

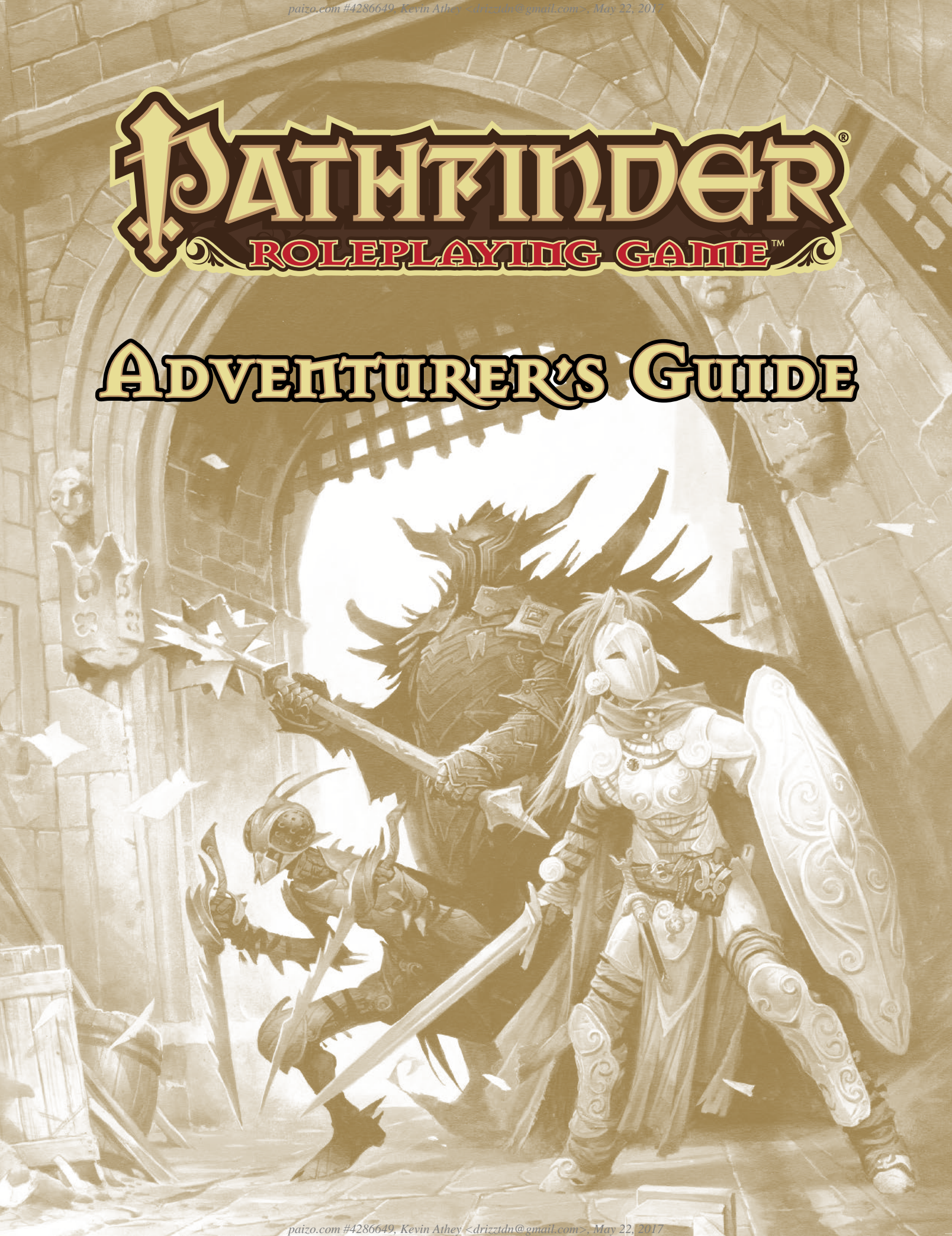
PATHFINDER[®]

ROLEPLAYING GAME[™]

ADVENTURER'S GUIDE

PATHFINDER[®] **ROLEPLAYING GAME**[™]

ADVENTURER'S GUIDE



PATHFINDER ROLEPLAYING GAME™

ADVENTURER'S GUIDE

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.



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Only the bravest, or perhaps the most foolhardy, adventurer seeks fame, glory, and wealth on her own. Most join parties, supporting each other with a diverse array of abilities and tactics, but even these groups often need to call upon the aid of experts. Presented in the pages of this book are 18 groups of such experts—a mix of organizations with access to powerful abilities, magic, and secrets that can bolster the effectiveness of any adventurer. These organizations can be your party's guide to success!

USING THIS BOOK

The organizations in this book are all drawn from the official Pathfinder campaign setting—the world of Golarion. These groups all hold power in the Inner Sea region, which consists of Avistan and northern Garund (see the map on page 7). The information presented at the start of each section is not intended to be comprehensive, but rather to give basic information regarding the group in question. Further information about Golarion can be found in *Pathfinder Campaign Setting: The Inner Sea World Guide* and in many other Pathfinder Campaign Setting products. Yet you don't need to be an expert on Golarion to make use of the new rules found in *Pathfinder RPG Adventurer's Guide*. All of the new options

presented in this book are collected in easy-to-reference indices at the end of the book (see pages 186–191), along with setting-neutral names you can use to refer to the options if you prefer not to use their names from the world of Golarion. Feel free to adapt this book's content to the campaign setting of your choice! Note that new rules options introduced in this book are indicated with a dagger symbol (“†”).

In addition, several of the organizations presented in this book were first introduced in the context of Pathfinder Adventure Path campaigns. Care has been taken in the following pages to avoid too many spoilers for these Adventure Paths, but in all cases, the organization is presented with the assumption that the events of the Adventure Path in which it was introduced have already come to pass, and that the PCs of that Adventure Path were victorious.

Access to Options

This book presents a wide range of character options that are tied to specific organizations, but certain options are indicated as being unaffiliated with a group. These options, while still thematically tied to the organization in whose section they appear, are not controlled by that organization and are always considered to function under the full-access

approach detailed below. Most, however, are more closely associated with a specific organization in the Inner Sea region. How GMs incorporate these latter options into their own games depends entirely on personal preference.

Full Access: The simplest solution is to allow full access to all of the options in this book, regardless of characters' affiliations or lack thereof. This has the advantage of allowing all characters a wide range of new options to choose from, but dilutes the flavorful aspect of having these options define specific in-world organizations. Some of the options in this book require sponsorship or similar support from an established member of an organization before a character can select the option—for full access, ignore these requirements.

Limited Access: At the opposite end of the scale from full access is limited access—in this approach, only members of the specific group can ever have access to the options associated with that group, and before a character can select one of that group's options, the character must be accepted into the group. This preserves the strong themes and identifiable rules elements that are iconic to each group, but it limits player choice. Access to a group should be awarded by the GM only to specific characters as the result of in-play developments. If a party already uses a wide range of player options, limiting the options in this book might be an attractive choice.

Affiliation Access: This is a midway approach between full and limited access, and is the assumption for how this book will be used in play. With affiliation access, a character need only be affiliated with a group to gain access to its options—the character does not need to be a full member. This approach strikes a balance between making a wide range of character options available while preserving the thematic identities of the organizations associated with those options.

Discovery: Many of the options in this book can be discovered organically during play. A PC doesn't need to be affiliated with the Red Mantis to loot a *mask of the mantis* from a defeated NPC, nor does she need to be affiliated with the Aldori swordlords to learn the spell *Aldori alacrity* from a spellbook she discovers in a monster's lair. Of course, in such situations, the GM is the arbiter of what can and cannot be discovered, and for some options (such as feats or prestige classes), discovery isn't a logical source.

Affiliations for PCs

Affiliation with a group means that a character has proven to be an ally with the group's interests at heart and is trusted to be a caretaker for that group's secrets.

Affiliation Slots: Each PC has a number of affiliation slots equal to the character's Charisma modifier + 1 (minimum 1 slot). Each time a PC takes the Additional Affiliations feat (see the Additional Affiliations sidebar on page 6), his total number of affiliation slots increases by 2. Finally, a GM can

BOOK REFERENCES

This book refers to other Pathfinder Roleplaying Game products using the following abbreviations, yet these supplements are not required to make use of this book. The complete rules of these Pathfinder RPG hardcovers are available online for free at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG
<i>Advanced Player's Guide</i>	APG
<i>Advanced Race Guide</i>	ARG
<i>Bestiary 2</i>	B2
<i>Bestiary 3</i>	B3
<i>Bestiary 4</i>	B4
<i>Bestiary 5</i>	B5
<i>Bestiary 6</i>	B6
<i>Horror Adventures</i>	HA
<i>Mythic Adventures</i>	MA
<i>Occult Adventures</i>	OA
<i>Ultimate Combat</i>	UC
<i>Ultimate Equipment</i>	UE
<i>Ultimate Intrigue</i>	UI
<i>Ultimate Magic</i>	UM

award bonus affiliation slots as rewards for gameplay, but typically these slots must be spent on specific groups. (For example, after the PCs successfully undertake a dangerous mission for the Silver Ravens, the GM may reward the group with a bonus affiliation with the Silver Ravens.)

Starting Affiliation: A player can choose her PC's first affiliation when she creates the character, so long as she justifies her choice via the character's background. For example, perhaps a PC's parents belong to the Pathfinder Society, and her parents' reputation in that organization could vouch for her own affiliation. A PC born into an Al-Zabriti tribe may retain her birthright and history by belonging to these horse-riding folk despite having since traveled far from Qadira. Or maybe a PC was rescued from slavery at a young age by members of the Bellflower Network, and has modeled his life upon heroes from that group. This starting affiliation must be approved by the GM, who may say that certain affiliations are off-limits or some organizations must be contacted in-play before joining.

Subsequent Affiliations: Once play begins, a PC must seek out and contact agents of an organization before attempting to join or gain affiliation with it. Upon making contact, she must convince that agent that she would make a good addition to the organization. Players should speak with their GM out of the game when they make the decision to pursue affiliation with a group, since the GM has final say as to which groups (and thus which options) from this book are available. An affiliation should never be something players just decide they have

FEAT: ADDITIONAL AFFILIATIONS

You have an expansive personality and can forge more affiliations than normal.

Benefit: Increase your affiliation slot total by 2.

Normal: You have a number of affiliation slots equal to your Charisma modifier + 1 (minimum 1).

Special: You can take this feat multiple times; each time you do so, your number of affiliation slots increases by 2.

on their own—it should be the result of gameplay and interaction with NPCs associated with the organization. Additional information on how to earn affiliation is presented in each group's chapter, along with a short example encounter GMs can use as inspiration for setting up the attempt to affiliate with the group.

