial bonus on those skills instead. This bonus stacks with slippery hide. At 9th level, you gain Signature Skill in one of those skills as a bonus feat.

Vision (Ex): You gain low-light vision. At 12th level, you gain darkvision out to 60 feet.

Heightened Wisdom (Ex): You no longer take a penalty to your Wisdom score.

Freedom of Movement (Su): You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your character level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.

This effect does not stack with the cleric liberation domain, but does allow you to add your levels in other classes when determining the duration of your ability.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Dexterity or Intelligence.

Otterling Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	Escapist	—
3	Low-light vision	750 gp
6	Heightened Wisdom	1,250 gp
9	Escapist	2,000 gp
12	Darkvision	2,850 gp
15	Freedom of movement	4,000 gp
18	Inherent ability +2	5,875 gp

Runekin Noble Path (Moderate)

Level/ Hit Dice	Trait	Renown Value (in gp)
1	+1 to natural armor	—
3	Cobbled explosive	750 gp
6	Heightened Charisma	1,250 gp
9	Resistance	2,000 gp
12	Steady Pace	2,850 gp
15	Cobbled explosive	4,000 gp
18	Inherent ability +2	5,875 gp

Runekin Noble Path

A dwarf's noble path is represented by a moderate convergence gained as early as 1st level and which can be improved upon at 3rd level and every 3 levels thereafter.

Natural Armor (Ex): You gain a +1 natural armor bonus, or increase your natural armor by +1.

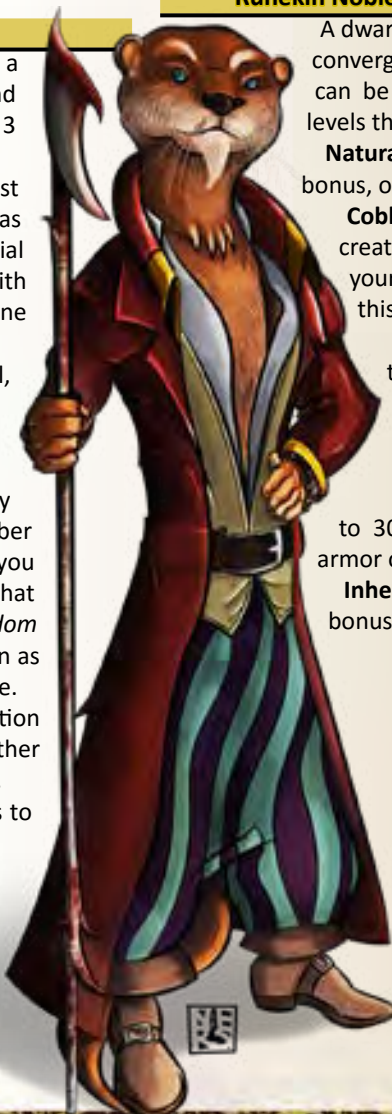
Cobbled Explosive (Ex): Once per day, you can create and throw a bomb as an alchemist of half your character level. At 15th level, you can do this twice per day.

Heightened Dexterity (Ex): You no longer take a penalty to your Dexterity score.

Resistance (Su): Choose acid, electricity, or fire. You gain resistance 5 to the chosen energy, or increase your resistance by +5.

Steady Pace (Ex): Your base speed increases to 30ft. Your speed is still never modified by armor or encumbrance.

Inherent Ability (Ex): You gain a +2 inherent bonus to your choice of Constitution or Wisdom.



Character Advancement

A crucial part of any game is character advancement. When you gain levels, your decisions on how to build your character shape your actions both in and out of combat.

The following is a brief summary of character advancement, followed by a series of character kits with suggestions on specific feats, magic items, and other options to pick when leveling up that aren't covered by race or class.

Gaining a Level

When you reach a milestone such as completing a story arch or earning experience beyond threshold of your current level, you advance your level. Often, this is done behind the scenes. Sometimes, you will have the opportunity to apply your character's new level while in a safe location that also allows you to adjust other aspects of the party, such as selling looted items, buying something specific or more useful, or training and researching.

Milestone Leveling

With milestone leveling, characters don't gain experience in the same way as a video game character, so they are always able to make it back to town before being showered with rewards.

Benefits: Milestone leveling is an easy way to set expectations in players. They know that once they have surpassed the requirements of the arc, they're going to gain a level. They'll come back to town with a laundry list of things to accomplish, including optimizing equipment for the next outing, tracking down the new spells they must learn, or determining their feats and ability adjustments. If somebody is going to miss a session, they can plan around that and level their character up on their own when they have the time without missing any of the ongoing story.

Character Advancement			
Character Level	Feats	Ability Increase	Gold (gp)
1	1	—	by class
2	—	—	1,000 gp
3	2	—	3,000 gp
4	—	1st	6,000 gp
5	3	—	10,500 gp
6	—	—	16,000 gp
7	4	—	23,500 gp
8	—	2nd	33,000 gp
9	5	—	46,000 gp
10	—	—	62,000 gp
11	6	—	82,000 gp
12	—	3rd	108,000 gp
13	7	—	140,000 gp
14	—	—	185,000 gp
15	8	—	240,000 gp
16	—	4th	315,000 gp
17	9	—	410,000 gp
18	—	—	530,000 gp
19	10	—	685,000 gp
20	—	5th	880,000 gp

For Gamemasters, milestone leveling allows for a flat playing field, where the party can potentially reach the final encounter of an adventure at any time during play because it will be as comparatively difficult as the rest. There are fewer pieces of the puzzle to consider, and planning takes less time because of the narrower list of options.

Drawbacks: Sometimes the definition of what makes something an arc is unclear, and it can go on for some time. In play terms, weeks of game sessions may pass while players struggle with a puzzle, difficult and time-consuming combats, or missed opportunities to play due to life. Stories pervade social media of players who have languished at levels as low as 3 or 4 for a year or more because the party is still in the same dungeon.

Per Encounter Experience

Per encounter experience can still achieve most of the goals of leveling up without breaking the story. During an 8 hour period of rest, characters can still do basic training and research, or practice new techniques that can prove useful before they leave the area.

Benefits: Once they have the experience required to gain their new level, characters may have a breakthrough, or their practice pays off. This is especially useful when a new spell, such as *restoration*, *breath of life*, or *resurrection* is needed and there is no time to walk back into town for a scroll that may not even be there. It also helps characters whose tactics until now may not have been the most effective. By picking up a different feat or character option, that player now has a better chance of dealing with what's to come.

Gamemasters can also benefit from per encounter experience. Since they can plan ahead for the experience gain, the GM can plot out stronger, more complex encounters as the current adventure continues, giving things a more natural growth pattern, and providing more options when looking for potential adversaries, traps, and other challenges for the party.

Drawbacks: Tracking party experience in the middle of a densely populated dungeon or other in game event can seemingly break immersion when not handled carefully. The hydra dies and suddenly the wizard knows how to fly?

There's also the question of when to actually apply the encounter experience and what it means to gain a level midday. Does the party get a full refresh as if having rested 8 hours? Does the wizard now have extra spell slots when before he was firing his crossbow because he was out? Should they instead wait until there's an opportunity to rest that may not come for 3-5 more encounters?

Incremental Experience

One potential solution to the drawbacks of both milestone leveling and per encounter experience is a hybrid of the two, adjustable by GM on the fly and on a case-by-case basis.

Benefits: Options exist that divide a character's level into its component parts: Hit dice, attack bonus, saves, skills, and features (which may or may not include spells). Experience per level is then divided by a value (usually 4) and at each smaller threshold players choose which combination of those options they want. Once all options have been chosen, the player has gained their full level and may begin progressing on the next. This helps characters to feel like there's a flow to their growth and more frequent rewards gained during play.

Drawbacks: There are times when a piece of the current level doesn't garner a true reward for the player. If I don't gain an increase in my attack bonus for the level, nine times out of ten I will push that off to the end of my batch, then feel like I've effectively gained nothing for the last quarter of my current level.

Incremental experience effectively doubles the amount of time before gaining an actual reward for play.

New Option: Piecemeal Experience

Building off of the idea that characters do not spend their entire 8 hours of rest actually sleeping, piecemeal experience allows them to earn some modicum of reward when their experience hits the appropriate thresholds while still leaving more complex growth to downtime. Players who plan ahead can get a slight boost to their benefits with this method, and it is left to the GM if they want to encourage it.

There are three phases to piecemeal experience. The checklist to the right provides a quick aid when a level is gained.

Immediate Gain: When characters complete an encounter, they gain the experience immediately. If this would push a character over the threshold for its level, anything it could get better in improves automatically (particularly, simple numeric bonuses). Think of this as the characters gaining a second wind. They aren't fully healed, but are taking a moment to breath and enjoy their success thus far, and it bolsters them to keep going.

In addition, each character gains up to one other benefit immediately if they already know what they need for the immediate situation. If adding *resurrection* to the cleric's spell list will help raise a slain ally, it's obvious enough outside of game that no time is lost in adding it. In game, the cleric's god has seen fit to bless her with this now so that she and her allies can continue their quest. If having a rank in Knowledge (dungeoneering) allows the rogue to make a new check to remember something, it may dawn on him as he's wiping blood from his dagger.

Of note, spells per day increasing and potentially granting access to a new spell level, doesn't necessarily mean a character must immediately start looking up those spells. In the interim, allow spontaneous casters (sorcerers and the like) to use those spell slots for metamagic spells or to cast lower level spells. Wizards, clerics, and other casters might be allowed to regain a couple spells they already had prepared and/or cast in those slots until they rest.

Practice During Rest: When the party gets a couple hours to relax after gaining a level using piecemeal experience, they can use that time to place the remainder of their skill points, pick a remaining new spell or two that they've been researching, gain a feat they were already planning on gaining, or increase their ability score if it would become even.

Quick-to-function class features, such as evasion, fast movement, or uncanny dodge can be gained during rest as well because they can be understood at a glance by a GM and most players. This piece functions on a case-by-case basis, but the general rule should be if a player has to read what it does to understand fully, it should be pushed to end of session/downtime.



Piecemeal Experience Checklist

Immediate Gain

Attack Bonus	
Hit Points	
Saving Throws	
Spells per Day/Immediately Helpful Spells	
Class Feature Increase	
Immediately Beneficial Skill Ranks	

When Resting

Spells Known/Learned by Class	
Predetermined Feat	
Ability Score Increases	
Quick-to-Function Class Features	
Remaining Skill Ranks	

End of Session/Downtime

Remaining Class Features	
Feats	
Researched/Recovered Spells	
Retraining	
Acquiring/Spending Gold (if able)	
Acquiring/Changing Companions	

End of Session/Downtime: Anything that would require a player to actually spend more than a minute or two looking at a book or website is put off until the end of a session or during downtime once the adventure is complete. This includes gaining a new class feature that must be either chosen at length (rogue talents or barbarian rage powers) or hasn't already been gained by the class in some capacity (new bloodline powers, leveling up an animal companion or familiar). This is also the perfect time to retrain anything that didn't work out during a previous level, if that option is available.

Character Kits

The following kits are available to any character who meet their prerequisites. If a level is required for a specific part of the kit, it will be noted in the prerequisites. Options available from Volumes 1 and 2 are marked with a ^{v1} or ^{v2}, respectively.

The earliest level listed to have a full kit is for most characters. Humans and fighters tend to have it easier when it comes to meeting prerequisites for feats, especially with combat-oriented kits.

As with anything, these character kits are intended as suggestions meant to save time when leveling up or building a new character. You are always welcome to change out one or more things listed here if you find something that suits your playstyle better.

Archer Advancement

Character Level	Feats	Ability Increase*	Suggested Equipment	Total Cost
1	Point Blank Shot	–	longbow/crossbow (adjust for type/cost)	75 gp
2	–	–	elixir of vision	325 gp
3	Dodge	–	+1 armor/robes of armor +1 (add cost of armor to total)	1,475 gp
4	–	Dexterity	pauldrons of the serpent	4,475 gp
5	Weapon Focus	–	lesser bracers of archery	9,475 gp
6	–	–	belt of incredible dexterity +2/headband +2	13,475 gp
7	Snap Shot/Spell Penetration	–	add light fortification to armor/robes	16,475 gp
8	–	Dexterity	+2 weapon/amulet of natural armor +2	24,775 gp
9	Mobility/Greater Spell Penetration	–	increase belt/headband to +4	36,775 gp
10	–	–	add moderate fortification to armor, increase to +2	49,775 gp
11	Shot on the Run/Precise Shot	–	increase to greater bracers of archery	69,775 gp
12	–	Dexterity	increase belt/headband to +6, crown of swords	89,775 gp
13	Improved Snap Shot/Combat Expertise	–	add endless ammunition to weapon/increase amulet to +4, ring of forcefangs	121,775 gp
14	–	–	add keen to weapon/amulet to +5, boots of speed	151,775 gp
15	Parting Shot/Mobility	–	add heavy fortification to armor/robes, increase to +3	190,775 gp
16	–	Dexterity	increase weapon to +5/ring of telekinesis	268,775 gp
17	Sidestep	–	increase armor to +5, add corrosive burst to weapon	376,775 gp
18	–	–	headband of mental prowess/belt of physical might +6	466,775 gp
19	Just out of Reach	–	manual of quickness in action +5	604,275 gp
20	–	Dexterity	truesight goggles, glove of storing	799,075 gp

Archer

Archers keep their distance from enemies whenever possible. When it's safe, they harrow their foes with a barrage of ranged attacks. An archer could wield a physical weapon or magic rays.

Ability Increases and Items: This is usually Dexterity for an archer, but could be a spellcasting ability score instead. A brutish archer might instead raise Strength for composite bows.

Just out of Reach: When a foe more than 5 feet away from you makes a melee attack against you using reach, you gain a +4 dodge bonus to your AC against the attack.

Parting Shot: Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

Sidestep: Whenever an opponent misses you with a melee attack, you may move 5 feet as an immediate action so long as you remain within that opponent's threatened

area. This movement does not provoke attacks of opportunity. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

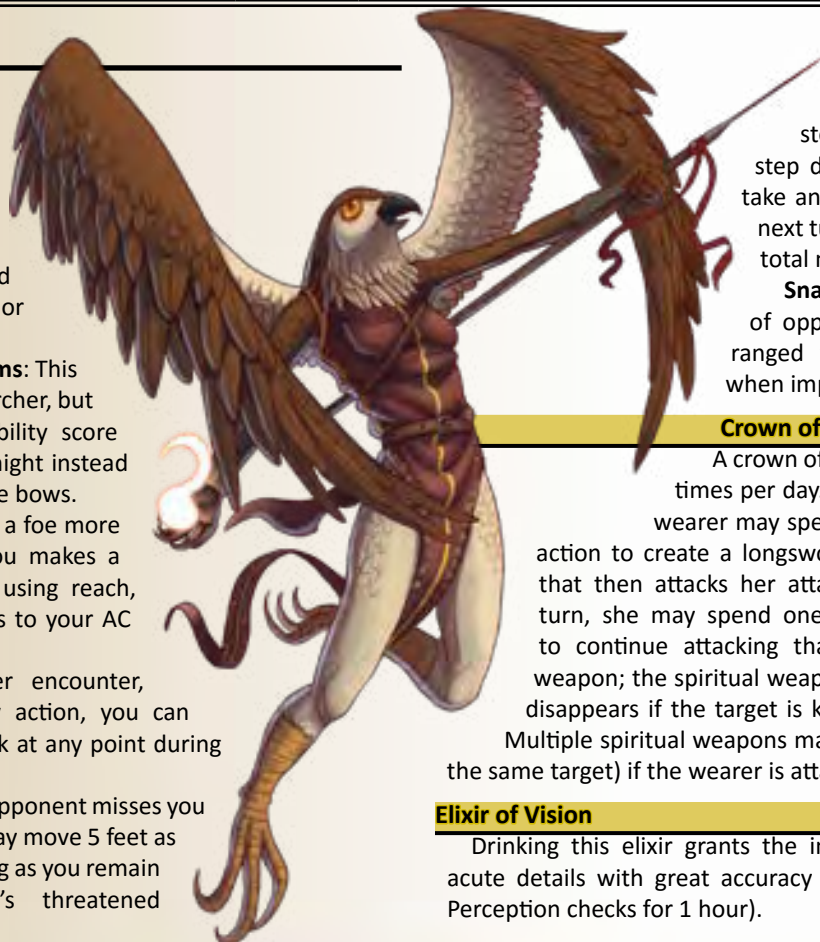
Snap Shot: Threaten attacks of opportunity within 5 ft. using a ranged weapon. Extends to 10 ft. when improved.

Crown of Swords

A crown of swords can be used up to 10 times per day. When struck in combat, the wearer may spend one use as an immediate action to create a longsword-shaped spiritual weapon that then attacks her attacker. On the wearer's next turn, she may spend one additional use each round to continue attacking that target with the spiritual weapon; the spiritual weapon cannot be redirected and disappears if the target is killed or moves out of range. Multiple spiritual weapons may be created (even attacking the same target) if the wearer is attacked in subsequent rounds.

Elixir of Vision

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Perception checks for 1 hour).



Bruiser

Bruisers look for the largest possible melee damage output every round, hoping to take out one enemy quickly before moving on to the next. An optimal bruiser finds answers to the problems of moving enemies and grappling.

Bloody Assault: –5 attack and CMB, +1d4 bleed.

Furious Focus: First attack doesn't suffer Power Attack penalty.

Stunning Assault: –5 attack and CMB, + stun (DC 10 + BAB).

Amulet of Hidden Strength

Once per day, as a swift action, the wearer of the amulet can make one melee or ranged attack at his highest attack bonus.

Juggernaut's Pauldrons

These bestow a +4 bonus on CMD, and grant the wearer the ferocity ability. On command, the wearer can increase its size, as though subject to an enlarge person spell, and can revert to regular size with another command. Three times per day, as an immediate action after the pauldrons' wearer kills an opponent, the wearer gains the benefit of the *deadly juggernaut* spell for 1 minute.

While the spell lasts, the wearer gains a cumulative +1 luck bonus on melee attack rolls, melee weapon damage rolls, Strength checks, and Strength-based skill checks as well as DR 2/— each time it reduces a qualifying opponent to 0 or few hit points (maximum +5 bonus and DR 10/—) with a melee attack. A qualifying opponent has a number of Hit Dice equal to or greater than the wearer's Hit Dice –4.

Pale Green Prism

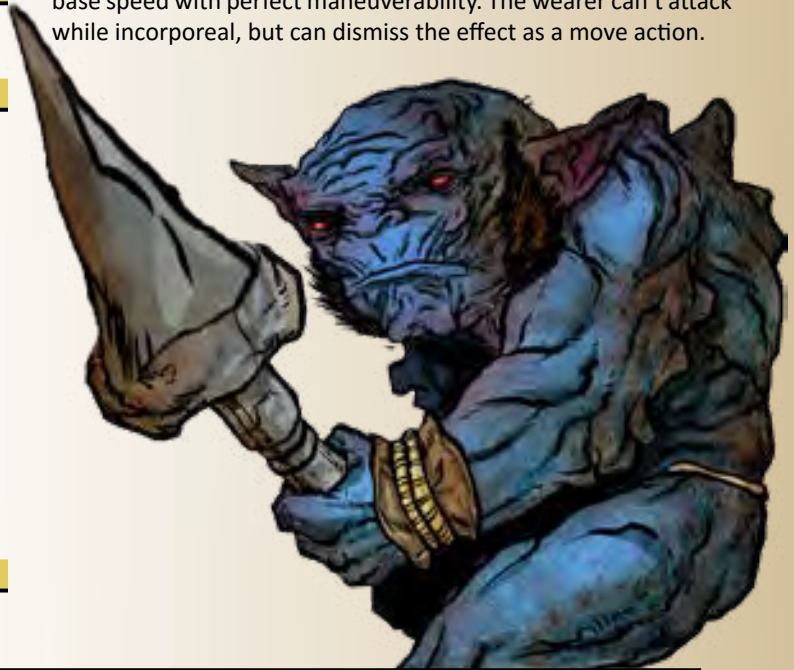
This stone grants the wearer a +1 competence bonus on attack rolls, saves, skill checks, and ability checks.

Ring of Return

Three times per day, the wearer of the ring can, as a move action, use it to form a link with the particular 5-foot square she occupies at that moment. As a swift action, the wearer of the ring can teleport to any unoccupied linked square within 100 feet.

Spectral Shroud

The wearer can discern invisible or ethereal creatures as though using *see invisibility*. Once per day, the wearer can become incorporeal for 10 rounds and gain a fly speed equal to half its base speed with perfect maneuverability. The wearer can't attack while incorporeal, but can dismiss the effect as a move action.



Bruiser Advancement

Character Level	Feats	Ability Increase	Suggested Equipment	Total Cost
1	Exotic Weapon Proficiency (groonsword)	—	groonsword v2	65 gp
2	—	—	masterwork groonsword	365 gp
3	Power Attack	—	+1 armor (add cost of armor to total)	1,515 gp
4	—	Strength	+1 groonsword (2,365 gp), salve of slipperiness	4,565 gp
5	Weapon Focus	—	belt of giant strength +2	8,565 gp
6	—	—	add grinding to armor	11,565 gp
7	Vital Strike	—	amulet of hidden strength	20,565 gp
8	—	Strength	add vicious to groonsword	26,565 gp
9	Furious Focus	—	increase armor to +3	38,565 gp
10	—	—	increase to belt of physical perfection +2	60,565 gp
11	Improved Vital Strike	—	headband of inspired wisdom +2	64,565 gp
12	—	Strength	add impact to groonsword	92,565 gp
13	Improved Critical (groonsword)	—	ring of return	126,165 gp
14	—	—	increase belt to +4	174,165 gp
15	Bloody Assault	—	increase headband to +6, ioun stone (pale green prism)	224,165 gp
16	—	Strength	increase armor to +5, juggernaut's pauldrons	280,165 gp
17	Greater Vital Strike	—	add ghost touch to groonsword, increase belt to +6	378,165 gp
18	—	—	increase groonsword to +5, spectral shroud	498,165 gp
19	Stunning Assault	—	ring of regeneration	638,665 gp
20	—	Strength	manual of gainful exercise +5	818,665 gp

Controller

Controllers manipulate the field of battle to their party's advantage. They may do so by locking down a single opponent or causing disarray in the ranks of another group.

Unlike other character kits, the controller's choice of equipment isn't as important. The suggestion is to pick a secondary kit from which to draw equipment. A controller might also be a protector, heavily fortified against assault while he pesters his opponents. Or, he may be a bruiser, moving from one enemy to the next, ensuring it won't get away before he finishes it off.

Ability Increases: If the controller is a spellcaster, a spellcasting ability score is the best choice to increase, instead of Dexterity.

Spells: Suggested spells are at the lowest available level. Check the class spell list to confirm if a spell is available to a class at the same or another level.

Pinning Rend: While you have an opponent pinned, when you succeed at a grapple combat maneuver check to deal an opponent damage using an unarmed strike or a light or one-handed weapon, that opponent also takes bleed damage equal to your unarmed strike or weapon damage dice. Any creature that is immune to critical hits is immune to the effects of this feat.

Vicious Stomp: Whenever an opponent falls prone adjacent to you, that opponent provokes an attack of opportunity from you. This attack must be an unarmed strike.

Controller Spells

Character Level	Suggested Spells
1	<i>color spray, entangle, faerie fire, grease, sleep, thunderstomp</i>
2	<i>binding earth, glitterdust, hold person, ice slick, steal size, stone call, web</i>
3	<i>bestow curse, blindness/deafness, charm monster, deep slumber, greater thunderstomp, nixie's lure</i>
4	<i>black tentacles, explosion of rot, flame strike, phantasmal killer, shout, symbol of slowing, wall of bone</i>
5	<i>hold monster, hungry earth, icy prison, insect plague, transmute mud to rock, transmute rock to mud</i>
6	<i>antimagic field, cloak of dreams, mass binding earth, mass charm monster, mass hold person, sirocco</i>
7	<i>fire storm, reverse gravity, scouring winds, sunbeam, symbol of stunning</i>
8	<i>antipathy, earthquake, greater shout, sunburst</i>
9	<i>implosion, mass hold monster, mass icy prison, polar midnight, weird</i>

Ice Slick

As grease, but any creature in the area when the spell is cast takes 1d6 points of cold damage + 1 point per caster level (maximum +10) and falls prone; creatures that succeed at a Reflex save take half damage and don't fall prone. Spell resistance applies to this initial effect.

Hungry Earth

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-foot-radius spread

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

Immediately, and at the beginning of each of your turns, every creature touching the ground within the area of the spell is the target of a grapple combat maneuver. Creatures that enter the area of effect are also automatically attacked. The ground does not provoke attacks of opportunity. The earth's CMB is equal to 5 + your caster level for the purpose of this combat maneuver check.

Attempt the combat maneuver check only once each round and apply the result to all creatures in the area of effect.

Each time the ground succeeds at a combat maneuver check to grapple a foe, it drags the creature farther down, eventually forcing the creature below its surface. With the first successful check, the target gains the grappled condition. Grappled opponents can't move without first breaking the grapple (doing so requires a successful DC 20 combat maneuver or Escape Artist check). The ground receives a +5 bonus on combat maneuver checks to grapple opponents it is already grappling. After the second successful grapple combat maneuver check, the grappled creature is pulled to the ground and becomes prone. On the third successful grapple combat maneuver check, the creature is fully buried and must hold its breath or begin suffocating.

A buried creature can't attempt to escape unless the effect ends or it breaks the grapple. The DC to escape the grapple increases to 25 for a creature that has been pulled beneath the earth.

Controller Advancement

Character Level	Feats	Ability Increase*
1	Combat Expertise	—
2	—	—
3	Improved Trip	—
4	—	Dexterity
5	Agile Maneuvers	—
6	—	—
7	Combat Reflexes	—
8	—	Dexterity
9	Improved Unarmed Strike	—
10	—	—
11	Vicious Stomp	—
12	—	Dexterity
13	Greater Trip	—
14	—	—
15	Improved Grapple	—
16	—	Dexterity
17	Greater Grapple	—
18	—	—
19	Pinning Rend	—
20	—	Dexterity

Healer

Healers provide aid to those who need it. They keep their allies going during battle, and provide care when resting or during downtime.

Unlike other character kits, the healer's choice of equipment isn't as important. The suggestion is to pick a secondary kit from which to draw equipment. A healer might also be a protector, heavily fortified against assault while he pesters his opponents. Or, he may be an archer, staying out of harm's way, except when needed to close in and help those in need.

Spells: Suggested spells are at the lowest available level. Check the class spell list to confirm if a spell is available to a class at the same or another level.

Healing Hands *: As a standard action, you can expend a charge from an item you hold that can heal a creature or remove a condition from it to use lay on hands, as the paladin class feature. Your effective paladin level when using this ability is equal to the caster level of the item from which you drew the charge. Having this feat counts as having lay on hands when meeting the prerequisites of feats (except Extra Lay on Hands).

Improvisational Healer: When attempting a Heal check that normally requires a healer's kit, you don't take a penalty on the check for not having a healer's kit. When you use a healer's kit, you can augment it with improvised supplies, gaining an additional +2 circumstance bonus on your check. Finally, you can treat any

Healer Spells

Character Level	Suggested Spells
1	<i>cure light wounds, remove fear, remove sickness</i>
2	<i>cure moderate wounds, lesser restoration, remove paralysis</i>
3	<i>cure serious wounds, remove blindness/deafness, remove curse, remove disease</i>
4	<i>cure critical wounds, freedom of movement, neutralize poison, restoration</i>
5	<i>atonement, break enchantment, breath of life, mass cure light wounds, raise dead</i>
6	<i>mass cure moderate wounds, heal, stone to flesh</i>
7	<i>greater restoration, limited wish, mass cure serious wounds, resurrection</i>
8	<i>mass cure critical wounds, moment of prescience, protection from spells</i>
9	<i>freedom, mass heal, true resurrection, wish</i>

potion of cure light wounds, potion of cure moderate wounds, or potion of cure serious wounds you drink yourself or administer to another character as though its caster level were equal to the number of ranks you have in the Heal skill. The spell's normal limitations apply; for example, a potion of cure light wounds can cure a maximum of 1d8+5 points of damage, even if you have more than 5 ranks in the Heal skill.

Use Healing Device *: You can substitute a Heal check for Use Magic Device when using an item that can heal a creature or remove a condition from it. Once per day, if you have at least 5 ranks in the Heal skill, you can attempt to use such an item with at least 1 charge without expending a charge. Doing so increases the Use Magic Device DC by +5. You can do this twice per day when you have at least 13 ranks in Heal, and up to three times per day when you have at least 20 ranks in Heal.

Healer Advancement

Character Level	Feats	Ability Increase
1	Skill Focus (heal)	—
2	—	—
3	Improvisational Healer	—
4	—	Wisdom
5	Use Healing Device	—
6	—	—
7	Combat Medic	—
8	—	Wisdom
9	Signature Skill (heal)	—
10	—	—
11	Healing Hands	—
12	—	Wisdom
13	Improved Initiative	—
14	—	—
15	Combat Reflexes	—
16	—	Wisdom
17	Bodyguard	—
18	—	—
19	In Harm's Way	—
20	—	Wisdom

* Use Healing Device is a new feat that requires Skill Focus (heal) and Improvisational Healer. It is the prerequisite for Healing Hands.



Protector Advancement

Character Level	Feats	Ability Increase*	Suggested Equipment	Total Cost
1	Shield Focus	–	glaive-guisarme, heavy steel shield	62 gp
2	–	–	trade for masterwork weapon and shield	512 gp
3	Shield Brace	–	add +1 to shield, cloak of resistance +1	2,512 gp
4	–	Strength	add +1 to weapon	4,512 gp
5	Antagonize	–	ring of protection +1	6,512 gp
6	–	–	+1 cold iron short sword	11,132 gp
7	Powerful Throwing	–	add throwing to weapon	17,132 gp
8	–	Strength	increase armor/shield and cloak to +2, amulet of natural armor +1	25,132 gp
9	Two-Handed Thrower	–	add returning to weapon, buffering cap	37,132 gp
10	–	–	increase shield and cloak to +3, increase ring to +2	53,132 gp
11	Quick Draw	–	increase weapon and amulet to +2	73,132 gp
12	–	Strength	increase shield and cloak to +4, increase ring to +3	97,132 gp
13	Combat Reflexes	–	increase weapon and amulet to +3, belt of giant strength +2	129,132 gp
14	–	–	trade for belt of physical might +4, add flaming to short sword	171,132 gp
15	Stand Still	–	increase weapon, amulet, and ring to +4, ioun stone (dusty rose prism)	226,132 gp
16	–	Strength	increase shield, cloak, amulet, and ring to +5, boots of escape	294,132 gp
17	Power Attack	–	increase weapon to +5, increase belt to +6	370,132 gp
18	–	–	ring of regeneration, bracers of sworn vengeance	485,282 gp
19	Intimidating Prowess	–	add speed to weapon, headband of alluring charisma +6	623,282 gp
20	–	Strength	swordmaster's blindfold, gauntlets of the weaponmaster	813,282 gp

Protector

A protector is there to take the heavy hits for her allies. She draws an enemy's attention, making it more likely to attack her over others. She maintains this focus with a combination of successful attacks to show she's a threat.

Antagonize: You can make Diplomacy and Intimidate checks to make creatures respond to you with hostility. No matter which skill you use, antagonizing a creature takes a standard action that does not provoke attacks of opportunity, and has a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. You cannot make this check against a creature that does not understand you or has an Intelligence score of 3 or lower. Before you make these checks, you may make a Sense Motive check (DC 20) as a swift action to gain an insight bonus on these Diplomacy or Intimidate checks equal to your Charisma bonus until the end of your next turn. The benefits you gain for this check depend on the skill you use. This is a mind-affecting effect.

Diplomacy: For the next minute, the target takes a –2 penalty on all attacks rolls made against creatures other than you and has a 10% spell failure chance on all spells that do not target you or that have you within their area of effect.

Intimidate: On its next turn, the target must attempt to make a melee attack against you, make a ranged attack against you, target you with a spell, or include you in the area of a spell. The effect ends if the creature is prevented from attacking you or attempting to do so would harm it. The effect ends as soon as the creature attacks you. Once you have targeted a creature with this ability, you cannot target it again for 1 day.

Powerful Throwing: You can use your Strength modifier for both your attack and damage rolls with thrown weapons.

Shield Brace: You can use a two-handed weapon sized appropriately for you from the polearm or spears weapon

group while also using a light, heavy, or tower shield with which you are proficient. The shield's armor check penalty (if any) applies to attacks made with the weapon.

Two-Handed Thrower: Whenever you use two hands to throw a one-handed or two-handed weapon, you gain a bonus on damage rolls equal to 1-1/2 times your Strength bonus. Using two hands to throw any weapon requires only a standard action for you. If you also have the Quick Draw feat, you can throw two-handed weapons at your full normal rate of attacks.

Buffering Cap

Once per day when struck by a critical hit, the wearer can spend an immediate action to convert the bonus damage of the critical hit into nonlethal damage. The cap has no effect if the wearer is immune to nonlethal damage.

Bracers of Sworn Vengeance

Once per day, as an immediate action when the wearer takes hit point damage, the wearer gains a +1 competence bonus on weapon attack rolls made against her attacker, and deals an additional 2d6 points of damage on successful weapon attack rolls against it.

For the duration of the effect, the wearer takes a –2 penalty on attack rolls against any target other than her sworn enemy. These bonuses and penalties last for 24 hours or until the sworn enemy is slain or destroyed by the wearer, whichever comes first. If the wearer fails to slay the target of her oath, these bracers cannot be used again until 7 days have passed.

Swordmaster's Blindfold

When the wearer places the blindfold over her eyes, she becomes blinded, but gains blindsight within the reach of her melee weapon, or 5 feet if the wearer is not wielding a melee weapon. Furthermore, the wearer rolls weapon damage from critical hits twice and takes the higher result.

Scout

A scout is a character who travels ahead of the rest of the group, checking for traps, hazards, and potential enemies. The scout handles each of these in its own way, be it diplomatically, or with the end of a well placed dagger.

In social settings, the scout handles the interactions the party may have with locals, monsters, and other entities. They are the face of the group, and may act as the party leader, either up front or from behind the scenes. Bards, rogues, sorcerers, and other charismatic characters often benefit most from this kit, but any character can achieve the same general results with some focus.

Needle in a Haystack: You can use Perception (rather than Survival) to follow tracks. After you track a creature using the Perception skill, you gain a +2 insight bonus on Perception checks to avoid being surprised by that creature for 1 hour. If you have 10 or more ranks in Perception, this bonus increases to +4.

Quick Favor: Once per day, you can decrease the time required for a Diplomacy check to gather information to 4d10 minutes when you use Diplomacy to gather information again just after you previously gathered information there (whether or not the previous attempt was successful).

Gloves of the Shortened Path

Once per day on command, the wearer can extend her reach to any non-adjacent square within line of sight. For the next 10 rounds, she can touch anything in that square as if it were her own square, as long as she has line of effect to the target square. She may change the targeted square as a swift action.

When using the gloves to touch, attack, or manipulate anything in the square, the wearer's arms and hands also appear in that square, allowing creatures and effects to target her as if she

were in that square. She cannot use this connection to transfer anything from her square to the target square, or vice versa. If she drops anything, it lands in her square. She can use her hands (including natural attacks from those hands, if any), hand-held objects (such as lockpicks), and melee weapons in that square as if she were there. The square is part of her threatened area, though she cannot use the gloves to provide flanking for herself. She cannot use the gloves to grapple, make ranged attacks, or make attacks that require her to move out of her actual square (such as a bull rush combat maneuver).

Interacting with the target square is distracting, and anything that threatens her in her actual square automatically flanks her.

If the wearer or her square is blocked from using teleportation or planar travel effects (such as dimensional anchor), the gloves do not function. She cannot use the gloves to target a square protected by such an effect.

Hand of Stone

If the wearer spends a standard action concentrating on the hand, she gains tremorsense out to a range of 30 feet until the start of her next turn. This ability only allows her to sense creatures and objects that are in contact with earth or stone.

Sleeves of Many Garments

The wearer of these sleeves can, when she slips them on, choose to transform the appearance of her current garments into any other non-magical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Scout Advancement

Character Level	Feats	Ability Increase	Suggested Equipment	Total Cost
1	Skill Focus (perception)	–	dungeoneering kit, thieves' tools	45 gp
2	–	–	elixir of hiding, sleeves of many garments	495 gp
3	Needle in a Haystack	–	currency purse ^{v2}	1,995 gp
4	–	Dexterity	cloak of resistance +1, +1 armor (add cost of armor to total)	4,145 gp
5	Persuasive	–	belt of incredible dexterity +2	8,145 gp
6	–	–	headband of inspire wisdom +2	12,145 gp
7	Quick Favor	–	jaunt boots	19,345 gp
8	–	Dexterity	ring of mind shielding	27,345 gp
9	Signature Skill (stealth)	–	add effect for cape of the mountebank	38,645 gp
10	–	–	trade for headband of mental superiority +2, +1 weapon	52,645 gp
11	Improved Initiative	–	ring of invisibility	72,645 gp
12	–	Dexterity	increase belt to +4 and cloak to +3	96,645 gp
13	Skill Focus (stealth)	–	increase armor to +2, gloves of the shortened path	126,645 gp
14	–	–	increase weapon to +3, hand of stone	169,645 gp
15	Alertness	–	increase belt to +6 and cloak to +4	221,845 gp
16	–	Dexterity	increase headband to +4, cloak to +5, and armor to +4	290,845 gp
17	Uncanny Alertness	–	increase headband to +6 and weapon to +4	384,845 gp
18	–	–	robe of eyes	504,845 gp
19	Skill Focus (sense motive)	–	increase armor to +5, manual of quickness in action +5	651,345 gp
20	–	Dexterity	truesight goggles	836,145 gp



Spell Lists

What follows is a collection of spell lists for the new classes and archetypes introduced in chapters 2 and 3. If a spell exists as an individual option from another supplement, we have summarized it here for easy reference.

Astrologer Spell List

Astrologers have spent years fitting together stories to explain why constellations come and go in the night sky as they do. Those stories contain bits of magic that help an astrologer access the spells gained by her current constellation.

The astrologer spell list is organized by constellation first, then spell level. This allows astrologers to quickly find a list of spells and those around them. Magician and steward are listed twice (beginning and end) to ease reference.

Steward Spells

True immortality lies not in living forever, but in becoming a legend to those who yet live. With a final abjuration protecting her, the cleric dies a steward in search of students...

- 1st:** *adjuring step, bless, invigorate, remove fear, sanctuary, shield*
- 2nd:** *aid, calm emotions, protection from arrows, resist energy, shield other, undetectable alignment*
- 3rd:** *dispel magic, glyph of warding, good hope, mantle of calm, mass invigorate, nondetection*
- 4th:** *anti-incorporeal shell, death ward, enchantment foil, freedom of movement, healing warmth, remove curse*

Magician Spells

The passing of a powerful steward of magic draws the attention of the wizard, who believes he can do better. Leaving the life of a magician, he journeys to learn the arcane...

- 1st:** *auditory hallucination, color spray, open and shut, silent image, vanish, ventriloquism*
- 2nd:** *disguise other, hypnotic pattern, invisibility, mirror image, misdirection, shifted steps*
- 3rd:** *adjustable disguise, audiovisual hallucination, displacement, hide campsite, major image, suggestion*
- 4th:** *complex hallucination, greater invisibility, hallucinatory terrain, instant fake, rainbow pattern, shadow conjuration*
- 5th:** *baleful polymorph, mirage arcana, persistent image, scripted hallucination, shadow evocation, seeming*
- 6th:** *analyze dweomer, animate objects, brilliant inspiration, deadly finale, permanent image, veil*

Destroyer Spells

At the height of his power, the wizard can even control the elements. With a flick of his wrist, he lights the air itself on fire and watches it burn. In the flames, he sees the truth...

- 1st:** *break, burning hands, corrosive touch, decompose corpse, produce flame, touch of combustion*
 - 2nd:** *acid arrow, consecrate, desecrate, scorching ray, shatter, spontaneous immolation*
 - 3rd:** *daylight, elemental aura, fireball, rage, searing light, wrathful mantle*
 - 4th:** *agonize, detonate, dragon's breath, flame strike, unbearable brightness, unholy blight*
 - 5th:** *acidic spray, blight, cleanse, shout, sonic thrust, unhallow*
 - 6th:** *antimagic field, decapitate, disintegrate, explode head, mage's decree, sirocco*
 - 7th:** *blasphemy, destruction, dictum, fire storm, scouring winds, sunbeam*
 - 8th:** *curse of night, death clutch, earthquake, fallout*, greater*
- * new spell introduced in this chapter.

shout, sunburst

- 9th:** *energy drain, implosion, mage's disjunction, massacre, meteor swarm, winds of vengeance*

Seer Spells

The flames tell a story, never-ending. Four souls trapped in a cycle of power. Unable to grasp the story's meaning, the wizard dies in search of a druid to guard his people...

- 1st:** *anticipate peril, detect secret doors, detect snares and pits, heightened awareness, identify, true strike*
- 2nd:** *detect thoughts, elemental speech, find traps, greater detect magic, locate object, status*
- 3rd:** *arcane sight, clairsight/clairvoyance, guiding star, locate weakness, pierce disguise, voluminous vocabulary*
- 4th:** *arcane eye, blessing of fervor, detect scrying, divination, hypercognition, scrying*

Guardian Spells

Trusting a seer's vision, the druid sets to protecting his home, but an attack on a lonely spring night under the moon and stars turns the man into the beast he fears most...