Affiliations for Adventuring Parties

At the GM's discretion, an entire adventuring party can have a group affiliation. In such a case, the assumption is that the campaign the GM has chosen to run involves the whole party being agents of a specific group. Once the GM assigns a group affiliation, all members of the party are treated as if they were affiliated with that group. This affiliation does not take up any individual PC's affiliation slots.

Alternatively, a party can use rules for membership in groups, such as those presented in *Pathfinder Campaign Setting: Faction Guide*, or joining a group could be a significant part of a campaign, as in the case of the Silver Ravens in the Hell's Rebels Adventure Path. In such a case, a character automatically gains affiliation with a group once he successfully joins the group in question.

Affiliations for NPCs

An NPC should typically have only one affiliation (if any), and the GM gets to decide what that affiliation is. Yet there is no maximum number of affiliations for NPCs—an NPC can have as many as are needed for the GM to tell the story she wishes to tell. It's generally unnecessary to list in an NPC's statistics what affiliations he has, since that should be clear from the NPC's background.

Rivals

Note that certain groups presented in this book have rivals listed in their group stat blocks, representing long-standing conflicts with other groups presented in this book. The Aspis Consortium and the Pathfinder Society are perennial enemies, and the Hellknights and the Bellflower Network have long been at odds. There's no reason that characters of rival affiliations can't exist in the same adventuring party (although such a group will likely be more prone to party

strife than others), but a single character cannot normally have an affiliation with two rival groups.

Abandoning Affiliations

A character can abandon an affiliation at any time, but she cannot replace the abandoned affiliation with a new affiliation until she has gained at least 1 character level (unless the GM decrees otherwise). Once a character has abandoned her affiliation with a group, only exceptional circumstances can allow her to regain her affiliation with that group. Abandoning an affiliation may have in-game repercussions, as members of the group may not take kindly to learning that a character has deserted them.

When a character abandons an affiliation, she cannot gain new options from that group until her affiliation with the group is restored. However, she does not lose access to options she already has, and can still gain access to affiliation options via alternative means. If a character has a prestige class or archetype associated with a group, she can continue to gain levels in that class or archetype, regardless of her current affiliation status with that group.

As an alternative way to gain more affiliation slots rather than abandoning one, a character could take the Additional Affiliations feat (see the Additional Affiliations sidebar) to expand her set of affiliations without having to sacrifice existing affiliations. And of course, if a character's Charisma score (and thus her Charisma modifier) permanently increases, she can gain access to new affiliation slots as a result.

PRESTIGE CLASSES AND ARCHETYPES

Full rules for prestige classes can be found on page 374 of the *Pathfinder RPG Core Rulebook*, while full rules for archetypes can be found on page 72 of the *Pathfinder RPG Advanced Player's Guide*. Unless otherwise indicated, a prestige class grants no new weapon or armor proficiencies. While each prestige class detailed in this book presents a wealth of different character options, many of them share the following ability in common.

Spells per Day: At the indicated levels, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before gaining this prestige class ability, she must decide to which class she adds the new level for the purposes of determining her spells per day. Some prestige classes limit this ability to specific types of magic (such as arcane, divine, or psychic); if this is the case, it is indicated in the text of the prestige class.



AVISTAN

GARUND

INNER SEA REGION

0 Miles 400



AL-ZABRITI

AL-ZABRITI

Deep-Desert Traditionalists

Scope national (Qadira)

Alignment NG

Headquarters Ba'atdinu Qadash (Qadira)

Values ecological integrity (both protection of existing desert and prevention of desertification), hospitality to travelers, isolationism, resistance to assimilation, Sarenite faith, secrecy, tradition

Goals breed superior horses, eliminate evil outsiders, preserve traditional lifestyle, prevent corruption of the Sarenite faith, protect business interests, shore up border with Taldor

Allies genies, mainline Sarenite church, other Althameri Keleshites, Padishah Empire of Kelesh, various empyreal lords

Enemies cultists of Rovagug, demons, devils, divs, horse thieves, qliphoth, raiders, Taldor

Rivals none

Deep in the harsh interior of Qadira's Meraz Desert lies the region of Al-Zabrit. This hostile environment has shaped a hardy, secretive, and proud people who breed the coveted steeds that bear Keleshite warriors into battle and across the trade routes that give the Empire of Kelesh its vast wealth. Devout worshipers of Sarenrae, the Al-Zabriti are generous to a fault with their friends, and as pitiless as the desert sun toward their enemies.

Though outlanders tend to consider Keleshites a single ethnicity, the Empire of Kelesh actually comprises a myriad of different cultures. The desert tribespeople who founded it and now serve as its rulers and nobility are known as the Althameri, and the Althameri tribes of Al-Zabrit keep to the ancient traditions that many of their urbanized cousins have abandoned. They live in close-knit extended families ensconced in complex networks of tribal alliances and affiliations, and they are bound by the blood laws—stringent rules about matrilineal descent and hospitality, as well as prohibitions against shedding the blood of family members.

Most of the ancient Althameri remained in central Kelesh and rose to positions of power as the Empire grew, but some settled in the area that would become the satrapy of Qadira, intermarrying with local peoples who shared their seminomadic lifestyle. Though their allegiance to Althameri unity prompts them to defend other members of the ethnicity against non-Althameri, the Al-Zabriti have a certain disdain for those of their people who have abandoned their desert lifestyle for the comforts of large cities. The nobility and other city-dwelling Althameri, in turn, view the Al-Zabriti devotion to the ancient ways with a respect bordering on reverence, while admitting that they prefer the ease of their urban lifestyles.

The Al-Zabriti live in holds controlled by powerful families and occupied by extended networks of those families' relatives, as well as client families who help maintain the hold in return for protection. Each hold is a

self-sufficient settlement built around an oasis, containing cropland, defenses, and a village. The Al-Zabriti are hospitable to travelers who request sanctuary for the night: they will put up tents for travelers, feed them, and guard them while they sleep. A large enough group of visitors may even spark an impromptu festival. However, they will not permit outsiders within their holds and may respond violently if visitors press the issue. They are adamant about preserving their way of life and keeping ecological balance to protect the deserts that protect them.

Al-Zabriti traditions of self-reliance cause them to ask adventurers for aid only in dire circumstances, or when there are things they can't do themselves without causing insult, such as retrieving a daughter or son who has run off with an unsuitable lover from another tribe. They may also hire adventurers to serve as proxies in undertakings they find distasteful, such as the navigation of city politics.



Beliana (N noble janni, CR 7): The Al-Zabriti are cautious—bordering on hostile—toward most non-humans, and the long and tangled history of Althameri relations with genies makes them even more suspicious of those outsiders. Despite this attitude, two centuries ago an enterprising chieftain of the Tiferi tribe made friendly overtures to the head of a tribe of jann who occupied a nearby oasis. Over time, both sides overcame their suspicion, and today they enjoy a close alliance. The janni leader, Beliana, meets monthly with Jahin to coordinate shared patrols around the borders of both tribes' territories. The Tiferi keep this alliance secret, both to avoid the disapproval of other Al-Zabriti and to better maintain the element of surprise over any invaders who would violate their borders.



Jahin al-Vasti (LN male human sorcerer 8): Many of the members of Althameri tribes live in central Kelesh, far to the east, though it is common for tribes to have offshoots in Qadira and other more distant regions; the Tiferi are unusual in that their members live exclusively in Qadira. The chieftain of the Tiferi tribe, Jahin al-Vasti, is young to hold his position, and he is careful to appear coolheaded and considered. He took over from his mother when she suddenly went blind, and today his status as tribal leader makes him one of the most powerful men in Al-Zabrit. His wife, Marah, is largely concerned with keeping peace between their daughter, Elissah, and their son, Yaqib, who believes he is better suited to rule than Elissah, the designated heir.



Raviyah al-Khurrat (NG female venerable human cleric of Sarenrae 18): The senior priestess (known as a godspeaker) at the Ba'atdinu Qadash, Raviyah serves as head mediator between Al-Zabriti tribes, chief justice of the religious court, and codifier of the region's oral history. Though she is still spry and sharp as she approaches her ninetieth year, Raviyah's attention is increasingly consumed by the need to choose a successor. Her longtime apprentice, chief confidant, and designated successor, Ahuraneh al-Nissah, died under mysterious circumstances, and Raviyah now struggles to decide between her daughter, Haliyeh, and two of the other priestesses she has trained. The Al-Zabriti grow ever more worried that she will die before making her choice.

ASAVIR (PRESTIGE CLASS)

The fighting style of asavirs originated among the Althameri tribespeople. Most tribal holds have only a single asavir, who leads infantry in defending the hold and distracting invaders while the tribe's light cavalry sweep around behind invading forces. An asavir's bond with her genie-blessed mount is even closer than the partnership most Al-Zabriti share with their horses, and her human compatriots fight with extra ferocity, knowing that they have a tireless protector.

Asavirs sometimes leave their tribe to become mercenaries or adventurers, and it is from such asavirs that the techniques of this prestige class are usually spread to those outside of Al-Zabrit (much to traditionalists' chagrin).

As members of the devoutly Sarenite tribes of Al-Zabrit, asavirs tend toward nonevil alignments. Asavirs outside the region exhibit a wide range of alignments, though those with chaotic alignments generally find that the discipline of the Imperial Forces discourages them from making a career of military service. Given the importance of family and tribal affiliations to Al-Zabriti identity, asavirs who are exiled from their tribes might slide into evil alignments out of despondence or resentment.

Hit Die: d10.

Requirements

To qualify to become an asavir, a character must fulfill the following criteria.

Base Attack Bonus: +4.

Feats: Mounted Combat.

Skills: Handle Animal 5 ranks, Ride 5 ranks.

Class Skills

The asavir's class skills are Bluff (Cha), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the asavir prestige class.

Weapon and Armor Proficiency: An asavir is proficient with simple weapons, martial weapons, and all forms of armor and shields (except tower shields).

Comaraderie (Ex): An asavir is skilled at forging those who battle by her side into a loyal and well-coordinated team and exhorting them to fight bravely. As long as the asavir can speak aloud, the bonus she grants to any allies within 30 feet when she takes the aid another action in combat increases by 1. At 5th level, the bonus instead increases by 2, and at 9th level, it instead increases by 3. These bonuses do not stack with other abilities that enhance the aid another action.

Equine Bond (Ex): An asavir gains a horse as a loyal steed. This mount functions as a druid's animal companion,

using the asavir's level + 2 as her effective druid level (for example, at 3rd level, the asavir's mount functions as a 5th-level druid's animal companion). The companion must be a horse or pony, though the GM might approve other equine animals as suitable mounts (especially in the case of unusually large or small asavirs). If the asavir has a horse companion from another class that grants a similar ability (such as cavalier^{APG}, druid, or ranger), her asavir levels stack with levels from one of these other classes (her choice) for the purposes of determining her mount's statistics and abilities—she does not gain a second companion for having this ability from a different class. Her total effective druid level for determining her mount's statistics can never exceed her total character level. An asavir doesn't take an armor check penalty on Ride checks while riding her mount, and her mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat.

Shaitan's Blessing (Su): When an asavir reaches 2nd level, her mount receives the blessing of the shaitans. It receives a +2 racial bonus on saving throws against all mind-affecting and fear effects. When the asavir reaches 9th level, this bonus increases to +4.

Thunderous Charge (Su): At 2nd level, a number of times per day equal to her asavir level, an asavir and her mount can make a charge that causes the ground to shake. This is a full-round action and works as a normal charge, except the asavir's mount can move only up to its move speed (not double its move speed, as in a normal charge). Creatures within a 5-foot radius of the charge's ending point must succeed at a Reflex save (DC = 10 + the asavir's class level + the mount's Strength modifier) or fall prone. For every asavir level above 2nd the character has, she can exclude one creature from the effects of her thunderous charge (one creature at 3rd level, up to a maximum of eight creatures at 10th level). The asavir can resolve her attack at the end of her charge either before or after determining which creatures fall prone. At 6th level, the radius of thunderous charge increases to 10 feet, and at 10th level it increases to 20 feet.

Aura of Courage (Su): At 3rd level, an asavir gains an aura of courage like that of a 3rd-level paladin.

Flank Breaker (Ex): At 3rd level, if an asavir successfully damages a foe that is flanking an ally, she can attempt a special combat maneuver check against the target's CMD as a swift action. If she succeeds, that foe is unable to flank with any creature for 1 round.

Controlled Charge (Ex): At 4th level, an asavir learns to attack with greater accuracy from the back of a charging mount. She gains a +4 bonus on melee attacks on a charge while mounted (instead of the normal +2) and does not take a penalty to her AC after making a charge attack while mounted.

Djinni's Blessing (Su): When an asavir reaches 4th level, her mount receives the blessing of the djinn, making it swift and tireless. The mount's speed increases by 10 feet,

ASAVIR

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Camaraderie +1, equine bond
2nd	+2	+1	+1	+1	Shaitan's blessing +2, thunderous charge (5 ft.)
3rd	+3	+2	+1	+2	Aura of courage, flank breaker
4th	+4	+2	+1	+2	Djinni's blessing (10 ft.), controlled charge
5th	+5	+3	+2	+3	Camaraderie +2
6th	+6	+3	+2	+3	Marid's blessing, thunderous charge (10 ft.), trampling gallop
7th	+7	+4	+2	+4	All eyes on me
8th	+8	+4	+3	+4	Djinni's blessing (20 ft.), efreeti's blessing
9th	+9	+5	+3	+5	Camaraderie +3, inspiring leader, shaitan's blessing +4
10th	+10	+5	+3	+5	Janni's blessing, thunderous charge (20 ft.)

it doesn't take movement penalties from wearing barding, and it can carry a second rider without penalties. When the asavir reaches 8th level, her mount's speed increases by an additional 10 feet.

Marid's Blessing (Su): At 6th level, an asavir's mount receives the blessing of the marids, making it an agile partner with a flowing pace. Anyone riding the mount does not need to attempt concentration checks normally required because of the mount's movement. The mount gains a +2 racial bonus on Reflex saves.

Trampling Gallop (Ex): At 6th level, an asavir's mount gains the trample universal monster ability, but only when commanded by the asavir as a full-round action. Damage dealt by the trample is equal to that of the horse's hoof attack plus 1-1/2 times its Strength modifier.

All Eyes on Me (Su): At 7th level, three times per day as a swift action, an asavir can call out a challenge. Each opponent within 30 feet must succeed at a Will save (DC = 10 + the asavir's character level + the asavir's Charisma bonus) or be distracted by the display until the beginning of the asavir's next turn. Any creature that fails is considered to be flat-footed and takes a -2 penalty to AC against attacks from the asavir's allies. This is a mind-affecting, visual effect.

Efreeti's Blessing (Su): When an asavir reaches 8th level, her mount receives the blessing of the efreet, gaining fire resistance 5. It also deals an additional 1d6 points of fire damage with its hoof attacks.

Inspiring Leader (Su): At 9th level, an asavir can call out encouragement to her allies as a move action, bolstering their courage. Allies within 60 feet of the asavir who can hear her receive a morale bonus equal to the asavir's Charisma bonus on attack and damage rolls with weapons for 1 round. An asavir can use this ability three times per day. This is a mind-affecting, language-dependent effect.

Janni's Blessing (Su): At 10th level, when an asavir rolls a d20 to resolve an attack, saving throw, or skill check, she can roll twice and choose the better result. The asavir can

use this ability once per day for herself and once per day for her mount. Both the asavir and her mount gain a +1 luck bonus on all saving throws.



QADIRAN HORSELORD (CAVALIER ARCHETYPE)

The traditions of the Qadiran horselords are now spread throughout Qadira and the lands beyond in the Inner Sea region, but they originated among the horse-breeders and mounted-combat specialists of the Al-Zabriti; the name “horselord” was applied by outlanders. Qadiran horselords pride themselves on their mobility and endurance—qualities also found in the breed of horses they ride. While they don’t command the same presence as a host of Lastwall cavalry, Qadiran horselords can get to a battleground in half the time and on a third of the rations. In battle, they are skirmishers, ducking in and out of combat with brutal, precise slashes of their scimitars.

Weapon and Armor Proficiency: A Qadiran horselord is proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

This replaces the cavalier’s normal weapon and armor proficiencies.

Mount (Ex): A Qadiran horselord must select a horse or pony as his mount. At the GM’s discretion, a different mount can be selected.

This ability alters the cavalier mount class feature.

Desert Wind (Ex): The speed of a Qadiran horselord’s mount increases by 5 feet. Its speed

increases by an additional 5 feet at 5th level and every 5 cavalier levels thereafter.

This ability replaces tactician.

Desert Mastery (Ex): At 3rd level, a Qadiran horselord gains favored terrain (desert) as per the ranger ability of the same name. At 8th level and every 5 levels thereafter, the granted bonus on initiative and skill checks increases by 2, but the Qadiran horselord never selects additional favored terrains. Additionally, his mount gains all the benefits of the favored terrain ability.

This ability replaces cavalier’s charge.

Sand Storm (Ex): At 6th level, a Qadiran horselord gains the benefits of the Mobility feat so long as he is mounted.

Additionally, he deals double damage while using a one-handed slashing weapon from the back of a charging mount, as though using a lance.

This ability replaces the bonus feat gained at 6th level.

As One (Ex): At 9th level, a Qadiran horselord gains the benefits of the Spring Attack feat so long as he is mounted. He uses his mount’s movement for this action, and neither he nor his mount provokes attacks of opportunity from the target. When he makes a single attack with a one-handed slashing weapon in this way, the attack deals 1d6 additional points of damage. This bonus damage increases to 3d6 at 17th level. This ability counts as the Spring Attack feat for the purpose of meeting feat prerequisites, but only while the Qadiran horselord is mounted.

This replaces greater tactician.

Sand Scourge (Ex): At 17th level, a Qadiran horselord and his mount can make a tactical rush through enemy ranks as a full-round action. His mount can move up to twice its normal speed in a straight line. The

Qadiran horselord can make a single attack against each creature he threatens during his mount’s movement, up to his normal number of attacks per round. These attacks use his full base attack bonus and take a –2 penalty; this is not a charge, and these attacks deal normal damage. The Qadiran horselord provokes attacks of opportunity during this movement, but his mount does not.

This ability replaces master tactician.



SUNRIDER (DRUID ARCHETYPE)

Sunriders help their allies, be they fellow tribe members or fellow adventurers, to survive in harsh desert terrain, while simultaneously making it even harsher for their foes. They seem to share a single mind with their loyal steeds, and companions who ride with them become an eerily well-coordinated cavalry unit that traverses the treacherous desert sands with ease to wreak havoc upon invaders. Sunriders almost never leave their tribal homelands; those found outside Al-Zabrit are usually either exiles or emissaries sent to deal with issues that can't be addressed from their holds.

Class Skills: A sunrider gains Knowledge (local) as a class skill, but does not gain Profession as a class skill.

This alters the druid's class skills.

Weapon and Armor Proficiencies: A sunrider gains proficiency with the shortbow, but not with the scythe, sickle, or quarterstaff.

This alters the druid's weapon and armor proficiencies.

Nature Bond (Ex): A sunrider must use this ability to bond with a horse or a pony as an animal companion; she cannot choose a different animal or choose a domain instead of an animal companion.

This alters nature bond.

Born to the Saddle (Ex): At 2nd level, while wearing light or no armor, a sunrider does not need to attempt Ride checks for any task listed in the Ride skill with a DC of 15 or lower. She does not take an armor check penalty on Ride checks while riding her mount.

This ability replaces woodland stride.

Mounted Advantage (Su):

At 3rd level, any allied mount within 30 feet of a sunrider can ignore the effects of rocky or sandy difficult terrain.

This ability replaces trackless step.

Desert Born (Ex): A sunrider is at home in the desert. At 4th level, she gains a +2 bonus on initiative checks and on Knowledge (geography), Perception, Stealth, and Survival checks while she is in desert terrain. Mounted allies traveling with her likewise gain a +1 bonus on initiative checks and Perception and Survival checks while in desert terrain, as long as they are within 30 feet of the sunrider.

This ability replaces resist nature's lure.

Concerted Effort (Ex): At 4th level, a sunrider can extend the bond she shares with her horse to other nearby mounted companions,

forming them into a fighting force that seems to share a single mind. Allied mounts within 60 feet of the sunrider gain evasion as per the animal companion special ability. At 6th level, the range expands to 90 feet and allied mounts gain a +10-foot enhancement bonus to their speed. At 8th level, the range expands to 120 feet and allied mounts gain devotion as per the animal companion special ability. At 10th level, allied mounts gain multiattack as per the animal companion special ability. At 12th level, allied mounts gain a +2 bonus on saving throws. At 14th level, allied mounts gain a +20-foot enhancement bonus to their speed. At 16th level, allied mounts gain improved evasion as per the animal companion special ability. At 18th level, allied mounts gain a +2 dodge bonus to their Armor Class and a +2 bonus on attack rolls. At 20th level, allied mounts gain DR 5/— and energy resistance 10 to acid, cold, electricity, fire, and sonic damage. These abilities function only while allied mounts are within range of the sunrider (her own mount always counts as an ally).