- 1st:** *alarm, command, endure elements, forbid action, line in the sand, remove fear*
- 2nd:** *bear's endurance, bull's strength, forest friend, gallant inspiration, resist energy, shield other*
- 3rd:** *deadly juggernaut, dispel magic, glyph of warding, heroism, magic vestment, protection from energy*
- 4th:** *dimensional anchor, fire shield, lesser globe of invulnerability, persistent vigor, stoneskin, ward of the season*
- 5th:** *banish seeming, dismissal, greater command, greater forbid action, glimpse of truth, spell resistance*
- 6th:** *forbiddance, globe of invulnerability, greater glyph of warding, mass bear's endurance, mass bull's strength, repulsion*

Lycanthrope Spells

The druid's form is twisted. Made powerful by the bite of a strange wolf. He roams the wood, forever changing, never the same. When his senses return, he laments and reforms...

- 1st:** *ant haul, aspect of the falcon, bristle, keen senses, longstrider, magic fang*
- 2nd:** *aspect of the bear, badger's ferocity, barkskin, bull's strength, darkvision, savage maw*
- 3rd:** *anthropomorphic animal, beast shape I, greater longstrider, greater magic fang, keen edge, paragon surge*
- 4th:** *aspect of the stag, beast shape II, eyes of the void, fear, persistent vigor, strong jaw*
- 5th:** *aspect of the wolf, atonement, beast shape III, feast on fear, polymorph, righteous might*
- 6th:** *age resistance, beast shape IV, cruel jaunt, decapitate, mass bull's strength, transformation*
- 7th:** *bestow grace of the champion, greater age resistance, greater polymorph, lunar veil, primal regression*
- 8th:** *animal shapes, frightful aspect*
- 9th:** *shapechange*

Caretaker Spells

The druid seeks atonement. He watches over those around him, bringing them good harvest, friendship, and comfort. In his sleep he passes and his corpse fattens the sisters of fate...

- 1st:** *goodberry, mage armor, remove sickness, stone shield, summon nature's ally i, 1 remaining*
- 2nd:** *blessing of courage and life, delay disease, delay poison, lesser restoration, summon nature's ally ii, 1 remaining*
- 3rd:** *create food and water, neutralize poison, plant growth,*

remove disease, summon nature's ally iii, symbol of healing

4th: bountiful banquet, grove of respite, restoration, sturdy shelter, summon nature's ally iv, **1 remaining**

Graeeae Spells

Three starving witches argue over a feast and a shared portent. Tired of her sister's bickering, one kills two as they sleep off their meal and steals the divinations for herself...

1st: anticipate peril, discern next of kin, identify, know the enemy, see alignment, whispering lore

2nd: augury, beastspeak, blood transcription, commune with birds, detect thoughts, share memory

3rd: aura sight, blood biography, detect desires, guiding star, locate weakness, tongues

4th: discern lies, divination, locate creature, scrying, share senses

5th: commune with nature, glimpse of truth, thoughtsense, truespeak

6th: analyze dweomer, find the path, legend lore, stone tell, true seeing

Enchantress Spells

Lonely now, the witch seeks new friends. Her magic makes them love her as her sisters never did, and she goes on to drive nations to war in her name...

1st: bungle, charm animal, charm person, hypnotism, ill omen, sow thought

2nd: daze monster, enthrall, hidden presence, hideous laughter, qualm, touch of idiocy

3rd: deflect blame, dominate animal, hold person, reckless infatuation, suggestion, unadulterated loathing

4th: aura of the unremarkable, charm monster, confusion, crushing despair, malicious spite, overwhelming grief

5th: dominate person, hold monster, mass charm person, mind fog, pessimism, smug narcissism

6th: envious urge, mass suggestion, utter contempt, vengeful outrage

7th: mass hold person, pox of rumors, waves of ecstasy

8th: antipathy, euphoirc tranquility, irresistible dance, life of crime, mass charm monster, sympathy

9th: dominate monster, mass hold monster, overwhelming presence

Imp Spells

When her magic falters, the witch is christened imp for the evil she has wrought. With the last of her power, she hides from persecution and dies alone...

1st: blend, magic missile, mask dweomer, shadow weapon, vanish

2nd: dark whispers, haunting mists, mad hallucination, paranoia, phantom trap, twilight haze

3rd: agonizing rebuke, fearsome duplicate, isolate, loathsome veil, phantasmal affliction, vision of hell

4th: horrific doubles, illusion of treachery, phantasmal asphyxiation, shocking image, wandering star motes

Healer Spells

A cleric finds her homeland in ruins thanks to the imp and begins healing it. Her magic is strong, but she lacks confidence and searches in vain for another way to stop death...

1st: cure light wounds, remove sickness, **4 remaining**

2nd: cure moderate wounds, lesser restoration, path of glory, remove paralysis, **2 remaining**

3rd: ablative barrier, cure serious wounds, remove blindness/deafness, sacred bond, **2 remaining**

4th: cure critical wounds, greater path of glory, lesser planar ally, restoration, **2 remaining**

5th: breath of life, mass cure light wounds, pillar of life, **3 remaining**

6th: getaway, heal, mass cure moderate wounds, planar ally, **2 remaining**

Lich Spells

Her quest leads the cleric to the necromantic arts. So strong does she become that life itself bends to her will. As a lich, nothing dares challenge her, but this was not her goal...

1st: cause fear, chill touch, deathwatch, grasping corpse, repair undead, restore corpse

2nd: adhesive blood, blood armor, command undead, death knell, false life, life pact

3rd: diminish plants, gentle repose, lesser animate dead, undead anatomy I, speak with dead, vampiric touch

4th: animate dead, death ward, greater false life, fear, rigor mortis, rusting grasp

5th: blight, feast on fear, mass repair undead, raise dead, undead anatomy II, waves of fatigue

6th: circle of death, create undead, harm, undead anatomy III, undeath to death

7th: control undead, finger of death, resurrection, shadow body, waves of exhaustion

8th: create greater undead, death clutch, horrid wilting, undead anatomy IV

9th: cursed earth, soul bind, true resurrection

Steward Spells

True immortality lies not in living forever, but in becoming a legend to those who yet live. With a final abjuration protecting her, the cleric dies a steward in search of students...

1st: adjuring step, remove fear, sanctuary, shield

2nd: protection from arrows, resist energy, shield other, undetectable alignment

3rd: dispel magic, glyph of warding, nondetection

4th: anti-incorporeal shell, enchantment foil, freedom of movement, healing warmth, remove curse

Magician Spells

The passing of a powerful steward of magic draws the attention of the wizard, who believes he can do better. Leaving the life of a magician, he journeys to learn the arcane...

1st: auditory hallucination, color spray, open and shut, silent image, vanish, ventriloquism

2nd: disguise other, hypnotic pattern, invisibility, mirror image, misdirection, shifted steps

3rd: adjustable disguise, audiovisual hallucination, displacement, hide campsite, major image, suggestion

4th: complex hallucination, greater invisibility, hallucinatory terrain, instant fake, rainbow pattern, shadow conjuration

5th: baleful polymorph, mirage arcana, persistent image, scripted hallucination, shadow evocation, seeming

6th: analyze dweomer, animate objects, brilliant inspiration, deadly finale, permanent image, veil

Spells

Artificer's Curse

School transmutation; **Casting Time** 1 standard action
Components V, S, M (a blank scroll or page from a spellbook)
Range close (25 ft. + 5 ft./2 levels); **Target** one magic item
Duration 1 minute/level (D)
Saving Throw Will negates (object); **Spell Resistance** yes

You temporarily suppress the most powerful qualities of a magical item. This item can be any object you suspect bears a magical enchantment, but if the targeted item is not magical, your spell has no effect. The spell reduces the object's caster level by an amount equal to your caster level, to a minimum of 0. If the item grants a competence, deflection, enhancement, insight, luck, morale, natural armor, profane, resistance, or sacred bonus, the bonus is reduced by 1 for every 4 caster levels the item loses. If the item's caster level is reduced to 0, all its magic qualities are suppressed (as if dispelled) for the duration of the spell. This spell has no effect on artifacts.

Baptism of Fire

School conjuration (healing) [fire]; **Level** alchemist 4, bard 4, cleric 4, inquisitor 4, paladin 4, psychic 4, shaman 4, spiritualist 4, sorcerer/wizard 4, witch 4
Casting Time 1 round
Components V, S, M (a flask of alchemist's fire)
Range touch
Target creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions like *remove curse*, *remove disease*, and *neutralize poison* except you automatically succeed at caster level checks to cure the affected target. For each affliction removed in this way, the target suffers 2 points of burn (2 nonlethal damage per Hit Die that cannot be removed except with rest). Creatures immune to fire damage or nonlethal damage are immune to the effects of this spell.

Detect Stellar Alignment

School divination; **Level** alchemist 1, bard 0, cleric 0, druid 0, inquisitor 1, occultist 0, ranger 1, shaman 0, skald 1, spiritualist 0, sorcerer/wizard 0, summoner 1, witch 0
Casting Time 1 standard action
Components V, S
Range long (400 ft. + 40 ft./level)
Area 40-ft.-radius spread
Duration instantaneous
Saving Throw Reflex partial, Fortitude negates, see text; **Spell Resistance** yes

You can sense the presence of astromancy. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of astromancy and the related major constellation.

2nd Round: Number of astromancer or astromancy effects (creatures, objects, or spells) in the area, the power of the most potent effect present, and the related minor constellations.

3rd Round: The power and location of each astromancer or astromancy effect. If one is outside your line of sight, then you discern its direction but not its exact location.

Fallout

School evocation [light, fire, poison]; **Level** alchemist 6, cleric 9, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (a piece of skymetal worth at least 10,000 gp)
Range long (400 ft. + 40 ft./level)
Area 40-ft.-radius spread
Duration instantaneous
Saving Throw Reflex partial, Fortitude negates, see text; **Spell Resistance** yes

An alchemist can only learn this extract as a grand discovery.

Fallout is a very powerful and spectacular spell. When you cast it, one 2-foot-diameter sphere springs from your outstretched hand, destroying the held skymetal, and streaks in a straight line to the spot you select. The sphere leaves a fiery trail of sparks that burn for 1 round per level, dealing 3d6 points of fire damage to creatures that enter or start their turn in the square.

If you aim the sphere at a specific creature, you may make a ranged touch attack to strike the target with the sphere. Any creature struck by the sphere takes 2d6 points of bludgeoning damage (no save) and takes a –4 penalty on the saving throw against the sphere's fire damage (see below). If a targeted sphere misses its target, it simply explodes at the nearest corner of the target's space.

Once the sphere reaches its destination, it explodes in a 40-foot-radius spread, dealing 6d6 points of fire damage to each creature and object in the area, leaving behind sparks as described above. Creatures that fail their saving throw are also blinded.

Creatures in the area must also attempt a Fortitude save or be affected by a lingering dose of contact poison which deals 1d6 Con damage initially and 1d6 Con damage each day until cured with 4 consecutive successful Fortitude saves. Any effect that would remove the poison only counts as 1 successful save, and no more than 1 of these can be applied each day. Even if a creature is completely cured of the poison, small amounts of it remain within its system, and there is a 30% chance per day that the creature becomes reinfected, and must succeed at a new saving throw or suffer the effects of the poison again. This chance decreases by 5% per day, until it reaches 0%.

Objects in the area are coated in the contact poison above, which lasts for 1 day per caster level before falling inert.

Final Fantasy

School evocation; **Level** summoner 6, sorcerer/wizard 7, unchained summoner 6
Casting Time immediate action
Components S
Range personal
Target you
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell triggers when you are reduced to 0 or fewer hit points. You immediately cast a *summon fantasy* spell with a spell-level no higher than one-half your caster level. You can control the illusion for its duration, even if you are unconscious or dead, but not destroyed (such as with *disintegrate*). You must have prepared the spell in advance or possess a spell slot of the appropriate level to cast it.

Memory of Function

School transmutation; **Casting Time** 1 standard action
Components V, S, powdered skymetal worth 10,000 gp
Range touch; **Target** object or construct touched
Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You restore a broken object or damaged construct to a functional state, as if it were new and intact. Any pieces missing from the object or construct remain missing. Significant missing pieces may prevent proper functioning. If the object uses charges, the object becomes fully charged. Consumables such as ammunition are not restored.

When this spell is cast upon a damaged construct, all hit point damage dealt to that construct is healed. When this spell is cast upon a destroyed but intact construct, it is restored to full functionality and full hit points. Constructs brought back in this fashion regain their memories up to the moment of their destruction and have no particular inclination to serve the caster.

If you attempt to cast this spell on an object or a construct that has been destroyed for more than 10 years per caster level you possess, the spell fails.

Mind Thrust I

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Will half; **Spell Resistance** yes

This attack deals 1d6 points of damage per 2 caster levels (maximum 5d6). The target receives a Will save for half damage. This attack has no effect on creatures without an Intelligence score.

Mind Thrust II: The damage dice become d8s.

Mind Thrust III: Damage per caster level (maximum 10d6).

Mind Thrust IV: (maximum 15d6) and the target is fatigued for 1 round if it fails the saving throw.

Mind Thrust V: The target is exhausted for 1 round if it fails the saving throw, or fatigued for 1 round if it succeeds.

Rags to Riches

School transmutation; **Casting Time** 1 standard action
Components V, S, M (a bit of burlap wrapped over a copper coin)
Range touch

Target 1 weapon, suit or armor, shield, tool, or skill kit touched/5 levels

Duration 10 minutes/level

Saving Throw Fort negates (object); **Spell Resistance** no

The target object is enhanced to function as a masterwork item.

In addition to any bonuses for the masterwork quality, the object gains other bonuses. Skill kits and other equipment add an additional +1 insight bonus for every 4 caster levels you possess to skill checks made with them that already receive a bonus from the skill kit. Armor and weapons gain temporary hit points equal to your caster level. If the object already has an enhancement bonus, this bonus increases by 1. If the object of the spell has hardness, that hardness increases by 5.

Summon Fantasy I

School illusion (phantasm) [mind-affecting]; **Level** summoner 2, sorcerer/wizard 3, unchained summoner 3, witch 3

Casting Time 1 full-round action

Components V, S, M (powdered ruby worth 250 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** no

A summoner treats this spell as a *summon monster* spell of the spell level listed above and gains it as part of his summon monster class feature.

You create the illusion of a carbuncle, which appears anywhere within range. While the illusion persists, you and your allies who can see the carbuncle gain a +2 insight bonus to Armor Class. Enemies who can see the carbuncle must attempt a Will saving throw to disbelieve it or take a –2 penalty to Will saves for the duration. The bonus and penalty both increase by 1 for every 5 caster levels you possess. Creatures that attack the carbuncle gain another Will save to disbelieve it.

Before the spell ends, you can use the carbuncle's fatal faker supernatural ability once as a standard action.

Summon Fantasy II

School illusion (phantasm) [mind-affecting]; **Level** summoner 3, sorcerer/wizard 4, unchained summoner 4, witch 4

Components V, S, M (powdered ruby worth 500 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a large earth elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw to disbelieve it or treat you and your allies as if you have Damage Reduction 5/–.

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real. Creatures that attack, or that are attacked by, the elemental gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Summon Fantasy III

School illusion (phantasm) [fire, mind-affecting]; **Level** summoner 4, sorcerer/wizard 5, unchained summoner 5, witch 5

Components V, S, M (powdered ruby worth 750 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a large fire elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw at the end of each of your turns to disbelieve it or take 1d6 fire damage per 2 levels (max 10d6).

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real. Creatures that attack, or that are attacked by, the elemental gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Summon Fantasy IV

School illusion (phantasm) [mind-affecting]; **Level** summoner 5, sorcerer/wizard 6, unchained summoner 6, witch 6

Components V, S, M (powdered ruby worth 1,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a shadow demon anywhere within range. While the illusion persists, enemies who can see the demon must attempt a Will saving throw at the end of each of your turns to disbelieve it or be slowed for 1 round.

When you create the illusion, and as a standard action on each subsequent round, you can direct the demon to move and attack creatures that believe it is real. Creatures that attack, or

that are attacked by, the demon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Summon Fantasy V

School illusion (phantasm) [mind-affecting]; **Level** summoner 6, sorcerer/wizard 7, unchained summoner 7, witch 7

Components V, S, M (powdered ruby worth 1,500 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a greater water elemental anywhere within range. While the illusion persists, enemies who can see the elemental must attempt a Will saving throw at the end of each of your turns to disbelieve it or act as though trapped under water. A creature trapped in this way cannot breathe (unless it can breathe water) and begins to drown unless it holds its breath. The creature can continue to swim, attack, and even cast spells if it could do so under water normally.

When you create the illusion, and as a standard action on each subsequent round, you can direct the elemental to move and attack creatures that believe it is real (it can use vortex). Creatures that attack, or that are attacked, while trapped by the illusion gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Summon Fantasy VI

School illusion (phantasm) [mind-affecting]; **Level** summoner 7, sorcerer/wizard 8, unchained summoner 8, witch 8

Components V, S, M (powdered ruby worth 2,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of an old black dragon anywhere within range. While the illusion persists, enemies who can see the dragon must attempt a Will saving throw at the end of each of your turns to disbelieve it or suffer from the dragon's frightful presence.

When you create the illusion, and as a standard action on each subsequent round, you can direct the dragon to move and attack creatures that believe it is real. You can also spend your spell slots to cast the dragon's spells. Creatures that attack, or that are attacked by, the dragon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Summon Fantasy VII

School illusion (phantasm) [mind-affecting]; **Level** summoner 8, sorcerer/wizard 9, unchained summoner 9, witch 9

Components V, S, M (powdered ruby worth 3,000 gp)

This spell functions like *summon fantasy I*, except as noted here.

You create the illusion of a trumpet archon anywhere within range. While the illusion persists, enemies who can see the archon must attempt a Will saving throw at the end of each of your turns to disbelieve it or treat you and your allies as if you have Spell Resistance 12 + your caster level.



When you create the illusion, and as a standard action on each subsequent round, you can direct the archon as if it were taking its turn. It can move, cast spells (using your spell slots to do so), and/or attack creatures that believe it is real (you and your allies are immune to the archon's trumpet effect). Creatures that attack, or that are attacked by, the archon gain another Will save to disbelieve it before dealing or taking damage. This counts as the creature's saving throw for the round.

Topple

School transmutation; **Level** sorcerer/wizard 0

Casting Time 1 full-round action; see text

Components S

Range 10 ft.

Target one creature

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

This spell can also be cast as a standard action with a range of touch and a target of creature touched.

A strong current of air wraps around the target's feet, pulling them to the ground. You can use this spell to attempt a trip combat maneuver, except that you don't provoke attacks of opportunity for the attempt (casting the spell still draws attacks of opportunity as normal). You can use your caster level in place of your Combat Maneuver Bonus, and you can add your Intelligence modifier (if a wizard) or Charisma modifier (if a sorcerer) in place of your Strength or Dexterity modifier.



6 Equipment and Items

From the shattered worlds, mystical and mundane armaments previously unseen in the material plane have begun to surface. Heroes, both new and veteran, can now find their share of these tools during their adventures.

Equipment

Equipment is as unique as the races who create it. Humans, alone, have created countless variations of the same concept for a sword over their history, and other races are no different.

New Weapons and Modifications

Bastard Weapons

(Varies)

On Fantas, bigger is always better, and bastard weapons are no exception. Derived from the hand-and-a-half swords already found on other worlds, these weapons are typically wielded in two hands by those trained in their use, but experts specifically trained in them can wield them in one hand instead.

Weapon Groups: See table.

Type: Martial, two-handed or exotic, one-handed bludgeoning, piercing, or slashing.

Damage/Crit: See table.

Range: — **Weight:** See table.

Special: Exotic Weapon Proficiency (bastard sword) grants you the ability to wield any bastard weapon in one hand. Without the feat, you can still wield them as martial weapons in two hands if you are proficient.

Buster Blade

(75 gp)

This ornate greatsword has a smaller blade built into its hilt that can be drawn and dual-wielded at a moment's notice.

Weapon Groups: Heavy blade, light blade (see text)

Type: Exotic, two-handed slashing or double, one-handed slashing (see text).

Damage/Crit: 2d6 / 19-20x2

Range: — **Weight:** 7 lbs.

Special: As part of a move action, you can separate a buster blade into both a bastard sword and a short sword. Any enchantments placed on the buster blade apply to the bastard sword section only, but the short sword section can be enchanted separately. A creature with Exotic Weapon Proficiency (buster blade) can wield it properly in either form and is treated as having Two-Weapon Fighting when wielding the buster blade in sections.

Groonsword

(65 gp)

This heavy, oversized greatsword is difficult to wield, but powerful in its strikes.

Weapon Groups: Heavy blade

Type: Exotic, two-handed slashing.

Damage/Crit: 3d6 / 19-20x2

Range: — **Weight:** 25 lbs.

Special: If your Strength is less than 19 (or 17 for a Small or smaller groonsword), you take a -2 penalty on attacks with it, as you're unable to maneuver its daunting size and weight.

Gunblades

(Varies)

The worlds of Fantas generally possess a higher level of technology that they frequently blend with magic. When traveling through the rifts into other worlds, they have learned to adapt their techniques to appropriate technology levels to create an alternative to the weapons they refer to as gunblades.

Weapon Groups: Firearms and heavy blades.

Type: Exotic, two-handed, sonic, piercing or slashing.

Damage/Crit: See table.

Range: — **Weight:** See table.

Special: Whenever you hit a target, you can trigger the weapon's blackpowder mechanism as a free action, automatically dealing additional, nonmagical sonic damage as the blast sends a shockwave through the weapon and into the foe. The sonic damage is not multiplied on a critical hit. Triggering the weapon's mechanism for this purpose uses up 1 dose of black powder. Each type of gunblade has a different capacity. Gunblades cannot misfire. Due to their rarity, gunblades are considered masterwork.

Montooth: Also called a moon-tooth, a montooth is a favorite weapon of technologically advance elves. A montooth is an amalgam of an elven curveblade and pepperbox sidearm.

Rotator: Modeled after revolver pistols (aka six-shooters) and falchions, rotator gunblades blend stylistic elegance with effective lethality.

Rumbling Horror: A terrifying union of chainsaw and machine gun (functioning as both), a rumbling horror combines the combusive power of gasoline, gunpowder, steel, and bone-shattering noise.

Slugbrand: Rugged in construction, devastating to anyone caught in its way, slugbrands are a brutal blend of greatsword and sawed-off shotgun.

Sun Nova: Sun nova gunblades are a favorite among bridgands and sellswords, combining the bastard sword with a slide-action pistol. A sun nova counts as a bastard weapon, as well as a firearm, and requires both weapon proficiencies to use one-handed.

Thruster-Buster: A hybrid of spear and rifle, thruster-busters stab deep and blast from within unlucky adversaries.

Thunderbrand: A gunblade of dwarven origin, thunderbrands are a combination of shotel and shotgun.

Strike Balls

(Varies)

Crafted from the boiled, leathery bark of exotic trees, strike balls are used primarily as athletic equipment in sporting events, but can be weaponized when used properly.

Weapon Groups: Thrown.

Type: Exotic, one-handed bludgeoning, piercing or slashing.

Damage/Crit: See table / x2.

Range: 30 ft. **Weight:** See table.

Special: A strike ball that hits a target's touch AC returns to its wielder as if it had the returning weapon property, even if the attack otherwise misses.

Sharkfin: A sharkfin strike ball has razors sewn into the stitching, allowing the ball to be gripped, but slicing a creature it strikes.

Spiked: Spiked strike balls are not actually covered in spikes. Instead, the ball is wrapped over a sharpened crossbar, then inflated and fitted with rounded plates to maintain balance. Given their delicate construction, spiked strike balls are always masterwork quality.

Tower Weapons

(Varies)

A tower weapon is a bulkier, heavier version of a two-handed melee weapon. At first glance, a tower weapon might appear to be meant for a larger-sized creature, but the handles of these massive arms usually indicate the size of the hands intended to grasp them.

Weapon Groups: See table.

Type: Exotic, two-handed bludgeoning, piercing, or slashing.

Damage/Crit: See table.

Range: — **Weight:** See table.

Special: Without the proper training, tower weapons are incredibly difficult to wield in combat. You take a -2 penalty to attack rolls due a tower weapon's weight. A tower weapon counts as its non-tower counterpart for the purpose of feats

Exotic Weapons

Weapon	Market Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Buster Blade	75 gp	1d10	2d6	19-20 x2	–	7 lbs.	S	
Groonsword	65 gp	1d12	3d6	19-20 x2	–	25 lbs.	S	

Bastard Weapons

Weapon	Market Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Axe	35 gp	1d8	1d10	x3	–	9 lbs.	S	
Flail	35 gp	1d8	1d10	x2	–	7 lbs.	B	disarm, trip
Hammer	35 gp	1d8	1d10	x3	–	7 lbs.	B	
Pick	35 gp	1d6	1d8	x4	–	9 lbs.	P	
Scimitar	40 gp	1d6	1d8	18-20 x2	–	6 lbs.	S	
Shield*	30 gp	1d6	1d8	x2	–	9 lbs.	B	
Shield*, Spiked	80 gp	1d8	1d10	x2	–	15 lbs.	P	
Trident	40 gp	1d8	1d10	x2	10 ft.	6 lbs.	P	brace

* These shields are always considered heavy steel shields when factoring armor class and other, similar values.

Gunblades

Weapon	Market Price	Dmg (S)	Dmg (M)	Critical	Blast (Capacity)	Weight	Type	Special
Montooth	8,000 gp	1d8	1d10	18-20 x2	1d4 (6)	9 lbs.	S and Sonic	–
Rotator	6,000 gp	1d10	2d4	18-20 x2	1d6 (6)	12 lbs.	S and Sonic	–
Rumbling Horror	20,000 gp	1d12	3d6	18-20 x2	2d6 (20)	25 lbs.	S and Sonic	–
Slugbrand	9,000 gp	2d4	2d6	19-20 x2	1d8 (4)	15 lbs.	S and Sonic	–
Sun Nova	7,000 gp	1d8	1d10	19-20 x2	1d6 (8)	10 lbs.	S and Sonic	–
Thruster-Buster	5,000 gp	1d6	1d8	x3	1d4 (5)	11 lbs.	P and Sonic	brace
Thunderbrand	9,000 gp	1d6	1d8	x3	1d8 (4)	8 lbs.	S and Sonic	–

Strike Balls

Weapon	Market Price	Dmg (S)	Dmg (M)	Critical	Range	Weight	Type	Special
Sharkfin	20 gp	1d6	1d8	x2	30 ft.	12 lbs.	B and S	returning
Strike Ball	10 gp	1d4	1d6	x2	30 ft.	10 lbs.	B	returning
Strike Ball, Spiked	400 gp	1d6	1d8	x2	30 ft.	12 lbs.	B and P	returning

Tower Weapons

Weapon	Market Price	Dmg (S)	Dmg (M)	Critical	Weight	Type	Weapon Group	Special
Calibur	75 gp	1d12	1d6+1d8	19-20 x2	12 lbs.	S	heavy blade	–
Gungnir	45 gp	1d8	1d4+1d6	x3	15 lbs.	P or S	spear	brace, reach
Masamune	110 gp	1d8	1d4+1d6	18-20 x2	12 lbs.	S	heavy blade	–
Runkah	15 gp	1d8	1d4+1d6	x3	18 lbs.	P	polearm	disarm, reach
Tower Chain, Spiked	40 gp	1d8	1d4+1d6	x2	15 lbs.	P	flail	disarm, trip
Tower Mattock	50 gp	1d8	1d4+1d6	x4	18 lbs.	P	axe	–
Tower Scythe	36 gp	1d8	1d4+1d6	x4	15 lbs.	P or S	heavy blade	trip
Voulge	15 gp	1d8	1d4+1d6	x3	18 lbs.	S	polearm	reach, trip
Worldbreaker	60 gp	1d12	1d6+1d8	x3	21 lbs.	B	hammer	–

and the ability to wield them. If you possess the Tower Weapon Training feat or Tower Weapon Squire equipment trait, you no longer take the -2 penalty to attacks because of a tower weapon's weight.

Calibur: These massive greatswords are closer to zweihanders in both form and function. Their cutting edge is often "sword sharp" to prevent chipping and constant need for sharpening.

Gungnir: A gungnir is named for the spear wielded by an ancient warrior from Fantas. The head of the weapon resembles an arrowhead sized for a giant, and its edges are sharp enough to whistle through the air when lashing out.

Masamune: A Fantasian samurai of great skill created the first of these falchions and named it for himself.

Runkah: A ranseur of great power, the runkah can run a horse through at full gallop.

Tower Chain: One could fit an arm through the links of a tower chain.

Tower Mattock: This axe's sweeping blade is wide enough to block a door when not attached to the haft.

Tower Scythe: For when a reaper comes for the soul of a titan.

Voulge: Like the guisarme, a voulge can be used to trip enemies. In battle, it can also be used to cut a man's legs off entirely.

Worldbreaker: The head of a worldbreaker is actually smaller than that of an earth breaker. This gives the weapon more force when it strikes a surface and keeps the concussion in a tight area.

Nonmagical Equipment

Blood of Elves

(20 gp)

Weight -

This golden substance was a long-sought prize of alchemists in the Collective, particularly because a single vial provides a direct boost to their talents.

Alchemical Power Component

Doses 1 (25 gp); **Spells** alchemist extracts and infusions
Alchemist extracts and infusions are cast at +1 caster level for the purpose of all effects.

Fairy Bottle

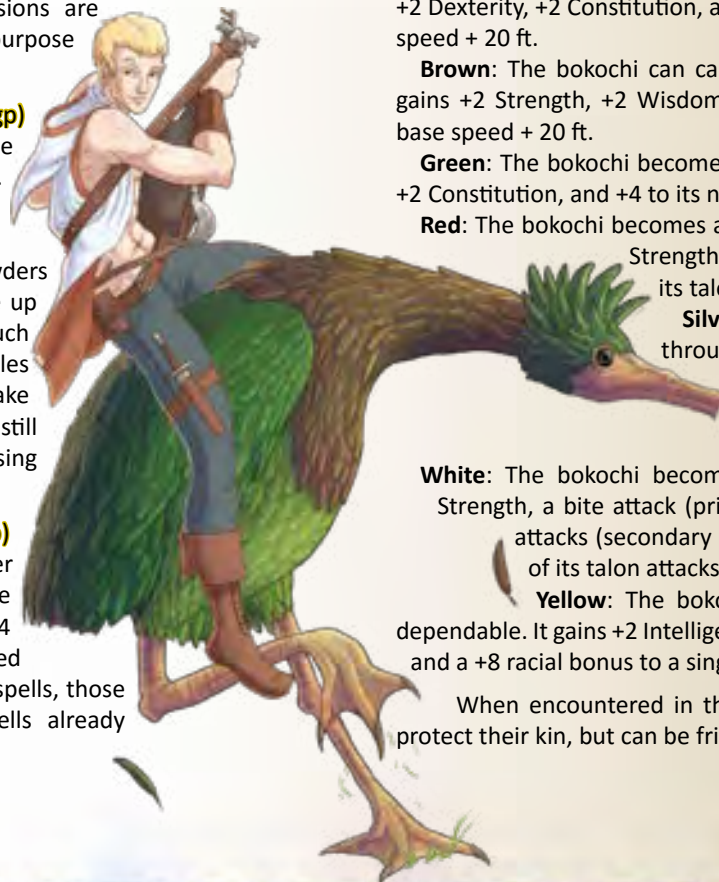
(900 gp)

Despite its name, a fairy bottle does not contain an actual fairy. Pixies from the world of Zaelin taught adventurers how to craft these nonmagical healing powders that, when breathed in, restore up to 3d8+5 hit points. While much cheaper on Zaelin, the bottles are considerably harder to make outside of that world, but are still particularly useful when using magic could be dangerous.

Magic Bottle

(1,000 gp)

This nonmagical powder from the world of Zaelin can be breathed in to restore up to 4 spell levels' worth of expended spell slots. If the user prepares spells, those slots contain the identical spells already expended.



Tower Weapon Squire (Equipment Trait)

The first weapon you ever wielded was a tower weapon. You grew up learning the best ways to wield it properly, and that has stayed with you.

Benefit: You no longer take a -2 penalty to attacks when wielding a tower weapon with which you are proficient.

Magic Fairy Bottle

(4,050 gp)

This nonmagical powder from the world of Zaelin can be shattered as a standard action, creating a cloud of dust in a 10-ft. square. Creatures in the area when the vial is shattered regain 3d8+13 hit points and up to 4 spell levels' worth of expended spell slots. If any of those creatures prepare spells, those slots contain the identical spells already expended.

Bokochi

Bokochi are a species of large mostly-flightless birds, closely related to ostriches and axe beaks. On the worlds of Fantas, they are commonly domesticated to be used primarily as mounts. Their most interesting feature is the ability to breed into a variety of colors, each with their own distinct abilities.

Bokochi Companion

Starting Statistics

Size Large, Speed 50 ft.; AC +4 natural armor; Attack 2 talons (1d6); Ability Scores Str 16, Dex 15, Con 13, Int 2, Wis 12, Cha 6; Special Qualities low-light vision.

4th-Level Advancement

At 4th level, a bokochi matures, growing beautiful plumage used to denote its special qualities. Once a bokochi's color is decided, it cannot be changed.

Black or Gold: The bokochi can bear its master through the skies. The bokochi gains +2 Dexterity, +2 Charisma, and a fly speed equal to its base speed with average maneuverability.

Blue: The bokochi can carry its master across water. It gains +2 Dexterity, +2 Constitution, and a swim speed equal to its base speed + 20 ft.

Brown: The bokochi can carry its master over mountains. It gains +2 Strength, +2 Wisdom, and a climb speed equal to its base speed + 20 ft.

Green: The bokochi becomes a survivor. It gains +2 Dexterity, +2 Constitution, and +4 to its natural armor.

Red: The bokochi becomes a fearsome combatant. It gains +2 Strength, +2 Dexterity, and can rend using its talons.

Silver: The bokochi can find the way through darkness. It gains +2 Dexterity, darkvision out to 120 feet., the scent ability, and tremorsense out to 30 feet.

White: The bokochi becomes ready for battle. It gains +2 Strength, a bite attack (primary attack 1d10), 2 wing buffet attacks (secondary attacks 1d6), and the damage die of its talon attacks increases to 1d8 each.

Yellow: The bokochi becomes more reliable and dependable. It gains +2 Intelligence, +2 Wisdom, the scent ability, and a +8 racial bonus to a single skill.

When encountered in the wild, bokochi are shy and will protect their kin, but can be friendly and even helpful.

Bokochi, Wild

This large beautiful bird happily prances across the landscape, seemingly without a care in the world.

CR 1 XP 400

N Large animal

Init +2; Senses low-light vision; Perception +6

Defense

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size)

hp 13 (2d8+4)

Fort +5, Ref +6, Will +1

Offense

Speed 50 ft.

Melee 2 talons +4 (1d6+3)

Space 10 ft., Reach 5 ft.

Statistics

Str 16, Dex 17, Con 14, Int 2, Wis 13, Cha 7

Base Atk +1; CMB +6; CMD 18 (22 vs. trip)

Feats Endurance, Run

Skills Perception +6

SQ natural mount

Ecology

Environment anywhere

Organization solitary, pair, or herd (3-30)

Treasure None

Special Abilities

Natural Mount (Ex): A wild bokochi can be mounted with a successful Handle Animal check (DC 20). It will remain obedient until harmed or dismounted, at which time it will attempt to run away.

Raising Bokochi

When captured, a wild bokochi can be reared in 1 week to become a domesticated mount or animal companion using the Handle Animal skill.

Wild bokochi stand 7 to 8 feet tall and weigh between 800 and 1,300 pounds. They have large talons.

Eldritch Organs

When encountering countless dangers, adventurers are always risking life and limb; sometimes more often the latter than the former. The loss of a body part can be a traumatic event for any character. And yet, the replacement of that part with something strange and supranatural can elevate that trauma to an exquisite state of horror.

Eldritch organs function in most ways identically to cybertech enhancements, but their origins are quite different, and they allow for some more variability at an additional cost. Some of the rules stated here repeat that information for easy reference.

These organs can have a number of origins. Presented below are the 3 main subtypes of eldritch organ. Depending on the eldritch organ, each of these subtypes grant different abilities to the host.

- **Dynamic:** The organ is composed of a strange substance that is not quite energy and not quite material. It may originate from an elemental being, a cosmic mass of unstable matter, or the forbidden coalescence of a primary force of nature.
- **Monstrous:** The organ was extracted from a monster with strong regenerative abilities. Due to its self-healing nature, the organ seeks to reattach itself to a host and resume its former function.

- **Symbiotic:** The organ is an alien organism from the distant stars or another plane. It lacks the mental and/or physical capacity to count as a complete creature. This living organic fragment is parasitic or symbiotic in nature, and so it needs a host to survive in its new environment.

A creature with neither a Constitution score nor an Intelligence score cannot receive benefits from eldritch organs, but a creature with only one of these scores can.

Grafting an eldritch organ takes a number of hours equal to the eldritch organ's implantation value if the grafting is done by hand—certain technological items can speed this grafting time. The target must be willing or helpless during the entire grafting, at the end of which the grafter attempts a Heal check against the eldritch organ's Graft DC—this specific value is listed for each eldritch organ item for ease of reference. On a success, the target takes Constitution damage equal to the eldritch organ's implantation value and the eldritch organ immediately activates. On a failed check, the target still takes the Constitution damage but the grafting fails; a new attempt to graft the eldritch organ can be made, although it's wise to wait for the Constitution damage to heal before trying again.

Once an eldritch organ has been successfully implanted into a host, it adapts itself for that host only and it cannot be extracted again without being destroyed. You can only graft a single eldritch organ at a time.

An NPC generally charges an amount equal to 1/10 the total price of a eldritch organ for the service of grafting the item.

Like cybertech, each eldritch organ has a full description, including a set of abbreviated statistics at the start. This information differs as follows.

Acquirement: This is the DC of the necessary skill check required to acquire the eldritch organ, whether it be by creating it in a laboratory, effectively extracting it from a monster's carcass, or plucking it from the starry cosmos. The following skills can be used to acquire a symbiotic organ: Craft (alchemy), Heal, Knowledge (arcana), and Knowledge (planes).

Adamantine Skeleton

Price 64,000 gp; **Slot** body; **Weight** 115 lbs.; **Graft DC** 30; **Implantation** 4

Description

Adamantine skeletons blur the line between cybertech and eldritch organ. They are a marvel to experts in grafting body parts. Creatures who have been crushed or affected by necromantic magic are the most likely candidates for this graft. Sometimes, a creature's natural skeleton might be as hard as adamantite, or a process of injecting a liquid form of the metal may be employed. The listed weight is for a bipedal, Medium creature.

How an adamantite skeleton is applied to a creature determines which of the following subtypes it gains. In addition, all adamantite skeletons grant the host DR 3/— and immunity to crush attacks and fall damage.

Dynamic: A dynamic adamantite skeleton is most often applied to a recently crushed creature as a replacement for its destroyed skeleton. The host gains a +3 enhancement bonus to AC, moderate fortification, and spell resistance 13.

Monstrous: The bones of some creatures are naturally hard enough to be considered adamantite. When extracted and applied to a host, the skeleton alters its physical appearance and ability. The host's natural attacks and unarmed strikes gain a +1 enhancement bonus with the impact property. It also gains a +3 enhancement bonus on checks made to sunder an item with a natural attack or unarmed strike.

Symbiotic: Dark rites from other worlds can transform adamantine into a liquid form which can then be applied symbiotically to a host through painful injection. These rites also prepare the host body for the strain of carrying a 115 lb. suit of armor in its flesh. The host gains a +4 enhancement bonus to its Strength, Dexterity, and Constitution scores (the host still suffers the 4 Constitution damage from implantation, but the bonus offsets it).

Requirements

Acquirement DC 25; Cost 32,000 gp

Eldritch Arm

Price 5,000 gp; **Slot** arm; **Weight** 9 lbs.; **Graft DC** 28; **Implantation** 2

Description

An eldritch arm completely replaces a normal arm, from the shoulder to the hand. It can take the place of an arm lost to a severing wound. The arm is fully functional. A eldritch arm does not increase a user's Strength score. Lastly, an eldritch arm has one of the following subtypes:

Dynamic: A dynamic arm pulses with strange energies. The host deals +1d6 damage to melee attack rolls made with that arm. This extra damage is one of the following energy types: acid, cold, electricity, or fire. If a character has two dynamic arms, each arm deals +1d6 of this damage to melee attack rolls, and the character gains a +5 circumstance bonus on Acquirement checks on a specific Acquirement skill.

Monstrous: The arm is bulky or extremely hard, granting a slam attack with that arm (1d6 for medium hosts, 1d4 for small hosts). If a creature has two monstrous arms, it gains 2 slam attacks, and it gains a +5 circumstance bonus to resist grapple attempts.

Symbiotic: As a swift action, a symbiotic arm can grow razor-sharp talons, granting the host a claw attack on that arm (1d6 for medium hosts, 1d4 for small hosts). If a creature has two symbiotic arms, it gains 2 claw attacks, and it gains a +5 circumstance bonus on Climb checks.

Requirements

Acquirement DC 25; Cost 2,500 gp

Eldritch Ears

Price 5,000 gp; **Slot** ears; **Weight** 1 lb.; **Graft DC** 28; **Implantation** 1

Description

An eldritch ear takes on a variety of shapes and forms; few of them appealing. When a pair of eldritch ears are grafted, the user regains any hearing they might have lost, and gains a +2 circumstance bonus on Perception checks. This bonus stacks with circumstance bonuses on Perception checks from other eldritch senses.