This ability replaces wild shape.



AFFILIATION WITH THE AL-ZABRITI

Those born in Al-Zabrit have the surest way of earning affiliation with the Al-Zabriti, and their adamant secrecy prevents most of their practices from filtering out to the rest of the world. They do not always succeed at keeping their secrets, however. Al-Zabriti magic items are for sale in many black markets, and scrolls containing their spells could be looted from the hoards of desert-dwelling monsters.

Example Affiliation Encounter: Mastery of horse riding is certain to impress the Al-Zabriti, yet simply riding into one of their camps and performing stunts smacks of arrogance. Instead, someone eager to earn affiliation with the Al-Zabriti might hear about an upcoming, high-profile horse race. The GM can run this race as a chase (*Pathfinder RPG GameMastery Guide* 232), focusing on the following checks as chase obstacles: Handle Animal, Knowledge (nature), Ride, Survival, ranged attack rolls while mounted, and a mount's Acrobatics check. Whether or not the PC needs to win the race or merely take part to earn affiliation with the Al-Zabriti is up to the GM.

EQUIPMENT (UNAFFILIATED)

This gear is generally readily available to all buyers in Qadira, or in cosmopolitan cities throughout the Inner Sea region.

CAPARISON

PRICE 2 GP
WEIGHT 4 lbs.

A caparison is a sizable cloth covering laid over a mount or other four-legged creature. It serves many of the same purposes a cloak does for a humanoid creature, occupies the shoulder slot, and can be enchanted in the same manner. Caparisons are sometimes made of precious materials or crafted with delicate artistry—this does not increase their practicality, but can significantly increase their price as art objects.

MITHRAL HORSESHOES

PRICE 550 GP
WEIGHT 1/2 lb.

These four thin horseshoes shield a horse's feet as well as steel, allowing it to gallop with confidence, but mithral horseshoes are far lighter than steel. Horses shod with mithral horseshoes treat their hoof attacks as if they were silver for the purposes of overcoming damage reduction.

SPICES

PRICE varies
WEIGHT —

Food spoils more quickly in hot climates, and Qadirans have become experts at using the spices that they trade to help preserve their meals. After importing plants from across the planes, Qadiran druids and alchemists bred and magically adapted unique species with enhanced medicinal properties. Al-Zabriti tribes generally have supplies of the following spices on hand.

To gain the benefits of these spices, a character must consume multiple doses over 1 or more days, as indicated for each spice.

Once the benefit is gained, continued consumption at that rate maintains the benefit.

Black Cumin: Cumin is a nutty seasoning used in savory foods. If eaten twice per day for a week, it grants those who consume it a +1 alchemical bonus on Fortitude saves to resist disease for the following 24 hours. An ounce of black cumin sells for 15 gp and seasons 14 meals.



Flaming Sumac: A tart spice, sumac allows a character who contracts a natural disease with multiple effects to suffer one fewer effect (determined randomly) each time he fails a saving throw to resist that disease's effects. An individual must consume flaming sumac twice per day for at least 3 days to gain its effects, which last for 24 hours after the last dose is consumed. An ounce of flaming sumac sells for 20 gp and seasons six meals.

Golden Cardamom: This fragrant, sweet powder is made from ground cardamom seeds and is often used as a perfume and tooth cleaner, as well as a seasoning in rice dishes and desserts. When a character takes ability damage from a disease, the actual damage taken is reduced by 1 (to a minimum of 0). Golden cardamom has no effect on ability drain or other effects caused by disease. It must be eaten once per day for 9 days to build up sufficiently within an individual's body to provide this effect. An ounce of golden cardamom seeds sells for 30 gp and seasons nine meals.

Striped Nutmeg: Used for both desserts and meats, nutmeg halves any ability damage (but not ability drain) resulting from non-supernatural disease, to a minimum damage of 1. It must be eaten three times per day for at least 4 days to provide this effect. An ounce of ground striped nutmeg sells for 100 gp and seasons 12 meals.

Sunrise Cinnamon: A warming spice, sunrise cinnamon is used for seasoning both sweet and savory foods. It promotes sweating, and a character who ingests it twice per day for 5 days gains a +4 alchemical bonus on Fortitude saves made to resist the effects of hot environments. An ounce of ground sunrise cinnamon sells for 15 gp and seasons 10 meals.

Tiger Cloves: Cloves are used in both sweet and savory foods, brewed into teas, and chewed as a breath freshener. When chewed for 1 minute, a dose of tiger cloves removes nauseated or sickened conditions caused by disease or poison effects. When used to season a meal, a dose of tiger cloves grants a +2 alchemical bonus on saving throws to resist the nauseated or sickened conditions for 24 hours after the meal is eaten. A single dose of tiger cloves sells for 25 gp and seasons one meal.

Violet Salt: Salt is of vital importance for retaining a body's water. If a dose of Qadiran violet salt is consumed as part of a meal, it grants a +4 alchemical bonus on Constitution checks to resist the effects of ongoing thirst for the next 24 hours. A dose of violet salt sells for 5 gp and seasons one meal.

SUNBLOCK KOHL**PRICE** 10 GP**WEIGHT** —

Made from ground antimony, this sooty cosmetic is used to line the eyes. It grants the wearer a +2 circumstance bonus on saves against light-based effects that would dazzle or blind him for 8 hours. A container of kohl holds 10 applications.

FEATS

The following feats are generally available to characters who have Al-Zabriti affiliation, though the tribespeople forbid those to whom they teach these feats from sharing them with others whom they have not approved.

ARMORED RIDER

You are accustomed to riding while wearing armor, and your armor doesn't hinder your riding skills.

Prerequisites: Mounted Combat, Ride 3 ranks.

Benefit: You don't take the usual armor check penalty on Ride checks. If you are knocked unconscious while in a saddle, you always remain in the saddle.

Normal: If you are knocked unconscious while riding, you have a 50% chance to stay in the saddle (75% if you're in a military saddle).

HORSE WHISPERER

Your skill at handling horses allows you to influence all the horses in the area.

Benefit: You gain a +2 bonus on Handle Animal and Ride checks to handle or ride horses. In addition, you can attempt one Handle Animal check to issue a command to all horses within a 60-foot radius. An opponent whose animal companion or mount is within range can attempt a DC 20 Handle Animal check as an immediate action to prevent her horse from being influenced by you. If the opponent succeeds, you cannot influence that creature again for 1 hour.

IMPROVED HORSE WHISPERER

Your understanding of horses goes so deep that you can communicate with them as if you shared a language.

Prerequisites: Horse Whisperer¹, Handle Animal 5 ranks, Ride 5 ranks.

Benefit: With a successful DC 20 Handle Animal check, you can communicate with a horse as if you were using *Speak with Animals* for 1 round. The horse's ability to communicate and take actions is still limited by its intelligence.

IMPROVED MOUNTED ARCHERY

You are an expert at making ranged attacks while mounted.

Prerequisites: Mounted Archery, Mounted Combat, Ride 1 rank.

Benefit: You take no penalty when using a ranged weapon while mounted and taking a double move action. The penalty while your mount is running is reduced to -2.

MOUNTED BLADE

You can use the momentum of your mount to carry your weapon through one foe and into another.

Prerequisites: Mounted Combat, Ride-By Attack, Ride 3 ranks.

Benefit: When you use the Ride-By Attack feat, if your attack hits, you can also make an attack against a target adjacent to your original target. You take a -5 penalty on this additional attack, which does not benefit from any effects of a charge.

MOUNTED ONSLAUGHT

You and your mount can shatter an enemy's line with your unyielding assault.

Prerequisites: Mounted Combat, Trample, Ride 5 ranks.

Benefit: On your turn, you can overrun more than one creature. Each overrun combat maneuver check beyond the first takes a cumulative -5 penalty. If you fail to overrun a target, your movement ends. Your mount can make only a single hoof attack against one target that is knocked prone by your overrun (not one per prone opponent).

Normal: You can perform only one overrun combat maneuver per round.

PURIFYING CHANNEL

Your healing energy also damages your enemies.

Prerequisites: Cha 15, Selective Channeling, channel energy class feature.

Benefit: When you channel positive energy to heal, one creature that you exclude from your channeling takes an amount of fire damage equal to the die result you roll for healing, and is dazzled for 1 round by the light of these flames. A successful saving throw against your channel energy halves the fire damage and negates the dazzled effect.

ANIMAL COMPANION FEATS

The following feats can be taken by animal companions—they generally are not available to other animals, be they wild or tame, save for at a GM's discretion. These feats can be selected by animal companions regardless of their Intelligence.

AL-ZABRITI-TRAINED HORSE

This horse was trained by the Al-Zabriti tribespeople. It knows more tricks and is more loyal to its rider than most mounts.

Prerequisite: Horse.

Benefit: This horse automatically knows the tricks included in the combat riding trick (attack, come, defend, down, guard, and heel), and these tricks do not count against the normal maximum number of tricks the horse can learn. The Handle Animal DC to get the horse to perform a trick is reduced by 5, and the DC to teach the horse new tricks is reduced by 5.

FORCEFUL CHARGE

This animal's charges move its enemies.

Prerequisites: Improved Bull Rush, Power Attack, animal companion.

Benefit: Once per round when this animal companion hits an opponent with a charge attack, it can initiate a bull rush against that target as a free action. If it moves its full speed as part of the charge, it gains a +4 bonus on its combat maneuver check to resolve this bull rush.

IMPROVED FORCEFUL CHARGE

Enemies fall before this animal's charge.

Prerequisites: Forceful Charge, Improved Bull Rush, Power Attack, animal companion.

Benefit: This animal can bull rush a target that is up to two size categories larger than itself. If it pushes the target at least 10 feet as a result of this bull rush, it can attempt a trip combat maneuver check against the target as a free action. This trip combat maneuver provokes attacks of opportunity as normal.

MAGIC ITEMS

The tribes of Al-Zabrit create and use the following items, though they rarely share them with outsiders. They can sometimes be found in black markets in Qadira, though purchasing them there might earn the enmity of the Al-Zabriti tribespeople.

CAPARISON OF RESISTANCE		PRICE varies
+1 bonus		2,700 GP
+2 bonus		10,800 GP
+3 bonus		24,300 GP
+4 bonus		43,200 GP
+5 bonus		67,500 GP
SLOT shoulders	CL 5th	WEIGHT 4 lbs.
AURA faint abjuration		

This garment is intended for a horse or similar quadruped, but it can change size and shape to fit any four-legged creature ranging from Small to Huge in size. When worn, a *caparison of resistance* offers the wearer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will). This bonus on saving throws also applies to a single rider who is mounted on the creature (in the case of multiple riders, the resistance bonus is not shared at all and applies only to the mount).

CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	1,350 GP
+2 bonus	5,400 GP
+3 bonus	12,150 GP
+4 bonus	21,600 GP
+5 bonus	33,750 GP

Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus

CLOAK OF HEAVENLY FIRE

PRICE
6,000 GP

SLOT shoulders

CL 5th

WEIGHT 1 lb.

AURA faint conjuration

This white silk cloak shimmers with divine energy. Once per day as an immediate action, the wearer of a *cloak of heavenly fire* can cause it to flash with flames as another creature touches the wearer or strikes the wearer with a melee attack. These flames deal 1d8+5 points of fire damage to the creature that touched the wearer. If the creature subjected to this damage is evil, it takes an additional 1d8+5 points of damage as the fire glows with golden light—this additional damage is divine in nature and not subject to energy resistance or immunity. A target that succeeds at a DC 15 Reflex save takes half the total damage. Once per day as a standard action, the wearer of a *cloak of heavenly fire* can also use the magic to cure wounds, restoring 2d8+5 hit points to a touched creature.



CONSTRUCTION REQUIREMENTS

COST 3,000 GP

Craft Wondrous Item, *cure moderate wounds*, *fire shield*

SPELLS

The following spells are closely guarded by the Al-Zabriti.

BLADE OF LIGHT

School transmutation [good]; **Level** cleric 4, inquisitor 4, paladin 4

Casting Time 1 standard action

Components V, S

Range touch

Target one melee weapon

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell infuses a weapon with pure sunlight (the weapon need not be a bladed weapon). A weapon enhanced by this spell sheds light as if *daylight* had been cast on it. It functions as a magic and good weapon for the purposes of overcoming damage reduction. The weapon grants a +2 sacred bonus on attack rolls against undead and deals +1d6 points of damage on a successful hit against such foes; against incorporeal undead, it functions as if it had the *ghost touch* weapon special ability. The weapon automatically confirms critical hits against foes that are vulnerable to sunlight.

BURNING SANDS

School conjuration (creation) [earth, fire]; **Level** druid 1, ranger 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S, M (a handful of sand)/DF

Range medium (100 ft. + 10 ft./level)

Area 20-ft. radius

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

You cause sheets of hot sand to spread over the ground in the area of effect. This layer of sand is 1 foot deep and constantly shifts and churns, transforming the ground in the area into difficult terrain. The sand itself burns, and periodic flames rise from the grit. While these flames cannot ignite objects, they deal 1d4 points of fire damage to any creature that ends its turn in contact with the ground within the area of effect. At the end of the duration, the sand vanishes, leaving no aftereffects (other than damage dealt).

CLEANSING FIRE

School evocation [good, fire]; **Level** cleric 5, inquisitor 4, paladin 4
Casting Time 1 standard action

Components V, S, DF

Range touch

Area 30-ft. radius emanating from the touched point

Duration concentration, up to 1 round/level

Saving Throw none; **Spell Resistance** yes

A ring of fire surrounds the area affected by the spell. The flames radiate heat, but not enough to damage adjacent creatures. The flames deal 2d6 points of fire damage to any creatures that pass through them (or 4d6 points of damage to undead creatures). If you manifest a portion of the ring in a square that contains a creature, that creature takes damage as if it passed through the ring.

The ring of flames attempts to dispel all ongoing spell effects with the evil descriptor within it, targeting each spell effect once per round as per *dispel magic*. Any attempt to cast a spell with the evil descriptor inside the ring of flames is targeted by a *dispel magic* affect that attempts to counterspell the evil spell.

SUN'S DISDAIN

School transmutation [curse^{UM}]; **Level**
bloodrager 2, cleric 2, inquisitor 2,
shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a piece of glass)/DF

Range touch

Target creature touched

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

You alter a creature so the touch of the sun is hostile to it. The cursed creature gains light blindness and is blinded for 1 round if exposed to bright light, such as sunlight or the *daylight* spell. The cursed creature is dazzled as long as it remains in areas of bright light, and it is treated as being particularly susceptible to sunlight for the purposes of resolving spells like *searing light*, *sunbeam*, and *sunburst*.

SUN'S DISDAIN, MASS

School transmutation [curse^{UM}]; **Level** bloodrager 5, cleric 5,
inquisitor 5, shaman 5, sorcerer/wizard 5, witch 5

Range long (400 ft. + 40 ft./level)

Targets one creature/level, no two of which can be more than 30 ft. apart

Duration permanent

Saving Throw Will negates; **Spell Resistance** yes

This spell functions like *sun's disdain*, except that it can affect multiple creatures.

SUNSTALKER

School illusion (glamer); **Level** bard 3, ranger 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

A touched creature becomes invisible (as per *invisibility*) as long as it is in direct sunlight (or bright light shed by a *daylight* spell). If an action the target creature takes causes the invisible creature to become visible but does not end the *sunstalker* spell's duration, the creature can use this spell's magic to become invisible again as a standard action as long as it stands in an area of sunlight (as defined above). The creature gains only concealment (20% miss chance) in normal light.





ALDORI SWORDLORDS

ALDORI SWORDLORDS

Masters of the Clash of Blades

Scope national (Brevoy)

Alignment N

Headquarters Restov (Brevoy)

Values constant honing of martial skills, defense of swordlord traditions, duels and honorable combat, preservation of Aldori swordlord traditions and secrets

Goals establish the Aldori dueling style as supreme among all forms of swordplay, maintain independence from Brevic rule, protect and defend the interests of Restov and the surrounding holdings

Allies southern Brevoy, various petty nations of the northeastern River Kingdoms

Enemies bandits and brigands, northern Brevoy, those who would spread the secrets of the Aldori indiscriminately and without care to the traditions of the technique

Rivals none

Aldori swordlords are masters of a centuries-old dueling tradition centered around the use of an exotic blade. This combat style was born in the southern reaches of the nation of Brevoy, where the Free City of Restov serves as the group's headquarters. To a swordlord, maintaining one's honor is as important as feeding one's family, and few exemplified this belief as ardently as the organization's founder, Baron Sirian First.

Once the ruler of southern Brevoy, in 3035 AR, Baron Sirian fled his realm in humiliation after he was shamefully beaten in a duel with a bandit lord. Sirian returned from his self-imposed exile in 3044 AR, bearing the name Sirian Aldori. Displaying incredible new skills at dueling and swordplay, he defeated the bandit lord in a rematch with shocking speed and ease, and thus reclaimed rule of his lands. Sirian issued an open challenge—if anyone could defeat him in a duel, he would pay the victor 100,000 gold coins. Thousands answered the challenge, but Sirian defeated them all, securing his reputation as one of the greatest swordfighters of the Inner Sea region.

Initially, Baron Sirian refused to teach his techniques, but as he grew older he realized it would be a crime to take his skills to the grave. He taught others, requiring them to change their names to Aldori as they took the “swordpact,” and to swear an oath not to reveal anything of the pact to the uninitiated. When Sirian Aldori died, his students carried on his traditions, and so the Aldori swordlords were born.

Over the centuries, however, members have succumbed to bribes, threats, and various temptations to reveal the secrets of the Aldori, and now the secrets of the swordlords have spread throughout the Inner Sea region. Yet the swordlords remain a potent force in southern Brevoy. There, they continue to teach Sirian Aldori’s techniques, and still require aspirants to take the name Aldori and swear to never reveal the style to outsiders. The swordlords frown on unsworn duelists who learn the techniques from other sources, but their wrath is reserved for those who betray their oaths and

teach these secrets to the undeserving. True swordlords strive to defeat such traitors in combat whenever possible to prove their mastery of the true Aldori legacy, while offering those who have learned from illicit sources the opportunity to repent and join their organization in return for sanctioned training.

In recent years, the Aldori swordlords have come under pressure from more than just rival duelists. Desperate to maintain his increasingly tenuous rule over Brevoy, King-Regent Noleski Surtova has repeatedly attempted to recruit the swordlords to his service as enforcers. While he has, so far, accepted their repeated refusals with polite grace, it is an open secret that the Aldori have earned the ire of the Dragonscale Throne. Surtova’s clandestine agents—the so-called Dragonscale loyalists—are rumored to disguise themselves as Aldori aspirants and wield stolen techniques, which has further strained relations.



Garen Aldori (LN old male human fighter 5/Aldori swordlord† 9): The current blademaker of the Aldori Academy, Garen Aldori is keenly aware of his academy’s storied legacy. He seeks to ensure that every Aldori swordlord is truly worthy of the name. Garen constantly pushes students to exceed their limits, and his standards are notoriously high; “rare as Garen’s praise” is common slang among Academy students. The icy swordlord’s rivalry with Tieldlara, whom Garen sees as sullyng these honored traditions, is the subject of much alehouse talk; many expect a public duel of unequalled spectacle when it reaches the breaking point. Increasingly, his opponents mutter that Garen fears such a conflict, for he has grown old and hasn’t publicly duelled in many years.



Sirian Aldori (LN male human fighter 7/duelist 10; deceased): The legendary founder of the Aldori swordlord tradition was once known as Baron Sirian First, leader of the Taldan colonists who settled Rostland centuries ago. After a duel with a bandit lord ended in his humiliation, the baron disappeared for years. When he reappeared, not only had he forsaken his former name, but he had become an utterly undefeatable blademaker. To this day, those who learn from his followers must swear never to reveal their secrets to those outside the swordpact and must take the name Aldori. Although he has been dead for many centuries, the traditions Sirian Aldori established have endured and prospered, and today his swordfighting legacy lives on among the swordlords.



Tieldlara (CN female elf bard 7/swashbuckler^{ACG} 5/Aldori swordlord† 2): The fastest-growing duelists’ school in Restov belongs to Tieldlara, master of both the elven “nemesis style” and the Aldori traditions. The fiery-tempered elven swashbuckler primarily instructs students in the latter, and takes great delight in setting the Aldori style free from the swordpact’s restrictions. A passionate worshiper of Calistria, the libertine elf often sets her students against each other to drive their studies. Tieldlara’s rivalry with Garen is her most treasured project; she works with elven patience to stoke his fury, letting anticipation build for their eventual clash. Whereas Garen’s foes whisper that he’s too old to duel, Tieldlara’s maintain that she lacks the discipline to best him in a duel.