In addition, the host gains one of the following subtype abilities:

Dynamic: Dynamic ears grant a +4 resistance bonus on all saving throws against sonic effects.

Monstrous: Monstrous ears grant tremorsense at a range of 20 feet.

Symbiotic: Symbiotic ears grant a +4 circumstance bonus to Linguistics checks. In addition, the host learns 2 additional languages.

The listed price, implantation value, and graft DC are for having both ears grafted. A single eldritch ear costs half the price and half the listed implantation value, but a creature must replace all of its ears to receive the benefits above.

Requirements

Acquirement: DC 28; Cost 2,500 gp



Eldritch Eyes

Price 5,000 gp; **Slot** eyes; **Weight** 1 lb.; **Graft DC** 28; **Implantation** 1

Description

Eldritch eyes are always strange and unnerving. When a pair of eyes is grafted, the user gains a +2 circumstance bonus on Perception checks and a +4 resistance bonus on saving throws against blindness or visual effects. The bonus on Perception checks stacks with circumstance bonuses on Perception checks from other symbiotic sources.

In addition, the host gains one of the following subtype abilities:

Dynamic: The eyes of the host crackle with weird colors and lights, granting them a +5 competence bonus to Intimidation checks.

Monstrous: The host gains low-light vision and darkvision 60 ft. If they already possess darkvision, it is extended by 60 ft.

Symbiotic: The host can extend its ocular organs in the form of eye stalks, allowing them to see around corners and other obstructions. These eye stalks can be lengthened and used as a standard action at a maximum range of 10 ft.

The listed price, implantation value, and graft DC are for having two eyes grafted. A single symbiotic eye costs half the price and half the listed implantation value, but a creature must replace all of its eyes to receive the benefits above.

Requirements

Acquirement DC 28; Cost 2,500 gp

Eldritch Legs

Price 10,000 gp; **Slot** legs; **Weight** 12 lbs.; **Graft** DC 28; **Implantation** 4

Description

An eldritch leg completely replaces a normal leg, from the hip to the foot. It can take the place of a leg lost to a severing wound. The leg is fully functional, but in no way resembles a regular leg. An eldritch leg does not increase a user's Strength score. If both legs are replaced, they increase the user's base land speed by 10 feet and grant a +5 bonus to CMD against trip attempts and a +5 circumstance bonus on Acrobatics checks.

In addition, the host gains one of the following subtype abilities:

Dynamic: The legs ripple with intense energy. The host gains Run as a bonus feat, only they can run 6 times faster instead of 5 times faster.

Monstrous: Whenever the host moves, they may move through 10 feet of difficult terrain each round as if it were normal terrain. This also allows them to take a 5-foot step into difficult terrain. The benefit of this ability stacks with the Nimble Moves feat.

Symbiotic: The legs put forth sensory tendrils that warn the host of danger, granting a +5 competence bonus to Perception checks to find traps.

The listed price, implantation, and graft DC are for having two legs grafted. A single eldritch leg costs half the price and half the listed implantation value, but no significant bonus is granted to a creature with only one eldritch leg. Both legs (or all legs, in the case of multi-legged creatures) must be replaced for the above benefits to take effect.

Requirements

Acquirement DC 25; **Cost** 5,000 gp

Horrendous Sinew

Price varies; **Grade I** 8,750 gp; **Grade II** 35,000 gp; **Grade III** 78,750 gp; **Slot** body; **Weight** 10 lbs.; **Graft** varies; **Implantation** varies

Description

Horrendous sinew not only strengthens and enhances existing reflexes, but also enhance the transmission of nerve impulses to surrounding musculature. Once grafted, horrendous sinew grants an enhancement bonus to Dexterity. This enhancement bonus alters the price, implantation values, graft DCs, and **Acquirement** DCs of the implant as listed below.

Grade	Enhancement	Implantation	Graft
I	+2	2	DC 24
II	+4	4	DC 28
III	+6	8	DC 36

In addition, the horrendous sinew grants the host one of the following subtype feats as a bonus feat, even if they do not meet the prerequisites:

Dynamic: Lightning Reflexes

Monstrous: Combat Reflexes

Symbiotic: Dodge

Requirements

Acquirement (varies, see below); **Cost** (varies)

Grade I: **Acquirement** DC 24; **Cost** 4,375 gp

Grade II: **Acquirement** DC 28; **Cost** 17,500 gp

Grade III: **Acquirement** DC 32; **Cost** 39,375 gp

Lurid Hide

Price varies; **Grade I** 4,000 gp; **Grade II** 16,000 gp; **Grade III** 36,000 gp; **Grade IV** 64,000 gp; **Grade V** 100,000 gp; **Slot** body; **Weight** 5 lbs.; **Graft** varies; **Implantation** varies

Description

This horrid, dermal layer is the skin, husk, or exoskeleton of something that should not be. Lurid hide grants an enhancement bonus to natural armor; this bonus influences other elements of the lurid hide, as detailed below.

Grade	Enhancement	Implantation	Graft
I	+1	2	DC 24
II	+2	4	DC 26
III	+3	4	DC 28
IV	+4	8	DC 30
V	+5	10	DC 32

In addition, lurid hide grants the host one of the following subtype abilities:

Dynamic: The host gains energy resistance to one form of energy (acid, cold, electricity, or fire) equal to the lurid hide's armor bonus.

Monstrous: The host has a percentage chance of ignoring sneak attacks and critical hits. This chance is 5% x the lurid hide's armor bonus. The percentage stacks with enhancements such as armor fortification.

Symbiotic: The host gains a circumstance bonus to Stealth checks equal to the lurid hide's armor bonus.

Requirements

Acquirement (varies, see below); **Cost** (varies)

Grade I: **Acquirement** DC 24; **Cost** 2,000 gp

Grade II: **Acquirement** DC 25; **Cost** 8,000 gp

Grade III: **Acquirement** DC 26; **Cost** 18,000 gp

Grade IV: **Acquirement** DC 27; **Cost** 32,000 gp

Grade V: **Acquirement** DC 28; **Cost** 50,000 gp

Mad Eye

Price 95,000 gp; **Slot** eyes; **Weight** —; **Graft** DC 28; **Implantation** 1

Description

A mad eye whirls around in an empty eye socket, always looking at something other than where the host is watching. Once grafted, the host can use the eye to cast *true seeing* up to 3 times each day as an 11th-level spellcaster. In addition, a mad eye grants one of the following benefits, depending on its origin.

Dynamic: The host gains all-around vision and cannot be flanked.

Monstrous: The host can cast *dispel magic* at will as a full-round action. The host must be able to see its target.

Symbiotic: The host can expend 2 uses of *true seeing* to cast *foresight* as a standard action instead. This lasts up to 110 minutes.

Requirements

Acquirement DC 32; **Cost** 47,500 gp

Pool Gland

Price 2,000 gp; **Slot** brain; **Weight** 1 lb.; **Graft** DC 30; **Implantation** 1

Description

A pool gland increases a creature's power. **The host** adds 2 points to any "pool" ability they might possess (such as a ki pool, arcane pool, grit points, etc.)



Requirements

Acquirement DC 30; Cost 2,000 gp

Uncanny Thews

Price varies; Grade I 8,750 gp; Grade II 35,000 gp; Grade III 78,750 gp; **Slot** body; Weight 10 lbs.; Graft varies; Implantation varies

Description

Uncanny thews are powerful muscles that augment but do not replace existing muscle mass in a creature. Once grafted, uncanny thews grant an enhancement bonus to Strength. This enhancement bonus alters price, implantation value, graft DCs, and **Acquirement** DCs as listed below.

In addition, the host gains one of the following subtype abilities:

Dynamic: **The host** emits a faint light out to 5 feet around it. Once per grade per day, **the host** can create a flash of light, as *searing light*. **The host's** caster level is equal to its hit dice.

Monstrous: **The host** also adds half its bonus to AC against touch spells and effects.

Symbiotic: **The host** also gains energy resistance equal to its grade against its choice of acid, cold, electricity, or fire damage. Once this choice is made, it cannot be changed. Once **the host** has resisted total damage of the chosen type equal to its grade per hit die, this is suppressed until it rests for at least 8 hours.

Grade	Enhancement	Implantation	Graft
I	+2	2	DC 24
II	+4	4	DC 28
III	+6	8	DC 36

Requirements

Acquirement (varies, see below); Cost (varies)

Grade I: Acquirement DC 24; Cost 4,375 gp

Grade II: Acquirement DC 28; Cost 17,500 gp

Grade III: Acquirement DC 32; Cost 39,375 gp

Weird Liver

Price varies; Grade I 8,750 gp; Grade II 35,000 gp; Grade III 78,750 gp; **Slot** body; Weight 10 lbs.; Graft varies; Implantation varies

Description

A weird liver completely replaces a creature's lost or damaged liver. Once grafted, a weird liver grants an enhancement bonus to Constitution. This enhancement bonus alters the graft's price, implantation value, graft DCs, and **Acquirement** DCs as listed below.

Grade	Enhancement	Implantation	Graft
I	+2	2	DC 24
II	+4	4	DC 28
III	+6	8	DC 36

In addition, the weird liver grants the host one of the following subtype feats as a bonus feat, even if they do not meet the prerequisites:

Dynamic: Endurance

Monstrous: Great Fortitude

Symbiotic: Aberrant Tumor (alchemist level equals hit dice).

Requirements

Acquirement (varies, see below); Cost (varies)

Grade I: Acquirement DC 24; Cost 4,375 gp

Grade II: Acquirement DC 28; Cost 17,500 gp

Grade III: Acquirement DC 32; Cost 39,375 gp

Magic Items

On some worlds, magic items are a shop away at a convenient city or wizard's cabal. On others, they are the stuff of legend, forged in mysterious ways from impossible materials for only the most powerful of beings. Whatever their rarity, magic items remain a staple of fantasy in some form or another.

Fantasian Orbs

Fantasian orbs are a type of magic item, like wands, rings, or potions. They have a variety of uses depending on their nature, but are often used to augment creatures and items (magical and non-magical). Unlike other magic items, orbs are not created, but have formed naturally in remote places throughout the cosmos.

Physical Description: Orbs are crystalline in form and vary widely in color. They can be smooth or shard-like (but are always referred to as orbs in the game context). An orb's weight is considered negligible. Orbs have AC 24, 10 hit points, and hardness 5.

Activation: Orbs can be used by anyone. To apply and activate an orb, the orb must be pressed against an appropriate object or creature as a full-round action. Removing an orb is also a full-round action, but the creature it is being removed from must be willing or the object must be unattended. A creature or object can usually have no more than one orb applied at a time. Breaking or destroying an object will instantly remove an orb currently applied to it.

Creation: Orbs are not so much created as they are mined and extracted in relevant locations. Anyone can mine and extract an orb. Doing so requires the expenditure of materials equal to half orb's price, followed by 1 day of work for every 1,000 gp in materials spent. Finally, a successful skill check relevant to the orb's nature must be made to pinpoint its location (usually at a DC 20). If successful, the orb is found. If unsuccessful, no orbs are found and all materials and labor are lost in the attempt.

Relevant skill checks required to locate an orb include Knowledge (arcana), Knowledge (planes), Knowledge (religion), and Profession (miner), but gems located in unusual locations may allow for different skill checks, subject to GM approval.

Sometimes, a Fantasian orb can be found in the body of a powerful elemental or other creature with potent magic (treat the orb as treasure), or crafted from the soul of a powerful being using Craft Wondrous Item and the creation rules described above. Casting *imprison* or *magic jar* each day when creating an orb in this way grants a +5 bonus on the relevant skill check once the crafting is complete. Unless the creature is willing and agrees to become an orb, crafting an orb in this way is considered an evil act, as it prevents the creature from being resurrected or passing on to the afterlife. If the orb is destroyed, the soul moves on and the creature cannot be returned to life without a *miracle* or *wish*.

Special Qualities: Because orbs are pieces of raw power and magic, often possessing multiple applications, special qualities can differ from orb to orb (see table).

Fantasian Orb Descriptions

Magic orbs come in many different varieties, each of which is classified by its type and category. The use of a magic orb is referred to as its application and effect. The following tables detail each orb's type, category, application, effect, and market price.

There are currently 8 different categories of Fantasian orb. Magic orbs also have 5 sub-categories.

Magic: While not inherently more common, magic orbs are found more frequently than other categories because

of how many different varieties there are. These orbs grant specific benefits that can potentially be found in other magic items. Because of their versatility, they are more expensive, but especially useful in their individual application. There are 5 sub-categories of magic orbs used to designate rarity and strength—Epsilon, Delta, Gamma, Beta, and Alpha.

- **Alpha:** Alpha orbs are the strongest magic orbs. They have absorbed as much magic as an orb possibly can, causing them to be unstable and incredibly difficult to locate without much time and resources spent. Even the best scholars have been known to take years to determine the resting place of a single alpha orb.
- **Beta:** For most mortals, a beta orb is the best they'll ever attempt to find, taking only a couple months on average to locate and acquire. While it does take time away from adventuring, the reward of gathering these orbs is often worth it even to high-level adventurers.
- **Gamma:** Between quests, mid-to-high-tier adventurers will sometimes seek out a gamma orb that can aid them in a particular situation, such as finding a holy orb to challenge a necromancer, or a sky orb before braving a nest of shocker lizards. Villages often covet these orbs when found and build their society around them.
- **Delta:** The hero of a town may find herself rewarded with a delta orb as thanks for her aid. While not overtly powerful, these orbs are no less useful in the right situations. Their effects are especially of help to adventurers just making a name for themselves.
- **Epsilon:** Epsilon orbs are the weakest of the magic orbs. They are mined while their power is still in its infancy. While they are easier to find than any other orb, they also do not convey as much magical ability.

In addition, there are 10 known types of magic item.

- **Chaos:** Chaos orbs are mined in strange places where reality is in a constant state of flux, such as chaos gates or the rifts opened between realities.
- **Earth:** Earth orbs are mined in geological regions rich in magical activity, such as dwarven strongholds or forgotten cave networks. They can be crafted from the hearts of earth elementals.
- **Fire:** Fire orbs are mined in volcanic regions and can be crafted from the hearts of fire elementals.
- **Holy:** Holy orbs are mined in sacred places blessed by the powers of good. Creatures with the good subtype (like angels) will sometimes give their lives to create a holy orb they believe will be used to aid others.
- **Horror:** Horror orbs are mined in places infused with fear and undeath. Rumors persist of powerful lichs who use horror orbs as phylacteries and occasionally become trapped within.
- **Ice:** Ice orbs are mined in oceanic regions and frozen wastes. The frozen heart of a water elemental could also be crafted into such an orb.
- **Law:** Law orbs are not mined, but manufactured by the authoritative forces of Law.
- **Shadow:** Shadow orbs are mined in the darkest of places and occasionally crafted within the plane of shadow, although the methods of creation remain unknown.
- **Sky:** Sky orbs are mined in clouds or crafted from the heart of air elementals.
- **Unholy:** Unholy orbs are mined in profane places tainted by the powers of evil.

Fantasian Orbs, Epsilon (Minor)

Type	Application	Effect	Market Price
Chaos	Armor, Ring, Shield	Gain DR 3/lawful.	4,000 gp
Chaos	Wand*	Offensive spells deal +1d6 additional damage to lawful creatures.	4,000 gp
Chaos	Weapon*	Weapon becomes chaotic and deals +1d6 additional damage to lawful creatures.	4,000 gp
Chaos	Creature	Gain a +1 luck bonus to saving throws. Can use smite law 1/day.	4,000 gp
Earth	Armor, Ring, Shield	Gain Acid Resistance 5.	4,000 gp
Earth	Wand*	Deal +1d6 additional acid damage with offensive spells.	4,000 gp
Earth	Weapon*	Deal +1d6 additional acid damage on attacks.	4,000 gp
Earth	Creature	Gain a burrow speed equal to half your speed and gain tremorsense (5 ft.)	4,000 gp
Fire	Armor, Ring, Shield	Gain Fire Resistance 5.	4,000 gp
Fire	Wand*	Deal +1d6 additional fire damage with offensive spells.	4,000 gp
Fire	Weapon*	Deal +1d6 additional fire damage on attacks.	4,000 gp
Fire	Creature	Gain Fire Resistance 5.	4,000 gp
Holy	Armor, Ring, Shield	Gain DR 3/evil	4,000 gp
Holy	Wand*	Cure spells cure 1d6 additional damage. Offensive spells deal +1d6 additional damage to evil creatures.	4,000 gp
Holy	Weapon*	Weapon becomes good and deals +1d6 additional damage to evil creatures.	4,000 gp
Holy	Creature	Gain a +1 sacred bonus to saving throws. Can use smite evil 1/day.	4,000 gp
Horror	Armor, Ring, Shield	Gain negative energy affinity and DR 3/bludgeoning and magic.	4,000 gp
Horror	Wand*	+1 caster level to spells with the death and fear descriptors.	4,000 gp
Horror	Weapon*	The weapon counts as spellstoring with <i>fear</i> stored inside. You can recharge the spell as a full-round action up to 3 times per day. (Will DC 14)	4,000 gp
Horror	Creature	Uses Charisma in place of Constitution to calculate hit points, saves, and abilities.	4,000 gp
Ice	Armor, Ring, Shield	Gain Cold Resistance 5.	4,000 gp
Ice	Wand*	Deal +1d6 additional cold damage with offensive spells.	4,000 gp
Ice	Weapon*	Deal +1d6 additional cold damage on attacks.	4,000 gp
Ice	Creature	Gain a swim speed equal to half your base speed.	4,000 gp
Law	Armor, Ring, Shield	Gain DR 3/chaotic.	4,000 gp
Law	Wand*	Offensive spells deal +1d6 additional damage to chaotic creatures.	4,000 gp
Law	Weapon*	Weapon becomes lawful and deals +1d6 additional damage to chaotic creatures.	4,000 gp
Law	Creature	Gain a +1 luck bonus to saving throws. Can use smite chaos 1/day.	4,000 gp
Shadow	Armor, Ring, Shield	Gain a +4 competence bonus to Stealth checks made to hide.	4,000 gp
Shadow	Wand*	+1 caster level to spells with the darkness and shadow descriptors.	4,000 gp
Shadow	Weapon*	Deal +1d6 damage when dealing precision damage	4,000 gp
Shadow	Creature	Gain darkvision 60 feet or +60 feet to darkvision. Cast <i>darkness</i> 1/day.	4,000 gp
Sky	Armor, Ring, Shield	Gain Electricity Resistance 5.	4,000 gp
Sky	Wand*	Deal +1d6 additional electricity damage with offensive spells.	4,000 gp
Sky	Weapon*	Deal +1d6 additional electricity damage on attacks.	4,000 gp
Sky	Creature	Gain a fly speed equal to half your base speed with poor maneuverability.	4,000 gp
Unholy	Armor, Ring, Shield	Gain DR 3/good	4,000 gp
Unholy	Wand*	Inflict spells cure 1d6 additional damage. Offensive spells deal +1d6 additional damage to good creatures.	4,000 gp
Unholy	Weapon*	Weapon becomes evil and deals +1d6 additional damage to good creatures.	4,000 gp
Unholy	Creature	Gain a +1 profane bonus to saving throws. Can use smite good 1/day.	4,000 gp

* Rods and Staves count as both wands and weapons (if the rod can be used as a weapon).

Fantasian Orbs, Delta (Minor)

Type	Application	Effect	Market Price
Chaos	Armor, Ring, Shield	Gain DR 6/lawful.	16,000 gp
Chaos	Wand*	Offensive spells deal +2d6 additional damage to lawful creatures.	16,000 gp
Chaos	Weapon*	Weapon becomes chaotic and deals +2d6 additional damage to lawful creatures.	16,000 gp
Chaos	Creature	Gain a +2 luck bonus to saving throws. Can use smite law 1/day.	16,000 gp
Earth	Armor, Ring, Shield	Gain Acid Resistance 10.	16,000 gp
Earth	Wand*	Deal +2d6 additional acid damage with offensive spells.	16,000 gp
Earth	Weapon*	Deal +2d6 additional acid damage on attacks.	16,000 gp
Earth	Creature	Gain a burrow speed equal to your speed and gain tremorsense (10 ft.)	16,000 gp
Fire	Armor, Ring, Shield	Gain Fire Resistance 10.	16,000 gp
Fire	Wand*	Deal +2d6 additional fire damage with offensive spells.	16,000 gp
Fire	Weapon*	Deal +2d6 additional fire damage on attacks.	16,000 gp
Fire	Creature	Gain Fire Resistance 10.	16,000 gp
Holy	Armor, Ring, Shield	Gain DR 6/evil	16,000 gp
Holy	Wand*	Cure spells cure 1d6 additional damage. Offensive spells deal +2d6 additional damage to evil creatures.	16,000 gp
Holy	Weapon*	Weapon becomes good and deals +2d6 additional damage to evil creatures.	16,000 gp
Holy	Creature	Gain a +2 sacred bonus to saving throws. Can use smite evil 1/day.	16,000 gp
Horror	Armor, Ring, Shield	Gain negative energy affinity and DR 6/bludgeoning and magic.	16,000 gp
Horror	Wand*	+2 caster level to spells with the death and fear descriptors.	16,000 gp
Horror	Weapon*	As epsilon (Will DC 16). If the creature is immune to fear, or already shaken, frightened, or panicked, it is sickened instead.	16,000 gp
Horror	Creature	Use Charisma in place of Constitution to calculate hit points, saves, and abilities. You also gain a +2 profane bonus on Fortitude saves.	16,000 gp
Ice	Armor, Ring, Shield	Gain Cold Resistance 10.	16,000 gp
Ice	Wand*	Deal +2d6 additional cold damage with offensive spells.	16,000 gp
Ice	Weapon*	Deal +2d6 additional cold damage on attacks.	16,000 gp
Ice	Creature	Gain a swim speed equal to your base speed.	16,000 gp
Law	Armor, Ring, Shield	Gain DR 6/chaotic.	16,000 gp
Law	Wand*	Offensive spells deal +2d6 additional damage to chaotic creatures.	16,000 gp
Law	Weapon*	Weapon becomes lawful and deals +2d6 additional damage to chaotic creatures.	16,000 gp
Law	Creature	Gain a +2 luck bonus to saving throws. Can use smite chaos 1/day.	16,000 gp
Shadow	Armor, Ring, Shield	Gain a +4 competence bonus to Stealth checks made to hide.	16,000 gp
Shadow	Wand*	+2 caster level to spells with the darkness and shadow descriptors.	16,000 gp
Shadow	Weapon*	Deal +2d6 damage when dealing precision damage	16,000 gp
Shadow	Creature	Gain darkvision 120 feet or +120 feet to darkvision. Cast <i>darkness</i> 1/day.	16,000 gp
Sky	Armor, Ring, Shield	Gain Electricity Resistance 10.	16,000 gp
Sky	Wand*	Deal +2d6 additional electricity damage with offensive spells.	16,000 gp
Sky	Weapon*	Deal +2d6 additional electricity damage on attacks.	16,000 gp
Sky	Creature	Gain a fly speed equal to your base speed with average maneuverability.	16,000 gp
Unholy	Armor, Ring, Shield	Gain DR 6/good	16,000 gp
Unholy	Wand*	Inflict spells cure 1d6 additional damage. Offensive spells deal +2d6 additional damage to good creatures.	16,000 gp
Unholy	Weapon*	Weapon becomes evil and deals +2d6 additional damage to good creatures.	16,000 gp
Unholy	Creature	Gain a +2 profane bonus to saving throws. Can use smite good 1/day.	16,000 gp

* Rods and Staves count as both wands and weapons (if the rod can be used as a weapon).

Fantasian Orbs, Gamma (Medium)

Type	Application	Effect	Market Price
Chaos	Armor, Ring, Shield	Gain DR 9/lawful.	36,000 gp
Chaos	Wand*	Offensive spells deal +3d6 additional damage to lawful creatures.	36,000 gp
Chaos	Weapon*	Weapon becomes chaotic and deals +3d6 additional damage to lawful creatures.	36,000 gp
Chaos	Creature	Gain a +3 luck bonus to saving throws. Can use smite law 1/day.	36,000 gp
Earth	Armor, Ring, Shield	Gain Acid Resistance 15.	36,000 gp
Earth	Wand*	Deal +3d6 additional acid damage with offensive spells.	36,000 gp
Earth	Weapon*	Deal +3d6 additional acid damage on attacks.	36,000 gp
Earth	Creature	Gain a burrow speed equal to your speed and gain tremorsense (10 ft.) In addition, you ignore difficult terrain created by earth (jagged rocks, mud, etc...)	36,000 gp
Fire	Armor, Ring, Shield	Gain Fire Resistance 15.	36,000 gp
Fire	Wand*	Deal +3d6 additional fire damage with offensive spells.	36,000 gp
Fire	Weapon*	Deal +3d6 additional fire damage on attacks.	36,000 gp
Fire	Creature	Gain Fire Resistance 15.	36,000 gp
Holy	Armor, Ring, Shield	Gain DR 9/evil	36,000 gp
Holy	Wand*	Cure spells cure 1d6 additional damage. Offensive spells deal +3d6 additional damage to evil creatures.	36,000 gp
Holy	Weapon*	Weapon becomes good and deals +3d6 additional damage to evil creatures.	36,000 gp
Holy	Creature	Gain a +3 sacred bonus to saving throws. Can use smite evil 1/day.	36,000 gp
Horror	Armor, Ring, Shield	Gain negative energy affinity and DR 9/bludgeoning and magic.	36,000 gp
Horror	Wand*	+3 caster level to spells with the death and fear descriptors.	36,000 gp
Horror**	Weapon*	As epsilon (Will DC 16). If the creature is immune to fear, or already shaken, frightened, or panicked, it is sickened instead. Recharge as a standard action.	36,000 gp
Horror	Creature	Use Charisma in place of Constitution to calculate hit points, saves, and abilities. You also gain a +4 profane bonus on Fortitude saves.	36,000 gp
Ice	Armor, Ring, Shield	Gain Cold Resistance 15.	36,000 gp
Ice	Wand*	Deal +3d6 additional cold damage with offensive spells.	36,000 gp
Ice	Weapon*	Deal +3d6 additional cold damage on attacks.	36,000 gp
Ice	Creature	Gain a swim speed equal to your base speed and you gain a +5 bonus on Acrobatics checks to move across ice and other slippery surfaces.	36,000 gp
Law	Armor, Ring, Shield	Gain DR 9/chaotic.	36,000 gp
Law	Wand*	Offensive spells deal +3d6 additional damage to chaotic creatures.	36,000 gp
Law	Weapon*	Weapon becomes lawful and deals +3d6 additional damage to chaotic creatures.	36,000 gp
Law	Creature	Gain a +3 luck bonus to saving throws. Can use smite chaos 1/day.	36,000 gp
Shadow	Armor, Ring, Shield	Gain a +4 competence bonus to Stealth checks made to hide.	36,000 gp
Shadow	Wand*	+3 caster level to spells with the darkness and shadow descriptors.	36,000 gp
Shadow	Weapon*	Deal +3d6 damage when dealing precision damage.	36,000 gp
Shadow	Creature	Gain darkvision 120 feet or +120 feet to darkvision. Cast <i>darkness</i> 2/day.	36,000 gp
Sky	Armor, Ring, Shield	Gain Electricity Resistance 15.	36,000 gp
Sky	Wand*	Deal +3d6 additional electricity damage with offensive spells.	36,000 gp
Sky	Weapon*	Deal +3d6 additional electricity damage on attacks.	36,000 gp
Sky	Creature	Gain a fly speed equal to your base speed with good maneuverability.	36,000 gp
Unholy	Armor, Ring, Shield	Gain DR 9/good	36,000 gp
Unholy	Wand*	Inflict spells cure 1d6 additional damage. Offensive spells deal +3d6 additional damage to good creatures.	36,000 gp
Unholy	Weapon*	Weapon becomes evil and deals +3d6 additional damage to good creatures.	36,000 gp
Unholy	Creature	Gain a +3 profane bonus to saving throws. Can use smite good 1/day.	36,000 gp

* Rods and Staves count as both wands and weapons (if the rod can be used as a weapon).

Fantasian Orbs, Beta (Medium)

Type	Application	Effect	Market Price
Chaos	Armor, Ring, Shield	Gain DR 12/lawful.	64,000 gp
Chaos	Wand*	Offensive spells deal +4d6 additional damage to lawful creatures.	64,000 gp
Chaos	Weapon*	Weapon becomes chaotic and deals +4d6 additional damage to lawful creatures.	64,000 gp
Chaos	Creature	Gain a +4 luck bonus to saving throws. Can use smite law 2/day.	64,000 gp
Earth	Armor, Ring, Shield	Gain Acid Resistance 20.	64,000 gp
Earth	Wand*	Deal +4d6 additional acid damage with offensive spells.	64,000 gp
Earth	Weapon*	Deal +4d6 additional acid damage on attacks.	64,000 gp
Earth	Creature	Gain a burrow speed equal to your speed and gain tremorsense (15 ft.) In addition, you ignore difficult terrain created by earth (jagged rocks, mud, etc...)	64,000 gp
Fire	Armor, Ring, Shield	Gain Fire Resistance 20.	64,000 gp
Fire	Wand*	Deal +4d6 additional fire damage with offensive spells.	64,000 gp
Fire	Weapon*	Deal +4d6 additional fire damage on attacks.	64,000 gp
Fire	Creature	Gain Fire Resistance 20.	64,000 gp
Holy	Armor, Ring, Shield	Gain DR 12/evil	64,000 gp
Holy	Wand*	Cure spells cure 2d6 additional damage. Offensive spells deal +4d6 additional damage to evil creatures.	64,000 gp
Holy	Weapon*	Weapon becomes good and deals +4d6 additional damage to evil creatures.	64,000 gp
Holy	Creature	Gain a +4 sacred bonus to saving throws. Can use smite evil 2/day.	64,000 gp
Horror	Armor, Ring, Shield	Gain negative energy affinity and DR 12/bludgeoning and magic.	64,000 gp
Horror	Wand*	+4 caster level to spells with the death and fear descriptors.	64,000 gp
Horror	Weapon*	As epsilon (Will DC 18). If the creature is immune to fear, or already shaken, frightened, or panicked, it is sickened instead. Recharge as a standard action.	64,000 gp
Horror	Creature	Use Charisma in place of Constitution to calculate hit points, saves, and abilities. You also gain a +6 profane bonus on Fortitude saves.	64,000 gp
Ice	Armor, Ring, Shield	Gain Cold Resistance 20.	64,000 gp
Ice	Wand*	Deal +4d6 additional cold damage with offensive spells.	64,000 gp
Ice	Weapon*	Deal +4d6 additional cold damage on attacks.	64,000 gp
Ice	Creature	Gain a swim speed equal to your base speed and a +5 bonus on Acrobatics checks to move across ice and other slippery surfaces. You are not considered flat-footed while moving in this way.	64,000 gp
Law	Armor, Ring, Shield	Gain DR 12/chaotic.	64,000 gp
Law	Wand*	Offensive spells deal +4d6 additional damage to chaotic creatures.	64,000 gp
Law	Weapon*	Weapon becomes lawful and deals +4d6 additional damage to chaotic creatures.	64,000 gp
Law	Creature	Gain a +4 luck bonus to saving throws. Can use smite chaos 2/day.	64,000 gp
Shadow	Armor, Ring, Shield	Gain a +4 competence bonus to Stealth checks made to hide.	64,000 gp
Shadow	Wand*	+4 caster level to spells with the darkness and shadow descriptors.	64,000 gp
Shadow	Weapon*	Deal +4d6 damage when dealing precision damage.	64,000 gp
Shadow	Creature	Gain darkvision 120 feet or +120 feet to darkvision. Cast <i>deeper darkness</i> 2/day.	64,000 gp
Sky	Armor, Ring, Shield	Gain Electricity Resistance 20.	64,000 gp
Sky	Wand*	Deal +4d6 additional electricity damage with offensive spells.	64,000 gp
Sky	Weapon*	Deal +4d6 additional electricity damage on attacks.	64,000 gp
Sky	Creature	Gain a fly speed equal to your base speed with good maneuverability and Hover as a bonus feat.	64,000 gp
Unholy	Armor, Ring, Shield	Gain DR 12/good	64,000 gp
Unholy	Wand*	Inflict spells cure 2d6 additional damage. Offensive spells deal +4d6 additional damage to good creatures.	64,000 gp
Unholy	Weapon*	Weapon becomes evil and deals +4d6 additional damage to good creatures.	64,000 gp
Unholy	Creature	Gain a +4 profane bonus to saving throws. Can use smite good 2/day.	64,000 gp
* Rods and Staves count as both wands and weapons (if the rod can be used as a weapon).			

Fantasian Orbs, Alpha (Major)

Type	Application	Effect	Market Price
Chaos	Armor, Ring, Shield	Gain DR 15/lawful.	100,000 gp
Chaos	Wand*	Offensive spells deal +5d6 additional damage to lawful creatures.	100,000 gp
Chaos	Weapon*	Weapon becomes chaotic and deals +5d6 additional damage to lawful creatures.	100,000 gp
Chaos	Creature	Gain a +5 luck bonus to saving throws. Can use smite law 2/day.	100,000 gp
Earth	Armor, Ring, Shield	Gain Acid Resistance 25.	100,000 gp
Earth	Wand*	Deal +5d6 additional acid damage with offensive spells.	100,000 gp
Earth	Weapon*	Deal +5d6 additional acid damage on attacks.	100,000 gp
Earth	Creature	Gain a burrow speed equal to your speed and gain tremorsense (20 ft.) In addition, you ignore difficult terrain created by earth (jagged rocks, mud, etc...)	100,000 gp
Fire	Armor, Ring, Shield	Gain Fire Resistance 25.	100,000 gp
Fire	Wand*	Deal +5d6 additional fire damage with offensive spells.	100,000 gp
Fire	Weapon*	Deal +5d6 additional fire damage on attacks.	100,000 gp
Fire	Creature	Gain Fire Resistance 25.	100,000 gp
Holy	Armor, Ring, Shield	Gain DR 15/evil	100,000 gp
Holy	Wand*	Cure spells cure 2d6 additional damage. Offensive spells deal +5d6 additional damage to evil creatures.	100,000 gp
Holy	Weapon*	Weapon becomes good and deals +5d6 additional damage to evil creatures.	100,000 gp
Holy	Creature	Gain a +5 sacred bonus to saving throws. Can use smite evil 2/day.	100,000 gp
Horror	Armor, Ring, Shield	Gain negative energy affinity and DR 15/bludgeoning and magic.	100,000 gp
Horror	Wand*	+5 caster level to spells with the death and fear descriptors.	100,000 gp
Horror	Weapon*	As epsilon (Will DC 20). If the creature is immune to fear, or already shaken, frightened, or panicked, it is sickened instead. Recharge as a swift action.	100,000 gp
Horror	Creature	Use Charisma in place of Constitution to calculate hit points, saves, and abilities. You also gain a +8 profane bonus on Fortitude saves.	100,000 gp
Ice	Armor, Ring, Shield	Gain Cold Resistance 25.	100,000 gp
Ice	Wand*	Deal +5d6 additional cold damage with offensive spells.	100,000 gp
Ice	Weapon*	Deal +5d6 additional cold damage on attacks.	100,000 gp
Ice	Creature	Gain a swim speed equal to your base speed and a +10 bonus on Acrobatics checks to move across ice and other slippery surfaces. You are not considered flat-footed while moving in this way.	100,000 gp
Law	Armor, Ring, Shield	Gain DR 15/chaotic.	100,000 gp
Law	Wand*	Offensive spells deal +5d6 additional damage to chaotic creatures.	100,000 gp
Law	Weapon*	Weapon becomes lawful and deals +5d6 additional damage to chaotic creatures.	100,000 gp
Law	Creature	Gain a +5 luck bonus to saving throws. Can use smite chaos 2/day.	100,000 gp
Shadow	Armor, Ring, Shield	Gain a +5 competence bonus to Stealth checks made to hide.	100,000 gp
Shadow	Wand*	+5 caster level to spells with the darkness and shadow descriptors.	100,000 gp
Shadow	Weapon*	Deal +5d6 damage when dealing precision damage.	100,000 gp
Shadow	Creature	You can see in normal or magical darkness and can cast <i>deeper darkness</i> 2/day.	100,000 gp
Sky	Armor, Ring, Shield	Gain Electricity Resistance 25.	100,000 gp
Sky	Wand*	Deal +5d6 additional electricity damage with offensive spells.	100,000 gp
Sky	Weapon*	Deal +5d6 additional electricity damage on attacks.	100,000 gp
Sky	Creature	Gain a fly speed equal to your base speed with perfect maneuverability and Hover as a bonus feat.	100,000 gp
Unholy	Armor, Ring, Shield	Gain DR 15/good	100,000 gp
Unholy	Wand*	Inflict spells cure 2d6 additional damage. Offensive spells deal +5d6 additional damage to good creatures.	100,000 gp
Unholy	Weapon*	Weapon becomes evil and deals +5d6 additional damage to good creatures.	100,000 gp
Unholy	Creature	Gain a +5 profane bonus to saving throws. Can use smite good 2/day.	100,000 gp

* Rods and Staves count as both wands and weapons (if the rod can be used as a weapon).

Archetype Orbs: Market Price minor 5,000 gp. Archetype orbs can only be applied to creatures with class levels. A creature can only apply one archetype orb at a time. An archetype orb allows a character to gain a class archetype. Class abilities that an archetype replaces are suppressed while the orb is applied. The exact archetype an orb can grant is decided the first time a character activates it. Afterwards, that archetype is the only archetype which that particular orb can grant. Archetype orbs concentrate in areas where members of a particular archetype are trained or otherwise gain their power.

Note – If a player is planning to use one or more archetype orbs for their character, it is recommended to have pre-generated archetype versions of the character at hand.

Battle Orbs: Battle Orbs can only be applied to weapons*. Each of these orbs grants the wielder a combat feat as if it were a weapon with the training magic weapon special ability. Battle orbs take this function further by granting additional feats to the wielder (maximum 5 feats). Once the feats granted by a battle orb are selected, they cannot be changed. The price of a battle orb is determined by the number of feats it can grant. See the chart below.

Type	Feats Granted	Market Price
Soldier (minor)	1	4,000 gp
Knight (minor)	2	16,000 gp
Captain (medium)	3	36,000 gp
General (medium)	4	64,000 gp
Warlord (major)	5	100,000 gp

Battle orbs are rumored to be the soul remnants of fallen heroes. They are often found on the fields of ancient battles or in long forgotten training camps or monasteries.

Caster Orbs: Market Price minor 25,000 gp; medium 50,000 gp; major 75,000 gp. Caster orbs can only be applied to creatures with caster levels. The creature gains 1 additional spell per day of each level it can cast up to 4th-level (minor), 6th-level (medium), or 9th-level spells (major). If the creature prepares spells, these slots can be used only to cast an already prepared spell of the appropriate level.

Combat Orbs: Market Price 5,000 gp per level. Combat orbs can only be applied to armor, creatures, rings or weapons*. Combat orbs alter a creature's base attack bonus to equal its total Hit Dice (to a maximum of the orb's limit). This increase does not count for the purpose of meeting prerequisites. Combat orbs only adjust a creature's base attack for the purpose of attack rolls with unarmed strikes, natural weapons, and manufactured weapons; not any form of spell-based touch attack.

For example, a 4th level sorcerer/2nd level rogue can obtain a 6th-level combat orb to increase his base attack to +6/+1. If he has a 7th-level combat orb, his base attack is still only +6/+1, and combat orbs of 3rd-level or lower have no effect on him since his base attack is already +3.

Job Orbs: A job orb can only be applied to a creature with class levels. These orbs function like battle orbs, except that they grant multiclass feats (and variant multiclass options) in place of combat feats. Once a job orb has been assigned to a

particular class, it cannot be changed. A creature cannot benefit from a job orb if it already has levels in a particular class.

School Orbs: Market Price 64,000 gp. A school orb relates to a school of magic. School orbs can only be applied to creatures. When applied, the creature gains the arcane school wizard class feature, treating their total Hit Dice as their wizard level. A school orb can only grant one kind of arcane school. If the creature already has the arcane school class feature, it retains its benefits along with the benefits granted by the orb.

Variations of school orbs can include domain orbs, mystery orbs, and necromantic study orbs, among others.

Skill Orbs: Market Price minor 1,000 gp; major 20,000 gp. Skill orbs can only be applied to creatures. Unlike most orbs, a creature can apply multiple skill orbs, and they do not count against the creature's orb limit. There are two types of skill orbs: Minor and Major. Minor skill orbs grant a creature a certain skill as a class skill. Major skill orbs grant a creature a certain skill as a class skill and grant the creature maximum skill ranks in that skill equal to the creature's Hit Die.

Spell Orbs: Market Price medium 10,000 gp per spell level. Spell orbs can only be applied to creatures, rings, or wands*. Spell orbs allow a creature with innate spellcasting abilities (such as bards, oracles, and sorcerers) to add one spell known per spell level it can cast from the orb's predetermined class. Each spell orb comes with predetermined spells the creature can cast at its current level from the different spell list.

Spell orbs are rumored to be the soul remnants of dead spellcasters or quelled deities.

Summoner Orbs: Market Price medium 5,000 gp per level. Summoner orbs can only be applied to creatures. They grant the eidolon and summon monster summoner class features, treating the creature's Hit Dice as its summoner level. If a creature already has these class features, it can still only have one eidolon or monster summoned at a time.