ALDORI SWORDLORD (PRESTIGE CLASS)

The Aldori swordlords follow no singular path to dueling mastery—some of those who take up the blade only dabble in its use, while others explore swordplay with the dueling weapon in unconventional ways. But those who seek to most closely emulate the traditions created by Sirian Aldori usually do so by taking levels in the Aldori swordlord prestige class. When one hears of an Aldori swordlord traveling the back roads, confronting bandits and defeating braggarts by challenging them to single combat, that swordlord has very likely pursued this path.

Due to this prestige class's emphasis on mastering numerous feats, Aldori swordlords often have levels in the fighter class; many of these are humans with above-average intelligence, which helps them swiftly fulfill the skill requirements, but this is far from the only route available. Rangers, rogues, slayers, and swashbucklers also seek to master this signature swordfighting art by gaining levels as an Aldori swordlord, even though, in most cases, they must wait longer to qualify for the class than fighters.

Many of an Aldori swordlord's abilities rely or build on rules presented in *Pathfinder RPG Ultimate Combat*, which includes rules for duels. This prestige class also works well in conjunction with the Aldori defender archetype presented on page 22, though neither the archetype nor the prestige class require the other.

Hit Die: d10.

Requirements

To qualify to become an Aldori swordlord, a character must fulfill the following criteria.

Feats: Dazzling Display, Exotic Weapon Proficiency (Aldori dueling sword¹), Weapon Finesse, Weapon Focus (Aldori dueling sword¹).

Skills: Acrobatics 3 ranks, Intimidate 5 ranks, Knowledge (nobility) 3 ranks, Sense Motive 3 ranks.

Class Skills

The Aldori swordlord's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Perform (Cha), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Aldori swordlord prestige class. Unless stated otherwise, the following benefits apply only when a swordlord is wielding an Aldori dueling sword (see page 24) and carrying nothing in his other hand.

Deft Strike (Ex): An Aldori swordlord can add his Dexterity bonus (if any) to damage rolls made with an Aldori

dueling sword instead of his Strength bonus. This bonus on damage rolls applies whether the swordlord is wielding an Aldori dueling sword one-handed or two-handed. An Aldori swordlord cannot use this ability if he is wielding a shield or using an off-hand weapon (including armor spikes, unarmed strikes, or natural weapons).

Quick Draw: An Aldori swordlord gains Quick Draw as a bonus feat. If the character already has this feat, he instead gains Aldori Dueling Mastery (see page 24). If he already has both feats, he instead gains a combat feat of his choice as a bonus feat. The Aldori swordlord must meet all prerequisites of the selected combat feat.

Display Weapon Prowess (Ex): At 2nd level, an Aldori swordlord adds a bonus equal to half his class level on Intimidate checks while using Dazzling Display with an Aldori dueling sword. He also gains an additional +1 bonus on these Intimidate checks for each of the following feats he has with the Aldori dueling sword: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, or Weapon Specialization. The bonuses stack with each other (the total bonus is considered a competence bonus).

When involved in a duel, an Aldori swordlord's mastery of elaborate strikes and stances grants him a bonus equal to half his class level on performance combat checks (*Pathfinder RPG Ultimate Combat* 154). These tricks can also be of great help in countering an enemy during a duel, granting him a bonus equal to half his class level on rolls to attempt a dueling parry or to use dueling resolve (*Ultimate Combat* 152).

Defensive Parry (Ex): At 3rd level, an Aldori swordlord gains a +1 dodge bonus to his AC when making a full attack with an Aldori dueling sword. This AC bonus increases to +2 at 7th level. If an Aldori duelist is also a fighter with the Aldori defender fighter archetype (see page 22), levels in this class stack with his fighter levels when determining the AC bonus from this ability.

Adaptive Tactics (Ex): At 4th level, an Aldori swordlord learns to adapt his fighting style to counter his enemy's strengths. An Aldori swordlord reduces the attack roll penalty for fighting defensively or using Combat Expertise by 1 at 4th level and by 2 at 8th level. In addition, after an Aldori swordlord uses his Aldori dueling sword to attack a creature he attacked during the previous round, as a swift action he can attempt a Sense Motive check (DC = 10 + the opponent's base attack bonus). If successful, the swordlord gains a +2 circumstance bonus either on attack rolls or to his AC against that creature until the beginning of his next turn.

Shatter Confidence (Ex): At 5th level, an Aldori swordlord can attempt an Intimidate check to demoralize his target as a swift action after he confirms a critical hit or succeeds at a disarm, reposition, or sunder combat maneuver with an

ALDORI SWORDLORD

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Deft strike, quick draw
2nd	+2	+1	+1	+1	Display weapon prowess
3rd	+3	+1	+2	+1	Defensive parry +1
4th	+4	+1	+2	+1	Adaptive tactics 1
5th	+5	+2	+3	+2	Shatter confidence
6th	+6	+2	+3	+2	Saving slash
7th	+7	+2	+4	+2	Defensive parry +2, dexterous duelist
8th	+8	+3	+4	+3	Adaptive tactics 2
9th	+9	+3	+5	+3	Greater saving slash
10th	+10	+3	+5	+3	Confounding duelist

Aldori dueling sword. If his target is already shaken, the swordlord can attempt an Intimidate check to demoralize the target as a swift action after any successful melee attack or combat maneuver. If he succeeds at this check, any morale bonuses the target has are suppressed for a number of rounds equal to the Aldori swordlord's class level. Suppressed effects are not dispelled, and they resume after this time elapses if their duration has not expired. Suppressed morale bonuses include those gained from a barbarian's rage ability; however, this ability doesn't end rage, nor does it suppress other effects of rage or rage powers that do not provide morale bonuses (thus, it doesn't cause a barbarian to become fatigued unless the barbarian chooses to end the rage during the suppressed duration, in which case fatigue from rage affects the barbarian normally).

Saving Slash (Ex): At 6th level, when wielding an Aldori dueling sword, an Aldori swordlord can use an immediate action to try deflecting a melee critical hit targeting him, reducing its damage to that of a normal hit, with a 25% chance of success. This does not stack with the *fortification* special ability of magical armor or similar effects.

Dexterous Duelist (Ex): At 7th level, an Aldori swordlord with at least one free hand is not denied his Dexterity bonus when attempting Acrobatics or Climb checks, nor does he provoke attacks of opportunity when standing up from prone.

Greater Saving Slash: At 9th level, an Aldori swordlord's saving slash has a 50% chance of reducing a melee critical hit to a normal hit. In addition, he can attempt a saving slash against ranged critical hits, including those from rays and other ranged touch effects, with a 25% chance of success.

Confounding Duelist (Ex): At 10th level, an Aldori swordlord who successfully uses shatter confidence also suppresses the target's competence and insight bonuses.



ALDORI DEFENDER (FIGHTER ARCHETYPE)

The Aldori swordlords of Brevoy are among the deadliest and most feared fighters of the Inner Sea. They have spent long years mastering the Aldori dueling sword, pitting themselves against other dueling swords and all manner of weaponry besides. Their speed and reflexes weave a net of impenetrable steel around them, from which they strike and harry their unfortunate opponents. The most common form of Aldori dueling (and arguably the easiest of the techniques to master) focuses on avoiding damage and disarming foes; these swordlords prefer to wear light or no armor, trusting their skill for protection. This archetype focuses on such techniques—characters seeking a more offensive method of focusing training

on the Aldori dueling sword should consider the Aldori swordlord prestige class on page 20. However, this archetype also synergizes well with the powers and skills the prestige class offers.

The following benefits apply only when an Aldori defender is wielding an Aldori dueling sword (see page 24) and carrying nothing in his other hand. An Aldori defender fights with his sword wielded with both hands only in moments of desperation.

Suggested Feats: Although this archetype replaces some of the bonus feats that a fighter would normally have access to, Aldori defenders still have several opportunities to gain feats. The following feats are the most thematically appropriate for an Aldori defender, but the archetype does not require any of them: Aldori Dueling Mastery (see page 24), Combat Expertise, Dazzling Display, Exotic Weapon Proficiency (Aldori dueling sword), Improved Disarm, Improved Feint, Improved Initiative, Lunge, Quick Draw, Weapon Finesse, Weapon Focus (Aldori dueling sword), Weapon Specialization (Aldori dueling sword).

Defensive Parry (Ex): At 3rd level, when an Aldori defender makes a full attack with an Aldori dueling sword, he gains a +1 shield bonus to his AC against melee attacks until the beginning of his next turn. This bonus increases to +2 at 7th level, +3 at 11th level, and +4 at 15th level.

This ability replaces armor training.

Disarming Strike (Ex): At 6th level, when an Aldori defender successfully disarms an opponent using an Aldori dueling sword, he also deals normal damage to the target, but without the normal Strength bonus to damage.

This ability replaces the bonus feat the fighter would normally gain at 6th level.

Steel Net (Ex): At 8th level, an Aldori defender can create a blazing wall of steel to defend himself. When fighting defensively as a full-round action with an Aldori dueling sword, the Aldori defender's penalties on all attacks in a round are reduced by 2, and his dodge bonus to AC increases by 2 for the same round.

This ability replaces the bonus feat the fighter would normally gain at 8th level.

Counterattack (Ex): At 10th level, once per round, an Aldori defender can make an attack of opportunity against an opponent who hits him with a melee attack (regardless of how many attacks of opportunity the Aldori defender can otherwise make), so long as the attacking creature is within the his reach.

This ability replaces the bonus feat the fighter would normally gain at 10th level.



ROSTLAND BRAVO (SWASHBUCKLER ARCHETYPE)

The Free City of Restov is host to numerous dueling schools, from the renowned Aldori Academy to tiny training grounds in blademasters' homes. Students of these schools are notoriously competitive, and street-corner duels at dawn and dusk are a constant of Restov life. In most cases, while these "lesser schools" do not teach official Aldori techniques, their methods mesh well with that signature style. Unsurprisingly, many students eventually train in the Aldori style, whether because they aspire to join the swordlords' ranks or simply for the challenge of mastering the legendary weapon.

While some favor more technical approaches, others study flashier maneuvers, wielding the curved blade with artful flair. Disdainfully called "bravos" by classically trained rivals, students of this approach have claimed the label with pride. The Rostland bravos' most advanced techniques bear dragon-themed names as a snub to traditionalist Aldori swordlords, who have never forgotten their crushing defeat by Choral the Conqueror's dragons at the Valley of Fire.

Aldori Swashbuckler (Ex): A Rostland bravo focuses on the Aldori dueling sword (see page 24), scorning the bucklers used by duelists of other styles. In addition, the relative safety and creature comforts allowed by life in the sprawling city of Restov reduces her need for athleticism. A Rostland bravo gains Exotic Weapon Proficiency (Aldori dueling sword) as a bonus feat. The Rostland bravo is not proficient with bucklers, and does not gain Climb or Swim as class skills.

This ability alters the swashbuckler's class skills and armor proficiencies.

Deeds: A Rostland bravo's training and personality set her apart from the typical swashbuckler, and as a result of these differences (as well as the impact of her Aldori training), she gains the following deeds. These deeds function only when the bravo is wielding just an Aldori dueling sword.

Inevitable Victory (Ex): The Rostland bravo's technique is all about flair; a display of her skill is enough to make any Restov brawler reconsider picking a fight. At 3rd level, the Rostland bravo gains Dazzling Display as a bonus feat. She can activate its effect only while wielding an Aldori dueling sword, and she must spend 1 panache point to do so.

This deed replaces menacing swordplay.

Sweeping Wind Feint (Ex): At 7th level, the Rostland bravo masters an exotic feinting style, tossing her blade to the other hand and performing a sweeping attack or upward slash before the opponent reacts. Once per round, she can spend 1 point of panache to attempt a feint as a swift action.

This deed replaces superior feint.

Dragon's Rage (Ex): At 11th level, the Rostland bravo can cast aside restraint in favor of a blindingly fast assault of

unpredictable strikes inspired in part by the overwhelming brutality of a dragon in combat. Once per round as part of a full attack, the bravo can spend 1 panache point to make an additional attack with her Aldori dueling sword at her highest attack bonus. If she reduces a creature to 0 or fewer hit points with this additional attack, she regains 2 panache points rather than the normal 1 point she would gain from striking a killing blow.

This deed replaces bleeding wound.

Terror of the Great Wyrms (Ex): At 15th level, the Rostland bravo can use her inevitable victory deed as part of a full attack or dragon's rage. If a creature demoralized in this way would be shaken for 3 or more rounds, the Rostland bravo can make the target frightened for 1 round before becoming shaken for the appropriate duration.

This deed replaces swashbuckler's edge.



AFFILIATION WITH THE ALDORI SWORDLORDS

The Aldori swordlords are incredibly secretive about their techniques, and legitimately learning their methods requires a journey to the northeasternmost portion of the Inner Sea region—to the Free City of Restov. Officially, a character who seeks to join the swordlords must take the name Aldori as her own and must swear to the swordpact: to never teach the secrets of the Aldori swordlords to one who has not sworn the swordpact. With so many ex-members spreading these secrets far and wide in recent years, such restrictions are increasingly seen as old-fashioned, yet more entrenched swordlords continue to challenge those who learn their skills in nontraditional ways. A character who learns these secrets without pledging to the swordpact risks someday being confronted by offended swordlords!

Example Affiliation Encounter: Even among ex-members who have relaxed their restrictions on teaching Aldori secrets to those from other parts of the world, some display of skill at dueling and swordplay is required before affiliation with the Aldori swordlords is granted. To earn affiliation, a prospective student must win a duel in which she uses a sword as her only weapon. The duel need not be to the death, nor need it be against an Aldori swordlord, but a swordlord (or an exile who has the skills to teach Aldori techniques) must witness the character's success in the duel. You can use the rules for duels and performance combat in Chapter 3 of *Pathfinder RPG Ultimate Combat* to aid in determining the level of success.

EQUIPMENT

The Aldori swordlords regard one piece of equipment as standing above and beyond all others: the legendary Aldori dueling sword.

ALDORI DUELING SWORD			PRICE 20 GP
TYPE one-handed exotic melee			WEIGHT 3 lbs.
DMG (S) 1d6	DMG (M) 1d8	CRIT 19–20/×2	TYPE S

These slightly curved swords measure just over 3 feet in length. An Aldori dueling sword can be used as a martial weapon (in which case it functions as a longsword), but if you have the feat Exotic Weapon Proficiency (Aldori dueling sword), you can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with an Aldori dueling sword sized for you, even though it isn't a light weapon. You can also wield an Aldori dueling sword in two hands to apply 1-1/2 times your Strength bonus to damage rolls.

FEATS

Aldori swordsmanship has long been synonymous with honor and perfection. Several of the feats below use the dueling rules from *Pathfinder RPG Ultimate Combat*.

ALDORI ARTISTRY (COMBAT)

You can do more with your blade than slash and stab.

Prerequisites: Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, base attack bonus +2.

Benefit: Choose one of the following combat maneuvers: disarm, reposition^{APG}, steal^{APG}, sunder, or trip. You gain a +2 bonus when performing the selected maneuver while wielding an Aldori dueling sword. This bonus does not stack with the bonus provided by a combat maneuver feat with “improved” in its name (such as Improved Trip).

Special: You can select this feat multiple times, choosing a different combat maneuver each time.

ALDORI DUELING DISCIPLE (COMBAT)

Your prowess in Aldori swordplay grants you bravado.

Prerequisites: Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]).

Benefit: You gain a +2 morale bonus on Intimidate checks to demoralize opponents, and the DC of any attempt to demoralize you increases by 2. When you're participating in a duel, these bonuses increase to +4.

ALDORI DUELING MASTERY (COMBAT)

You have mastered the impenetrable Aldori fighting style.

Prerequisites: Exotic Weapon Proficiency (Aldori dueling sword[†]), Quick Draw, Weapon Finesse, Weapon Focus (Aldori dueling sword[†]).

Benefit: You gain a +2 bonus on initiative checks as long as you start combat with an Aldori dueling sword in your hand. As long as you wield only a single Aldori dueling sword in one hand (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons), you gain a +2 shield bonus to your AC. If you wield the sword in two hands, this bonus drops to a +1 shield bonus to AC. Although the dueling sword deals slashing damage, you treat it as if it were also a piercing weapon when determining the effects of weapons used by a duelist or swashbuckler.

ALDORI STYLE (COMBAT, STYLE)

You have learned the classic Aldori dueling stance.

Prerequisites: Alertness, Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]).

Benefit: While using Aldori Style and wielding only a single Aldori dueling sword in one hand (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons), when you fight defensively or use Combat Expertise, you gain a +2 bonus on weapon damage rolls.

ALDORI STYLE AEGIS (COMBAT, STYLE)

Baron Aldori's dueling style is at its strongest when employed in one-on-one duels. Adjusting to a reverse grip and keeping your blade in motion, you parry your rival's strikes with ease.

Prerequisites: Aldori Style[†], Alertness, Combat Reflexes, Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]).

Benefit: While using Aldori Style, at the beginning of your turn, you can designate a focused target as a swift action. This designation lasts until the beginning of your next turn, and you take a –2 penalty to your AC against all other creatures' attacks for that duration. As an immediate action while using Combat Expertise or fighting defensively, you can attempt to parry the focused target's attack. This functions as the swashbuckler's opportune parry and riposte deed (*Pathfinder RPG Advanced Class Guide* 57), except that it does not cost panache and you cannot riposte.

ALDORI STYLE CONQUEST (COMBAT, STYLE)

Defense is now second nature to you, and your blade punishes those who try to attack and fail.

Prerequisites: Aldori Style[†], Aldori Style Aegis[†], Alertness, Combat Reflexes, Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]).

Benefit: When you attempt to parry an attack using Aldori Style Aegis, you do not take any penalties on the attack roll incurred from using Combat Expertise or fighting defensively.

DUELIST OF THE ROARING FALLS (COMBAT)

You have embraced the Roaring Falls method of Aldori swordplay, known for its elegant, sweeping strikes.

Prerequisites: Aldori Dueling Disciple[†], Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]), base attack bonus +5.

Benefit: When you use an Aldori dueling sword to deal damage to a shaken, frightened, or panicked foe, you can add your Dexterity bonus to damage rolls instead of your Strength bonus. If you can already add your Dexterity bonus to damage rolls, you instead gain a +1 competence bonus on damage rolls made with an Aldori dueling sword.

When you attempt a dueling parry during a duel, the penalty on your attack roll to parry is reduced from –5 to –3. To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

DUELIST OF THE SHROUDED LAKE (COMBAT)

You have embraced the Shrouded Lake style of Aldori swordplay, known for its circuitous footwork.

Prerequisites: Aldori Dueling Disciple[†], Exotic Weapon Proficiency (Aldori dueling sword[†]), Weapon Finesse, Weapon Focus (Aldori dueling sword[†]), base attack bonus +5.

Benefit: When attempting to bull rush or reposition^{APG} a foe, you gain a +1 insight bonus on the combat maneuver

check and a +4 dodge bonus to your AC against attacks of opportunity you provoke. You also gain a +1 insight bonus to your CMD against bull rush and reposition attempts. When you attempt a dueling dodge during a duel, your bonus to AC increases to +6. To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

FALLING WATER GAMBIT (COMBAT)

You have integrated both the Roaring Falls and Shrouded Lake techniques of Aldori swordplay into a seamless union.

Prerequisites: Aldori Dueling Disciple[†], Duelist of the Roaring Falls[†], Duelist of the Shrouded Lake[†], Exotic Weapon Proficiency (Aldori dueling



sword¹), Weapon Finesse, Weapon Focus (Aldori dueling sword¹), base attack bonus +8.

Benefit: When attacking a creature denied its Dexterity bonus to AC because of your successful feint, you increase the threat range of your Aldori dueling sword by 1 (typically to 18–20/x2), and gain a +2 bonus on attack rolls to confirm critical hits. After you make a dueling dodge or succeed at a dueling parry during a duel, you can make an attack of opportunity against the foe who attacked you if that foe is shaken, frightened, or panicked. To gain these benefits, you must be wielding only an Aldori dueling sword (not using a shield, an off-hand weapon, armor spikes, unarmed strikes, or natural weapons).

GAREN'S DISCIPLINE (COMBAT)

You've learned to defend yourself against spell and storm with dazzling flourishes of your weapon.

Prerequisites: Alertness, Exotic Weapon Proficiency (Aldori dueling sword¹), Weapon Focus (Aldori dueling sword¹), base attack bonus +4.

Benefit: Whenever you use Combat Expertise, fight defensively, or take the total defense action, choose a type of saving throw. (You can choose a different type each time you take such an action.) Once per round before attempting a saving throw using the selected save, you gain a +2 bonus on that save. If you have a base attack bonus of +11 or higher, this bonus increases to +3. If you have a base attack bonus of +16 or higher, the bonus instead increases to +4.