Generally, the type of eidolon and monsters are predetermined for a single summoner orb. Once the eidolons and monsters granted by a summoner orb are selected, they cannot be changed.

Magic Weapon Properties

Biting Weapon

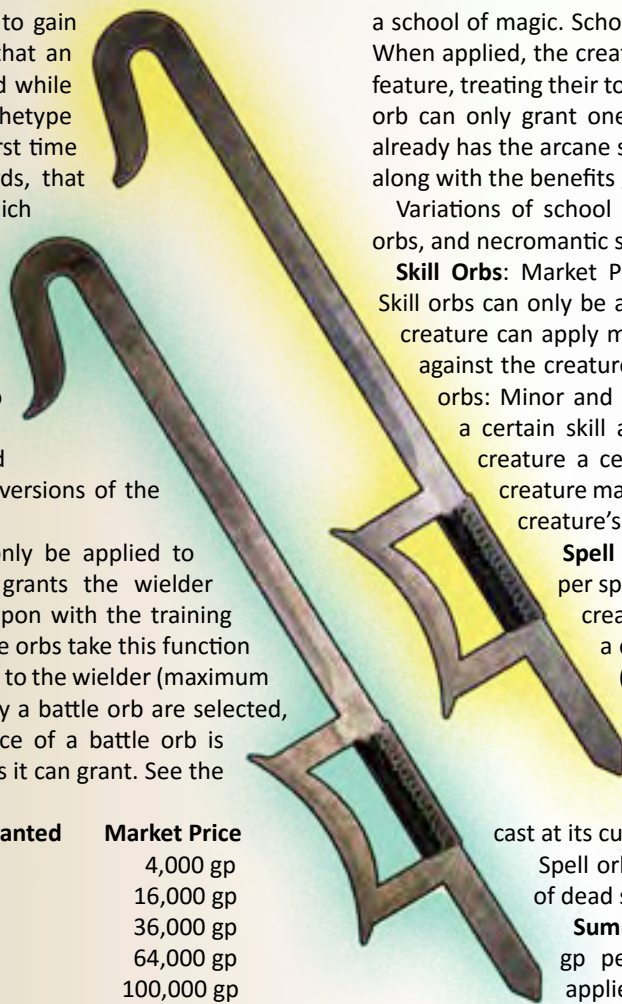
Only weapons with a broad, flat surface (most axes and hammers) can be biting.

A biting weapon grants its wielder the grab monster ability. When the wielder of a biting weapon hits a creature of its size or smaller with an attack, the weapon deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless it is a double weapon, the biting weapon cannot be used to attack other creatures while its wielder has a creature grappled in this way.

Moderate transmutation; CL 7th; Craft Magic Arms and Armor, *magic fang* or *savage maw*; Price +2 bonus.

Fantasia Bane Weapons

Standard bane weapons give their wielder an advantage against creatures of certain types or subtypes. Fantasia bane weapons have a more specific focus tailored to certain creatures. In addition to increasing the weapon's enhancement bonus by +2 (and damage by +2d6), a Fantasia bane weapon ignores any



damage reduction creatures of the chosen type may possess.

Fantasia bane weapons are also minor discovery items (see below).

Coralbuster: When enchanted, coralbusters take on the appearance of a barrier reef often found in oceans. These bane weapons affect creatures with the water subtype.

Groundsplitter: Every groundsplitter weapon looks as if it's made of packed dirt and grass that could fall apart with a touch. These bane weapons affect creatures with the earth subtype.

Mindflayer: Mindflayer weapons look to be made of poor quality materials and craftsmanship; utterly plain. They affect creatures able to use psychic magic or psionic talents.

Peacebringer: The enchantment placed on a peacebringer bane weapon gives it an unappealing look and feel when wielded by a creature whose base attack is equal to its total hit dice. These bane weapons affect such creatures.

Priestbane: Priestbane weapons detect as evil, even when wielded by good creatures. When wielded against a creature able to cast divine spells, a bastardized version of that creature's holy symbol blazes to life on this bane weapon's head.

Runebane: Magical energy dances around the damaging end of runebane weapons. They affect creatures able to cast arcane spells.

Skillkiller: When wielded by a creature whose total skill ranks equal its level x (6 + the creature's Int modifier), a skillkiller bane weapon loses all flourishes and adornments it may otherwise possess, becoming boring and plain. These bane weapons affect such creatures.

Werebane: While not actually silver, werebane weapons appear so when bathed in moonlight. They affect creatures with the shapechanger subtype.

Windcutter: Windcutters are wispy, almost translucent bane weapons. They affect creatures with the air subtype.

Winterbane: Winterbane weapons are usually colored a mix of white and blue. When it strikes a surface, the colors shift briefly to yellow and orange, and the weapon becomes warm to the touch. These bane weapons affect creatures with the cold subtype.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *summon monster I*; Price +1 bonus.

Tumble Weapon

A tumble weapon excels when wielded by a creature who regularly uses Acrobatics to avoid danger in combat. When the wielder of a tumble weapon succeeds at an Acrobatics check to move through a threatened area or an enemy's space, the weapon's enhancement bonus becomes +2 better than its actual bonus and it deals an extra 2d6 points of damage against any creatures threatening that area. This effect lasts until the end of the wielder's next turn.

Moderate divination; CL 7th; Craft Magic Arms and Armor, *detect thoughts*; Price +1 bonus.

New Specific Magic Items

Through the rifts, the shattered worlds send some of their greatest magical treasures. Objects common in one reality may be works of art or gifts from the gods in another.

Discovery Items: Some items cannot simply be crafted from a recipe. Instead, they are often created through natural means, over many years, or a process that cannot be duplicated by mortals. Those trained in their discovery, however, are able to harvest the magic that creates them and combine it with convergence dust using the Harness Discovery item creation feat.

Discovery Items by Rarity

Type	Discovered Items	Orbs
Minor	bake-danuki fur, bane weapons, ether, guardian force, leshy flower, leshy mushroom, Odin's tear, Orochi's gift, princess' crown, skaldak's eye, titan's potency, wrath's wine	archetype, battle, caster, job, magic, skill
Medium	beast fang, gravity well, guardian force, Odin's tear, panacea, Pocket's watch, recovered zim zim, titan's potency, witch hazel	battle, job, magic, school, summoner
Major	blessed bokochi feather, gravity well, guardian force, Odin's tear, omega badge, troll's blood, ultima weapon	battle, job, magic, skill, spell

All Fantasia items are discovery items, even if they can also be crafted.

The caster level (CL) for discovery items is referential, not required. It provides a gauge of when one might begin discovering a particular item and the types of creatures from which it can be recovered.

Amygdala Club

Aura: moderate necromancy; CL 13th

Slot weapon; **Price:** major 33,333 gp (+3), 48,333 gp (+4), or 67,333 gp (+5); **Weight** 10 lbs.

Description

As a standard action, an amygdala club can be changed from a +3 transformative greatclub with the deadly weapon feature into a +2 keen, transformative scythe with reach. In either form, the weapon grants its wielder a +3 bonus on saves vs. fear effects, and fear effects that do affect the wielder have their duration reduced by up to 3 rounds, to a minimum of 0.

Construction

Requirements: Craft Magic Arms and Armor, *fear*, *keen edge*, *major creation*; **Cost** 16,666 gp (+3), 24,166 gp (+4), or 33,666 gp (+5).

At-Ari's Gauntlets

Aura: moderate conjuration; CL 12th

Slot hands; **Price:** medium 25,000 gp (lesser); major 50,000 gp (greater); **Weight** –

Description

Once per day, the wearer of these gauntlets can speak the command word to create an *arcane mark* at their current location. Speaking the command word again within 24 hours returns the wearer and up to 4 other creatures back to the intact mark if they are within 880 feet, as per the *dimension door* spell (lesser), or anywhere on the same plane, as per the *greater teleport* spell (greater).

Construction

Requirements: Craft Wondrous Item, *arcane mark*, *dimension door* or *teleport*; **Cost** 12,500 gp (lesser), 25,000 gp (greater)

Bake-danuki Fur (Discovery)

Aura: moderate transmutation; CL 13th

Slot shoulders; **Price:** minor 5,500 gp; **Weight** –

Description

The bake-danuki are racoons native to the homeworld of the mushroom leshys. Their fur pelts hold wondrous qualities. With the proper application of convergence dust, just about any magical beast with fur can produce a bake-danuki fur.

Discovery Items as Treasure

While a character with Harness Discovery and the right amount of convergence dust can reasonably gather discovery items, it is not outside of the realm of possibility that any character could find these items in their treasure as well.

Perhaps a monster was powerful enough to not only create the ether necessary for a discovery item, but also the convergence dust? The two of them meet and you find a bokochi feather glowing next to the beast's corpse moments later. Or, maybe you find a treasure chest while exploring a dungeon, and inside are the discovery items found by the chest's owner and left there for eventual use.

You can also limit the availability of these items based on the prevalence of magic in your game. If you allow the Harness Discovery feat at all, you might reduce its usefulness to 2% per rank of Appraise, or even 1%. If you do reduce the availability, you might consider adding a +2 bonus on Appraise checks, or making Harness Discovery an equipment trait instead.

When worn over the shoulders, the fur grants its wearer the ability to cast *fly* (which lasts for up to 13 minutes before being recast) and *statue*, lasting a total of 13 hours. These hours need not be consecutive, but must be spent in 1-hour increments. Once the last hour is up, the fur becomes nonmagical.

Discovery

Requirements: Harness Discovery, convergence dust worth 2,750 gp

Beast Fang (Discovery)

Aura: moderate evocation; **CL** 9th

Slot –; **Price:** medium 1,800 gp; **Weight** –

Description

When coated in convergence dust, a beast fang can take on elemental properties that a creature can use to create powerful magic.

Upon discovering a beast fang, choose acid, cold, electricity, or fire. When broken as a standard action, a beast fang creates a cone of the chosen energy. This otherwise functions as a *cone of cold* spell.

Discovery

Requirements: Harness Discovery, convergence dust worth 900 gp

Bokochi Feather, Blessed (Discovery)

Aura: strong conjuration; **CL** 17th

Slot –; **Price:** major 35,000 gp; **Weight** –

Description

Fantasian monsters have developed a taste for the bird-like mounts of their worlds. When slain, many are found to still have the remains of such a meal in their bellies. The feathers recovered in this way often collect life magic, becoming a means of returning a friend or companion from the clutches of death.

When placed on a dead creature, a blessed bokochi feather can return it to life instantly, as *true resurrection*.

Discovery

Requirements: Harness Discovery, convergence dust worth 17,500 gp

Currency Purse

Aura: moderate conjuration, strong transmutation; **CL** 9th

Slot –; **Price:** 1,500 gp; **Weight** 3 lb.

Description

A currency purse functions as a bag of holding type I, but the only objects it can hold are coins; related, established currency; and gems. The content limit is 50 lbs. and the volume is 6 cubic ft.

Drawing objects from a currency purse is a standard action that provokes attacks of opportunity. When drawing or pouring currency from the purse, it always gives the exact, intended amount in the best possible currency for the transaction. If no transaction is being made, the currency defaults to its carrier's native, established currency. If there is no established currency, the currency defaults to one or more gems of appropriate value.

For the purpose of this item, established currency is any currency commonly used for a minimum of 100 years or more. The crafter must be aware of the currency at the time of creation, and provide a sample of it as part of construction.

Construction

Requirements: Craft Wondrous Item, *fabricate*, *secret chest*;
Cost 750 gp

Ether (Discovery)

Aura: weak, moderate, or strong magic; **CL** 5th

Slot –; **Price:** minor 550 gp (weak), 1,350 gp, 2,550 gp (strong);
Weight –

Description

Every creature on the worlds of Fantasia have some magic coarsing through them, ready to collect on their departure from the world of the living. This magic in its raw form is called ether, and it can be turned into a consumable by combining it with convergence dust.

A spellcaster who imbibes a dose of ether and rests for 5 minutes regains his 1st through 6th-level spells per day as if having rested for 8 hours. A weak ether restores up to 4th-level spells, and a strong ether restores all spells. This does not allow the spellcaster to change the spells he has prepared in those slots (if any). A creature can only enjoy the benefits of ether once in any 1-week period.

Discovery

Requirements: Harness Discovery, convergence dust worth 725 gp, 325 gp (weak), 1,325 gp (strong).



Gravity Well (Discovery)

Aura: strong necromancy; **CL** 17th

Slot —; **Price:** medium 2,400 gp; major 4,050 gp (greater);

Weight 8 lbs.

Description

Gravity wells are most often discovered within undead and creatures with ties to necromantic magic. They are empty disks of energy, similar to a sphere of annihilation, though not as strong.

A gravity well can be used to cast *harm* (DC 19) as a spell-like ability. A greater well can be used to cast *harm* (DC 23) or *power word kill*. Casting either spell destroys the well.

Discovery

Requirements: Harness Discovery, convergence dust worth 1,200 gp or 2,025 gp (greater).

Guardian Force (Discovery)

Aura: strong illusion; **CL** 5th

Slot —; **Price:** minor 775 gp; medium 3,400 gp; major 7,050 gp;

Weight 2 lbs.

Description

A guardian force is a small concentration of magic that can be drained to cast *summon fantasy I* (minor), II-IV (medium) or V-VII (major).

Discovery

Requirements: Harness Discovery, convergence dust worth 512 gp, 2,200 gp, or 5,025 gp

Helper Cube

Aura: strong conjuration; **CL** 11th

Slot —; **Price:** 80,000 gp; **Weight** 1 lb.

Description

A helper cube summons a single, usually Intelligent, creature designated at its creation to aid in the completion of a single task, such as rearing an animal, climbing a hill, or giving advice. Activating the box is a swifty action, and the summoned helper allows the user to take 10 on one skill check or ability check, even if it is not normally allowed. In addition, the helper's aid grants the user a +2 circumstance bonus on the check. If the check is successful, the helper disappears. Otherwise, it continues to grant its circumstance bonus until the user succeeds or dies trying.

The summoned helper is not combat trained, and will disappear if asked to aid with a task other than a skill check or ability check.

Construction

Requirements: Craft Wondrous Item, *summon monster VI*; **Cost** 40,000 gp

Leshy Flower (Discovery)

Aura: moderate evocation; **CL** 10th

Slot —; **Price:** minor 750 gp; **Weight** —

Description

Leshy flowers come from the homeworld of the mushroom leshys, where it is known simply as a puck puck, or fire flower. They also grow in places where the elemental plane of fire bleeds through into reality, and creatures with the fire subtype will sometimes keep one or two on them. When crushed and rubbed into the skin as a consumable, the flower grants its user the ability to throw orbs of fire at its enemies. As a standard

action, the user can create a *flaming sphere*, as the spell. After the sphere stops in a creature's space (potentially causing fire damage to that creature), it disappears, requiring the creation of another. The user can do this for up to 10 rounds. Those rounds need not be consecutive.

Discovery

Requirements: Harness Discovery, convergence dust worth 375 gp

Leshy Mushroom (Discovery)

Aura: moderate transmutation; **CL** 2nd

Slot —; **Price:** minor 250 gp; **Weight** —

Description

Leshy mushrooms come from the homeworld of the mushroom leshys, where they are consumed to aid in the construction of larger buildings and moving of heavy equipment. They also grow in places where the elemental plane of earth bleeds through into reality. Plant creatures and creatures with the earth subtype will sometimes produce one or two from their earthy bodies. When eaten as a consumable, the user grows one size category, as the *enlarge person* spell, for up to 2 minutes. The mushroom can affect any creature, regardless of its type.

Discovery

Requirements: Harness Discovery, convergence dust worth 125 gp

Mask of the [Race]

Aura: weak transmutation; **CL** 3rd

Slot head; **Price:** minor 6,000 gp; **Weight** 1/4 lb.

Description

Each of these specially crafted masks resembles a specific race.

When donned, a mask deals 1d4 damage to its wearer as it transforms the wearer into a member of the race it depicts. This removes the wearer's normal racial traits (except Ability bonuses, skill bonuses and proficiencies) and grants the racial traits of the depicted race (Ability bonuses are gained as enhancement). Skill bonuses and proficiencies of the mask's depicted race are lost when the mask is removed. The wearer also gains a +10 bonus to disguise checks to act as the mask's

depicted race.

Construction

Requirements: Craft Wondrous Item, *alter self*; **Cost** 3,000 gp

Odin's Tear (Discovery)

Aura: moderate conjuration; **CL** 5th

Slot —; **Price:** minor 450 gp, 2,000 gp (+1); medium 8,000 gp (+2), 18,000 gp (+3); major 32,000 gp (+4), 50,000 gp (+5); **Weight** —

Description

An Odin's Tear is named in honor of the greatest Fantasian warrior ever known. When discovered, it can be applied to any weapon as an oil to create a *greater magic weapon* effect that grants a +1 enhancement bonus which lasts for up to 24 hours.

More potent Odin's Tears can be used to permanently enchant a masterwork weapon by applying them to the weapon as an oil over a number of hours equal to the total enhancement bonus. In addition, in place of a bonus, a Lawful Good creature can apply a magic weapon property of equivalent value instead. These properties are derived from the paladin's divine bond list.



Characters of other alignments that gain a similar list of available weapon enhancements (such as antipaladins and witchblades) may do the same.

Discovery

Requirements: Harness Discovery, convergence dust worth 225 gp, 1,000 gp (+1), 4,000 gp (+2), 9,000 gp (+3), 16,000 gp (+4), or 25,000 gp (+5).

Omega Badge (Discovery)

Aura: moderate abjuration; **CL** 7th

Slot —; **Price:** major 1,500 gp (+1), 5,000 gp (+2); 10,500 gp (+3), 18,000 gp (+4); 27,500 (+5); **Weight** —

Description

An omega badge can be pinned to masterwork armor or a cloak. When pinned to armor, it grants an enhancement bonus to AC. When pinned to a cloak, it grants a resistance bonus on all saving throws. Pinning or removing the badge is a full-round action that draws attacks of opportunity.

Discovery

Requirements: Harness Discovery, convergence dust worth 750 gp, 2,500 gp, 5,250 gp, 9,000 gp, or 13,750 gp

Orochi's Gift (Discovery)

Aura: moderate necromancy; **CL** 7th

Slot —; **Price:** minor 800 gp; **Weight** —

Description

When Orochi, the great world snake of Fantas, dueled Odin for control of a powerful Fantasian orb, the mighty warrior slayed her, but not before her venom could spray into his eye, blinding it permanently.

Snakes and other scaled creatures will sometimes produce Orochi's Gift in death. It can be treated as a splash weapon (like alchemist's fire). On a hit, the gift casts *poison*, as the spell. The splash blinds each target for 1 round (Fortitude DC 13 negates). Alternatively, Orochi's Gift can be applied to a weapon, which stores the *poison* spell until it strikes a creature upon which the spell can be cast.

Discovery

Requirements: Harness Discovery, convergence dust worth 400 gp

Panacea (Discovery)

Aura: moderate conjuration; **CL** 11th

Slot —; **Price:** medium 1,650 gp; **Weight** —

Description

The curative power of the magic created by a creature's death can be combined with convergence dust into a consumable that once can be used to stave off the loss of another.

When imbibed, a panacea can heal a creature, as the *heal* spell. Alternatively, one can administer a panacea to a creature that has died within 1 round to restore it, as the *breath of life* spell.

Discovery

Requirements: Harness Discovery, convergence dust worth 825 gp

Pocket's Watch (Discovery)

Aura: strong transmutation; **CL** 9th

Slot —; **Price:** medium 7,650 gp; **Weight** 1/2 lb.

Description

A useful watch, created by the gnomish inventor Pocket and lost to time during a *time stop* accident. Timeless copies of the item now appear occasionally around anachronistic events and creatures, but sometimes can show up randomly when fighting beasts, particularly lizards and crocodiles.

When the button on the watch is pressed within 6 seconds of taking an action, it disappears and allows the user to start their turn over. This has no effect on other creatures, who treat the user as holding its action until this time instead.

Discovery

Requirements: Harness Discovery, convergence dust worth 3,825 gp

Princess' Crown (Discovery)

Aura: moderate transmutation; **CL** 7th

Slot —; **Price:** minor 1,750 gp; **Weight** 1/4 lb.

Description

A princess' crown is a special flower grown on the homeworld of the mushroom leshys. They also grow in places where the elemental plane of air bleeds through into reality, and creatures with the air or shapechanger subtype will sometimes keep one or two on them. When crushed and rubbed into the skin as a consumable, the flower transforms its user into what is considered a beautiful female of its species for up to 7 minutes. This functions as both *eagle's splendor* and *alter self*, granting the user a +4 enhancement bonus to its Charisma for the duration. In addition, while the effect lasts, the user can cast *air walk*, targeting only itself, as a standard action.

Discovery

Requirements: Harness Discovery, convergence dust worth 875 gp

Skaldak's Eye (Discovery)

Aura: strong varies; **CL** 13th

Slot —; **Price:** minor up to 5,000 gp; **Weight** —

Description

Aberrations naturally taint the magic they create, even in death, but their power can still be harnessed with the right training.

When used, a skaldak's eye randomly casts one of the following spells. Each eye has between 1 and 50 charges when discovered.

1 - *ray of frost*, **2** - *ray of enfeeblement* (DC 13), **3** - *scorching ray*, **4** - *charm monster* (DC 16), **5** - *fear* (DC 16), **6** - *inflict moderate wounds* (DC 14), **7** - *deep slumber* (DC 15), **8** - *slow* (DC 15), **9** - *eyebite* (DC 18), **10** - *poison* (DC 15), **11** - *flesh to stone* (DC 18), **12** - *confusion* (DC 15), **13** - *symbol of vulnerability*, **14** - *dictum* (DC 19), **15** - *acid arrow*, **16** - *bestow curse* (DC 16), **17** - *vampiric touch*, **18** - *sands of time*, **19** - *mind fog* (DC 18), **20** - *polar ray*

Discovery

Requirements: Harness Discovery, convergence dust worth 100 gp per charge.

Stake Driver

Aura: moderate transmutation; **CL** 13th

Slot weapon; **Price:** major 33,333 gp (+3), 48,333 gp (+4), or 67,333 gp (+5); **Weight** 6 lbs.

Description

As a standard action, a stake driver can be changed from a +3 transformative battleaxe with the finesse weapon feature into a +1 transformative repeating crossbow of endless ammunition. The crossbow's bolts count as wooden stakes with the grapple weapon feature. In either form, the weapon deals +2d6 damage against flat-footed targets. This extra damage is precision damage, and doesn't multiply on a critical hit.

Construction

Requirements: Craft Magic Arms and Armor, *doom*, *minor creation*, *major creation*; **Cost** 16,666 gp (+3), 24,166 gp (+4), or 33,666 gp (+5).

Titan's Potency (Discovery)

Aura: moderate conjuration; **CL** 5th

Slot –; **Price:** minor 200 gp; medium 2,100 gp (greater); **Weight** 3 lbs.

Description

The lore of Fantas speaks of a single creature known as Titan who rules the Plane of Earth with an iron fist. Occasionally, powerful monsters and other strong beings will entreat Titan for its potency. Those who earn it grow more dangerous in physical combat.

A Titan's Potency can be crushed to grant a +4 enhancement bonus to Strength for up to 5 minutes, as the *bull's strength* spell. When the greater version is crushed, it creates a *transformation* spell effect that lasts for up to 11 rounds instead.

Discovery

Requirements: Harness Discovery, convergence dust worth 100 gp or 1,200 gp (greater).

Troll's Blood (Discovery)

Aura: moderate transmutation; **CL** 5th

Slot –; **Price:** major 725 gp; **Weight** –

Description

Troll's blood is the common term for the essence of any creature with natural regeneration. When imbibed or administered to a creature, it grants regeneration 2 (acid or fire) for 1 minute. Each round spent doing more than resting or traveling at a slow pace counts as 2 rounds of regeneration without the additional healing.

Discovery

Requirements: Harness Discovery, convergence dust worth 462 gp

Ultima Weapon (Discovery)

Aura: strong transmutation; **CL** 20th

Slot weapon; **Price:** major 220,000 gp; **Weight** 6 lbs.

Description

Created as a replica of the greatest Fantasian weapon, this blue-tinged bastard sword has a deep channel down its middle and, occasionally, a stylized lion's head serving as the cross-guard. The sword grows stonger when wielded by a creature with more hit dice who invests the appropriate amount of convergence dust into it.

5 or Fewer: The sword counts as a +1 bastard sword that grants proficiency in its use to the wielder. Once per day, the creature can cast either *bull's strength* or *cat's grace* as a spell-like ability which lasts for 20 minutes.

6 to 10: As above, but the sword counts as a +2 bastard sword that grants its wielder a +2 enhancement bonus to both Strength and Dexterity.

11 to 15: As above, but the sword is +3 and the enhancement bonus to Strength and Dexterity is +4.

16 to 19: As above, but the sword is +4 and the wielder can also cast *mass bull's strength* and *mass cat's grace* once per day each as a spell-like ability which lasts for 20 minutes.

20: As above, but the sword is +5 and the enhancement bonus to Strength and Dexterity is +6.

Discovery

Requirements: Harness Discovery, convergence dust worth 5,000 gp (5 or fewer), 15,000 gp (6 to 10), 40,000 (11 to 15), 60,000 gp (16 to 19), or 110,000 (20).

Warhammer of the Eternal Crusade

Aura: strong conjuration; **CL** 11th

Slot weapon; **Price:** 40,000 gp; **Weight** 5 lbs.

Description

A warhammer of the eternal crusade usually appears to be nothing more than a +1 warhammer of throwing and returning. After being wielded by the same creature for at least 24 hours, however, that creature gains the spell-like ability to cast *summon monster* with a spell level equal to half its total Hit Dice (maximum 6th) and caster level is equal to its total Hit Dice (maximum 11th). This can be done up to 3 times each day.

Construction

Requirements: Craft Magic Arms and Armor, *summon monster* VI; **Cost** 20,000 gp

Witch Hazel (Discovery)

Aura: strong enchantment; **CL** 16th

Slot –; **Price:** medium 1,575 gp, 7,200 gp (greater); **Weight** –

Description

Witch hazel can be recovered from the remains of plant creatures and turned into a cream that, when rubbed into the skin grants a creature the ability to cast *charm monster* as a spell-like ability up to 3 times (Will DC 14). Greater witch hazel can be used to cast *mass charm monster* (Will DC 19) instead.

Discovery

Requirements: Harness Discovery, convergence dust worth 787 gp or 3,600 gp (greater).

Wrath's Wine (Discovery)

Aura: weak enchantment and transmutation; **CL** 5th

Slot –; **Price:** minor 900 gp; **Weight** 1 lb.

Description

A wrath's wine is made of fruit fermented in the gullet of a large or larger creature. It can be consumed or administered to another creature. When imbibed, it has a 50% chance to grant *haste* or *rage*, as the spells.

Discovery

Requirements: Harness Discovery, convergence dust worth 450 gp

Zim Zim, Recovered (Discovery)

Aura: weak magic; **CL** 5th

Slot head; **Price:** minor 450 gp; **Weight** –

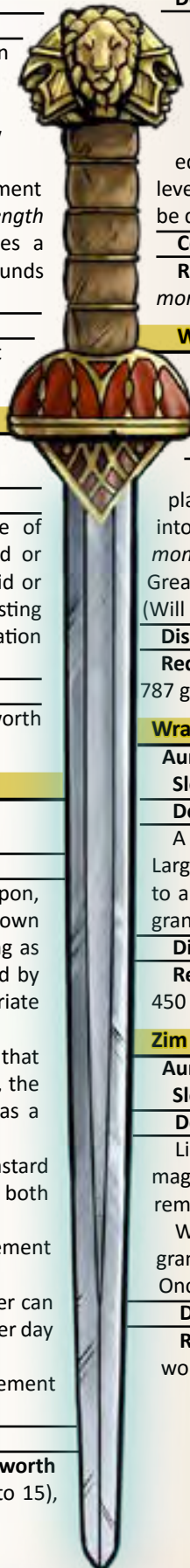
Description

Like animals, magical beasts will often consume other magical beasts, which sometimes leads to displaced magic remaining within the monster until it can be recovered.

When attached to a head band, a recovered zim zim grants its wearer a random zim zim moggish racial trait. Once this trait is determined, it cannot be changed.

Discovery

Requirements: Harness Discovery, convergence dust worth 225 gp





Magical Locations

As creatures across the material plane work to close the rifts created by the war between the forces of order and the minions of the Chaos, whole areas of land, air, and sea are being permeated by wild, sometimes dangerous magic. Some of these magical locations may have already existed, hidden from mortals until now, while others blink randomly in and out of existence on a seemingly random cycle.

There are those who believe these areas can be manipulated if one can find the key to doing so. At present, though, only a select few have discovered how to access the true potential of a magical location near them.

Discovering and Using Magical Locations

While adventuring, most magical locations can be found in lieu of other treasure. Because of their temporary nature, they exist somewhere between consumables and permanent magic items. Each location details its lore, prerequisites, activation, benefit, duration, aura (if any), recharge (if any), and value in gp (used to determine when the location is an appropriate find for a party of adventurers).

Upon hearing of a magical location's existence (perhaps through an ancient tome or some folklore) heroes may seek it out, using the lore provided. With a high enough lore, they may also be able to determine how to use the location without additional research or effort.

Destruction

A magical location can be destroyed on use, after a number of uses indicated in its description, or with a powerful enough spell or ritual. Regular access to a magical location may either degrade its power over time or make it impossible for the same creature to benefit from it anymore. A particularly delicate location may be destroyed simply by marring its effigy.

General Magical Locations

General magical locations are the most common type discovered by adventurers. Often times, one of these locations will act as lairs for a single, seemingly dangerous enemy whose power is drawn directly from it. Creatures in the area will make note of this and give the area a wide berth since the creature won't stray far or leave for too long before going back to recharge.

Black Obelisk

Description: A large, pentagonal tower of obsidian stretches at least 100 ft. into the sky and looms over the area, casting its shadow where the sun tries to shine.

Lore: History, local, or religion. The obelisk allows for the keeping of time, but a feeling of uneasiness pervades wherever its shadow falls.

- (DC 10): Locals who discover an obelisk's power may build a structure (usually a pyramid) around it to keep the evil within. With its shadow contained, there's nothing to fear outside, but the power inside coalesces and gains strength over time.
- (DC 20): Mummies and other undead can be found in the vicinity of a black obelisk. Non-good creatures are drawn to it by whispers and promises of power. Good creatures, and neutral creatures that resist are shaken (Will DC 20) in its shadow. A non-evil creature that strikes the obelisk or touches it directly becomes paralyzed instead. The DC increases by +5 inside a surrounding structure for every 10 years of the obelisk's existence.
- (DC 25): A creature that meets this DC knows how to activate and recharge an obelisk.

Prerequisites: Character level 11th, non-good alignment.

Activation: Speak the phrase, "Ancient evils of the black obelisk, I am yours to command." Only 1 creature per day can gain the benefits of a black obelisk.

Recharge: A creature that performs at least one task for the obelisk (given to it by the whispers) may use it again after 1 week.

Benefit: The creature gains a permanent *transformation* effect, as the spell, which lasts for 1 week or until the creature is reduced to half or fewer of its total hit points. The creature's aura appears evil (if neutral) for the duration. Using the obelisk is not an evil act, but the tasks required to recharge it might be.

Aura: Moderate transmutation, evil.

Destruction: Casting a 6th-level or higher good spell targeting the obelisk suppresses its power for 1 week. If suppressed for at least 1 month, the obelisk cracks and crumbles into 5 lbs. of fine powder worth half its value (or its full value if used to create an undead convergence).

Value: 27,000 gp (10th).

Blood Forge

Description: Shaped from a combination of rock, bone, and necromantic power, a blood forge is the ultimate tool of the veritus champions. Similarly, blood, frost, and plague knights can discover functionally identical rune forges, while soulbreaker champions can find soul forges.

Lore: Arcana or religion. Blood forges are huge, necromantic tools that allow veritus champions to empower themselves without paying their blood debt. They don't use fire like normal forges. Instead, they draw on the blood debt of the champion to make it stronger.

- (DC 10): The method of creating a blood forge has been lost to the ages, if it was ever known at all. Its tie to the soul of the champions who use it makes them reliant on the forge.

- (DC 25): A veritus champion that has used a blood forge even once is forever changed, becoming unable to sheathe his equipment in blood without its aid. Only through a *miracle*, *wish*, or destruction of the forge can a champion regain their independence.
- (DC 30): A check made at this DC reveals how to destroy a blood forge in order to regain the sheathed in blood class feature.

Prerequisites: 1st-level veritus champion, sheathed in blood class feature (or the soulbreaker champion equivalent).

Activation: The forge activates automatically when a veritus champion uses it in conjunction with sheathed in blood.

Recharge: None. A blood forge can be used by any number of veritus champions any number of times when applying sheathed in blood.

Benefit: The bonuses granted by sheathed in blood are permanent until the champion uses the forge again. The champion regains blood debt as normal, but loses sheathed in blood while gaining the benefits of a blood forge.

Aura: Strong necromancy, evil.

Destruction: Two or more veritus champions can pool their blood debt at the forge, dedicating a total of 250 or more debt to overload and destroy it. This lowers the champions' maximum blood debt by the amount dedicated. These points return at a rate of 1 per day, until the champion's maximum reaches a total of 12 x (his veritus champion level -1, minimum 1st).

Value: 50,000 gp (12th).

Dragon's Rest

Description: This otherwise empty cave contains the skeletons of 1d6 dragons of various ages and types. While not positioned specifically for that purpose, the skulls feel like they are staring at anything that moves within.

Lore: Arcana, history, nobility. When a dragon is ready to die (whether because of age or a mortal wound), it will try to reach a dragon's rest, where it can trade its knowledge and wisdom for a chance at immortality.

(DC 15): Dragons who believe in using dragon's rests consider the passing of knowledge a form of immortality. If creatures know their story, they can become legend.

(DC 20): Cultists, poachers, and scholars actively seek the locations of dragon's rests and will pay good money for information related to them.

(DC 25): Some dragons have a stronger influence on the creatures that learn from them when offered a tribute. While not true possession, this can change a creature's outlook and perception of the world.

Prerequisite: A creature's alignment must be within 1 step of the dragon whose benefit it receives.

Activation: Cast *speak with dead* on the skull of one of the dragons. An 11th-level or higher creature who brings a tribute worth at least 3,600 gp gains additional benefits.

Recharge: A single skeleton can provide its aid once per age category it possessed in life.

Benefit: The spell acts as a *commune* spell instead. Tributing at least 3,600 gp to a Medium or larger dragon allows an 11th-level character to cast *form of the dragon I* once within the next month to become a dragon of the same type. At 13th level, tributing 4,900 gp to a Large dragon grants *form of the dragon II* instead. At 15th level, tributing 6,400 gp to a Huge dragon grants *form of the dragon III*.

Aura: Moderate divination, strong transmutation.

Destruction: Destroying the skull of a dragon suppresses the power of the dragon's rest for 1 month and yields 1d2 shards of bone that can be used as a scroll of *form of the dragon I* to become a dragon of the same type. This cannot happen while the power is suppressed.

Value: 23,000 gp (9th).

Dreamwalker's Glade

Description: A clearing in a forest, or a small copse of trees in an otherwise clear area marks the location of the glade. A single stump lies in its center, surrounded by animals and fey that quickly disperse when made aware of another creature's approach.

Lore: Arcana, nature, or planes. The glade is a communication tool that allows a single creature to send a message through another creature's dream.

- (DC 10): Sleeping beside the stump for at least 8 uninterrupted hours allows a creature to cast *dream*. The creature's caster level is equal to its character level.
- (DC 20): The bark of a stump found in a dreamwalker's glade can be used to brew potions that aid in the detection of ethereal and invisible creatures.
- (DC 25): Mythic creatures who sleep next to the stump can cast *mythic dream* instead.

Activation: 8 hours of uninterrupted sleep beside the stump.

Recharge: A creature that remains within the glade can gain its benefit once per day. If ever it leaves the area after gaining its benefit at least once, it can never use that glade again.

Benefit: The creature can cast *dream* once. Alternatively, the creature can safely harvest 1 piece of bark without destroying the stump (each stump can be harvested for up to 2d6 pieces of bark before dying).

Aura: Minor divination.

Destruction: Harvesting or removing the stump entirely, or clearing the surrounding trees, destroys the glade. Casting *break enchantment* or a similar spell directly upon the stump causes it to break into 1d8 pieces of bark that can be combined with flasks of water to create potions of *see beyond*.

Value: 2,000 gp (4th).

Forge of Creation

Concept by lokennoron McComber

Description: At the tops of unreachable mountains, buried deep within lost catacombs, and hidden within forgotten temples to the creators of Volwryn lie the titanic forges of creation.

Lore: Geography, history, or planes. The forges are ancient structures once used to create new races. Even with their proper masters gone, they can still be used to transform a creature given enough time and effort.

- (DC 10): The races that would eventually become dwarves, gnomes, and humans were three of the most prominent creations to come from Volwryn's original forges while they were active. Theoretically, recreations can be constructed by mythic crafters in areas steeped in a race's lore to allow for the reforging of that race as well.
- (DC 20): Every forge of creation is constructed on a ley line or nexus of power tied to a particular race and in an area where colossal beings could move freely.
- (DC 25): The forges draw power from the world itself, which is why the races of Volwryn are often referred to as world souls. By reforging themselves, they take on aspects of the world on which the forge exists and become bound to it.

Prerequisites: Craft (any) or Use Magic Device 10 ranks, materials enough for at least 1 magic item, and a creature on which to bond them.



A creature with Mythic Craft Wondrous Item can ignore the skill prerequisites.

Activation: Spend 8 hours working the forge's controls with any Craft or Use Magic Device check (DC 30). A creature of the forge's race gains a +5 insight bonus on these checks. A creature with Mythic Craft Wondrous Item can expend up to 1 mythic power for each mythic rank it possesses to automatically succeed at 1 such check. Once work begins, the forge continues operating until 8 hours has passed or the current in-progress magic item is complete. Checks not made while the forge continues to operate count as failures by 5 or more (see below).

Recharge: A creature can only endure the forge for 1 day per 10 character levels or mythic rank (these do not stack). A creature of the forge's race can endure the forge for 1 day per 5 character levels or 2 days per mythic rank.

After the forge is used to complete 80,000 gp worth of magic items, it falls dormant for 1 year unless a creature expends one use of mythic power to restore its function. A creature can only ever expend 1 use of mythic power per mythic rank it possesses in this way.

Benefit: Each successful hour of crafting counts as 1 day of progress on a magic item as if the crafter met all caster level, feat, and spell requirements to craft it. Upon the item's completion, it becomes a part of the creature within the forge (the crafter or another creature, willing or unwilling). This changes the creature's type to outsider with the native and augmented subtype for its race. It also means the item cannot be removed from the creature in any way short of a *mage's disjunction*, *miracle*, or *wish* spell, all of which destroy the item in the process. Mythic creatures can expend a use of mythic power to remove the item, turning it into a regular magic item.

On a failure, no progress is made, and on a failure by 5 or more, the forge malfunctions and falls dormant for 1 year.

Aura: Overwhelming transmutation.

Destruction: A forge that malfunctions 3 times is destroyed, but can be repaired by spending its value in materials and casting *miracle* or *wish* to generate a *mending* effect 3 times in succession. Otherwise, destroying a forge of creation requires magic that would permanently damage the world itself and is typically unavailable even to mythic mortals.

Value: 80,000 gp.

Healing Oasis

Description: A remote oasis in a vast and deadly desert. Palm trees and small shrubs encircle a pool of cool, clear water.

Lore: Geography, local, or nature. The oasis and its healing powers have been used for the benefit of desert traders, raiders, and tribes alike for centuries.

- (DC 10): The pool's waters are drinkable, and the various fruits (mostly figs and some local berries) provided by the surrounding flora are safe to eat.
- (DC 20): Resting at the oasis allows a creature to heal even from wounds inflicted by life-draining undead.
- (DC 25): It is said that the oasis could even restore a creature to life, albeit at great cost.

Activation: Harvest and eat some of the plants, sleep in the oasis, or place a corpse in the pool.

Recharge: The plants produce up to 2d4 berries, herbs, or fruits per day, and the pool's waters can heal up to 8 creatures per day before it falls dormant for 24 hours.

Benefit: The harvested plants acts as *goodberries* (lasting 9 days before spoiling).

Resting at the oasis for at least 8 hours allows a character to heal as though they had received a full day of long-term care (regaining 4 hit points per level and healing 4 points of ability damage to each ability score). Ability drain may be healed as though it were ability damage for this purpose.

If a corpse is placed in the pool, it is revived within 1 minute, as if by *raise dead*.

Aura: Moderate conjuration (healing)

Destruction: Returning a creature to life using the pool destroys the oasis permanently. All remaining plants wither and the pool itself dries up.

Value: 7,250 gp.

Lingering Element

Description: When a passage between the material and elemental planes is created (such as with a *gate* spell) and left open for too long, magic can flow in from those realities, transforming the surrounding area into their likeness. Creatures passing through the area may take on aspects of those planes for a short time. Individually, these areas are named for the planes from which they spawn, such as lingering fire or lingering earth.

Lore: Arcana, history, or planes. Aspects of the native plane can be seen by all—lakes of fire, floating chunks of earth, freestanding pockets of water, or air currents strong enough to support structures.

- (DC 10): The area is not just an anomaly, but a lingering element. With some further study, one may be able to tap into its potential to either draw away the tainted power or use it for a temporary boost.
- (DC 15): While within the lingering element, a creature may gain resistance to elemental damage of the appropriate type.
- (DC 20): Reveals the activation, recharge, and destruction of the lingering element.

Prerequisites: Character level 3rd, must not be immune to damage of the type associated with the lingering element.

Activation: Each round, a creature within the lingering element takes 3d6 damage of a type associated with the lingering element's plane (cold for air, acid for earth, fire for fire, and electricity for water). After 3 rounds, up to 5 creatures gain the benefits of the lingering element.

Recharge: After 5 creatures have gained the benefits of the lingering element, it falls dormant for 1 year.

Benefit: The creature gains resistance 5 to elemental damage of the appropriate type for 1 year. A creature that already has resistance is immune to this effect.

Aura: Moderate abjuration, strong evocation.

Destruction: Summoning a creature whose native plane opposes that of the lingering element while within it causes the element to fall dormant, as does opening a gate to such a plane. If the creature or gate remain for at least 3 rounds, the area is destroyed. Alternatively, a creature that summons at least 3 creatures or opens 2 gates can spend 3 rounds changing the plane to which the lingering element is tied.

Value: 1,200 gp (3rd).

Lingering Power

Description: The immediate area is saturated in magic left over after a battle between two powerful creatures, particularly those tied directly to a type of magic, such as chromatic and metallic dragons (arcane), angels and devils (divine), fey (nature), or aberrations (psychic). The presence of the magic is obvious to anybody who enters the area. Afterimages are scorched onto the ground or nearby walls, or hanging in the air on a cloud of freezing or acidic fog.

Lore: History; arcane, nature, planes, or religion. An expenditure of great power occurred in this area that left it aglow with remnants of that event.

- (DC 15): The power that remains within the area can be drawn out and used by one who understands its nature.
- (DC 25): Creatures who are strong enough to tap into the lingering power open themselves up to the experience of what created it in the first place.
- (DC 30): Occasionally, one who gains the benefits of the lingering power can become temporarily possessed by an echo of its creator, who may or may not be a threat to allies.

Prerequisite: Must possess as many total hit dice as the creator of the lingering effect.

Activation: A creature who meets the prerequisite can stay within the area for at least 1 round actively seeking its power. It then rolls 1d20 + its total hit dice + its Charisma modifier against a DC of 10 + the Challenge Rating of the encounter that created the event. Success indicates that the creature gains the benefit, but takes on aspects of the effect's creator (change of personality, viewpoints, and so on), and may become possessed for the duration (Will negates at the same DC). A creature that fails its save against possession can attempt a new saving throw at the start of each morning. Creatures with a 2 or lower Intelligence instinctively attempt to activate the lingering power and may become possessed.

Recharge: None. Once the lingering power is accessed or destroyed, its presence dissipates from the area.

Benefit: Once per day, the creature can use the power as if it were its own. For example, the lingering breath of a red dragon grants the creature a breath weapon that deals 1d6 fire damage per character level (Reflex half). This lasts for a number of days equal to the CR of the event that created the lingering power.

Aura: Varies.

Destruction: Failure by 5 or more when attempting to activate the lingering power causes the creature to suffer its effects, then destroys it. An *antimagic field* cast by a creature with at least 4 more hit dice than the creator also destroys the lingering power.

Value: Half the event's CR squared x 500 gp.

Retrocognition

School divination **Casting Time** 1 minute
Components V, S **Range** personal **Target** you
Duration concentration, up to 1 minute/level

This spell reveals psychic impressions from events that occurred over the course of the last hour throughout the first minute of the duration, followed by impressions from the next hour back the next minute you concentrate, and so on. If a psychically traumatic or turbulent event happened during that time period, You must succeed at a concentration check (DC = 20, 30, or 40, depending on the severity of the psychic disturbance) or lose concentration on the spell.

At caster level 13th and higher, you can choose to collect impressions from over the course of a longer interval of time than an hour. The amount of detail you receive diminishes, so this eventually makes it harder to distinguish impressions left by anything but the most major events.

Caster Level	Time Period
13th–15th	1 week per minute
16th–18th	1 year per minute
19th+	1 century per minute

Mystery House

Description: A tall, once opulent home stands in disrepair. Boarded up windows and creaking hinges on every door and gate give the impression that the building could collapse at any moment.

Lore: History, local, or nobility. Despite its apparent age, the house is actually a recent addition to the area. Nobody knows where it came from, or exactly when it appeared, but everybody believes its haunted.

- (DC 10): Although the original owners are unknown, many speculate that one killed the other in a fit of rage, cursing the house and the surrounding grounds. On a moonlit night, one can almost see somebody watching out through a window on an upper floor.
- (DC 20): Local youth who know of the house challenge each other to see who can last longest inside. So far, nobody has remained for even an hour, let alone a full night.
- (DC 25): There's a presence around the house, like fleeting memories of a dangerous past. A few brave souls who managed to stick around for a while say the visions grew stronger the longer they were there.

Prerequisites: Character level 3rd, must not be immune to fear effects.

Activation: Must survive at least 3 haunts with a CR no less than the character's level –3 and get 8 hours of uninterrupted sleep inside the house.

Recharge: A creature can return to the house as long as there are still haunts it hasn't personally experienced.

Benefit: The creature learns and can cast *detect undead* at will as a spell-like ability using its character level as its caster level. Once per day, it can also cast *hide from undead*. These effects last for one month or until the house is rebuilt (see below).

A 7th-level or higher creature can also cast *retrocognition* once before leaving the house.

An 11th-level or higher creature can also cast *prognostication* once while the benefit lasts. This functions as a *divination* spell, but provides even more cryptic advice out to one year and a day into the future.

A 15th-level or higher creature can also cast *retrocognition* once while the benefit lasts.

A 19th-level or higher creature can also cast *foresight* once per day while the benefit lasts.

Aura: Strong divination.

Destruction: Destroying all of the haunts within a mystery house destroys it permanently. It crumbles and falls apart, potentially crushing creatures within. Weapons and armor within 100 ft. of the house gain the ghost touch magic property for 1 month per CR of the most powerful haunt within the house.

If a mystery house is physically destroyed while any haunts remain, it rebuilds itself in 2 weeks –1 day per CR of the most powerful haunt remaining in the house (minimum 1 day).

Value: 1,800 gp (3rd), 11,200 gp (7th), 26,400 gp (11th), 48,000 gp (15th), 68,400 gp (19th).

Specific Magical Locations

Specific magical locations are usually much harder to find because they are more closely tied into the lore of a region. Most of the time, this makes each such location unique. While not always more powerful than a general magical location, specific locations tend to have more complex activations and a larger number of direct benefits.

Altar of the Suffering God

By Iokennoron McComber

Description: A cavern behind a waterfall hold this barren altar dedicated to an ancient, gaunt deity. The dogma, "Perseverance can overcome any suffering," is carved upon the wall.

Lore: History, local, or religion. A former god of bounty and indulgence suffers punishment for interacting too frequently with mortals. The deity was forced into hiding and left to starve for his crimes.

(DC 15): What would be a perfect watering hole lies abandoned by even the bravest of animals in the area. Now it stagnates, despite being fed by the nearby falls, and draws insects.

(DC 25): There is a small cave at the base of the falls that anybody with some sense avoids staying in for too long. A local boy once ran away from his abusive parents and hid in the cave for 2 days before the swarms chased him home.

(DC 30): A priest from a neighboring city once investigated the cave. Legend claims he stayed there for 4 days before succumbing to hunger, but recovered his wits after leaving. Upon his return, the man felt nothing of the power he claimed was there before.

Prerequisite: The altar of the suffering god confers its special ability only on a living creature that breathes, eats, and sleeps.

Activation: A creature must meditate and fast for 5 days in the cave without the aid of magic or other creatures. During this time, the creature must succeed against at least 2 Constitution checks to avoid nonlethal damage from starvation. After 2 days in the cave, a *summon swarm* spell harrasses the creature 1d4 times per day. Treat this spell as being cast by a spellcaster of the creature's level -3.

Recharge: The altar functions for any creature that can survive its trial, so long as the creature does not aid or receive aid from other creatures within the cave.

Benefit: A creature that completes the Trial of the Suffering God gains the benefits of a ring of sustenance, a permanent *stoneskin* spell that refreshes at the beginning of each day, and immunity to poison. This lasts for 2 months.

Aura: Moderate abjuration

Desctruction: 10 lbs. of food left to rot in the cave for at least 5 days suppresses its benefit for 2 months. The rotted food can be harvested and used as the spell component to create up to 1d3 rings of sustenance. No magic, short of a *mage's disjunction*, *miracle*, or *wish*, can destroy the altar.

Value: 8,000 gp (6th).

Carapace of the Greatest Thief

Description: What looks like the ornate top half of a medium-sized turtle's shell inexplicably floats just out of reach in a room lined with traps that would make the wisest of rogue's reconsider trying for it. Yet, from the scorch marks on the walls and the skeletons strewn about, it's clearly something worth the risk.

Lore: Arcana, dungeoneering, or religion. The shell is a wives' tale told in thieves' dens by liars who claim the god of tricks was looking out for them.

(DC 15): In the story, the god of tricks was once a mortal rogue who drew the ire of a tribe of barbarians by taking the innocence of their princess before her wedding day. To escape them, he used a stolen scroll to change himself into a turtle with jewels embedded in its shell and played at being the chieftain's pet until the old barbarian died in glorious battle the following year.

(DC 20): Even as a turtle, the rogue was capable enough to work his skill against the tribe, lulling them into complacency with what they believed was the blessing of the gods for keeping him around. Eventually, though, he grew bored and turned on them just in time to watch the chieftain battle a clearly superior enemy to the death.

(DC 25): After ascending to godhood, the rogue kept the shell around as a reminder of his mortal flaws, but his fancy in it soon waned as well. He now sends the shell where he feels it will capture the most attention, hoping to find somebody who might keep him entertained for a time.

Prerequisite: Int 13, at least 5 ranks in two of the following skills: Acrobatics, Bluff, Disable Device, Stealth, or Use Magic Device.

Activation: A creature must overcome no less than 3 traps set around the shell, then touch it and hope it doesn't disappear.

Recharge: While it remains in an area, any number of creatures can activate the shell. For each attempting to do so, roll 1d6. On a 1, the shell teleports away, as *plane shift*, before being touched.

Benefit: A creature that successfully touches the carapace of the greatest thief gains luck unimaginable, allowing it to reroll up to 5 failed d20 rolls. The creature can use these rerolls repeatedly if it wishes to do so, or it can spread them out. For each day the creature doesn't perform some purposefully daring or otherwise entertaining act, there's a cumulative 5% chance its remaining points disappear the next time it attempts to use them.

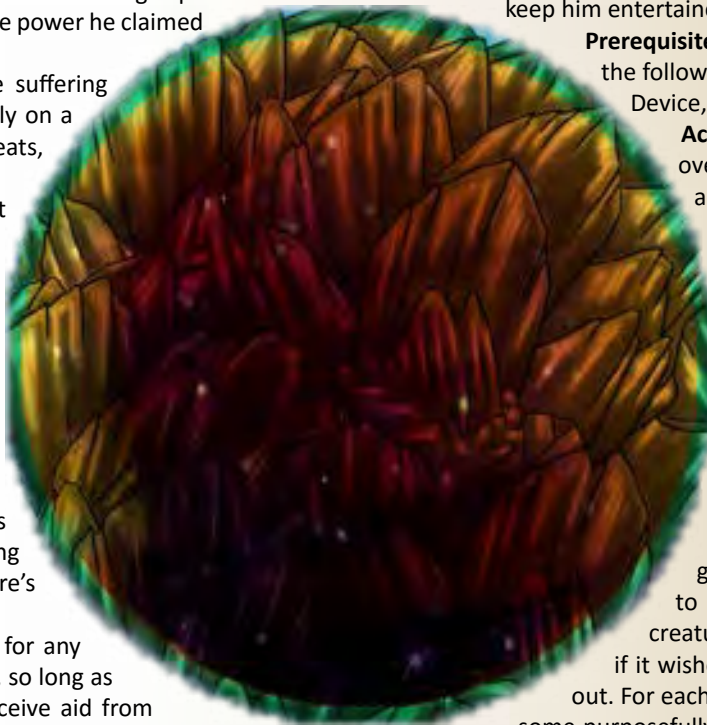
Aura: Strong illusion.

Desctruction: If taken from its current location, the shell becomes a +1 adamantine heavy shield that all creatures are proficient with. For a small creature, it counts as a tower shield instead. If the gems are removed, or the shell would be sundered, it crumbles into 5 lbs. of fine powder worth half its value (or its full value if used to create a chanceborn convergence).

Value: 15,500 gp (5th).

Presence of Nature

Description: A presence of nature is a specific area of lingering power where the greatest fey beings, rivaling the gods themselves, show the true extent of their abilities. At the height of the war between order and The Chaos, the Fey Court was forced to join the fight directly to prevent the Overrealm's destruction. Some of these locations ripped reality open to expose shattered worlds. Others collected the ambient magic that pervades the area even now and coalesces into a presence of nature.



Lore: History, nature, or religion. This area is a place of worship for elves and other fey creatures. They congregate here to feel closer to the being who created the presence of nature.

(DC 20): Placing an effigy of the fey lord who created the presence is enough to consecrate the area, as the spell. Praying to an effigy already placed there grants a simple boon from the benefits described below.

(DC 25): Acting in accordance with the fey lord's alignment can grant a moderate boon. Bringing proof of the destruction of one of the lord's enemies grants one a major boon.

(DC 30): Once per month, a single creature with a direct tie to the fey (including most elves, druids, and pythia, as well as clerics and oracles who revere nature) can use the presence of nature to commune with the fey lord, as the spell.

Prerequisite: Any non-chaotic.

Activation: A creature with the proper knowledge (see above) whose character level is at least twice the spell level of the boon to be gained knows how to activate the listed benefits.

Recharge: A total of 10 spell levels' worth of boons can be active at a time (0-level spells count as 1).

Benefit: A boon is any druid spell with a target of personal or one creature, a range of touch, and a duration of at least 1 round. Minor boons are 0 and 1st-level spells, moderate boons are 2nd and 3rd-level, and major boons are 4th and 5th-level. If the boon's duration is usually rounds, it is days; minutes is weeks, and hours is months, and the creature's effective caster level is equal to its character level.

Aura: Strong abjuration.

Desctruction: A *dispel magic* cast by a creature with at least 11 hit dice against DC 30 suppresses all boons for 1 week. The DC is reduced by 1 for every spell-level of boons currently being used. If a creature succeeds against the DC by 10 or more, the presence of nature is destroyed entirely. A *desecrate* spell cast on an effigy within the area reduces the DC by 5, as does the presence of an effigy dedicated to a being with an opposing alignment.

Value: 50,000 gp (10th)

Sanctum of the Sorcerer King

Description: A structure unlike any previously seen looms ahead. At first, the building appears to be pyramid-like in its shape, but watching it long enough reveals another presence, more akin to a large keep or a small castle complete with battlements and ramparts. Skeletal archers and pike-wielding pig creatures



scurry about, preparing to deal with those not welcomed by the sorcerer king.

Lore: Local, planes, or religion. The building looks to have been constructed on Zaelin; a magical realm of beautiful, playful fairies; brave, daring elfkin; and other powerful, mystical races. Of those races, the fiari are most likely to craft something like this.

(DC 15): This is the sanctum of the sorcerer king. It acts as a gateway between the worlds of light and darkness that exist on Zaelin.

(DC 25): Practically a dungeon in its own right, the sanctum is believed to hold at its center the remains of the sorcerer king. A being worthy of the great thief's notice may claim some of his treasure as its own, but risks possession by doing so.

(DC 30): The more worthy a creature who gets past the guards, the easier it is for that creature to locate the center of the sanctum. Whether the entrance leads in a straight stair case down, or a multitude of rooms mask and obscure its passages depends on the creatures entering.

Prerequisite: Visage of Courage, Visage of Power, or Visage of Wisdom. A creature that does not meet these prerequisites can still enter the sanctum, but must survive at least 3 encounters with a CR equal to or higher than its level unless it is accompanied by a creature that meets the prerequisite.

Activation: A creature who meets the prerequisite can stay within the area for at least 1 round actively seeking its power. It then rolls a save against *magic jar* (DC 20). Success indicates that the creature gains the benefit, but takes on aspects of the sorcerer king (change of personality, viewpoints, and so on). A creature that fails its save can attempt a new saving throw once per month. Any number of creatures can be affected by this version of the spell at a time.

Recharge: A creature that stays away from the sanctum for at least 1 week must save again to avoid possession. Possessed creatures are treated as bonded allies of the sorcerer king (see Chapter 7) and are sent out to seek a *true resurrection* spell with which to return him to life.

Benefit: The creature gains The True Nature of Courage, The True Nature of Power, and The True Nature of Wisdom as bonus feats. It does not need to meet the prerequisites. The benefits of those feats last for 1 month. If the creature meets the prerequisites of one of those feats, the benefits of the greater feat is permanent, while the benefits of the other two last for 3 months.

For example, an elfling with Visage of Courage would gain The True Nature of Courage permanently as a bonus feat. The other two feats gained would last for 3 months, and he could return to the sanctum of the sorcerer king to gain them again (assuming he is not possessed upon his return).

Aura: Overwhelming necromancy, strong enchantment and transmutation.

Desctruction: Destroying either the light or dark representation of the sanctum does nothing, but destroying both removes any possession currently affecting creatures and also negates the benefits on all creatures. Regardless, both representations of the sanctum are rebuilt in 1 year.

Removing the remains of the sorcerer king negates the benefits of the sanctum and compels possessed creatures to find and return them.

Value: 200,000 gp (9th)

The Throne of Stone

Bone of stone, upon the throne. From his throne, he rules stone and bone. - Inscription.



Description: The throne of stone sits in a destroyed cathedral littered with the corpses of those who have attempted to earn its favor. Though sunlight spills through the glass above, the throne itself remains in perpetual shadow.

Lore: History, planes, or religion. The throne was not always at this location. It was moved here some time back by a priest of the goddess of death to honor her. The inscription implies that an individual whose “bone is of stone” may claim the seat. Many believing they were that individual have tried and failed.

(DC 15): Simply approaching the throne with the intent of sitting upon it appears to be enough to activate its considerable defenses. Those closest to the seat either believed themselves capable of tricking it or had no intention of sitting upon it until they had read the inscription.

(DC 25): Those who survived their initial encounter with the throne and left have recounted that it felt like their souls were being pulled from the world of the living into the waiting arms of death itself. Many of these unfortunate souls still have nightmares of the terrors they witnessed as they took their first shaky steps toward the throne.

(DC 30): One almost forgotten text on the throne claims that the priest who interred the throne had an orc companion who could sit in it without consequence. If what the text claims is correct, the creature had no idea that the throne can be used as a gateway to the realm of the dead.

Prerequisite: Cannot be immune to fear effects.

Activation: A creature who approaches the chair with knowledge of it and the intent to gain its benefit must survive 1 haunt plus 1 if its Knowledge check was 15 or higher, 2 if the check was 25 or higher, or 3 if the check was 30 or higher. Each haunt’s Challenge Rating is equal to the creature’s total Hit Dice +4. A creature can receive aid in surviving a haunt.

Creatures with the annodam or orc subtypes gain a +2 racial bonus to saves against the throne’s effects.

Recharge: Once a creature has sat upon the throne, its connection to the realm of the dead is permanent until another takes its place. If the throne’s benefits are lost, the previous creature is aware but does not know how or why without its own means of finding out (such as through scrying). A creature does not inherently know if the throne is moved from where it sat when last activated, only if it is sat upon.

Benefit: A creature that sits upon the throne becomes immune to fear effects. If the creature has levels in necromancer, its charnel touch and channel negative energy is treated as a necromancer of eight levels higher. A creature with a dominion power that can be used a limited number of times per day can use that power one additional time each day. If the creature is not a necromancer, it gains charnel touch and channel negative energy as an 8th-level necromancer, or it can distribute these levels between up to 8 total creatures.



In addition, once per year, a creature sitting upon the throne can cast *raise dead* on up to 5 creatures anywhere on its current plane. The raised creatures are brought to the throne via a *greater teleport* spell with no chance of failure. If they are unable to teleport in this way, the creatures are raised where their corpses lay.

For every 5,000 gp worth of diamonds it lacks when casting the spell, the creature suffers 1 point of Constitution drain.

A creature able to cast *raise dead* can instead use the throne to cast *resurrection*. A creature able to cast both can instead use the throne to cast *true resurrection*.

Aura: Overwhelming necromancy, strong conjuration.

Descruction: Destroying the throne on the material plane severs its connection to the last creature who sat upon it as well as the gateway to the realm of the dead. Creatures returned to life with the throne die immediately. The throne itself shatters into 8 pieces, each of which grant a +2 bonus on saving throws against fear effects and can be used as a substitute for a diamond of appropriate value when casting *raise dead*, *resurrection*, or *true resurrection*. Using a piece of the throne in this way consumes it as it would a diamond. If at least 1 piece remains, it can be incorporated into a new throne by a creature with mythic rank 3 or higher, the Mythic Craft Wondrous Item feat and each of the spells and abilities listed here.

Value: 200,000 gp (9th)

The Wildlands

Description: The wildlands is a verdant region of the fey realms where trees and flowers grow in giant proportion, and animals can change their form on a whim. Magical beasts

such as the ardor mouse will wait patiently for a shimmer cat to pounce before changing into a hulking creature capable of swallowing the would-be predator whole.

Lore: History, nature, or planes. Like other lingering elements, areas affected by the Wildlands become inundated with its power. Flora and fauna in the area will begin as one species, then change into another in the blink of an eye.

- (DC 15): Scholars who study druidic spells and their relation to transmutation speculate that it is the Wildlands from which primal magic users gain their ability to wild shape.
- (DC 20): By cutting a creature's access off to the Wildlands, one could potentially prevent it from gaining the benefits of wild shape and other transmutation effects.
- (DC 25): Reveals the activation, recharge, and destruction of the lingering element.

Prerequisites: Ability to wild shape or cast at least one 3rd-level spell in the polymorph subschool, must not be immune to polymorph effects.

Activation: Each round, a creature within the Wildlands must save vs. the effects of *baleful polymorph* (DC 17). After 3 rounds, if they have not failed their Will saves, up to 5 creatures gain the benefits described below.

Recharge: After 5 creatures have gained the benefits of the lingering element, it falls dormant for 1 year.

Benefit: When the creature uses wild shape or casts a spell in the polymorph subschool on itself, it gains a +4 bonus to Strength and Constitution for the duration. These bonuses stack with other bonuses granted by wild shape or the spell that was cast, but not with themselves (a creature cannot enter the Wildlands twice to gain a +8 bonus).

Animal, magical beast, and plant creatures that remain in the area for at least 3 rounds gain the shapechanger subtype (this does not result in the lingering element's destruction, see below) and can cast *beast form II* as a full-round action, with a caster level equal to their total hit dice. The affected creature inherently knows how to do this. Destroying the lingering element negates this ability.

Aura: Moderate transmutation.

Destruction: A creature with the shapechanger subtype, or a creature that is immune to transmutation (polymorph) effects can remain within the Wildlands for 3 rounds. At the end of this time, the creature makes a caster level check (DC 22). Success causes the lingering element to fall dormant for 1 year. Success by 5 or more destroys the lingering element entirely.

If access to the Wildlands is cut off entirely, any creature benefiting from that specific lingering element must succeed at a Will save (DC 22). If it fails, the creature loses its ability to use wild shape or cast polymorph spells. The creature can attempt its save again once each month to regain its ability. Alternatively, a *remove curse* spell can be cast upon the afflicted creature by an 11th-level or higher spellcaster, allowing the spellcaster to substitute a caster level check for the creature's saving throw.

Value: 32,000 gp (4th).

Wars' End

One last call, a final stand; to every son and daughter, woman or man. This is the site toward which all battles tend. This is the location of the greatest wars' end.

Description: What appears to be the site of a great battle looms ahead. The corpses of unrecognizable creatures lie strewn about, intermingled with members of several known races, all of which are dressed and armed for war. Despite the macabre scene, no smell of death lingers, but any documents found there have all been altered to repeat the same rhyme describing something called "wars' end."

Lore: Dungeoneering, history, or local. At the center of the battlefield is a group of adventurers who appear to have been trapped between sides, since their outfits and huddled position indicate they were defending themselves from any who came near.

- (DC 20): At the end of the war between order and the Chaos, battles were fought across realities, and sometime between them. Sometimes, an unwitting group of heroes from one world would find themselves transported into the midst of a pitched battle.
- (DC 25): The heroes trapped in the battle of wars' end banded together and worked to protect one another from the onslaught. Though they fell, the memory of their devotion remains. This also reveals the activation.
- (DC 30): A creature with the ability to cast *teleport* or *gate* may be able to use this magical location to travel quickly to another field of battle and back, as if it was very familiar. This also reveals the recharge and destruction.

Activation: A group of heroes who have spent at least 1 year together can recite the rhyme, forever bonding themselves as allies.

Recharge: After 1 group has gained the benefits of the lingering element, it falls dormant for 1 year, but can still be used to teleport, as described above.

Benefit: Once per day, as a standard action, any of the bonded creatures can yell for its allies to remember wars' end. The creature and any of its allies who can hear it gain temporary hit

points equal to twice their average party level. These temporary hit points last for up to 1 hour.

Aura: Strong abjuration.

Destruction: Removing or destroying any of the remains at the center of the battlefield destroys the magical location, as does a betrayal between allies anywhere within the area. Any creatures benefiting from wars' end when this occurs must save vs. *bane* (DC 21). A creature that fails its save can attempt it again each morning. A successful *remove curse* ends the effect.

Value: 10,000 gp.

Witch Haven

Description: A simple hut, made of straw and clay, stands in the middle of a swamp. Peering in through the open doorway or a window reveals nothing of particular value. Wait! What's that? There appears to be something glowing under a pile of straw, tucked away just out of sight and reach.

Lore: Arcana, dungeoneering, or local. Witch Haven is a much sought after site of power. Witches and witchblades either believe it to be no more than a myth or covet what little knowledge they have of it in hopes of finding it first.

- (DC 25): A non-witch who approaches the hut must save vs. *antipathy* (DC 21). Even if it succeeds, the creature must also succeed vs. *geas* (see below). It is sickened while inside and for up to 1 minute after it leaves.
- (DC 30): A witch or witchblade who approaches the hut must save vs. *geas* (DC 19) or be forced to leave the area, unable to tell others where it is and lying to them if she must to hide the hut's true location. If the witch succeeds, she can activate the hut's benefit and is immune to the hut's *geas* from then on.
- (DC 35): The items obtained from Witch Haven are believed to be drawn from the creature's future self. They count against the creature's wealth by level, so they can be sold normally.

Prerequisite: Character level 2nd.

Activation: Stepping into the hut activates it automatically.

Recharge: A non-witch creature that succeeds in stepping into the hut can only ever benefit from it once. A witch or witchblade can use it once for every 3 levels attained after 2nd (5th, 8th, and so on). This benefit does not apply retroactively, so a 4th level creature can obtain an item worth 2,500 gp and may return at 5th level for a new item, but a 5th level creature can only obtain a single item worth 4,500 gp, not one of each.

Benefit: The hut creates a magical item with a value equal to the capital expense of an heir apparent of equal or lesser level than the creature.

Aura: Overwhelming enchantment, strong conjuration.

Destruction: There is a 5% chance each time one or more creatures approach the hut that it teleports to a different location, as the spell. Short of power befitting the gods, not even a mythic spell can truly destroy Witch Haven. Instead, those who wish to hide its presence can force the hut to teleport to a new location by spending at least 3 days inside, destroying it in some way (physically or with spells). The hut restores itself each morning, at which time the creature (witch or not) must save versus both the *antipathy* and *geas* effects (even if it was immune). When the hut leaves its current location, any items the creature obtained from it are destroyed entirely.

Value: —.



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Bonded Characters

In collaboration with Ryan Dukacz from our Kickstarter. Thank you!

Partners in crime. Dynamic duo. Soul mates. There is no shortage of special pairings across any medium. Bonded characters takes this idea and applies it to two members of a party who share a greater connection than just a mutual adventure or enemy.

When two characters decide to become bonded, they do so through a special ritual that changes each of them, combining their life force and creating a stronger, mystical tie between them. This option works particularly well for couples who wish to give their union a deeper meaning than marriage, recognized or not, under the laws of the land.

That isn't to say only couples become bonded. The idea of blood brothers and family ties goes back millennia, and such connections can be just as strong as the love shared between two individuals.

The Bonding Ritual

When two creatures wish to bond, they must perform a special, 8-hour ritual. This ritual doesn't require that either creature be a spellcaster, but at least one must possess the bonded familiar class feature (typically witches and wizards). At the end of the ritual, this feature becomes shared by both creatures, as described in the archetypes and bonded features below. A bonded creature cannot also have a familiar.

Cost: The ritual itself is not cheap. The more experienced a creature, the harder it is for that creature to create a bond. This is due, in part, to the creature's self reliance, but also because of the strength of its individuality. Each creature participating in the ritual must provide components totalling 200 gp per hit die the creature possesses. These components can be personal memorabilia, rare gems, or something else that holds meaning to the creature. Depending on the bonded archetype (see below), additional costs may accrue to gain certain benefits (similar, but not identical to gaining convergence).

1st level characters who wish to begin play bonded need not pay the costs above. Likewise, characters who gain levels after becoming bonded do not need to perform the ritual again. Instead, the cost is taken out of the rewards both creatures would earn while adventuring. In this way, the GM is encouraged to adjust party rewards accordingly with the bonded characters understanding that 400 gp of their shares goes toward maintaining their bond (maybe they spent it on special training or an elaborate outing during downtime).

Death and Resurrection: If either of the bonded creatures dies, it can be returned to life via spells such as *breath of life*, *raise dead* or *resurrection*, within 10 x the allotted time (so *breath of life*, for example, could be cast on the bonded creature within 1 minute instead of 1 round). If both bonded creatures die, the requirements of the spells is unchanged (one could be brought back with *breath of life*, which would then extend the time to save the other accordingly). *True resurrection* has no time limit for bonded characters. So long as one is returned to life within 10 years per caster level (as the spell), the other can be brought back at any time.

Bonded Features

All of the following features are gained by bonded creatures.

Bonded Awareness: The bonding ritual grants both creatures a +4 bonus to their initiative. If either bonded creature succeeds at its Perception check to avoid being caught flat-footed when rolling initiative, both bonded creatures can act during the surprise round.

Empathic Link (Su): At 1st level, The bonded creatures share an empathic link with each other to a 1 mile distance. They can communicate empathically, but cannot see through each other's eyes. Because of the link's limited nature, only general emotions can be shared. Each bonded creature has the same connection to an item or place as the other.

As a standard action, a bonded creature within range can concentrate to learn its companion's *status*, as the spell.

Share Spells (Sp): If either bonded creature has the ability to cast personal spells with a target of you, it can cast those spells on itself or on its companion as a touch spell. Beginning at 8th level, the creature can cast these spells on its companion through their empathic link.

Mystic Sentinel (Bonded Fighter Archetype)

Wizards and other frail spellcasters will often employ the aid of an armored guard to protect them as they prepare various incantations and magic to deal with a threat. Only moments away from certain death, the magic user finally asks his protector to stand aside as he unleashes wrath upon their shared enemy.



At times, a wizard's bond to his armored ally can change the dynamic between both. A collaboration that brings with it greater and more fluid tactics. With wordless expressions, the two move, almost as one, to take down their mutual threat.

Mystic sentinels are fighters who have participated in the bonding ritual and use that connection to gain additional benefits.

Class Features

Bodyguard (Ex): At 2nd level, a mystic sentinel gains Bodyguard as a bonus feat, even if he doesn't meet the prerequisite, but only to protect his bonded companion. When the mystic sentinel's adjacent companion is attacked, the sentinel may use an attack of opportunity to attempt the aid another action to improve his companion's AC. This replaces the bonus feat gained at 2nd level.

Bonded Will (Su): At 2nd level, a mystic sentinel can use the better of his own or his companion's bonus when attempting a Will saving throw. This functions through the sentinel's empathic link (out to 1 mile). This replaces bravery.

Deliver Touch Spells (Sp): At 4th level, a mystic sentinel can deliver touch spells for his bonded companion. If the companion and the sentinel are in contact at the time the companion casts a touch spell, the companion can designate the mystic sentinel as the "toucher." The sentinel can then deliver the touch spell just as his companion would, or through a successful attack with a melee weapon (as spell storing). As usual, if the companion casts another spell before the touch is delivered, the touch spell dissipates. This replaces the bonus feat gained at 4th level.

Evasion (Ex): At 6th level, a mystic sentinel can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless mystic sentinel does not gain the benefit of evasion. This replaces the bonus feat gained at 6th level.

In Harm's Way (Ex): At 8th level, a mystic sentinel gains In Harm's Way as a bonus feat, even if he doesn't meet the prerequisites, but only to protect his bonded companion. While using the aid another action to improve is adjacent companion's AC, the sentinel can intercept a successful attack against that companion as an immediate action, taking full damage from the attack and any associated effects (bleed, poison, etc.). A creature cannot benefit from this feat more than once per attack.

This replaces the bonus feat gained at 8th level.

Spell Resistance (Su): At 11th level, a mystic sentinel gains spell resistance 5 + his fighter level through his empathic link to his bonded companion.

Spell Anchor (Sp): Beginning at 12th level, a mystic sentinel can treat his space as the point of origin for his bonded companion's spells. The sentinel and the companion must be able to see and hear each other in order to communicate effectively enough to cast a spell. The companion must still concentrate and draws attacks of opportunity for casting a spell in this way. At 20th level, the sentinel's companion can instead cast these spells through their empathic link.

This replaces weapon mastery and the bonus feat gained at 12th level.

Scrying (Su): At 13th level, a mystic sentinel's bonded companion can scry on the sentinel (as if casting the *scrying* spell) once per day. They can also communicate through their empathic link, as *sending*. This does not allow the companion to cast spells at a greater range via spell anchor.

Stalwart (Ex): At 14th level, a mystic sentinel can use his empathic link with his bonded companion to avoid certain attacks. If he makes a Fortitude or Will saving throw against an

attack that has a reduced effect on a successful save, he instead avoids the effect entirely. A helpless mystic sentinel does not gain the benefit of the stalwart ability. This replaces the feat gained at 14th level.

Improved Evasion (Ex): At 16th level, a mystic sentinel's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. A helpless mystic sentinel does not gain the benefit of improved evasion.

Resist Energy (Su): At 18th level, a mystic sentinel gains resistance to acid, cold, electricity, and fire damage equal to his armor bonus to AC. This replaces the bonus feat gained at 18th level.

Sunder Spell (Su): At 20th level, when a mystic sentinel succeeds at his saving throw against a spell with multiple targets, he can make an attack roll as an immediate action against the spell's saving throw DC. If his attack meets or exceeds the DC, the spell is countered. If he rolls a natural 20 on this attack, he can turn the spell back on its caster at full effect. This replaces the bonus feat gained at 20th level.

Mystic Scoundrel (Bonded Rogue Archetype)

Rogues with close personal ties are a rare breed, but those who go so far as to perform a bonding ritual with a spellcaster gain far more than mere companionship.

Mystic scoundrels gain all the same abilities as the mystic sentinel, except they replace rogue talents instead of bonus feats. They also replace trap sense (or danger sense if playing an unchained rogue) with bonded will. A mystic scoundrel who already has evasion at 2nd level can still choose a new rogue talent at 6th level.

Mystic Senpai (Bonded Monk Archetype)

Monks are usually more about the community than an individual, so the bond formed between a mystic senpai and his companion is both unique and special. The senpai gains all of the same class features as the mystic sentinel (except evasion and improved evasion). Those abilities replace the monk's bonus feats, the monk AC bonus starting at 4th level, and perfect self.

Mystic Templar (Bonded Paladin Archetype)

A mystic templar is a paladin who has gone through the bonding ritual with a spellcaster as her bonded companion. She gains all of the same class features as a mystic sentinel, and those abilities replace the following paladin class features. The templar does not gain bonded will.

Divine grace; smite evil gained at 4th, 10th, and 16th level; mercies gained at 6th, 12th, and 18th level; aura of resolve, aura of faith, and holy champion.

Mystic Warmonger (Bonded Barbarian Archetype)

Like mystic sentinels, mystic warmongers have gone through the bonding ritual with a spellcaster as their bonded companion. They gain all of the same abilities as the mystic sentinel, except they replace rage powers instead of bonus feats. The warmonger doesn't gain bonded will until 3rd level, and it replaces trap sense (or danger sense if playing an unchained barbarian). He also does not gain the 20th level benefit of spell anchor. A mystic warmonger's abilities gained in place of rage powers only function while he is raging.

Enwi

Requested by John H. Bookwalter Jr. from Kickstarter. Thank you!

Like Volwryn, the homeworld of the enwi spent entire generations fighting a race war that eventually threatened the plane itself. While the war between the world soul races has spilled over into the shattered worlds, the enwi found a different (some would argue better) solution.

Gathering the most powerful spellcasters of every race, the enwi devised a spell that removed all racial inequality. Upon casting the spell, every sentient humanoid on their world was transformed into the likeness of every race. For a time, there was confusion, but once everything settled, the leaders of what were no longer different species met and discussed peace. After several of these meetings, the race was able to overcome their differences and rise above the concept of tribes and clans. They now send envoys of their people through rifts into other shattered worlds, hoping to bring their ideals to others as well.

Physical Description: Enwi have characteristics of humans, elves, orcs, dwarves, gnomes, halflings, and goblins. These features usually combine in an attractive manner. The mix varies from one enwi to the next, but each has aspects of those races.

Instead of a uniform averaging of racial skin tones, the enwi have an irregular patchwork of all skin colorations. The tones run the gamut from albino white, to orc and goblin greens, to brown and darker. The patches are small on the face, head, and hands and larger on the rest of the body. The patchwork pattern is unique for each enwi.

An individual's hair (including beard if there is one) is likewise a streaked mixture of various, common shades and even more exotic colors. Hair texture is uniformly naturally straight, but some enwi style their hair. An enwi's eyes are a kaleidoscope of various colors.

Enwi have human-like builds. Unlike most races and species, there is very little sexual dimorphism among the enwi. Unfortunately, the same spell that made them equal also greatly reduced their capacity to live more than a few years as their very makeup eventually tears itself apart.

Base	Base		Weight
Height	Weight	Modifier	Modifier
4 ft. 6 in.	90 lbs.	2d6	x5 lbs.

Aging Effects

Adult	Middle Age	Old	Venerable	Maximum Age
2 years	6	8	9	+1d4 years

Society: Enwi society appears uniform on the surface, with representatives from communities governing the people and meeting periodically as a council to discuss matters of progress and law. Meanwhile, communities and regions squabble and sometimes fight over petty things, finding faults in others that they can point to as a sign of flawed heritage or weakness.

Relations: Having worked hard and sacrificed much to build their society, the enwi defend it passionately. Not prone to overt acts of aggression, they are not expansionists. Some strive to spread equality and acceptance, often making fine diplomats. The enwi seldom prejudge an individual based on race, size, or gender, allowing the individual to win the enwi's acceptance and friendship on his or her own merit.

Alignment and Religion: As part of their spell, the enwi attempted to make their entire race neutral in demeanor. Unfortunately, this meant that extreme traits were left unchecked. While most enwi are neutral in some capacity, they can still be lawful, chaotic, good, or evil. Some even go through

multiple different extremes as they age or their understanding of the world affects their views. A very rare few have no neutrality in their alignment, an ongoing mystery debated by scholars and clergy.

Because of their magical tampering, it is difficult for enwi to find religion and stick with it. Some believe the gods wish to ignore them outright, and only a few very well disciplined enwi have ever managed to worship a single god for longer than a month or two.

Adventurers: The short lifespan of enwi makes it very difficult for them to enter into long-term training as wizards and similar classes, but their diverse forms do well as sorcerers and other intuitive practices.

Names: Enwi often choose their children's names from those of any of the following racial subtypes: dwarf, elf, gnome, goblinoid, halfling, human, and orc. Some choose syllables of names from two or more races and combine them to create a new name. Those children sometimes resent these odd names and create nicknames.

Enwi Racial Traits (10 RP)

+2 Dexterity, +2 Charisma, -2

Constitution: Enwi are like shooting stars; brilliant and awe inspiring during the very short amount of time others have to see them.

Medium: Enwi are Medium creatures and thus receive no bonuses or penalties due to their size.

Base Movement: Enwi have a base speed of 40 feet.

Low-Light Vision: Enwi can see twice as far as humans in conditions of dim light.

Augmented: Enwi are humanoids with the augmented subtype. They count as all humanoid subtypes. At 1st level, choose 1 humanoid subtype from the list of ranger's favored enemies. This is the enwi's primary type for the purpose of other traits, feats, and class options. This choice cannot be changed later.

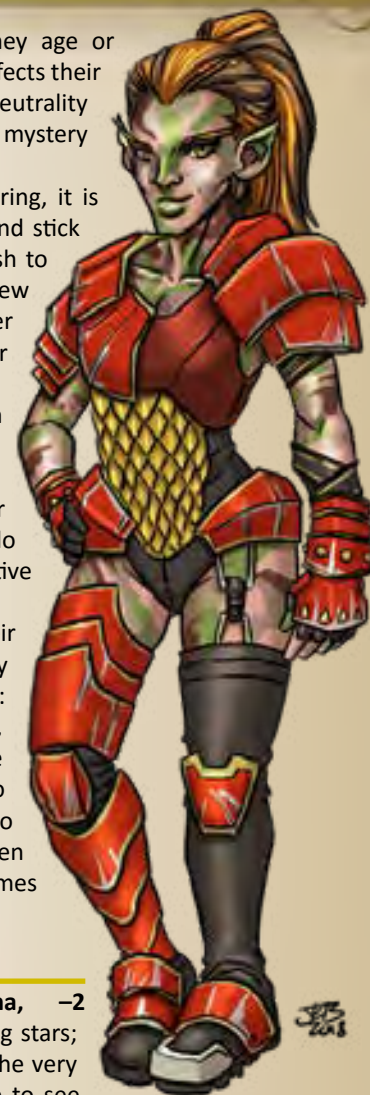
Envoy: An enwi with an Intelligence score of 11 or higher gain the following spell-like abilities (the caster level is equal to the enwi's character level):

1/day—comprehend languages, detect magic, detect poison, read magic.

Fleet-Footed: Enwi gain Run as a bonus feat and a +2 racial bonus on initiative checks.

Silver Tongued: Enwi gain a +2 racial bonus on Bluff and Diplomacy checks. In addition, when they use Diplomacy to shift a creature's attitude, they can do so up to three steps up rather than just two.

Physical Perfection: Enwi are immune to transmutation (polymorph) spells and spell-like abilities. When targeted by a transmutation (polymorph) spell or spell-like ability, an enwi instead takes 1d6 damage/level or hit die of the caster, to a maximum of 20d6. If the effect allows a save, a successful save at the effect's DC halves the damage.





Languages: Enwi begin play speaking Common. Enwi with high Intelligence can also choose Draconic, Dwarven, Elven, Gnomish, Goblinoid, Halfling, and Orc..

Alternate Racial Traits

The following racial traits can be selected in place of the typical enwi racial traits.

Cognizant: Some enwi have the mental tenacity to allow their physical forms to be changed while keeping their minds intact. These enwi are immune to enchantment effects. When targeted by an enchantment effect, the enwi instead takes 1d6 damage/level or hit die of the caster, to a maximum of 20d6. If the effect allows a save, a successful save at the effect's DC halves the damage. This replaces physical perfection.

Dual-Minded: Some Enwi gain a +2 bonus on all Will saving throws because of their amalgamated forms. This replaces envoy.

Ancestral Form: Occasionally, enwi learn how to return to their ancestral forms for a short time. These lucky few gain the following supernatural ability: For 1 minute per level each day, the enwi can assume the appearance of a single form of the humanoid subtype they chose with augmented. The form is static and cannot be changed each time it takes this form. The enwi gains a +10 racial bonus on Disguise checks made to appear as the member of the race whose appearance it assumes. Changing its shape is a standard action. This trait otherwise functions as *alter self*, save that the creature does not adjust its ability scores. The time an enwi spends in its ancestral form need not be consecutive, but it does need to spend that time in 1-minute increments.

This ability replaces silver tongued.

Enwi Favored Class Bonuses

Enwi gain favored class bonuses as members of the race they chose with their augmented racial trait.

Enwi Archetypes

An enwi qualifies for any racial archetype related to the race it chose with the augmented racial trait. In addition, enwi can learn or teach the following archetype to those who seek them out.

Minimalist Wizard (Wizard Archetype)

With their considerably shorter lifespans, enwi actually have no way of learning the kind of magic wizards spend years learning. Because of this, those who wish to practice the arcane must either hope to become sorcerers or turn to the path of the minimalist.

Minimalist wizards learn the basics of spellcasting on which they can compound their abilities as they gain experience. Unlike traditional wizards, they lack a library of handwritten spellbooks and aged mentors to tell them what they're doing right or wrong.

Weapon and Armor Proficiencies: At 1st level, a minimalist chooses a number of weapons equal to her Intelligence modifier. She is proficient with those weapons. She is also proficient with light armor, but not with shields. A minimalist can cast wizard spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a minimalist wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass minimalist still incurs the normal arcane spell failure chance for arcane spells received from other classes. This alters the wizard's weapon and armor proficiencies.

Spellcasting: A minimalist gains spells known as a sorcerer of her level +1 (maximum 20th level). Each morning, the minimalist chooses from amongst these spells when preparing her spells per day. If she has access to another source of prepared spells (such as another wizard's spellbook), she can prepare 1 spell per spell level from those sources instead. A minimalist does not learn new spells in place of those she knows.

The minimalist still gains spells per day as a wizard and bonus spells for having a high Intelligence modifier.

This alters the wizard's spellcasting and replaces spellbook.

Arcane School: A minimalist who picks an arcane school in which to specialize learns an additional spell from that school at each wizard level she gains. She can still cast spells from any opposed schools she may have, but doing so uses two of her daily spell slots.

Metamagic Feats: Because a minimalist still prepares spells, she must still prepare them with metamagic feats.

Spell Combatant (Su): At 1st level, a minimalist can expend one of her spells per day as a swift action to grant herself a bonus to manufactured weapon attacks and damage equal to the highest spell level she can cast. This bonus lasts for 2 rounds per spell level of the expended spell. These rounds need not be spent consecutively—the minimalist chooses at the start of her turn whether or not to gain the bonus for the round. These bonuses stack with enhancement bonuses placed on a weapon, so a minimalist with a +1 sword can still use this ability to gain a net +2 bonus. Bonus damage gained from spell combatant is not multiplied on a critical hit. This replaces scribe scroll.

Bonus Feats: A minimalist gains bonus feats at 2nd level and every 4 levels thereafter. In addition to the feats normally available to a wizard, the minimalist can choose combat feats, treating her wizard level as her base attack bonus for the purpose of meeting prerequisites. Beginning at 6th level, the minimalist counts as a fighter of half her wizard level for the purpose of meeting prerequisites of feats.

This alters bonus feats.

Cobbled Spell (Ex): While a minimalist doesn't keep a proper spellbook, she can cobble together notes on spells she has seen others cast. Beginning at 4th level, the minimalist gains a spellbook in which she places her spells known going forward. At 4th level and every 4 levels thereafter (8th, 12th, and so on), she also adds 1 new wizard spell that she has personally observed being cast or researched during downtime (spending 1 day per spell level to do so). The GM has final say on what spells the minimalist has observed or is able to research in this way. This otherwise functions as the spellbook wizard class feature.

Enwi Feats

The following feats are available to all enwi.

Imperfect Union

The combination of races within you has not been exact, and you still exhibit traits of your ancestral race.

Prerequisites: Enwi, augmented racial trait.

Benefit: Choose a racial trait possessed by members of the race you chose as your primary with the augmented racial trait. You gain that racial trait.

Perfect Union

The combination of races within you is exact enough that you are no longer considered a typical humanoid.

Prerequisite: Enwi.

Benefit: You lose the augmented racial trait and become an outsider with the native subtype. This grants you darkvision out to a range of 60 feet. If you already have darkvision from another source, increase the range of that darkvision by 60 feet, to a maximum of 120 feet.

Special: You can still benefit from your primary race when choosing feats, favored class bonuses, and other options.

Fantasy Weapons and Artifice

Requested by Jamie McRoberts during our Kickstarter. Thank you!

From a world where ages have passed since the time of heroes and magic comes a collection of specialized, fantastic weapons and useful objects. They have dwelled in the last bastions of magic for ages on end, and their stories have become legend, told with cinematic flare. Now they travel to whence they might be used through the rifts torn between realities. Once again, they are available to those who would seek them, for good or ill, to be wielded or replicated.

Armaments of the Dragonslayer

A collection of three items, the armaments of the dragonslayer were best known for their role in saving a small kingdom from a vile wyrm. The first of these, a pendant, is believed to harness the power of an ancient dragon-blooded sorcerer. It was used in the creation of the spear that would become its equal in power after being destroyed and recreated. The final piece, a shield, earned its place as one of the armaments after protecting their wielder from the dragon's deadly breath.

When his kingdom was saved, the hero who wielded the original armaments left to find peace, but the armaments were recovered and restored to their former glory before passing into the shattered worlds to be taken up in defense of another realm from another deadly enemy.

Amulet of Tiran (Discovery)

Spellcasters seek the Amulet of Tiran to enhance their spellcasting ability, particularly when keyed toward draconic power. Dragons, meanwhile, can sense the danger the amulet poses to them and often seek to hide or destroy it.

The Amulet of Tiran has up to three functions. First, it can be used once per day to imbue a masterwork or magical weapon, granting it the bane weapon property (and a +1 enhancement if the weapon was nonmagical to begin with) for up to 6 hours. When used to grant dragonbane, the enchantment lasts 24 hours instead.

Second, when worn while also wielding Calen's Spear, the amulet grants its wielder the ability to ignore any damage reduction and spell resistance possessed by his enemies for up to 6 rounds per day. These rounds need not be consecutive. Activating or deactivating this function of the amulet is a swift action. Against a dragon, the amulet activates automatically the first time an attack is made or a spell is cast that the dragon could resist. If the wearer does spend a swift action on his turn to activate the amulet, that round doesn't count toward his daily limit.

Finally, as a full-round action, the Amulet of Tiran can be crushed using Verin's Shield. Doing so casts *harm* (Will DC 24), as the spell. If the spell succeeds, the amulet reforms within 1 week in the possession of the creature who crushed it. If the spell fails, or if the target is a dragon, it reforms the next morning. Dragons suffer a -5 penalty to saves against this effect.

Discovery Requirements: Harness Discovery, convergence dust worth 12,500 gp.

Calen's Spear (Discovery)

At first glance, Calen's Spear can appear as nothing more than a masterwork spear, but it is balanced in such a way that a creature with proficiency in at least one martial piercing weapon can wield it in one hand. It also has the hardness of a +3 magic weapon (this does not stack with other enhancement bonuses) and has a range of 60 feet when thrown.

If the spear's wielder also wears the Amulet of Tiran, the spear becomes a +1 keen, dragonbane spear of returning. These weapon properties in total count as a +2 enhancement when determining any costs of further enchantments. If the spear possesses any of these properties when the Amulet of Tiran is put on, the excess properties fall away, turning into convergence dust worth half their value.

When wielded along with Verin's Shield, the spear grants its wielder a +2 circumstance bonus to AC and Touch AC. If the wielder also wears the Amulet of Tiran, the spear also gains the flaming weapon property. This property ignores any resistance or immunity to fire possessed by dragons.

Discovery Requirements: Harness Discovery, convergence dust worth 12,500 gp.

Verin's Shield (Discovery)

The most obviously magic of the armaments, Verin's Shield was crafted from the razor-sharp scales of a great red dragon. It functions as a heavy steel shield that deals 1d6 bludgeoning or slashing damage with a shield slam and has the blocking weapon feature, which grants an additional +1 shield bonus when fighting defensively. The shield also has brace, which means it deals double damage when readied against a charge.

When the shield is used in conjunction with the Amulet of Tiran, it becomes a +1 shield of fire resistance (10). As a full-round action, the bearer of the shield can change the type of energy it resists. If a dragon attacks the bearer, she can change the resistance as an immediate action instead.

When the shieldbearer also wields Calen's spear, the shield grants a resistance bonus on all saves equal to half its current shield bonus, and the shieldbearer is immune to fear effects.

Discovery Requirements: Harness Discovery, convergence dust worth 10,000 gp.

Elven Mindblade

The original elven mindblade was forged with a special hilt in which could be placed a psychic gem that could be directed to strike with surprising accuracy and power. The more canny its wielder, the more powerful the blade.

Each elven mindblade functions as a masterwork longsword. A creature with Exotic Weapon Proficiency (mindblade) gains a morale bonus to attacks and damage with the weapon equal to his Intelligence bonus (if any). In addition, the wielder qualifies for combat feats using his Intelligence in place of Strength or Dexterity (Power Attack, for example, requires Int 13 and base attack bonus +1). He only benefits from such feats with the mindblade, however, unless he also meets the normal prerequisites.

A creature with a base attack bonus of +3 or higher and Weapon Focus (mindblade) can activate the weapon's psychic gem by investing convergence dust worth at least 9,000 gp into it as part of a 1-hour ritual. Once invested, The weapon counts as a +1 longsword of throwing and returning for anybody who wields it.

Construction Requirements: Craft Magic Arms and Armor, *fox's cunning*, *magic stone*, *telekinesis*; **Cost** 800 gp.

Five-Point Star Glaive (Discovery)

Discovered in the heart of a volcano or alien creatures imbued with magic, the five-point star glaive is seemingly unique in design and purpose.

On its own, the glaive is a +1 aberration bane starknife of returning. A creature with Exotic Weapon Proficiency (five-point star glaive) also treats the weapon as a brooch of shielding and can command the glaive to hover, rather than

return. While hovering, a five-point glaive gains the dancing property, treating its current space as that of its wielder. After making its fourth attack, or when called to return by its initial wielder, the glaive returns, if able, or travels as close as possible before falling to the ground.

Once discovered, a creature can invest additional convergence dust worth at least 16,000 gp as part of a 1-hour ritual. Doing so grants the glaive the ability to ignore up to 10 points of hardness when used to attack objects.

Discovery Requirements: Harness Discovery, convergence dust worth 49,000 gp.

Hilt Blade

40 gp

A hilt blade is a special attachment that can be added to any one or two-handed weapon with a hilt. A dagger can be drawn from the hilt. As a light weapon, the dagger can be used to fight in a grapple, to cut oneself out after being swallowed whole, or in any situation where a light weapon could be of more use than a one or two-handed weapon.

When first drawn against a creature, the dagger grants a +2 circumstance bonus on Bluff checks to feint against that creature if the next attack is made with the dagger. This bonus is lost if the creature is aware of the dagger already.

A hilt blade can be added to a weapon that typically doesn't have a hilt (such as a crossbow, longbow, or spear) for double its cost, and that weapon must be of masterwork quality. The dagger can be enchanted separately from the weapon in which it is placed, or for 3,000 gp, it can share any enchantments placed on that weapon, if able.

Trinity Blade

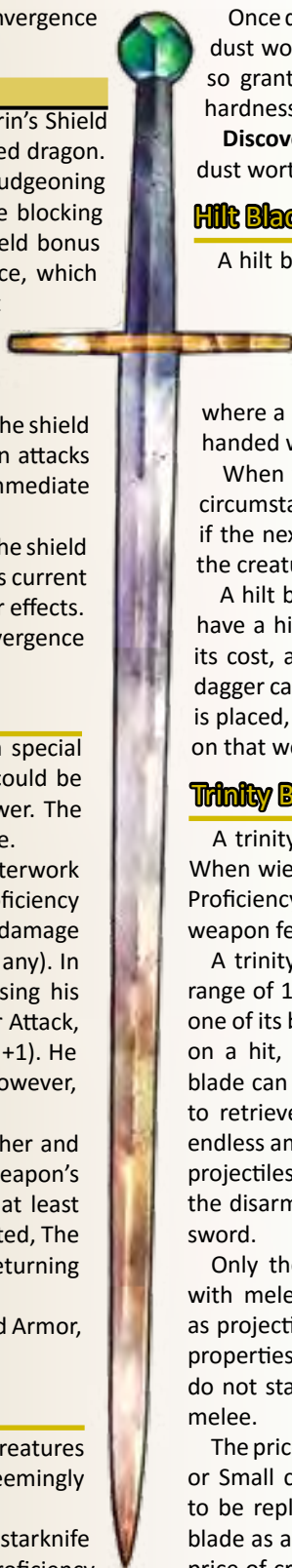
500 gp

A trinity blade is a masterwork, three-bladed bastard sword. When wielded in both hands by a creature with Exotic Weapon Proficiency (bastard sword), a trinity blade gains the disarm weapon feature.

A trinity blade can also be used as a ranged weapon with a range of 100 feet. When used in this way, the weapon launches one of its blades as a projectile, which deals 1d8 piercing damage on a hit, with a critical range of 20 and a x3 multiplier. The blade can fire up to 2 of these projectiles before its wielder has to retrieve them (a trinity blade enchanted with returning or endless ammunition does not have this limitation). Reloading the projectiles is usually a standard action, and the trinity blade loses the disarm feature while only one blade remains of the bastard sword.

Only the central blade of a trinity blade can be enchanted with melee weapon properties. The two blades that function as projectiles can be enchanted separately with ranged weapon properties. All three blades share enhancement bonuses, which do not stack when attacking with a fully-loaded trinity blade in melee.

The price above assumes a steel trinity blade sized for a Medium or Small creature. If any of the blades on a trinity blade need to be replaced, or are made of a different material, treat that blade as a longsword sized for its wielder when determining the price of crafting it from that material. Each blade can be crafted separately, and the masterwork component of the weapon is paid only once when all three are brought together.



Paleblade Assassin

Requested by Joshua Corsair during our Kickstarter. Thank you!

With the shattered worlds bleeding into reality comes different, sometimes dangerous, god-like beings. These divine entities vary in power and persuasion—from kami who manifest as abstract concepts offered lip service for their aid in easing life's struggles to demigods of lesser portfolios such as tricks, treats, mirth, and murder.

One such being, the Assassin Queen, has taken the opportunity to build a new following in worlds where her notoriety has yet to be truly noticed. Even whispers of this lesser aspect of Death, Shadow, and Secrets are met with the end of a shimmering dagger that glows silver as it draws away the light around it. For those who earn their queen's favor, however, a gift of seemingly eternal youth awaits.

Role: Unassuming in the best possible ways, paleblade assassins are to rogues as barbarians and rangers are to fighters. Where the latter two trade armor and defensive capability for sheer strength and scouting, respectively, the paleblade assassin gives more attention to infiltration and the quick elimination of one target versus scouting and diving between shadows in combat to confound multiple enemies.

Alignment: Any nongood.

Hit Die: d8.

Parent Classes: Shifter and vigilante.

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

Class Skills

The paleblade assassin's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks per Level: 6 + Int modifier.

Class Features

All of the following are class features of the paleblade assassin.

Weapon and Armor Proficiency: Paleblade assassins are proficient with all simple and martial, light and one-handed weapons, as well as all crossbows and shortbows. They are proficient with light armor, but not with shields.

Youthful Identity (Sp): A paleblade assassin's goddess grants her the ability to transform into a humanoid child at will. At 1st level, this functions as *alter self*, except the form taken is always small and always keeps the same general appearance. Spells that would alter the assassin's size to make her larger dispel this effect unless the assassin succeeds against the spell's saving throw to avoid it (for this purpose only, a spell with no saving throw has a Will save DC of 10 + the spell's level + its caster's spellcasting modifier).

Gaining Personas: With each divine aspect she gains beyond the first (see below), a paleblade assassin can also create a new persona for her youthful identity that pertains to that aspect (complete with a new appearance, personality, and so on). She can use these personas to interact with other creatures and gather information without revealing her true identity or other personas. Knowledge checks about the paleblade assassin do not reveal information about her personas, unless the assassin's true identity is revealed to the world at large.

Activating personas: Adopting a persona is more than simply transforming, which can be done independently (such as when entering combat). Changing from one persona to another

takes 1 minute while the assassin recalls mannerisms, speech, and the way she interacts with others. A paleblade assassin who does not take this time can still transform her appearance for the purpose of combat ability, but does not gain any of her social talents (if any).

The change of persona is as much a state of mind as of body, so items such as a hat of disguise and similar spells and effects do not reduce the time required to change personas.

Divine Aspect (Su): At 1st level, a paleblade assassin gains her first divine aspect—a blessing from the Assassin Queen that gives her supernatural abilities while in her youthful identity. She can access her aspect's minor form for a number of minutes per day equal to 3 + her paleblade assassin level. The duration need not be consecutive but must be spent in 1-minute increments. Shifting into a minor form is a swift action, while ending the effect is a free action that can be taken only on the assassin's turn. Until a paleblade assassin reaches 9th level and gains the chimeric aspect class feature, she can assume only one minor form at a time. Shifting to a new aspect (or aspects, in the case of chimeric aspects or greater chimeric aspects) ends all minor forms currently manifested. The minor forms of aspects are not themselves polymorph effects, and the assassin does not lose the benefits of a minor form while affected by polymorph effects.

As the assassin gains levels, she gains more aspects; she gains her second aspect at 5th level, a third aspect at 10th level, and a fourth at 15th level. A full list of aspects can be found at the end of this section.

Pale Blade (Su): While in her youthful identity, a paleblade assassin can conjure a special weapon referred to as a pale blade despite not always being a bladed weapon. At 1st level, the assassin chooses a weapon with which she is proficient and associates it with one or more of her personas. As a move action equivalent to drawing a weapon, the assassin can call upon her pale blade, which takes the form and function of the chosen weapon. When she gains a new level, a paleblade assassin can change the weapon associated with one of her personas. Otherwise, the choice is permanent.

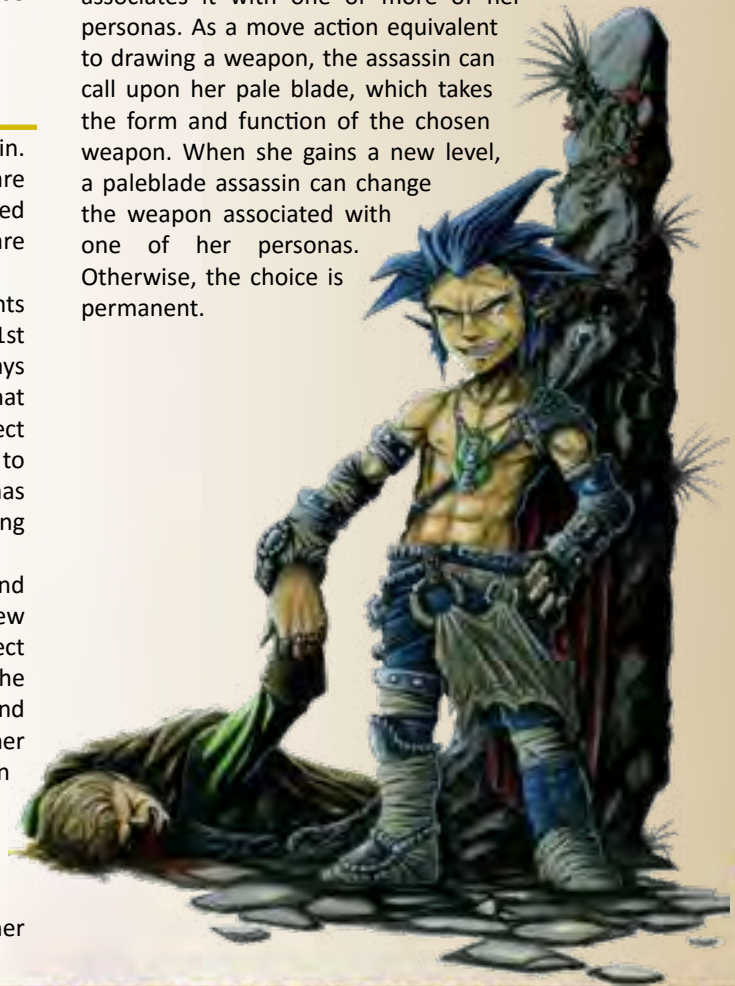


Table: Paleblade Assassin

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Divine aspect, pale blade, seamless guise, youthful identity
2nd	+1	+0	+3	+3	Defensive instinct, ki pool
3rd	+2	+1	+3	+3	Paleblade technique
4th	+3	+1	+4	+4	Defensive instinct, (+1), divine manifestation
5th	+3	+1	+4	+4	Paleblade technique, second aspect
6th	+4	+2	+5	+5	Disarming appearance, light steps
7th	+5	+2	+5	+5	Paleblade technique
8th	+6/+1	+2	+6	+6	Defensive instinct (+2)
9th	+6/+1	+3	+6	+6	Chimeric aspect, paleblade technique
10th	+7/+2	+3	+7	+7	Third aspect
11th	+8/+3	+3	+7	+7	Paleblade technique
12th	+9/+4	+4	+8	+8	Defensive instinct (+3)
13th	+9/+4	+4	+8	+8	Paleblade technique
14th	+10/+5	+4	+9	+9	Greater chimeric aspect
15th	+11/+6/+1	+5	+9	+9	Fourth aspect, paleblade technique
16th	+12/+7/+2	+5	+10	+10	Defensive instinct (+4)
17th	+12/+7/+2	+5	+10	+10	Paleblade technique
18th	+13/+8/+3	+6	+11	+11	A thousand faces, timeless body
19th	+14/+9/+4	+6	+11	+11	Paleblade technique
20th	+15/+10/+5	+6	+12	+12	Defensive instinct (+5), final aspect

The pale blade itself appears as a translucent, faintly glowing weapon (it does not put off enough light to reveal itself or its wielder). If disarmed from its wielder, the blade disappears. If sundered, it cannot be drawn again until the assassin rests for at least 8 hours. Despite the assassin's small size, the blade deals medium weapon damage + the higher of the assassin's Strength, or Dexterity modifiers.

A paleblade assassin can enchant his pale blade as if it were a masterwork weapon. Any weapon properties dependent on the type of damage dealt (such as keen) are suppressed if the pale blade weapon does not deal that damage type.

Paleblade techniques (see below) that affect a pale blade weapon function within 30 feet of a target, in case the weapon can be thrown or fired at range. Feats and abilities that extend the distance at which a rogue can use sneak attack also apply to paleblade techniques used with a pale blade weapon.

Seamless Guise (Ex): A paleblade assassin knows how to behave in a way that appears perfectly proper and normal for her current persona. Should anyone suspect her of being anything other than what she appears to be while either in her true or youthful identity, she can attempt a Disguise check with a +20 circumstance bonus to appear as her current persona, and no other.

Defensive Instinct (Ex): At 2nd level, when unarmored, not using a shield, unencumbered, and conscious, a paleblade assassin adds her Charisma bonus (if any) to her AC and CMD. If she is wearing light armor or using a shield, she instead adds half her Charisma bonus to her AC (minimum 0). In addition, the assassin gains a +1 bonus to her AC and CMD at 4th level. This bonus increases by 1 for every 4 paleblade assassin levels thereafter (up to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks and when the assassin is flat-footed. She loses these bonuses when she is immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature, except the assassin chooses to apply either her Wisdom bonus or Charisma bonus, not both.

Ki Pool (Su): At 2nd level, a paleblade assassin gains a pool of ki points, supernatural energy she can use to accomplish amazing feats while in her youthful identity. The number of points in the assassin's ki pool is equal to 1/2 her paleblade assassin level + her Charisma modifier. As long as she has at least 1 point in her ki pool, she treats any Acrobatics skill check made to jump as if she had a running start. At 10th level, she also reduces the DC of Acrobatics skill checks made to jump by 1/2 (although she still cannot move farther than her speed allows).

By spending 1 point from her ki pool as a swift action, a paleblade assassin can perform one of the following acts.

- Make one additional attack with her pale blade at her highest attack bonus, but she can do so only when making a full attack.
- Increase her speed by 20 feet for 1 round.
- Change both her youthful identity and her persona, if she has more than one of each.

- Give herself a +4 insight bonus on Stealth checks for 1 round (in addition to the +4 bonus she already gets for being small).

A paleblade assassin can gain additional powers that consume points from her ki pool by selecting certain paleblade techniques.

The ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the assassin possesses levels in another class that grants points to a ki pool, paleblade assassin levels stack with the levels of that class to determine the total number of ki points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is set. The assassin can now use ki points from this pool to power the abilities of every class she possesses that grants a ki pool.

Paleblade Techniques: As a paleblade assassin continues her training, she learns a number of techniques that allow her to defeat her foes and grant her supernatural abilities. Starting at 3rd level, a paleblade assassin gains one paleblade technique. She gains one additional paleblade technique for every 2 levels attained after 3rd. Unless otherwise noted, a paleblade assassin cannot select an individual paleblade technique more than once.

Techniques marked with an asterisk (*) add effects to a paleblade assassin's attacks made with a pale blade. Only one of these techniques can be applied to an individual attack and the decision must be made before the attack is made.

A complete listing of paleblade techniques can be found at the end of this section.

Divine Manifestation (Su): At 4th level, a paleblade assassin's growing connection to her goddess grants her the divine manifestation of her current aspect. This ability is a transmutation (polymorph) effect with a spell level equal to half the assassin's paleblade assassin level (maximum 9th) despite having no outward change in appearance. The assassin can use the manifestation of only one of her aspects at a time, even when using chimeric aspect or greater chimeric aspect. Using or

ending a divine manifestation is a standard action that doesn't provoke attacks of opportunity, but the assassin can spend 2 ki points to change both her youthful identity and her current divine manifestation as a swift action instead. Often a particular aspect's divine manifestation grants abilities beyond normal. Each manifestation details the abilities the assassin gains when using it and at what level.

A paleblade assassin can use divine manifestation for a number of hours each day equal to her paleblade assassin level + her Charisma modifier. It need not be consecutive but must be spent in 1 hour increments. For abilities that function based on 'uses of manifestation,' each hour of divine manifestation counts as a use.

Disarming Appearance (Ex): At 6th level, a paleblade assassin learns to use her youthful identity to gain an advantage in combat, surprising foes that are unaware of his intent. Whenever a paleblade assassin in her youthful identity attempts an attack against a foe that is completely unaware of the assassin's motives (usually at the beginning of combat, or as a result of a Bluff check to feint), the foe is treated as flat-footed until the end of the assassin's next turn (instead of just her next attack). Uncanny dodge or a similar ability prevents this effect unless the assassin is at least 4 levels higher than the foe with uncanny dodge.

The foe also takes a -4 penalty on attacks made against the assassin until the start of the assassin's next turn.

Light Steps (Ex): At 6th level, a paleblade assassin in her youthful identity learns to move while barely touching the surface underneath her. As a full-round action, she can move up to twice her speed, ignoring difficult terrain. While moving in this way, any surface will support her, no matter how much she weighs. This allows her to move across water, lava, or even the thinnest tree branches. She must end her move on a surface that can support her normally. She cannot move across air in this way, nor can she walk up walls or other vertical surfaces. When moving in this way, she does not take damage from surfaces or hazards that react to being touched, such as lava or caltrops, nor does she need to make Acrobatics checks to avoid falling on slippery or rough surfaces. Finally, when using light steps, the assassin ignores any mechanical traps that use a location-based trigger.

Chimeric Aspect (Su): At 9th level, when a paleblade assassin uses her divine aspect ability, she can choose two aspects gain the benefits of each.

Greater Chimeric Aspect (Su): At 14th level, when a paleblade assassin uses her divine aspect ability, she can choose up to three aspects and gain the benefits of each.

A Thousand Faces (Ex): At 18th level, a paleblade assassin gains the ability to change her appearance at will, as if using the *alter self* spell, but only while in her true identity.

Timeless Body (Ex): After attaining 18th level, a paleblade assassin no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the assassin still dies of old age when her time is up.

Final Aspect (Su): At 20th level, a paleblade assassin gains access to a fifth divine aspect. When she uses divine aspect she gains the benefits of all her aspects, and the assassin can use both divine aspect and divine manifestation at will.

Divine Aspects and Manifestations

The following divine aspects and manifestations are available to all paleblade assassins who gain those features. For any of these, the paleblade assassin's level is her caster level, and the saving throw DC is 10 + half the paleblade assassin's level + her Charisma modifier.

Death

Benefit: You qualify to take slayer talents as paleblade assassin techniques, but those talents only function while in this aspect.

As a move action, you can study a living creature, learning exactly how many hit points it has remaining. You also gain a +1 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against that creature, and a +1 bonus on weapon attack and damage rolls against it. The DCs of your paleblade assassin class abilities against that creature increase by 1. You can only maintain these bonuses against one creature at a time; they remain in effect until either the creature is dead or you study a new target. These bonuses increase to +2 at 8th level, and +3 at 15th level. This ability otherwise functions and counts as a slayer's studied target. Its effects do not stack.

Divine Manifestation: You can cast *death knell* on a studied target at will as a full-round action. The effects last for the duration of your divine manifestation. At 8th level, increase the temporary hp gained from the spell to 2d8 and the enhancement bonus to Strength to +4. At 15th level, increase the temporary hp gained from the spell to 3d8 and the enhancement bonus to Strength to +6.

In addition, you can spend 2 ki points to cast *death knell* on a living creature within close range (25 ft. + 5 ft./2 levels) whose current hp is equal to or less than three times your paleblade assassin level. A creature that saves against this use of the spell is immune to your *death knell* for 1 day.

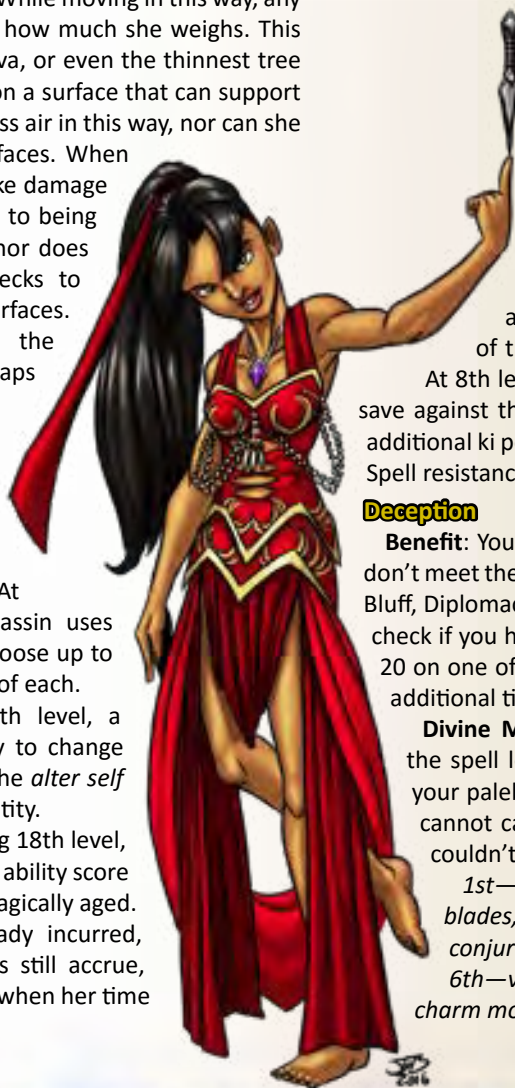
At 8th level, you can force the creature to roll a Fortitude save against the effect instead. At 15th level, you can spend 6 additional ki points (8 total) to remove the saving throw entirely. Spell resistance still applies.

Deception

Benefit: You gain Improved Feint as a bonus feat, even if you don't meet the prerequisites. At 8th level, you can take 10 on any Bluff, Diplomacy, Intimidate, Knowledge (local), or Sense Motive check if you have ranks in that skill. Once per day, you can take 20 on one of those skill checks instead (without spending any additional time). At 15th level, you can take twice per day.

Divine Manifestation: You can spend ki points equal to the spell level to cast the following spells as a sorcerer of your paleblade assassin level. Regardless of point cost, you cannot cast one of these spells if a sorcerer of your level couldn't know it.

1st—charm person, illusion of calm; 2nd—hidden blades, mirror image; 3rd—tongues; 4th—shadow conjuration; 5th—dominate person, mass charm person; 6th—veil; 7th—greater shadow conjuration; 8th—mass charm monster; 9th—dominate monster



Judgment

Benefit: You can spend 1 ki point to detect guilty creatures and the degree of their guilt. This functions as *detect magic*, except that it is a mind-affecting effect and targets gain a Will save to avoid being detected.

A guilty creature is any creature with an Intelligence of 3 or higher that has broken a local law or committed an evil act within 1 day per paleblade assassin level, regardless of its alignment. You determine if punishing a guilty creature is justified given the severity of its crime, but even the smallest act could qualify, if you see fit.

Whether a creature is detected or not, it cannot be targeted by this ability for 1 day.

If you detects a guilty creature, you gain the following information:

1st Round: The presence or absence of guilty creatures.

2nd Round: Number of different guilty creatures, and the strength of the most heinous crime or evil act committed by one of those creatures.

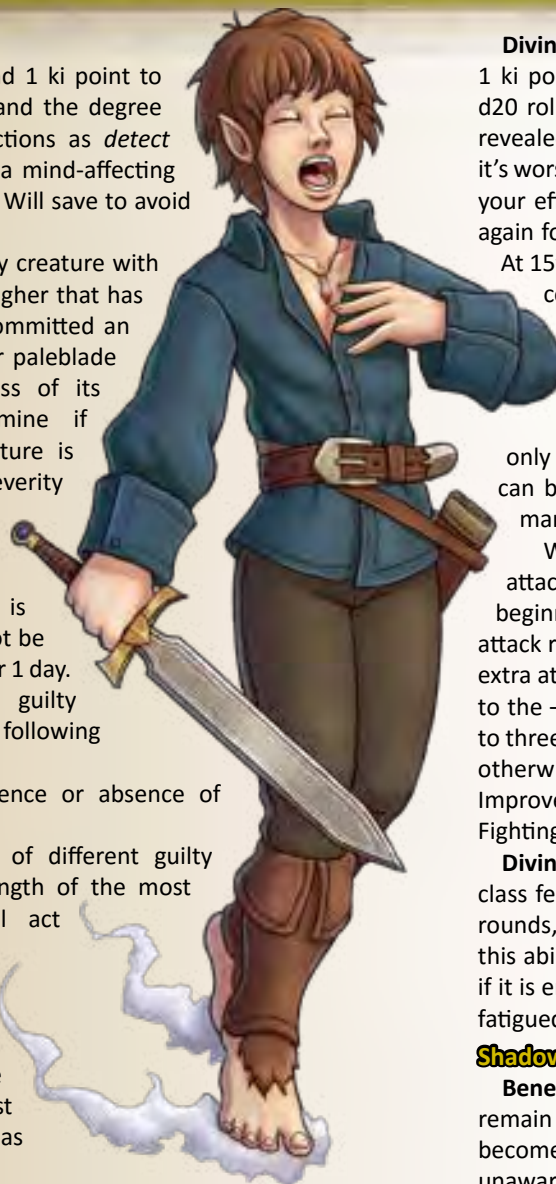
3rd Round: The location of each guilty creature and the strength of the worst crime or evil act each has committed.

In addition, once per day, you can use judgment as an inquisitor of your paleblade assassin level. This allows you to make the following judgments. *Healing, piercing, protection, purity, resiliency, resistance, and smiting.* You can use judgment twice per day at 8th level, and up to three times each day at 15th level.

Divine Manifestation: You gain a bonus to your initiative equal to your Charisma modifier. Against a guilty creature, a studied target, or a creature against which you are unseen, increase the threat range of your pale blade by 1 after applying other bonuses, such as the keen weapon property. Increase the threat range by another 1 at 8th level and again at 15th level.

Luck

Benefit: Once per round, if you fail by 5 or less while attempting an attack, a critical confirmation, a saving throw, or a skill check, you can spend 1 ki point as a free action to add 1d6 to that roll. At 8th level, you gain uncanny dodge (or improved uncanny dodge if you already have uncanny dodge from another source). At 15th level, as an immediate action once per day, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. As a free action on your turn, you can spend 2 ki points to regain this ability. If you have levels in another class that grants uncanny dodge, you can use this ability twice per day.



Divine Manifestation: As an immediate action, you can spend 1 ki point to force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your effect, it cannot be the target of this divine manifestation again for 1 day. At 8th level, you can also use this on d100 rolls.

At 15th level, you can use this on any roll. Each of these effects counts as a separate application, so you can allow your ally to reroll a d20 to attack and also reroll the damage dealt.

Rage

Benefit: You qualify to take barbarian rage powers as paleblade assassin techniques, but those powers only function while in this aspect. Rage powers used per rage can be used once per day, or once per rage while using the manifestation of rage.

When using a full-attack action, you can make one extra attack per round at your highest base attack bonus. Until the beginning of your next turn, however, you take a -2 penalty on attack rolls and -4 penalty to AC. At 8th level, you can make two extra attacks, but the second is made at a -5 penalty (in addition to the -2 penalty to all attacks). At 15th level, you can make up to three extra attacks, but the third is made at a -10 penalty. This otherwise functions and counts as the Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting feats.

Divine Manifestation: You can enter a rage, as the barbarian class feature, for up to three rounds. At the end of those three rounds, you are fatigued for 1 round, after which you can use this ability again. You cannot voluntarily end this rage early, and if it is ended early (such as with a calm emotions effect), you are fatigued for 1 round, as above.

Shadow

Benefit: You gain Skill Focus (stealth) as a bonus feat. If you can remain unseen by a creature for at least 3 rounds, that creature becomes unaware of your presence. As long as a creature is unaware of your presence, your first attack against it deals extra damage equal to your Charisma modifier + 1d6 per 2 paleblade assassin levels (minimum 1d6). This extra damage is precision-based, and is not multiplied on a critical hit.

At 8th level, and again at 15th level, reduce the number of rounds you must remain unseen by 1 (to a minimum of 1 round). At each of those levels, you also gain Signature Skill as a bonus feat for your choice of Disable Device, Escape Artist, Knowledge (arcana), Knowledge (planes), Knowledge (religion), Spellcraft, or Stealth.

Divine Manifestation: You can spend ki points equal to the spell level to cast the following spells as a sorcerer of your paleblade assassin level. Regardless of point cost, you cannot cast one of these spells if a sorcerer of your level couldn't know it.

1st—*cause fear, chill touch*; 2nd—*darkness, invisibility*; 3rd—*deeper darkness, urban step*; 4th—*greater invisibility*; 5th—*shadow evocation*; 6th—*shadow walk*; 7th—*mass invisibility*; 8th—*greater shadow evocation*; 9th—*etherealness (self only)*

Paleblade Techniques

Techniques are divided into categories for easy reference. Unless otherwise stated, a paleblade assassin can pick an individual technique only once.

General Techniques

Air Steps: You can spend 4 ki points to cast *air walk* as a sorcerer of your paleblade assassin level. You must be at least 7th level and have light steps to choose this technique.

Ninja Trick: You gain a single ninja trick of your choice (except to pick a rogue talent). If that trick modifies sneak attack, you can apply it only to your pale blade attacks.

Rogue Talent: You gain a single rogue talent of your choice. If that talent modifies a rogue's sneak attack, you can apply it only to your pale blade attacks. You can treat these attacks as if you have sneak attack dice as a rogue of your level for the purpose of forgoing them (such as with the armor piercer talent).

Social Talent: You gain a social talent of your choice that you can use while in a youthful identity persona. You can choose this technique more than once, but each time you do, you must gain an additional vigilante talent before choosing it again.

Vigilante Talent: You gain a vigilante talent of your choice that you can use while in your youthful identity. You can choose this technique more than once, but each time you do, you must gain an additional social talent before choosing it again.

Death Techniques

Death Attack: You can attempt to kill another creature outright while using the manifestation of death. To do so, the creature must be a guilty creature, a studied target, or one against which you have remained unseen for at least 3 rounds. You must study the creature for at least 3 rounds (this can be done while remaining unseen), then make an attack against the creature while it is flat-footed. You can choose to either paralyze or kill the target. Once you have completed the 3 rounds of study, you must make the death attack within the next 3 rounds.

The death attack fails if the target detects you or recognizes you as an enemy. If you hit and the target fails a Fortitude save against the kill effect, it dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per paleblade assassin level. If the victim's saving throw succeeds, the attack still deals appropriate extra damage (such as from sneak attack or the aspect of shadow).

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

You must be at least 7th level to choose this technique.

Improved Study Target: When you hit a flat-footed creature with an attack, you can study it as an immediate action.

True Death: Anyone slain your death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + half your paleblade assassin level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + half your paleblade assassin level. You must be at least 7th level and have death attack to choose this technique.

Deception Techniques

Chameleon Identity: You can take different forms with your youthful identity while in a divine aspect or manifestation while using the aspect of deception. You can use this ability while in another aspect, but doing so costs 2 minutes of your divine aspect for every 1 minute increment spent in an alternate form.

Judgment Techniques

Inquisitor's Domain: You gain a domain or inquisition of your choice, as the inquisitor class feature. You can only benefit from this while using the aspect of judgment.

Luck Techniques

Uncanny Dodge: You gain uncanny dodge as a rogue of your level.

Pale Blade Weapon Techniques

Assassin Combat Training: When wielding your pale blade, you use your full paleblade assassin level to determine your base attack bonus.

Dancing Blade: Your pale blade gains the dancing weapon property, and you can create a second, identical weapon without that property to wield while the first is loose. You must be at least 15th level to choose this technique.

Enhanced Pale Blade: Your pale blade counts as a +1 magic weapon. This bonus increases by +1 at 7th level, and every 4 levels thereafter, to a maximum of +5 at 19th level.

Ghost Touch Blade: Your pale blade gains the ghost touch weapon property.

Greater Pale Blade: Regardless of your size, your pale blade deals damage as a large weapon and adds twice your Strength or Dexterity modifier. You must be at least 7th level to choose this technique.

Poison Use: You are trained in the use of poison and cannot accidentally poison yourself when applying poison to your pale blade.

Rage Techniques

Fake Out: You can feint while using the aspect of deception and manifestation of rage. You must be at least 9th level to choose this technique.

Roused Skill: You can use and benefit from skills you choose with the Signature Skill feat while using the manifestation of rage.

Shadow Techniques

Lesser Sneak Attack: While using the manifestation of shadow, you gain sneak attack +1d6 for every 4 paleblade assassin levels you possess. When you deal sneak attack damage, you also add your Charisma modifier as part of that damage. This does not stack with the extra damage you deal to creatures against which you are unseen.

Trapfinding: While using the aspect of shadow, you gain trapfinding, as the rogue class feature.

Favored Class Bonuses

Any: The assassin can maintain her divine aspect for +2 rounds. Every 10 rounds gained in this way is a single increment.

Halfling: Gain 1/6 of a new paleblade technique.

Kitsune: Add +1 foot to the assassin's base speed when using light steps or air step.

Tsura: Add +1/4 point to the assassin's ki pool.

Xendauni*: Rage for +1/6 of a round while using the manifestation of rage.

Revered Matrons

Requested by Debra Jean Raff Monajati during our Kickstarter. Thank you!

Like the Pythia, the Revered Matrons was an order of females who ruled their realm in conjunction with another, more governmental force. With psychic gifts at their disposal, they could draw the truth from others' words and actions, detect and destroy poisons with a touch, and even hold their own in direct combat.

When an ancient prophecy threw their world into chaos, the matrons were forced to adapt. What had long been a process that only a properly trained female's body could survive was suddenly accessible to a few select members of the opposite gender as well. Already feeling out of place, these new and unlikely members of the order were the first to volunteer to travel through the rifts created by the shattered worlds. Sometimes accompanied by one or more matrons, they would explore the new reality, hoping to find a place in it.

Benegess Hopeful (Pythia Archetype)

A benegess hopeful (pronounced benny jess) is a pythia trained by the revered matrons in matters of combat, preservation, and psychic talents. Most will attempt diplomacy before resorting to their other skills, but few hesitate to do what they must when called upon.

Spells: A benegess hopeful learns and casts psychic spells, drawn from the mesmerist spell list. She can also learn and cast abjuration, conjuration (healing only), divination, enchantment, and illusion spells from the witch spell list. These spells are considered psychic spells that require an emotion component and a thought component, instead of the components they normally require. Expensive components and foci (anything not covered by Eschew Materials) must still be provided. A benegess hopeful can undercast spells from either of the lists from which she draws spells.

Spells shared by both lists can be learned at the lower spell level. This alters the pythia's spells.

Cantrips and Knacks: A benegess hopeful learns 0-level spells from the witch and mesmerist classes. This replaces orisons.

Practiced Strikes (Ex): At 1st level, a benegess hopeful gains Improved Unarmed Strike as a bonus feat. Her attacks may be with fist, elbows, knees, and feet. This means that a benegess hopeful may make unarmed strikes with her hands full. There is no such thing as an off-hand attack for a benegess hopeful striking unarmed. A benegess hopeful may also apply her full Intelligence bonus, instead of Strength, on damage rolls for all her unarmed strikes. This otherwise functions and counts as a monk's unarmed strike class feature.

At 1st level, a medium benegess deals 1d6 points of damage with her unarmed strikes. This damage increases by 1 step (1d8, 1d10, 2d6, 2d8, 2d10) at 4th level, and every 4 levels thereafter, to a maximum of 2d10 at 20th level. This replaces naturalist.

Trials: Starting at 4th level, a benegess hopeful enters a period where she must undergo several trials on her path toward becoming a revered matron. The benegess must either seek out these trials during downtime, or meet their goals through active adventuring and equivalent challenges. There is no time limit to these trials, and a benegess hopeful can continue to gain levels as she completes them, but she cannot begin the next trial until she has completed any previous trials. Acts that would qualify for one trial cannot also be used to qualify for another.

At 4th level, a benegess hopeful goes through the trial of poison. She must allow herself to become afflicted with a poison with a saving throw DC no less than 10 + her pythia level. She must then fight off the poison for its full duration (she is not cured after the required number of saves). At the end of the poison's duration, the benegess becomes immune to poison and may regain any damage dealt to her ability scores normally (even if the poison normally drains those scores). Most benegess hopefuls use belladonna or blue whinnis for this trial because they are so common, but any appropriate poison will do.

At 7th level, a benegess hopeful goes through the trial of abomination. She must allow herself to become afflicted with multiple personality disorder (dissociative identity disorder) with no less than 2 personalities (DC 20) and succeed in fighting back against that madness. This madness is easiest to gain by reducing the hopeful's Wisdom score to 0, then recovering naturally. As with the trial of poison, the DC of this save can also be no less than 10 + her pythia level. When she has recovered from the madness, the benegess regains her senses, but also retains the personalities she gained (she can willingly trigger personality changes as a situation calls for it). This also grants the benegess an AC bonus, which functions as the monk AC bonus except that she adds her Intelligence bonus (if any) instead of Wisdom. The bonus increases by +1 for every 4 levels of pythia the benegess has attained.

At 11th level, a benegess hopeful goes through the trial of suffering. She must allow herself to become afflicted with a curse with a saving throw DC no less than 10 + her pythia level. She can attempt to save against this curse each day to hold off the effects, but not to cure them, nor can she accept a *remove curse* without failing the trial. After 7 successful saving throws, the curse can be cured as normal, and the benegess adds her Charisma modifier to all of her saving throws, as the paladin's divine grace class feature.

At 15th level, a benegess hopeful goes through the trial of agony. She must complete a level's worth of encounters without the use of her spells, in or out of combat. She can still accept the effects of spells granted by other creatures, and many hopefuls often learn how to scribe scrolls beforehand that they can use once they begin the trial. At the end of the trial, the benegess gains a metamagic feat of her choice as a bonus feat. The level adjustment of this metamagic feat is reduced by 2 for the benegess, to a minimum of +0.

At 19th level, a benegess hopeful goes through the trial of control. She must allow herself to become dominated by a stronger creature and live under its control for no less than 1 day per pythia level. At any time, the benegess can end this domination with a successful saving throw (DC 10 + half the creature's hit dice + its Charisma modifier, or the creature's own DC; whichever is higher), but doing so fails the trial. She can only attempt such a save once per day. As with any trial, the save DC cannot be less than 10 + the hopeful's pythia level.

At the end of her domination, the benegess becomes immune to all mind-affecting effects and grants allies within 30 feet of her a +4 morale bonus on saving throws against mind-affecting effects.

This replaces wild shape.

Soulbreaker Champion

Requested by Nate Swale during our Kickstarter. Thank you!

When the battle between order and the Chaos was at its peak, even outsiders were forced to pick a side or go into hiding until it was safe. Devils naturally gravitated to the side of order, while demons preached chaos even as they rended flesh and severed limbs from their victims. Meanwhile, the psychopomps, whose neutrality was typically respected by all, were forced to create new champions of death in order to collect souls stolen by agents of the Chaos and prevent them from being warped into something far worse.

They are called soulbreakers, and in the aftermath of war, they remain as walking testaments of death, able to deal judgment to the guilty and draw fragments of souls from the recently slain in order to continue their pursuit of balance with the natural order.

Role: As wards of the psychopomps, soulbreaker champions are tasked with seeking out the vile and the guilty, punishing those who would see to the return of the Chaos and the breaking of the natural code.

Note: The soulbreaker champion is an alternate class for the veritus champion.

Alignment: Lawful neutral.

Hit Die: d10.

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

Class Skills

The soulbreaker champion's class skills are Craft (Int), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Class Features

All of the following are class features of the soulbreaker champion.

Weapon and Armor Proficiency: Soulbreaker champions are proficient with all simple and martial weapons, and firearms. They are proficient with light and medium armor, but not shields.

Soul Debt (Ex): At the end of each night, a soulbreaker champion must pay a soul debt to gain access to some of his abilities. While adventuring each day, the champion tracks damage he has dealt to guilty creatures. A guilty creature is any creature with an Intelligence of 3 or higher that has broken a local law or committed an evil act within 1 day per soulbreaker champion level, regardless of its alignment. Each champion determines if punishing a guilty creature is justified given the severity of its crime, but even the smallest act could qualify, if the champion sees fit.

When he rests, the champion rolls 1d12 + his Wisdom modifier for every 3 damage he has tracked and adds those points to his soul debt, to a maximum of 12 points per soulbreaker champion level. These points remain with the champion until he spends them.

Alternatively, the champion can accept 3 points of nonlethal damage to roll 1d12 + his Wisdom modifier, adding those points to his soul debt. He can do this any number of times, to his maximum. Nonlethal damage dealt in this way cannot be healed except with 8 hours of rest.

The saving throw DC of any abilities created by converting points of soul debt is 10 + half the soulbreaker champion's level + his Wisdom modifier.

Detect Guilty (Su): Every soulbreaker champion can convert 1 point of his soul debt to detect guilty creatures and the degree of their guilt. This functions as *detect magic*, except that it is a mind-affecting effect and targets gain a Will save to avoid being detected.

Whether a creature is detected or not, it cannot be targeted by the same soulbreaker champion's detect guilty ability for 1 day.

If he detects a guilty creature, the champion gains the following information:

1st Round: The champion detects the presence or absence of guilty creatures.

2nd Round: Number of different guilty creatures, and the strength of the most heinous crime or evil act committed by one of those creatures.

3rd Round: The location of each guilty creature and the strength of the worst crime or evil act each has committed.

Cleansing Flame (Ex): As a standard action, a soulbreaker champion can convert 3 points of his soul debt into a +1 enhancement bonus applied to his armor or one or more weapons he wields. He can gain up to three of these benefits as a full-round action. These bonuses last for up to 1 hour per soulbreaker champion level, but do not stack with similar bonuses already applied to the champion's armor, or weapons.

As a soulbreaker champion gains levels, he can convert more of his soul debt into further enhancements, as indicated on Table: Soulbreaker Champion under the "Enhancement" section.

In addition, these bonuses can be used to add any of the following properties:

Armor: balanced, bolstering, champion, deathless, defiant, fortification (light, medium, or heavy), ghost touch, or invulnerability.

Weapon: bane, called, cunning, dancing, flaming, flaming burst, ghost touch, keen, speed, or vorpal.

The bonus from champion armor applies to one guilty creature detected by the champion at a time. Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties can be added to any the armor or weapon already has, but duplicates do not stack. If the armor or weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. These bonuses and properties are decided when the soul debt is converted and cannot be changed until the next time the champion uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the champion.

In addition, a soulbreaker champion can also imbue his mount or a huge or smaller vehicle he controls with a portion of his soul debt. By converting 3 points of his debt and applying them to the target, he grants it one or more of the following abilities.

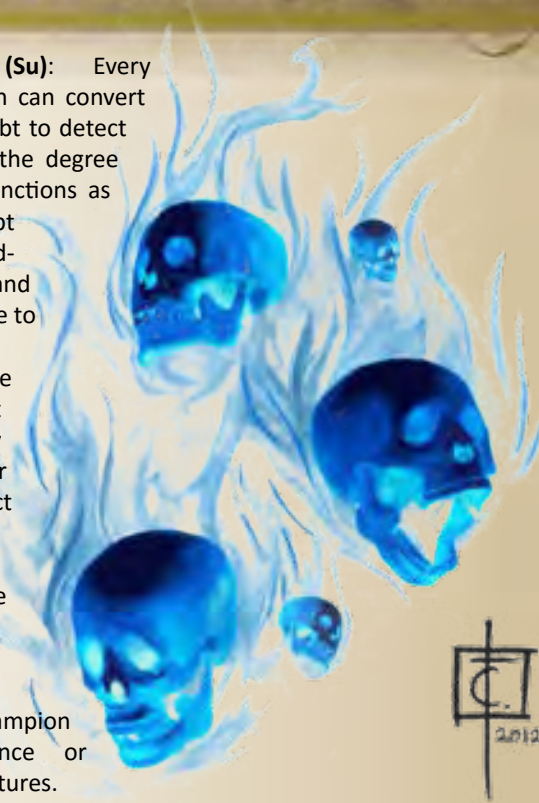


Table: Soulbreaker Champion

Level	Base Attack	Fort	Ref	Will	Special	Enhancement		
	Bonus	Save	Save	Save		AC	Weapon	Bond
1st	+1	+0	+0	+2	Cleansing flame, detect guilty, soul debt	+1	+1	1
2nd	+2	+0	+0	+3	Burning guard	+1	+1	1
3rd	+3	+1	+1	+3	Smite guilty 1/day, status	+2	+1	2
4th	+4	+1	+1	+4	Soulbreaker magic (1st)	+2	+2	2
5th	+5	+1	+1	+4	Forbidden lore (+1 class skill, 3 ranks)	+2	+2	2
6th	+6/+1	+2	+2	+5	Smite guilty 2/day	+3	+2	3
7th	+7/+2	+2	+2	+5	Forbidden lore (4 ranks)	+3	+2	3
8th	+8/+3	+2	+2	+6	Soulbreaker magic (2nd)	+3	+3	3
9th	+9/+4	+3	+3	+6	Smite guilty 3/day	+4	+3	4
10th	+10/+5	+3	+3	+7	Forbidden lore (+1 class skill)	+4	+3	4
11th	+11/+6/+1	+3	+3	+7	Survivor	+4	+3	4
12th	+12/+7/+2	+4	+4	+8	Smite guilty 4/day, soulbreaker magic (3rd)	+5	+4	5
13th	+13/+8/+3	+4	+4	+8	Forbidden lore (6 ranks)	+5	+4	5
14th	+14/+9/+4	+4	+4	+9	Forbidden lore (+1 class skill)	+5	+4	5
15th	+15/+10/+5	+5	+5	+9	Smite guilty 5/day	+6	+4	6
16th	+16/+11/+6/+1	+5	+5	+10	Soulbreaker magic (4th)	+6	+5	6
17th	+17/+12/+7/+2	+5	+5	+10	Forbidden lore (+1 class skill)	+6	+5	6
18th	+18/+13/+8/+3	+6	+6	+11	Burning guard, smite guilty 6/day	+7	+5	7
19th	+19/+14/+9/+4	+6	+6	+11	Death's deterrent	+7	+5	7
20th	+20/+15/+10/+5	+6	+6	+12	Forbidden Lore (7 ranks), soulbreaker magic (5th)	+8	+6	7

While imbued in this way, the appearance of the target also changes to suit the champion, although this has no mechanical effect unless the champion applies the appropriate benefit. The champion can apply one of these options at 1st level, plus an additional option at 3rd level, and every 3 levels thereafter. Some abilities cost more to imbue than others.

Animated: The target gains a slam attack with 5-ft. reach that it can use once per round on the champion's turn. The attack uses the champion's melee attack bonus and deals 1d8 damage +1 for each benefit applied to the target (1d6 if the target is medium, or 1d10 if it is huge).

Flaming: Creatures that attack the target or a creature riding it suffer 1d8 points of fire damage on a hit, or 1d10 on a critical hit.

Flight: The target gains a fly speed equal to its land speed with average maneuverability. This counts as 3 benefits.

Resistance: The target gains resistance to one type of damage equal to 5 x the total benefits applied to it.

Powerful: The target's natural attacks (and its slam attack if animated) count as one size larger (1d8, 1d10, 2d6, etc). This counts as 2 benefits.

Speed: The target gains the benefits of *haste* for a number of rounds equal to the total benefits applied to it. These rounds need not be consecutive.

Sturdy: The target gains DR /– equal to the total benefits applied to it, to a maximum of DR 5/–. Alternatively, the target gains temporary hit points equal to 3 x the total benefits applied to it.

Unyielding: The target gains a bonus to all saving throws equal to the total benefits applied to it.

Water Walking: The target gains the benefits of *water walk* for a number of minutes equal to 10 x the total benefits applied to it. This time does not need to be used consecutively, but it must be spent in 10-minute increments. This counts as 2 benefits.

Burning Guard (Ex): At 2nd level, and again at 18th level, a soulbreaker champion's defenses against certain spells improves, granting him a +3 bonus to his choice of Fortitude or Reflex saves.

Smite Guilty (Su): At 3rd level, a soulbreaker champion can convert 15 points of his soul debt once per day to smite the guilty. This functions as the paladin's smite evil, except that it targets creatures the champion deems guilty by using his detect guilty class feature. The champion can attempt to smite a creature without detecting its guilt, but the creature gains a Will save against the first such attack. If it is not guilty, or succeeds at its Will save, the smite fails and the creature is immune to the champion's smite for 24 hours.

At 6th level, and every three levels thereafter, a soulbreaker champion can use smite guilty 1 additional time each day.

Status (Sp): At 3rd level, as long as a soulbreaker champion has at least 3 points dedicated to his soul debt for the day, he can cast *status* at will as a spell-like ability.

Soulbreaker Magic (Sp): At 4th level, a soulbreaker champion can draw a piece of soul from the corpse of a guilty creature that has died within 1 minute. This soul fragment has hit points equal to the creature's total hit dice. When the champion destroys a soul fragment during his morning ritual, the fragment grants him the ability to cast a number of 1st-level cleric spells equal to his Wisdom modifier for 24 hours. The champion can choose which spells he gains.

To cast a spell, a soulbreaker champion converts 10 points of his soul debt per spell level as he begins casting (these points are lost if the spell is interrupted or otherwise dispelled).

At 8th level, and every 4 levels thereafter, a soulbreaker champion can create stronger soul fragments, granting him access to higher level cleric spells, as indicated on Table: Soulbreaker Champion. At each of these levels, the champion gains 1 spell of the new spell level plus extra spells if he has a high Wisdom score (in the same way a wizard gets additional spells per day for having a high Intelligence score).

Forbidden Lore (Sp): As soulbreaker champions grow in power, they begin to glean bits of knowledge from the souls they send to the afterlife. This knowledge slowly grows over time until it becomes useful lore that the champion can use to continue on his crusade.

At 5th level, and again at 10th, 14th, and 17th level, a soulbreaker champion gains an additional class skill of his choice.

In addition, at 5th level, the champion gains 3 skill ranks he can place into one or more skills, to a maximum of his level. He gains 4 more skill ranks at 7th level, 6 more at 13th level, and 7 more at 20th level.

Survivor: At 11th level, a soulbreaker champion gains Survivor as a bonus feat, which grants him a +5 bonus on all Constitution checks made to stabilize while dying. Once per day, if he is struck by a critical hit or sneak attack, the champion can spend an immediate action to negate the critical or the sneak attack damage, making the attack a normal hit.

Death's Deterrent (Su): Once per day at 19th level, a soulbreaker champion can bring himself back from death's door.

When the champion dies, he deals fire damage to every creature within 30 feet of his space. This counts as *delayed blast fireball* with no delay and a caster level equal to his soulbreaker champion level. The soulbreaker champion then returns to life at the start of his next turn with no soul debt remaining and hit points equal to the amount of soul debt he lost.

Favored Class Bonuses

Races marked with an asterisk (*) can be found in The Book of Many Things Volume 1: Order and Chaos.

Any: Add +1 to the champion's soul debt when he rests, up to his maximum.

Arbiter*: Add +1/5 of an additional paladin spell granted by soulbreaker magic. This spell can be of any spell-level the champion can cast.

Farrealmer*: The champion treats exactly 1 of his soul fragments as a 1st level familiar with blindsight out to 30 ft., a fly speed of 10 ft., perfect maneuverability, and the ability to hover. The fragment grants the champion a +3 bonus to one forbidden lore skill that cannot be changed once chosen. Each time this is chosen after the first, increase the fragment's effective familiar level by +1, to a maximum of the champion's level -3. These levels stack with levels in other classes that grant a familiar. This does not allow the champion to have more than one familiar.

Fiari: Add +1/2 to the champion's maximum soul debt.

God-Blooded*: Add +1/5 of an additional cleric spell granted by soulbreaker magic. This spell can be of any spell-level the champion can cast.

Human: Gain +1/2 of a skill rank and +1/4 of a new class skill as forbidden lore.

Nephilim*: Forego taking 3 nonlethal damage to add to soul debt +1/2 times per day.

Seeker*: Add +1/5 of an additional magus spell granted by soulbreaker magic. This spell can be of any spell-level the champion can cast.

Hellspawn (Archetype)

The hellspawn are soulbreaker champions created by archdevils. The first such being was granted his power in exchange for a contract that gave him the vengeance he sought for a great betrayal, but which also required that he pay in kind by collecting a thousand souls as retribution for keeping his own. The champion eventually discovered that the original betrayal was actually caused by the devil, and using that loophole against it, was freed from his contract. His power diminished, the hellspawn would go on to free others like him in hopes of raising an army that could one day overthrow the corruption of the archdevils on the material plane.

Skill Ranks per Level: 2 + Intelligence modifier

Detect Evil: At 1st level, a hellspawn gains detect evil, as the paladin feature. This replaces detect guilty.

Hellbond (Su): When a hellspawn uses cleansing flame, he can spend 3 points of his soul debt as a full-round action to imbue a cloak he wears with supernatural ability.

The hellspawn chooses one of the following benefits and applies it to his cloak. He can choose additional benefits at 3rd level and every 3 levels thereafter, to a maximum of 7 at 18th level. Some benefits cost more to imbue than others. This alters cleansing flame.

Animated: The cloak gains a slam attack with 10-ft. reach that it can use once per round on the champion's turn. The attack uses the champion's melee attack bonus and deals 1d6 damage +1 for each benefit applied to the cloak (1d4 if the champion is a small creature, or 1d8 if the champion is large).

Blending: The cloak grants the champion a bonus on all Stealth checks equal to the total benefits applied to it.

Flight: The cloak grants the champion a fly speed equal to his land speed with average maneuverability. This counts as 3 benefits.

Resistance: The cloak grants the champion a resistance bonus on all saving throws equal to half the total benefits applied to it.

Hungry Shadow: The cloak gives the champion the ability to cast *hungry darkness* once per 3 benefits applied to it. This counts as 6 benefits.

Shadow: The cloak grants the champion the ability to cast *deeper darkness* once per 3 benefits applied to its. This counts as 3 benefits.

Shielding: The cloak grants the champion an enhancement bonus as a shield bonus equal to the total benefits applied to it.

Smite Evil (Su): At 3rd level, a soulbreaker champion can convert 12 points of his soul debt once per day to smite evil, as the paladin ability. He can use this ability an additional time each day at 6th level, and every 3 levels thereafter, to a maximum of 6/day at 18th level. This alters and replaces smite guilty.

Hellbound Magic (Sp): At 4th level, a hellspawn's soul fragments grant spells from the magus spell list. This alters soulbreaker magic.



Spell Chains

Requested by the Creel family during our Kickstarter. Thank you!

Among the shattered worlds, magic doesn't always work identically. Spellcasters are sometimes not as powerful as they can be, necessitating large cabals who work in tandem to cast spells more powerful than 6th, or even 4th level. Given access to stronger magic, they quickly apply the lessons they've learned on their planes to create interesting, sometimes devastating chains of magic.

A spell chain is a group of spells cast in a specific order to elicit the effects desired. All but the first of these spells must be modified by the Chained Spell metamagic feat.

Chained Potency

Prerequisites: Chained Spell, character level 15th, ability to cast 4th-level spells, cannot be able to cast 5th-level spells.

Benefit: You gain a 5th-level spell slot that you can use to prepare or cast a chained spell.

Special: You can gain this feat more than once. Its effects stack.

Chained Spell (Metamagic)

Your spell can be chained off of another for greater effect.

Benefit: You gain the chained benefit of the spell for the stage at which it is cast and can concentrate on your spell to allow other casters to cast their chained spells in the following rounds (only the first spell in a chain can be cast on the same turn as the trigger). As long as each caster of a chained spell continues to concentrate on their spell, you can benefit from yours. See chained spell descriptions below for more details.

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

Chained Spell Descriptions

Each of the following spells count as triggers for a chain of spells that follow. Spells that function like a spell count as that spell for the purpose of chained spells and triggers.

Only the first chained spell can be cast in the same round as the trigger. Subsequent spells only gain the chained benefit when cast after a creature has used its standard action to concentrate on the previous spell in the chain.

For example, on the round that Brister casts a *scorching ray*, Caidro can cast a chained *light* spell. On his next turn, Brister holds his action, and Caidro uses his standard action to concentrate on his chained spell. Once he does, Brister takes his turn, casting a chained *fireball* on the same creatures he hit with *scorching ray*, effectively ignoring his allies with the damaging spell. On the next round, as long as Brister concentrates on his chained spell, Caidro or a third spellcaster could potentially cast a chained *disintegrate* on any of Brister's original targets that remain in range without having to succeed at touch attacks against them.

Example Layout

Triggering Spell

Chained Spell (order): The chained spell's benefit. If the spell's order is 2 or higher, it cannot be cast for its chained benefit until all previous casters have concentrated on their own chained spells.

Acid Arrow

Acid Splash (1): When you or another creature cast *acid arrow*, You can cast *acid splash* as a chained spell before the end of your next turn and affect each creature you can see within 5-feet of *acid arrow*'s target, including that creature.

Rusting Grasp (2): If another creature is concentrating on the chained *acid splash* spell above, you can cast *rusting grasp* as a chained spell and affect each creature you can see originally hit by *acid arrow* or *acid splash*.

Harm (3): If another creature is concentrating on the chained *rusting grasp* spell above, you can cast *harm* as a chained spell and affect each creature originally hit by *acid arrow* or *acid splash* that is still within range. When cast in this way, *harm* deals acid damage, can damage undead, and requires a saving throw of Fortitude (half). You are not required to make touch attacks against those targets, but they do receive a saving throw and spell resistance applies.

Cone of Cold

Grease (1): When you or another creature cast *cone of cold*, you can cast *grease* as a chained spell before the end of your next turn and affect the same area as *cone of cold*. Creatures that failed their save against *cone of cold* that are still in the area do not gain a saving throw.



Gust of Wind (2): If another creature is concentrating on the chained *grease* spell above, you can cast *gust of wind* as a chained spell. If you do, Medium or smaller creatures in the grease can be knocked down and rolled 1d4 x 10 feet, taking 1d4 points of cold damage per 10 feet. Creatures size Small or smaller do not gain a saving throw.

Wind Wall (3): If another creature is concentrating on the chained *gust of wind* spell above, you can cast *wind wall* as a chained spell. If you do, Medium or smaller creatures that pass through the wall take 2d6 points of cold damage + 1 point of cold damage per level (maximum +20).

Deadeye's Lore

Know Direction (1): When you or another creature cast *deadeye's lore*, you can cast *know direction* as a chained spell before the end of your next turn and learn the direction of a known creature. This functions like *locate creature*, except that you only learn the direction of a specific creature known to you at the moment you cast the spell, not a direction in which it is moving. Each round, when you concentrate on this chained spell, you can adjust your direction, if the creature has moved since the end of your last turn.

Acute Senses (2): If another creature is concentrating on the chained *know direction* spell above, you can cast *acute senses* as a chained spell and affect both that creature and yourself as targets. You also gain the benefits of that creature's *know direction* while it concentrates on that chained spell.

Allegro (3): If another creature is concentrating on the chained *acute senses* spell above, you can cast *allegro* as a chained spell and affect each creature that benefits from your bardic performance.

Enemy Insight (3): If another creature is concentrating on the chained *acute senses* spell above, you can cast *enemy insight* as a chained spell and grant targets your full favored enemy bonus for the duration.

Faerie Fire or Glitterdust

Chill Metal or Heat Metal (1): When you or another creature cast *faerie fire* or *glitterdust*, you can cast *chill metal* or *heat metal* as a chained spell before the end of your next turn and affect each creature under the effects of the original spell, whether or not it is wearing metal.

Baleful Polymorph (2, 3): If another creature is concentrating on a spell chained with the *faerie fire* or *glitterdust* spells above, you can cast *baleful polymorph* as a chained spell on one of the creatures still under the effects of the original spell, if you can see it. If this is the 3rd spell in the chain, the target suffers a -3 penalty on its Fortitude save.

Poison (2, 3): If another creature is concentrating on a spell chained with the *faerie fire* or *glitterdust* spells above, you can cast *poison* as a chained spell on one of the creatures still under the effects of the original spell, if you can see it. If this is the 3rd spell in the chain, the target suffers a -3 penalty on its Fortitude save.

Holy Sword

Holy Shield (1): When you or another creature cast *holy sword*, you can cast *holy shield* as a chained spell before the end of your next turn and designate up to 2 targets as a swift action.

Bless Weapon (2): If another creature is concentrating on the chained *holy shield* spell above, you can cast *bless weapon* as a chained spell and affect each of your allies who remain within 30 feet of you.

Holy Sword (3): If another creature is concentrating on the chained *bless weapon* spell above, you can cast *holy sword* as a chained spell and affect each of your allies who remain within 30 feet of you.

Lightning Bolt

Shocking Grasp (1): When you or another creature cast *lightning bolt*, you can cast *shocking grasp* as a chained spell before the end of your next turn and affect each creature that failed its save against *lightning bolt* that you can see.

Call Lightning (2): If another creature is concentrating on the chained *shocking grasp* spell above, you can cast *call lightning* as a chained spell. If you do, creatures hit by the chained *shocking grasp* above do not gain a saving throw.

Chain Lightning (3): If another creature is concentrating on the chained *call lightning* spell above, you can cast *chain lightning* as a chained spell. If you do, the spell is empowered against creatures originally hit by the chained *shocking grasp* spell above.

Magic Missile

Magic Missile (1, 2, 3): When you or another creature cast *magic missile*, you can cast *magic missile* as a chained spell before the end of your next turn and deal 1d8+1 force damage with each missile. If another creature is already concentrating on a chained *magic missile*, your chained spell is also empowered. If at least 2 other creatures are concentrating on chained *magic missiles*, your chained spell is also maximized.



Magic Weapon

Note: The options below also apply to *shillelagh* (only one side of a quarterstaff gains the properties) and similar spells. Properties granted by the chained spells below cannot push the magic weapon's effective enhancement bonus higher than +5. If used with *greater magic weapon*, the effective enhancement bonus cannot exceed +10. When the spell ends, so do the properties granted.

Acid Splash (1, 2): When you or another creature cast *magic weapon*, You can cast *acid splash* as a chained spell before the end of your next turn to grant that weapon the corrosive property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the corrosive burst property instead.

Bleed (1, 2): When you or another creature cast *magic weapon*, You can cast *bleed* as a chained spell before the end of your next turn to grant that weapon the keen property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the wounding property instead.

Disrupt Undead (1, 2): When you or another creature cast *magic weapon*, You can cast *disrupt undead* as a chained spell before the end of your next turn to grant that weapon the ghost touch property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the disruption property instead.

Flare (1, 2): When you or another creature cast *magic weapon*, You can cast *flare* as a chained spell before the end of that creature's next turn to grant that weapon the flaming property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the flaming burst property instead.

Guidance (1, 2): When you or another creature cast *magic weapon*, You can cast *bleed* as a chained spell before the end of your next turn to grant that weapon the bane property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the cunning property instead.

Mage Hand (1, 2): When you or another creature cast *magic weapon*, you can cast *mage hand* as a chained spell before the end of your next turn to grant that weapon the called property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *greater magic weapon*, you can grant the weapon the dancing property instead.

Prestidigitation (1, 2): When you or another creature cast *magic weapon*, you can cast *prestidigitation* as a chained spell before the end of your next turn to grant that weapon the glamered property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *greater magic weapon*, you can grant the weapon the transformative property instead.

Ray of Frost (1, 2): When you or another creature cast *magic weapon*, you can cast *ray of frost* as a chained spell before the end of your next turn to grant that weapon the frost property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the icy burst property instead.

Resistance (1, 2): When you or another creature cast *magic weapon*, you can cast *resistance* as a chained spell before the end of your next turn to grant that weapon the mimetic property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the negating property instead.

Spark (1, 2): When you or another creature cast *magic weapon*, you can cast *spark* as a chained spell before the end of your next turn to grant that weapon the shock property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon the shocking burst property instead.

Telekinetic Projectile (1, 2): When you or another creature cast *magic weapon*, you can cast *telekinetic projectile* as a chained spell before the end of your next turn to grant that weapon the throwing property for as long as you concentrate on this chained spell. If another creature is already concentrating on a spell chained with *magic weapon*, you can grant the weapon either the returning or endless ammunition property instead.

Arcane Mark (3): If at least 2 other creatures are concentrating on spells chained with *magic weapon*, you can cast *arcane mark* as a chained spell on that weapon, allowing up to 2 of those creatures to forgo concentrating for as long as you concentrate on this chained spell.

Read Magic

Read Magic (1, 2): When you or another creature cast *read magic*, you can cast *read magic* as a chained spell before the end of your next turn. If you do, you can read any spell scroll for the duration as if it were on your class spell list. If another creature is concentrating on the chained *read magic* spell above, you can also cast spells from a spellbook or formula book using your spell slots of the same level for the duration.

Scorching Ray

Light (1): When you or another creature cast *scorching ray*, you can cast *light* as a chained spell before the end of your next turn and affect each creature originally hit by *scorching ray* that is still within range.

Fireball (2): If another creature is concentrating on the chained *light* spell above, you can cast *fireball* as a chained spell and affect each creature originally hit by *scorching ray* that is still within range of that spell, instead of targeting an area. Those creatures receive a saving throw and spell resistance applies.

Disintegrate (3): If another creature is concentrating on the chained *fireball* spell above, you can cast *disintegrate* as a chained spell and affect each creature originally hit by *scorching ray* that is still within range. You are not required to make touch attacks against those targets, but they do receive a saving throw and spell resistance applies.

Shield of Faith

Consecrate (1): When you or another creature cast *shield of faith* on you, you can cast *consecrate* as a chained spell before the end of your next turn. If you do, you can choose up to 1 creature per level within the area as targets. Those creatures take damage equal to 3d8 + your caster level (maximum +15). This is positive energy damage if you're a good caster, or negative energy if you're evil. As a neutral caster, you can choose, but your choice is permanent for subsequent castings of this chained spell. A successful Will save (DC 10 + the spell's level + your spellcasting ability modifier) halves the damage. At the end of each of your turns, if you concentrated on this chained spell, you can deal this damage again, selecting new targets within the area.

Cure Light Wounds (2): If another creature is concentrating on the chained *consecrate* spell above, you can cast *cure light wounds* as a chained spell, healing (or damaging) up to 1 creature/level within the area (maximum 5).

Doom (3): If another creature is concentrating on the chained *cure light wounds* spell above, you can cast *doom* as a chained spell and affect each creature that could be damaged by that spell that is still within the area, regardless of its type or immunities.

Sanctuary (3): If another creature is concentrating on the chained *cure light wounds* spell above, you can cast *sanctuary* as a chained spell and affect each creature that could be healed by that spell that is still within the area.

Shocking Grasp

Daze (1): When you or another creature cast *shocking grasp*, you can cast *daze* as a chained spell before the end of your next turn and affect that spell's target, regardless of its hit dice.

Burning Hands (2): If another creature is concentrating on the chained *daze* spell above, you can cast *burning hands* as a chained spell, using the space of the creature originally hit by *shocking grasp* as the point of origin. When cast in this way, *burning hands* deals electricity damage instead.

Mass Daze (3): If another creature is concentrating on the chained *burning hands* spell above, you can cast *mass daze* as a chained spell and affect each creature originally hit by the chained *burning hands* that you can see, regardless of their hit dice.

Silent Image

Ghost sound (1): When you or another creature cast *silent image*, you can cast *ghost sound* as a chained spell before the end of your next turn. If you do, creatures that failed their save against *silent image* do not gain a saving throw.

Haunting Mists (2): If another creature is concentrating on the chained *ghost sound* spell above, you can cast *haunting mists* as a chained spell. If you do, each creature within the mist that failed its save against the *silent image* spell above takes 2 points of Wisdom damage and is frightened as long as they remain within the mist, instead of the normal effect.

Phantasmal Killer (3): If another creature is concentrating on the chained *haunting mists* spell above, you can cast *phantasmal killer* as a chained spell and affect each creature that originally failed its save against *silent image* that is still within the mist. Those creatures take a -3 penalty to their Fortitude save.

Slow

Ray of Frost (1): When you or another creature cast *slow weapon*, you can cast *ray of frost* as a chained spell before the end of your next turn and affect each creature that failed its save against *slow* that is still within range.

Black Tentacles or Entangle (2): If another creature is concentrating on the chained *ray of frost* spell above, you can cast *black tentacles* or *entangle* as a chained spell, targeting each creature that failed its save against the original *slow* spell. Creatures entangled in this way are trapped in ice, rather than tall grass, weeds, or other plants.

Hold Person (3): If another creature is concentrating on the chained *entangle* spell above, you can cast *hold person* as a chained spell, targeting each creature that failed its save against the original *slow* spell, regardless of its type.

True Strike

Mirror Strike (1): When you or another creature cast *true strike*, you can cast *mirror strike* as a chained spell before the end of your next turn. If you do, up to two other creatures you can see each gain the benefits of *true strike*, instead of the normal effect of *mirror strike*.

Unerring Weapon (2): If another creature is concentrating on the chained *mirror strike* spell above, you can cast *unerring weapon* as a chained spell and keep its effects for 24 hours.

Mirror Strike (3): If another creature is concentrating on the chained *unerring weapon* spell above, you can cast *mirror strike* as a chained spell and grant up to two other creatures you can see the benefits of the chained *unerring weapon* spell above.

Vampiric Touch

Touch of Fatigue (1): When you or another creature cast *vampiric touch*, you can cast *touch of fatigue* as a chained spell before the end of your next turn. If you do, the target takes a -3 penalty to its saving throw.

Sleep (2): If another creature is concentrating on the chained *touch of fatigue* spell above, you can cast *sleep* as a chained spell and affect the creature originally hit by *vampiric touch* if you can see it, regardless of its hit dice.

Eyebite (3): If another creature is concentrating on the chained *sleep* spell above, you can cast *eyebite* as a chained spell and affect the creature originally hit by *vampiric touch* if you can see it. On a failed save, that creature falls comatose, regardless of its hit dice.



Summoner Options

Summoners fill an interesting niche as a partial spellcaster with a companion that can act somewhat independently. Where druids get a full 9 levels of spellcasting, shapeshifting, and a companion, the strengths of those options are reshuffled and distributed primarily to the companion when it comes to the summoner.

In the same vein, the unchained summoner further balances what was proven to still be a very strong class even after giving up most 7th through 9th-level spells and personal combat ability.

While both options are viable as written, there are many who feel the unchained summoner is a more reasonable option when playing in a standard game. To this end, the options presented here will assume the unchained summoner primarily, and note when applicable also to the base class summoner.

Forgemaster (Unchained Summoner Archetype)

Requested by Rory Anderson during our Kickstarter. Thank you!

The forgemaster is a summoner who has forsaken the study of magic on a personal level, choosing instead to apply it on a general scale through his own modified forge of creation.

Hit Die and Base Attack Bonus: A forgemaster's hit die is a d10, and his base attack is equal to his summoner level. This replaces spellcasting.

Weapon and Armor Proficiency: Forgemasters are proficient with all simple and martial weapons, as well as light and medium armor. They are also proficient with shields (but not tower shields). This alters the summoner's weapon and armor proficiencies.

Fiend Forge (Ex): Forgemasters carry with them a special device they must build or buy before becoming a fiendcrafter. This device is known as a fiend forge, and it is used to create and maintain the creatures summoned by the forgemaster in combat. Bound to a distant—and likely unreachable—forge of creation, the fiend forge grants its possessor access to a limited version of the forge's power while adventuring.

Creation: A typical fiend forge costs as much as a wizard's spellbook. It counts as a high quality item when being crafted, but can otherwise be of any material suitable for containing objects, from wood to steel, or even stone. The attunement of this device to a forge of creation happens as part of becoming a forgemaster.

Eidolon Patterns: Fiendcrafting is more art than science. At 1st level, a forgemaster creates a number of eidolon patterns equal to his Charisma bonus (minimum 1). These patterns are stored within the fiend forge. Each pattern stores the following information: Subtype, good and poor saves, skills, and feats. A forgemaster does not have to match his alignment with the eidolons in his fiend forge.

At 3rd level, and every 2 levels thereafter, a forgemaster can store an additional eidolon pattern in his fiend forge. This alters eidolon and replaces summon monster.

Summon Fiend: When a forgemaster summons his eidolon, he can summon any eidolon stored within his fiend forge. He can also use the same ritual (or other similar effect) to trade one eidolon for another in his fiend forge. All of a forgemaster's eidolons share damage dealt between them, so as they suffer more damage, those with fewer hit points become more difficult, or even impossible to summon.

Shared Feats: At 1st level, for each eidolon stored in his fiend forge, a forgemaster can choose one feat that eidolon knows. If he meets the prerequisites for that feat, the forgemaster counts as having it while the eidolon is summoned and within 100 feet of him. He gains an additional feat from each of his eidolons at 9th, 14th, and 19th level. This replaces the eidolon's share spells ability.

True Forge (Ex): Beginning at 10th level, a forgemaster who has discovered the location of his forge of creation can expend the power in his fiend forge to travel there, as if using *teleport* to reach a familiar location. The forgemaster can bring allies with him, treating his summoner level as his caster level. Using the fiend forge in this way dismisses the summoner's current eidolon (if summoned), and prevents the summoner from using the fiend forge for 1 day.

While within his forge of creation, a forgemaster can craft magic items, as described by the magical location, and apply them to himself or one of his eidolons. Alternatively, he can aid his allies in crafting magic items (granting them a +2 to any relevant checks).

By permanently expending 2 evolution points from all of his eidolons, a forgemaster can create, or help create, a normal magic item. At any time, the forgemaster can use a free action to destroy this magic item, regaining his evolution points and causing the item to crumble into convergence dust worth half the item's value. The forgemaster can only create one such item at a time.

Beginning at 18th level, a forgemaster's ability to travel to his forge of creation functions as *greater teleport* instead, and he can craft up to 3 normal magic items (spending a total of 6 evolution points from all of his eidolons to do so) at a time.

This replaces aspect and greater aspect.

Twin Eidolon (Su): At 20th level, when using twin eidolon, a forgemaster can take the form of any eidolon in his fiend forge. This alters the summoner's twin eidolon ability.

Hybrid Trainer

Requested by Timothy Ott Sr. during our Kickstarter. Thank you!

Hybrid trainers, known in the Kingdom as parivartans, apply the scientific study of evolution to the monsters they capture and grow. As their beliefs and practices were widely panned on their own world, the rifts leading to various shattered worlds offered freedom to explore and master their craft, and the number of parivartans remaining within the Kingdom proper has dwindled to the point of obscurity.

Like any trainer, a parivartan is interested primarily in exploring his world, seeking new and unusual monsters. By patterning some of the abilities of those monsters, the hybrid trainer can apply their abilities as evolutions to those he has already captured.

Role: In combat, a hybrid trainer directs his active monster to fight beside him. With access to fewer spells than other trainers, the parivartan tends to capture and train more combat-focused monsters.

Alignment: Any.

Hit Die: d8.

Parent Classes: Monster trainer and unchained summoner.

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

Class Skills

The hybrid trainer's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Table: Hybrid Trainer

Level	Base Attack	Fort	Ref	Will	Special	Evolution Pool	Spells per Day					
	Bonus	Save	Save	Save			1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Capture monster, hybrid training, life link	1	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	1	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Hybrid pattern	2	3	—	—	—	—	—
4th	+3	+1	+1	+4	—	2	3	1	—	—	—	—
5th	+3	+1	+1	+4	Shield trainer	2	4	2	—	—	—	—
6th	+4	+2	+2	+5	Trainer's call	3	4	3	—	—	—	—
7th	+5	+2	+2	+5	—	3	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Hybrid pattern	4	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect, trainer's call	4	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Chimeric pattern	5	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	—	6	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Life bond, trainer's call	6	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Hybrid pattern	6	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	—	7	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Greater chimeric pattern	7	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Merge forms, trainer's call	8	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Greater Aspect	8	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Hybrid pattern, perfect chimera	8	5	5	5	5	5	5

Class Features

All of the following are class features of the hybrid trainer.

Weapon and Armor Proficiency: Hybrid trainers are proficient with all simple weapons and light armor. A hybrid trainer can cast trainer spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hybrid trainer wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A hybrid trainer still incurs the normal arcane spell failure chance for arcane spells granted by other classes.

Capture Monster (Sp): Every hybrid trainer knows and can cast the *capture monster* spell at will to capture monsters with a Challenge Rating (CR) no higher than his hybrid trainer level. A 1st level hybrid trainer has already either captured his first monster or been given one by a mentor such as a monster researcher. A hybrid trainer can also accept willing monsters into his essence without needing to use the spell. In this way, a trainer can obtain mindless creatures (such as constructs and vermin), monsters that were already captured by another trainer, and monsters with a higher CR than his level (some monsters prefer capture to death). A trainer can also obtain one or more monsters from another trainer in exchange for one of his own. Accepting a willing monster into his essence takes 1 minute as the trainer's aura aligns with the monster's. Any interruption, such as taking damage, ends the process, which must then be started over.

Hybrid Training (Ex): Hybrid trainers gain an evolution pool as indicated on Table: Hybrid Trainer. This pool improves at each level of hybrid trainer gained beyond first. Whenever the trainer gains a level, he must decide how these points are spent, and they are set until he gains another level of hybrid trainer.

Beginning at 1st level, a hybrid trainer can call upon a monster he has captured and apply his evolutions to that monster as it appears. The monster's base form must be able to accept the evolutions, or the points are suppressed until an appropriate monster is called upon.

This otherwise functions as the monster training class feature.

Life Link (Su): At 1st level, a hybrid trainer's bond with his active monster rivals that of most summoners. Whenever the monster would be reduced to 0 or fewer hit points, as a reaction to the damage, the trainer can sacrifice any number of hit points he has without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the monster. This can prevent it from being returned to the trainer's essence.



This link comes at a cost, however. A hybrid trainer and his active monster must remain within 100 feet of one another for the monster to remain at full strength. If the monster is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If it is more than 1,000 feet away but closer than 10,000 feet, the monster's current and maximum hit point totals are reduced by 75%. If the monster is more than 10,000 feet away, it is immediately returned to the trainer's essence. Current hit points lost in this way are not restored when the monster gets closer to its trainer, but its maximum hit point total does climb to the levels indicated and eventually returns to normal.

Spellcasting: A hybrid trainer draws arcane spells from his active monster. Each monster has a trainer spell list that acts as the trainer's spells known while that monster is active.

While using bond senses (see below), a hybrid trainer can cast his spells as normal, but cause the effect to occur from his active monster's space, treating it as the point of origin.

Bond Senses (Su): At 2nd level, a hybrid trainer can, as a standard action, share the senses of his active monster, hearing, seeing, smelling, tasting, and touching everything the monster does. He can use this ability a number of rounds per day equal to his hybrid trainer level. There is no maximum range to this effect, but the monster and the trainer must be on the same plane. The trainer can end this effect as a free action.

Hybrid Pattern (Ex): At 3rd level, a hybrid trainer learns how to pattern his evolutions so that he has more variety in what he applies to his active monster. Most trainers keep the details of their patterns in a special journal, identical to a wizard's spellbook. Each pattern takes up a number of pages equal to half the evolution points spent on it. When he begins his journal, the trainer adds his current evolution makeup to it as his first pattern. He then gains another pattern at 3rd level, and additional patterns at 9th, 15th, and 20th level.



When a hybrid trainer calls upon a monster, he chooses which of his patterns to apply at that time. Once applied, the pattern cannot be changed until the monster is dismissed and called upon again.

Patterns can be changed and updated at any time a hybrid trainer could choose new or different evolutions (usually when he gains a level of hybrid trainer).

Shield Trainer (Ex): At 5th level, whenever a hybrid trainer is within his active monster's reach, the trainer gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the monster is grappled, helpless, paralyzed, stunned, or unconscious.

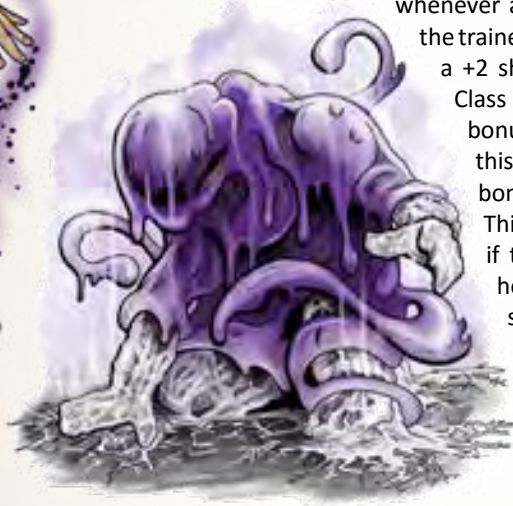
Trainer's Call (Su): At 6th level, as a standard action, a hybrid trainer can call his active monster back to his side. This functions as *dimension door*, using the trainer's caster level. When this ability is used, the monster appears adjacent to the trainer (or as close as possible if all adjacent spaces are occupied). If the monster is out of range, the ability is wasted. The trainer can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Transposition (Su): At 8th level, a hybrid trainer can use his trainer's call ability to swap locations with his active monster. If the monster occupies more squares than the trainer, the trainer can appear in any square occupied by the monster. The monster must occupy the square that was occupied by the trainer if able, or as close as possible if it is not able.

Aspect (Su): At 10th level, a hybrid trainer can divert up to 2 points from his evolution pool to add evolutions to himself. He cannot select any evolution that his hybrid patterns do not possess, and he must be able to meet the requirements as well (except for subtype requirements, so long as his active monster meets the subtype requirement). He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the trainer's evolution pool (reducing the total number available to his monster). The trainer can change the evolutions granted by these points anytime he can change his monster's evolutions.

Chimeric Pattern (Ex): Beginning at 11th level, a trainer can apply 2 of his hybrid patterns to his active monster when he calls upon it. Alternatively, he can create a chimeric pattern. A chimeric pattern must include the monster growth evolution, but otherwise grants the trainer twice as many points to work with when selecting evolutions.

Greater Shield Ally (Su): At 12th level, whenever an ally is within reach of the trainer's monster, the ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the trainer, these bonuses increase to +4. This bonus does not apply if the monster is grappled, helpless, paralyzed, stunned, or unconscious.



Life Bond (Su): At 14th level, the trainer's life becomes linked to his active monster's. As long as the monster has 1 or more hit points, the trainer is protected from harm. Damage in excess of that which would reduce the trainer to 0 hit points is instead transferred to the monster. This damage is transferred 1 point at a time, meaning that as soon as the monster is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the trainer. Effects that cause death but don't deal damage are unaffected by this ability. This ability does not affect spells such as *baleful polymorph*, *flesh to stone*, *imprisonment*, or other spells that don't deal damage.

Merge Forms (Su): At 16th level, as a full-round action, a hybrid trainer can touch his active monster and the two can merge forms. This transformation includes all of the trainer's gear. While merged in this way, the trainer is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the trainer are suspended until the trainer emerges from the monster (although durations continue to expire).

The trainer can cast spells while inside the monster by taking control of the monster for the duration of the casting. Any material components used for these spells are taken from the trainer's gear, even though they are otherwise inaccessible. The trainer can direct all of the monster's actions while merged, can perceive through its senses, and can speak through its voice.

The trainer can use this ability for a number of rounds per day equal to his hybrid trainer level. He can end this effect at any time as a swift action. The trainer emerges in a square adjacent to the monster if able. If the monster is returned to the trainer's essence while the trainer is merged with it, the trainer is immediately ejected, takes 4d6 points of damage, and is stunned for 1 round.

Greater Chimeric Pattern (Ex): At 17th level, a hybrid trainer's chimeric patterns no longer require the monster growth evolution.

Greater Aspect (Su): At 19th level, a hybrid trainer can divert more of his evolution points to himself. This ability functions as the aspect ability, but the maximum number of evolution points the trainer can divert increases to 6.

Perfect Chimera (Ex): At 20th level, a hybrid trainer's chimeric patterns automatically include the monster growth evolution for free. If a monster cannot grow, it gains the advanced template for free instead.

Hybrid Trainer Evolutions

The following evolutions are available only to hybrid trainers.

Chimeric Spellcasting (2 Points)

Choose the trainer spell list of a monster you have captured. You gain access to 1 spell per spell level from that monster's trainer spell list while a chimeric pattern is applied to your active monster. **Requirements:** At least 2 hybrid patterns and chimeric pattern.

Extended Link (1 Point)

Your life link distance is tripled (300 feet, 3,000 feet, and 30,000 feet). If you choose instead to spend 2 points, the distance is extended by 5x (500 feet, etc). Finally, if you choose instead to spend 4 points, your active monster can travel anywhere on the same plane without penalty, and you can use transposition to trade places with it anywhere out to 50,000 feet, as *greater teleport*.

Mock Eidolon (4 Points)

Your active monster can move and attack independently of you, requiring no actions on your part to direct it. It still acts on your turn, but can change its initiative by holding its action. The monster cannot cast its own trainer spells, but can work in concert with you so that you can still cast them through it using bond senses.

Monster Growth (3 Points)

Your active monster grows to its highest available form, or to a lesser form and gains the advanced creature template. You can choose which to apply as you call upon the monster. The monster's adjusted CR must still be less than your hybrid trainer level.

Twin Monsters (3 Points)

You can call upon up to 2 monsters at a time, applying a single hybrid pattern to each. One monster must possess the mock eidolon evolution. The other monster must possess this evolution and cannot have mock eidolon. **Requirements:** 20th level, mock eidolon.

Hybrid Trainer Feats

The following feats are available to hybrid trainers.

Create Hybrid Beasts

You can create entirely new species of monsters given time.

Prerequisites: 7th-level hybrid trainer, mock eidolon hybrid trainer evolution.

Benefit: You can craft a permanent form for one of your captured monsters using a combination of rare materials, such as gemstones, exotic wood or furs, and special oils. The form requires both 1,000 gp of materials and 1 day to craft per final CR of the monster. The monster must possess the mock eidolon evolution, but can have any other appropriate evolutions applied to it as well. For every 3 points of evolutions applied beyond the cost of mock eidolon in this way, the monster's effective CR is increased by 1 from its base form (a monster with between 4 and 6 points spent, for example, would increase its CR by +2). If the monster growth evolution is applied in this way, calculate the new CR based on the grown monster, not including the cost of monster growth.

When the form is complete, you spend a final day placing the monster's essence within it. This reduces your maximum evolution points by 4. Evolution points spent in this way return at a rate of 1 per week.

A completed monster is freed from you and able to be captured again. It regards you as a friend, but is not immediately compelled to be recaptured, should you decide to do so. If recaptured by any monster trainer, that trainer can choose to disregard the monster's applied evolutions, which are removed from it, creating an amount of convergence dust equal to half the cost of creating the monster's physical form.

Hybrid Hero

You are just as much a master of evolution as any hybrid trainer.

Prerequisites: 5th-level hybrid trainer, at least 2 levels in non-trainer classes.

Benefit: You add half your total levels in non-trainer classes when determining how many evolution points you have. If you are an 11th-level or higher hybrid trainer, you also gain your choice of greater aspect or merge forms at 20th level.

Symbiants

Requested by Andrew Costello from our campaign. Thank you!

Of all the shattered worlds, none are so bold as the reality from which the symbiants hail. A race unto themselves, symbiants keep no tradition or society that would be recognizable to other races. Instead, they define themselves by the creatures with whom they form a bond. Once bonded, they learn how to protect their ally while growing stronger alongside it.

Not all symbiants bond with creatures the same way. Some act as little more than a unique set of tools to be called upon for help, while others dominate their host, becoming its primary focus. In the end, how much control either the symbiant or its host has is determined with each level of experience gained.

Symbiant Options

To gain access to symbiant options, a character must first select the symbiant race or race trait (below). All other options can be taken individually or combined, representing the strength and complexity of the bond between a character and its symbiant.

Symbiant Racial Traits: Characters who pick up symbiant racial traits retain the base traits granted by their normal race, unless those traits would be replaced.

Symbiant Archetype: The symbiant archetype replaces class features of other classes. If a class doesn't have a class feature, the character doesn't gain that feature from the symbiant archetype. A summary of what the symbiant archetype replaces can be found on Table: Symbiant Alternate Class Features.

Symbiant Convergence: A symbiant convergence grants more potent strength and power to the symbiant by drawing away from its host's other available magic item slots.

Symbiant Feats: Each of these feats grant the character an enhancement related to the symbiant's race or archetype option.

Symbiant Race Trait

You gain the race bond, bonded outsider, and dual-minded symbiant racial traits. You count as a symbiant when qualifying for abilities, feats, and the symbiant class. If you are already a symbiant, you gain up to 2 race points' worth of symbiant racial traits. Those traits do not count against your racial limit.

Symbiant Racial Traits

Symbiants, like farrealmsers, are represented in many different ways. This is similar to a +0 template being added to a given race to represent its bond with the symbiant.

Racial Bond: Most symbiants do not survive long without a host to whom they can bond. In addition to the traits below, choose a base race that acts as the symbiant's host.

The host also loses any resistance (but not immunity) to fire or sonic damage and effects it may have (unless it also possesses the Symbiant Adaptation feat).

Bonded Outsider (0 RP): Symbiants are outsiders with the augmented and native subtypes, as well as any subtypes possessed by their host. Unlike other outsiders, this does not grant the symbiant darkvision. The symbiant counts as both an outsider and its host's type for the purposes of effects such as the ranger's favored enemy class feature.

Defense Traits

Dual-Minded (1 RP): Symbiants gain a +2 bonus on all Will saving throws.

Reactionary (1 RP): Once per day, when a symbiant rolls for initiative, it can roll twice and take the better result. It must decide to use this ability before rolling its check.

Feat and Skill Traits

Hive Memory (1 RP): Pick up to two skills. These skills are always considered class skills for the symbiant.

Offense Traits

Bite (2 RP): Symbiants gain a bite attack which deals 1d4 piercing damage on a hit. This is a primary attack, or a secondary attack (made at a -5 penalty) if the symbiant is also wielding manufactured weapons.

Weakness Traits

Fire and Sonic Vulnerability (-5 RP): All symbiants have vulnerability to fire and sonic damage, taking 50% more damage from those types. They also suffer a -4 penalty on all saves against non-damaging fire, light, and sonic effects.

Alternate Racial Traits

A symbiant can replace either its own or its host's racial traits with any of the following traits (or combination of traits) totaling the same race points (RP). A symbiant cannot have more than 3 traits from the same category as racial traits (advanced and monstrous symbiants may be available, at the GM's discretion).

Symbiant Strength (0+ RP): Symbiants will sometimes override a host's natural attributes with their own. This grants the symbiant +2 Strength, +2 Intelligence, -2 Wisdom. This alters and replaces the host's ability score modifiers.

If the host's former ability scores were worth 1 or more RP, the symbiant gains an equal amount of traits listed here without replacing the listed traits.

Defense Traits

Danger Sense (2 RP): The symbiant gains a +1 bonus on Reflex saves to avoid traps and a +1 dodge bonus to AC against attacks made by traps. In addition, it gains a +1 bonus on Perception checks to avoid being surprised by a foe. These bonuses increase by 1 every 3 character levels the symbiant attains beyond 1st (to a maximum of +6 at 18th level). This ability counts as trap sense for the purpose of any feat or class prerequisite, and can be replaced by any archetype class feature that replaces trap sense. The bonuses gained from this ability stack with those gained from trap sense (from another class).

Fearless (1 RP): The symbiant gains a +2 racial bonus on all saving throws against fear effects. This stacks with similar bonuses such as lucky.

Illusion Resistant (1 RP): Some symbiants gain a +2 racial bonus on saving throws against illusion spells or effects.

Unnatural (2 RP): Symbiants will sometimes unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. Members of this race take a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +4 dodge bonus to AC against animals. Animals' starting attitude toward members of this race is one step worse than normal.

Feat and Skill Traits

Silent Hunter (2 RP): The Symbiant reduces the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Movement Traits

Climber (2 RP): The symbiant has a climb speed of 20 feet, and gain the +8 racial bonus on Climb checks that a climb speed normally grants.



Expert Climber (4 RP): Requires Climber. The symbiant can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, it is treated as being constantly under the effects of a non-magical *spider climb* spell, save that the symbiant cannot cling to smooth surfaces. This trait doubles the normal +8 racial bonus on Climb checks normally granted to creatures with a climb speed (to a total +16 bonus).

Jumper (2 RP): Some symbiants are always considered to have a running start when making Acrobatics checks to jump.

Offense Traits

Claws (2 RP): The symbiant gains 2 claw attacks which each deal 1d4 slashing damage on a hit. These are primary attacks, or secondary attacks (made at a –5 penalty) if the symbiant is also wielding a manufactured weapon. If this grants the symbiant three or more natural attacks, it qualifies for the Multiattack feat.

Frenzy (2 RP): When the symbiant takes damage, it flies into a frenzy for 1 minute, gaining a +2 racial bonus to Constitution and Strength, but a –2 penalty to AC.

Tendrils (2 RP): The symbiant can make a melee attack out to 10 feet with a long, sticky tendril. This is a secondary attack (made at a –5 penalty). A creature hit by this attack cannot move more than 10 feet away from the symbiant and takes a –2 penalty to AC as long as the tendril is attached (this penalty does not stack if multiple tendrils are attached). The tendril can be removed by the target or an adjacent ally by making an opposed Strength check against the symbiant as a standard action or by dealing 2 points of damage to the tendril (AC 11, damage does not reduce the symbiant's hit points). The symbiant cannot move more than 10 feet away from a creature stuck to its tendril, but it can release its tendril from the target as a free action. A symbiant can only have one creature attached to its tendril at a time.

This trait can be taken up to two times. The second time it is taken, the symbiant gains the ability to pull a creature attached to its tendril 5 feet toward it as a swift action.

Senses Traits

Life Sense (3 RP): The symbiant does not need to make Perception checks to pinpoint the location of living, breathing creatures within 30 feet of it. Those creatures still benefit from cover and concealment if it cannot see them.

Symbiant Class

The symbiant class is available to any symbiant. Some of its class features can also be gained by members of other classes in place of their own, provided the character is a symbiant.

Role: The symbiant is a savage, up close combatant who can dish out damage quickly to groups of nearby enemies. With symbiant techniques, it can become more focused on defense or single target attacks.

Alignment: Any

Hit Die: d10

Starting Wealth: 1d6 x 10 gp (average 35 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Symbiant Class Features

All of the following are class features of the symbiant.

Weapon and Armor Proficiencies: A symbiant is proficient with all simple weapons, as well as light armor, but not with shields.

Barrage (Ex): All symbiants have the ability to separate themselves temporarily from their host to lash out at nearby enemies. As a full-round action, a symbiant can deal damage with a natural attack or unarmed strike to each of its enemies within 5 feet of it. The symbiant chooses which type of attack

to use on each creature, so it can use bite against 2 enemies, or bite one and use a tendril on another, for example.

Enemies in the symbiant's barrage receive a Reflex save (DC 10 + the symbiant's base attack + its Strength or Dexterity modifier) to negate the damage and ignore any effects. A creature that rolls a natural 1 on its save takes extra damage as if the symbiant had confirmed a critical hit with the attack.

At 6th level, the symbiant's barrage can be used out to 10 feet, but enemies 10 feet away receive a +2 bonus on their saving throw.

At 11th level, the symbiant adds +2 to the saving throw DC of its barrage.

At 16th level, the symbiant adds another +2 (+4 total) to the saving throw DC of its barrage.

Savagery (Ex): When a symbiant lashes out, it can focus its strength into one attack, potentially dealing more damage to its target. Once per turn, when it hits with a natural attack or unarmed strike, the symbiant can deal 1d6 extra damage as a free action. If using barrage, the symbiant can choose one creature that fails its saving throw to take this extra damage. Savagery damage is multiplied on a critical hit.

Symbiant Feats (Ex): At 1st level, the symbiant gains a symbiant feat of its choice as a bonus feat. It gains an additional symbiant feat at 3rd, 9th, 15th, and 20th level.

Symbiant Techniques: Beginning at 2nd level, a symbiant and its host can learn specialized techniques used to perform new attacks or improve existing abilities. The symbiant chooses 1 symbiant technique at 2nd level, and additional techniques at 6th level and every 4 levels thereafter, to a maximum of 5 techniques at 18th level.

A full list of symbiant techniques can be found at the end of this section.

Uncanny Dodge (Ex): At 4th level, a symbiant gains the ability to react to danger before its senses would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dex bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to armor class if immobilized. A symbiant with this ability can still lose its Dexterity bonus to armor class if an opponent successfully uses the feint action against it.

If a symbiant already has uncanny dodge from a different class, it automatically gains improved uncanny dodge (see below) instead.

Innocuous Spawn (Ex): At 5th level, as a standard action, a symbiant can create a non-sentient clone of itself that it can apply to or remove from another creature or object as a move action, granting the target the fire and sonic vulnerability racial

Table: Symbiant Alternate Class Features

Class Feature	Replaced With
Bonus Combat Feats	Symbiant Techniques
Combat Style Feats	Symbiant Techniques
Flurry	Barrage
Hunter's Bond	Innocuous Spawn
Nature's Bond	Innocuous Spawn
Rage Powers	Symbiant Techniques
Rogue Talents	Symbiant Techniques
Speed Powers	Riot
Spellcasting	Symbiant Spells
Trapfinding	Subtlety
Trap Sense	Camouflage, Hide in Plain Sight
Weapon Training	Barrage

Table: Symbiant

	Base Attack	Fort	Ref	Will		Savagery
Level	Bonus	Save	Save	Save	Special	Damage (avg)
1st	+1	+0	+2	+0	Barrage (5-ft.), savagery, symbiant feat	+1d6 (+3)
2nd	+2	+0	+3	+0	Symbiant technique	+1d6 (+3)
3rd	+3	+1	+3	+1	Symbiant feat	+1d6 (+3)
4th	+4	+1	+4	+1	Uncanny dodge	+1d8 (+4)
5th	+5	+1	+4	+1	Innocuous spawn	+1d8 (+4)
6th	+6/+1	+2	+5	+2	Barrage (10-ft.), symbiant technique	+1d8 (+4)
7th	+7/+2	+2	+5	+2	Subtlety	+1d8 (+4)
8th	+8/+3	+2	+6	+2	Damage reduction 1/–	+1d10 (+5)
9th	+9/+4	+3	+6	+3	Improved uncanny dodge, symbiant feat	+1d10 (+5)
10th	+10/+5	+3	+7	+3	Symbiant technique	+1d10 (+5)
11th	+11/+6/+1	+3	+7	+3	Barrage (+2), damage reduction 2/–	+1d10 (+5)
12th	+12/+7/+2	+4	+8	+4	Camouflage	+2d6 (+7)
13th	+13/+8/+3	+4	+8	+4	Fast healing	+2d6 (+7)
14th	+14/+9/+4	+4	+9	+4	Damage reduction 3/–, symbiant technique	+2d6 (+7)
15th	+15/+10/+5	+5	+9	+5	Symbiant feat	+2d6 (+7)
16th	+16/+11/+6/+1	+5	+10	+5	Barrage (+4)	+2d8 (+9)
17th	+17/+12/+7/+2	+5	+10	+5	Damage reduction 4/–, hide in plain sight	+2d8 (+9)
18th	+18/+13/+8/+3	+6	+11	+6	Symbiant technique	+2d8 (+9)
19th	+19/+14/+9/+4	+6	+11	+6	Fast healing (regeneration)	+2d8 (+9)
20th	+20/+15/+10/+5	+6	+12	+6	Damage reduction 5/–, symbiant feat	+2d10 (+11)

trait and up to 4 race points' worth of symbiant racial traits possessed by the symbiant. The spawn dies after 24 hours unless it is reabsorbed by the symbiant. If a spawn dies or its host is killed or destroyed, the symbiant suffers 1 point of Constitution damage and cannot use innocuous spawn for 1 week.

Creatures targeted by an innocuous spawn receive a Will save (DC 10 + half the symbiant's level + its Constitution modifier) to resist bonding with it, but the effect is typically harmless.

The symbiant can have a number of spawns active at a time equal to its Constitution modifier (minimum 1). The spawn does not count as a symbiant itself.

Subtlety (Ex): At 7th level, the symbiant can roll a Stealth check twice and pick either result. It can do this once per day at 7th level, twice per day at 12th, and up to three times per day 17th. The symbiant must decide to use this ability before attempting the check.

Damage Reduction (Ex): At 8th level, a symbiant gains damage reduction. Subtract 1 from the damage the symbiant takes each time it is dealt damage from a weapon or a natural attack. At 11th level, and every three symbiant levels thereafter (14th, 17th, and 20th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Improved Uncanny Dodge (Ex): At 9th level and higher, a symbiant can no longer be flanked. This defense denies a rogue the ability to sneak attack the symbiant by flanking it, unless the attacker has at least four more rogue levels than the target has symbiant levels.

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

Camouflage (Ex): At 12th level, a symbiant can use the Stealth skill to hide, even if the terrain doesn't grant cover or concealment.

Hide in Plain Sight (Ex): A symbiant of 17th level or higher can use the Stealth skill even while being observed.

Fast Healing (Su): At 13th level, a symbiant gains fast healing 2. At 19th level, this becomes regeneration 2. Fire and sonic damage negate the symbiant's fast healing and regeneration for 1 round.

Symbiant Techniques

When chosen as alternate class features, symbiant techniques can only be gained once every 4 levels, starting at 2nd, minimum. This means, for example, that a fighter can select symbiant techniques at 2nd, 6th, 10th, and so on.

Agony (Su)

You can cast *acid splash* as a standard action. Your caster level is equal to your symbiant level, and you can choose to add your savagery damage to the spell's damage on a hit.

In addition, you gain acid and electricity resistance 10.

Carnage (Ex)

When making a full-attack action or using barrage, you can deal your savagery damage one additional time this round. All of your attack rolls and the barrage save DC take a –2 penalty when using carnage.

Fluid Transformation (Sp)

Requires 10th level. You can cast *ooze form I* up to 3 times per day. Starting at 12th level, you can instead cast *ooze form II*. If you also have the symbiant spellcasting technique, you instead add these spells to that list and combine the uses per day.

Lasher (Ex)

Requires the tendril symbiant racial trait. Your tendrill attacks can be made against targets up to 15 feet away. When using barrage, creatures against which you use tendrills gain no bonus to their save for being 10 feet away.

Maximum Carnage (Ex)

Requires 14th level and the carnage symbiant technique. When you make only one attack on your turn and hit, your savagery damage is maximized.

Riotous (Ex)

You gain evasion, as the rogue class feature, and can use the reactionary symbiant racial trait 1 additional time per day for every 4 symbiant levels you possess. These benefits apply only when wearing no armor, light armor, or medium armor, and not carrying a heavy load.

At 4th level, increase your base speed by +10 feet.

Riotous Speed (Su)

Requires 6th level and the riotous symbiant technique. You can move faster than the eye can see. This functions as if using the *dimension door* spell, except that you can take any actions you still have remaining on your turn. Using riotous speed is a move action. Your caster level is equal to your symbiant level. You cannot take other creatures with you when using this ability.

You can use this ability once per day for every 4 symbiant levels you possess. If you are able to cast 4th-level or higher spells, you can trade one use or spell slot of 4th-level or higher to use this ability again.

Savage Defense (Ex)

If you do not deal savagery damage on your turn, you can use a free action to add the average roll (in parentheses) to your Armor Class as a shield bonus until the start of your next turn. You can use savage defense at the beginning or end of your turn.

Scorn (Ex)

Choose one weapon type with which you are proficient. You can deal savagery damage with weapons of that type. When wielding a weapon of the chosen type sized for you, you can deal the weapon's damage to one of the targets of your barrage as if it were a natural weapon. You also qualify to take Improved Natural Attack with weapons of the chosen type that are sized for you.

Spontaneous Healing (Ex)

You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 5 hit points per day in this manner for every 2 symbiant levels you possess. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

Subservient Spawn (Sp)

Requires innocuous spawn. You can use a swift action to *command* a creature bonded to your spawn, as the spell. It receives a Will save to ignore the command and negate the bond.

Symbiant Spellcasting (Sp)

You gain access to the spells granted by the Farrealm Symbiant feat, and may cast spells from that list a number of times per day equal to 3 + your Constitution modifier. If you also have that feat, you add 3 additional uses of your spells per day. If you have access to spells from another class, you can "lose" one of those spells of the same spell level to cast a symbiant spell instead.

At 5th level, and every 2 levels thereafter, you add the spells listed below to your list of symbiant spells.

Level	Spell Level	Spell
5th	3rd	<i>nondetection</i>
7th	4th	<i>adjustable polymorph</i> or <i>lesser age resistance</i>
9th	5th	<i>stoneskin</i>
11th	6th	<i>shapechanger's gift</i>
13th	7th	<i>greater age resistance</i>
15th	8th	<i>greater shapechanger's gift</i>
17th	9th	<i>foresight</i>

Temporary Separation (Su)

Requires 10th level. You can separate host and symbiant for up to 1 round per symbiant level each day. While separated, the symbiant counts as a black pudding with your Intelligence, while you lose any symbiant racial traits you may have. Any feats or abilities you have that rely on being a symbiant are retained by the black pudding in place of acid, corrosion, and split. You retain savagery, uncanny dodge, subtlety, improved uncanny

dodge, and the symbiant techniques carnage, maximum carnage, and savage defense. These rounds need not be consecutive.

While separated, the symbiant can act on your initiative or its own, but it must be bonded with you at the end of the duration or you each take 1 Constitution damage per round until either or both of you die, severing the bond permanently.

Venomous (Ex)

You gain a potent, debilitating venom that you can apply as a swift action to a natural attack or manufactured weapon. You can do this a number of times per day equal to your Constitution modifier (minimum 1/day).

Debilitating Venom—injury; save Fortitude DC = 10 + 1/2 the symbiant's class level + its Constitution modifier; frequency 1/round for 4 rounds; effect 1d3 Dexterity damage; cure 1 save.

The debilitating venom functions only for you and becomes inert if not used within 1 hour. You are immune to your own venom.

You can select this technique more than once. When you do, you can select any rogue talent that modifies sneak attacks or any alchemist discovery that modifies poisons you create and applies, using your Constitution modifier in place of Intelligence and your symbiant level in addition to your alchemist or rogue level for the purpose of meeting prerequisites. If you have the sticky poison alchemist discovery, you can also apply a single dose of debilitating venom to two of your natural attacks without reducing its potency.

Symbiant Feats

The following feats are available to symbiant characters.

Dangerous Tendrils

Prerequisites: Str or Con 15, symbiant race, tendril racial trait.

Benefit: Your tendrils deal 1d6 bludgeoning damage on a hit and threaten a critical hit on a natural 19 or 20.

Extra Symbiant Spells

Prerequisites: Symbiant race, symbiant spells class feature.

Benefit: You can cast spells from your symbiant spell list 3 additional times per day.

Special: You can gain this feat multiple times.

Extra Tendrils

Prerequisites: Str or Con 15, symbiant race, tendril racial trait.

Benefit: You can have a total number of creatures equal to your Strength or Constitution bonus attached to your tendrils at one time.

Farrealm Symbiant

Prerequisites: Character level 1st only, symbiant race, symbiant strength racial trait.

Benefit: You gain +2 Strength, +2 Charisma in place of your other racial traits, and you can cast spells from the following list up to 3 times per day as spell-like abilities. Your caster level with these spells is equal to your character level. Any related saving throw relies on your Constitution modifier. 1st—*entangle*, *shield*, *web bolt*; 2nd—*alter self*, *instant weapon*, *spider climb*, *web*, *web shelter*.

Special: You still gain the additional RP from symbiant strength if your host race's ability scores were worth more than 0.

Strengthened Bond

Prerequisites: Symbiant race.

Benefit: You gain up to 4 race points' worth of symbiant racial traits. These traits do not count against your racial limit.

Special: You can gain this feat multiple times.

Symbiant Adaptation

Prerequisites: Symbiant race.

Benefit: Your vulnerability to fire and sonic damage is reduced to 25%, and you only suffer a –2 penalty to non-damaging fire, light, and sonic effects.

Symbiant Adaptation, Improved

Prerequisites: Resistant Symbiant, symbiant race.

Benefit: Choose fire or sonic. You are no longer vulnerable to damage of the chosen type, nor do you take any penalties to your saving throws against non-damaging effects of that type (if you chose fire, this applies to light effects as well).

Symbiant Convergence

Symbiants with a symbiant convergence can exhibit minor, moderate, or major traits, as shown in Table: Symbiant Convergence.

Hive Knowledge: You gain Knowledge (any 1) as a class skill. At 12th level, you gain Signature Skill as a bonus feat for that skill.

Power Attack (Ex): You gain Power Attack as a bonus feat. If you have barrage, you can apply your penalty to the saving throw DC and add the damage bonus to the damage dealt with that ability to each creature.

Ability Score Bonus (Su): You gain a +1 enhancement bonus to Dexterity. At convergence level 9, you also gain a +2 enhancement bonus to Strength. At convergence level 15, you also gain a +2 enhancement bonus to Constitution.

Wounding Bite (Ex): Your bite attack gains the wounding weapon special ability. At convergence level 8, it gains keen. At convergence level 20, it gains vorpal.

Crushing Tendrils (Ex): At the start of each of your turns, you deal savagery damage as a symbiant of your character level to any creature grappled by you or grabbed by one of your tendrils.

Symbiant Affinity (Ex): You gain a +2 enhancement bonus on Acrobatics, Climb, Intimidate, and Stealth checks. This bonus increases to +4 with convergence level 11 and +6 with convergence level 17.

Natural Armor Bonus (Ex): You gain a +1 natural armor bonus. This increases to +2 at convergence level 18.

Save Bonuses (Ex): You gain a +2 bonus on saving throws against poison. At convergence level 13, you gain a +2 resistance bonus on all saves. At convergence level 19, you gain a +4 resistance bonus on all saves.

Rending Claws (Ex): Once per round, If you hit an opponent with at least 2 claws, you deal an additional 1d10 points of damage plus 1-1/2 times your Strength modifier.

Swallow Whole (Ex): When you confirm a critical hit with your bite attack, or reduce a creature to 0 or fewer hit points with bite, you can attempt a grapple check with a +4 bonus against it as a free action. If you succeed, the creature is swallowed whole. This functions against any creature up to one size larger than you. You can only have one creature swallowed whole at a time in this way.

A conscious, swallowed creature keeps the grappled condition, while you do not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 of your total hit points), or it can just try to escape the grapple. Your AC against such an attack is 10 + 1/2 your natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, you cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it in the nearest free space adjacent to you, where it may be bitten or swallowed again. If no such space exists, it falls prone in your space.

Symbiant Convergence (Major)

Level/ Hit Dice	Trait (moderate 1/2 level, minor 1/4 level)	Purchase/ Reward Cost (in gp)
1	Hive Knowledge	—
2	Power Attack	750 gp
3	Dexterity +1	1,250 gp
4	Wounding Bite	2,000 gp
5	Symbiant affinity +2	2,850 gp
6	+1 to natural armor	4,000 gp
7	Crushing Tendrils	5,875 gp
8	Wounding Bite (keen)	8,250 gp
9	Strength +2	11,500 gp
10	+2 on saves against poison	15,500 gp
11	Symbiant affinity +4	20,500 gp
12	Hive Knowledge	27,000 gp
13	+2 on saving throws	35,000 gp
14	Rending Claws	46,250 gp
15	Constitution +2	60,000 gp
16	Swallow Whole	78,750 gp
17	Symbiant affinity +6	102,500 gp
18	+2 to natural armor	132,500 gp
19	+4 on saving throws	171,250 gp
20	Wounding Bite (vorpal)	220,000 gp



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