REDISTRIBUTED MIGHT (COMBAT)

You've gained enough control over your body to translate strength into swiftness.

Prerequisites: Con 13 or Wis 13, Enhanced Morale, Exotic Weapon Proficiency (Aldori dueling sword¹), Iron Will, base attack bonus +4.

Benefit: Whenever an effect would grant you an enhancement or morale bonus to your Strength score (such as via *bull's strength* or a skald's inspired rage^{ACG} performance), you can instead apply that bonus to your Dexterity score. You make this choice when you first gain the bonus. The bonus type does not change.

SIRIAN'S MASTERSTROKE (COMBAT)

When bypassing a foe's defenses while feinting, you can deal devastating damage.

Prerequisites: Exotic Weapon Proficiency (Aldori dueling sword¹), Weapon Focus (Aldori dueling sword¹), base attack bonus +6.

Benefit: Once per round when you hit a foe you have successfully feinted against via a melee attack using an Aldori dueling sword, you deal an extra 2d6 points of precision damage. When your base attack bonus reaches +11, this damage bonus increases to +3d6, and at base attack bonus +16,

it increases to +4d6. This precision damage does not stack with damage from sneak attack, a vigilante's sudden strike, or similar effects. Any effect which protects against sneak attack damage also protects against this additional damage.

MAGIC ITEMS

The Aldori swordlords often use the following magical items.

ROSTLAND EDGE		PRICE 21,820 GP
SLOT none	CL 10th	WEIGHT 3 lbs.
AURA moderate evocation and transmutation		



Crafted to defend against enemies seeking to damage it rather than its wielder, a *Rostland edge* is a +2 *countering^{UE} impervious^{UE} Aldori dueling sword¹*. If the weapon is ever destroyed, it explodes with tremendous force, dealing 10d6 points of fire damage to every creature within a 20-foot-radius spread (Reflex DC 14 half).

CONSTRUCTION REQUIREMENTS	COST 11,070 GP
Combat Reflexes, Craft Magic Arms and Armor, <i>cat's grace</i> , <i>fabricate</i> , <i>fireball</i> , <i>make whole</i>	

SWORDLORD'S CLOAK		PRICE varies
+1 bonus		4,000 GP
+2 bonus		16,000 GP
+3 bonus		37,000 GP
+4 bonus		64,000 GP
+5 bonus		100,000 GP
SLOT shoulders	CL 5th	WEIGHT 1 lb.
AURA faint abjuration and divination		



This exotic, fur-trimmed cloak is decorated with golden filigree. In addition to offering magical protection, the cloak guides a skilled wearer's blade to block attacks. Such cloaks are often commissioned by Aldori Academy graduates when they attain swordlord status.

A *swordlord's cloak* acts as a *cloak of resistance*. In addition, whenever the wearer is benefiting from the defensive parry class feature, he receives an insight bonus to his AC equal to the cloak's resistance bonus.

CONSTRUCTION REQUIREMENTS	COST varies
+1 bonus	2,000 GP
+2 bonus	8,000 GP
+3 bonus	18,500 GP
+4 bonus	32,000 GP
+5 bonus	50,000 GP

Craft Wondrous Item, *anticipate peril^{MM}*, *resistance*

SPELLS

While the Aldori swordlords focus on martial skills such as dueling and swordplay, many of their members or allies are spellcasters. By combining martial talents and arcane understanding, enthusiasts of the Aldori style have designed a small number of potent spells, such as those below.

ALDORI ALACRITY

School transmutation; **Level** alchemist 2, bard 2, magus 2

Casting Time 1 standard action

Components V, S, M (ginger root shavings)

Range personal

Target you

Duration 1 minute/level

This spell's energy quickens your steps, allowing fancy footwork. You gain a +10-foot enhancement bonus to your speed and a +1 dodge bonus to your AC. These bonuses do not stack with those granted by *haste* or similar effects. While under the effects of *Aldori alacrity*, you can take 5-foot steps in difficult terrain.

CONTEST OF SKILL

School transmutation [curse^{UM}]; **Level** bard 2, cleric 3, magus 2, paladin 2

Casting Time 1 standard action

Components V, S, M (a tiny gong)

Range close (25 ft. plus 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates; **Spell Resistance** yes

The randomness of critical hits has long vexed certain duelists in the Aldori school who consider luck to be an unwelcome addition to duels, which they view as contests of skill rather than chance. The creature targeted by this spell is infused with magical power, altering the odds of combat to weaken lucky strikes. Critical threats made by the affected creature automatically fail to confirm. Critical threats that automatically confirm due to class features or feats, such as the fighter's weapon mastery, are unaffected by this spell.

In addition, when the initial target of this spell fails its Will save to resist *contest of skill*, it can select one additional creature within range of the spell to suffer the effects of the spell as well (Will negates). If this secondary target negates this spell with a successful save, the duration of *contest of skill* on the primary target is reduced to 1 round.

DEVIVON'S PARRY

School transmutation; **Level** bard 1, magus 1

Casting Time 1 immediate action

Components V, S

Range personal

Target you

Duration instantaneous

Originally designed by an Aldori magus who had long admired swashbucklers for their ability to deflect blows, *Devivon's parry* has swiftly gained popularity among bards and magi alike. Your reflexes snap into action, allowing you to deflect a blow. This spell can be cast only when an opponent makes a melee attack against you, and only before the attack roll has been made. Make a parry attempt with a light or one-handed weapon you're wielding, as if using the swashbuckler's opportune parry and riposte deed (except that this does not require panache). You cannot riposte as part of this spell's effect.

TACTICAL ADAPTATION

School transmutation; **Level** magus 3

Casting Time 1 standard action

Components V, S, F (a gold and sapphire ring worth 500 gp, which the caster must wear for the spell's duration)

Range personal

Target you

Duration 1 minute/level

This spell was developed by an Aldori Academy student after several weeks of observing (and occasionally joining) Restov barroom brawls. You draw on your mind's hidden reserves, instantaneously mastering advanced combat techniques. When you cast this spell, choose a combat feat. You must meet all prerequisites for this feat, treating your magus level as your base attack bonus for this purpose. For the duration of this spell, you are treated as if you had the chosen feat. Once you cast this spell, you cannot change the chosen feat (or any decisions related to that feat) for additional castings of this spell on the same day.

A creature can benefit from only one *tactical adaptation* spell at a time.

TIELDLARA'S FEINT

School enchantment (charm) [mind-affecting]; **Level** bard 2

Casting Time 1 standard action

Components V, S

Range 20 ft.

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

With a lascivious wink and a sensuous sway, you flood a foe's mind with lustful thoughts of you, distracting your target and rendering that creature vulnerable to your attacks. An affected creature takes a penalty equal to half your caster level on concentration checks and to its CMD against dirty trick^{APG}, grapple, and steal^{APG} combat maneuvers you perform. The creature is also denied its Dexterity bonus to AC for the first melee attack you make against it each round.

If the target would not normally be sexually attracted to you, it receives a +4 bonus on its saving throw. If you end your turn more than 20 feet from the target or end your turn where your target cannot see you, this spell immediately ends.



ASPIS CONSORTIUM

ASPIS CONSORTIUM

Profiteering Syndicate

Scope global

Alignment NE

Headquarters Ostenso (Cheliax)

Values development of new revenue streams, elimination of competition, indirect political power, monopolies, profit

Goals finance new ventures by securing exotic goods for customers, providing consultation services, and taking control of rare and profitable resources; maximize earnings; secure capital

Allies aspiring tyrants; Golden League; numerous municipal, national, and organizational authorities throughout the Inner Sea region and beyond; sundry tribes in the Mwangi Expanse

Enemies competing mercantile interests, Eagle Knights, Free Captains of the Shackles, Magaambya, Pathfinder Society

Rivals Pathfinder Society

The extensive Aspis Consortium traces its origins to a legendary shipment of Osirian curios that transformed mid-voyage into a wealth of pristine relics that the Consortium's founders sold in Westcrown. The founders never revealed whether it was an act of magic or merely artful smuggling that delivered the treasures, but their daring voyage founded a conglomerate of aggressive merchants, mercenaries, and profiteers that has specialized ever since in supplying clients who have uncommon tastes and ample coin.

The Aspis Consortium has numerous redundancies and organizational defenses to ensure that no one member or operation can jeopardize the others. Two executives—the consummately professional A. X. Adrius and the foppish Jaydis Milon Malddis IV—oversee the Consortium in the Chelish city of Ostenso in conjunction with a body of eight shareholders known as the Patrons. Each of these manages independent initiatives with some degree of secrecy, providing the others plausible deniability in the event that some fiasco should trace its way back to one of them. Just below these 10 are a handful of elite leaders who coordinate

the Consortium's specialists across the world, including the spy mistress Cirildimina Alasbhallas, the fleet master Lord Pairo Gavhaul, the head of security Mr. Khayn, and the vice-executor Professor Tantis Mais (who is also the head of Conference Z, an esoteric research operation whose existence and operations are kept secret from virtually the entire Consortium).

Other members of the Consortium fall into one of three categories denoted by their badge's shield-like design and material. At the top, gold agents oversee entire regions (rarely defined by national borders), ensuring that Aspis operations remain smooth and profitable while bankrolling new initiatives to tap fresh revenue streams. Below them, silver agents act as lieutenants, managing large operations, interpreting new intelligence, and addressing local problems tied to smaller areas or cities. The lowest-ranking full members are bronze agents, each a capable operative vetted

by her superiors before being offered a permanent, albeit initially subservient role. The Consortium also employs countless contractors and hirelings drawn from local populations, who are attracted to the extravagant bonuses the organization typically pays out after successful operations.

The Aspis Consortium is always growing, exploring new sources of wealth to control and exploit. As a result, operatives might turn up in nearly any part of the world, though the greatest concentration by far is in the Inner Sea region. The Consortium maintains its base of operations in Ostenso, from which it can easily launch, monitor, and support expeditions throughout the world. The Consortium has several influential strongholds, including the Bronze House in Magnimar and the entire city of Bloodcove, gateway to the Mwangi Expanse. Agents always take special care to keep the Aspis reputation immaculate, so few nations actively discourage or bar the Consortium.



A. X. Adrius (LE female human fighter 3/rogue 10): As an organization known for pulling the occasional underhanded trick, the Aspis Consortium regularly manages its reputation by covering up its worst actions and playing up its finest services. Champion of these public relations is A. X. Adrius, an icy figure who meets regularly with Inner Sea power brokers and commercial interests to ensure their ongoing cooperation. Even though she ostensibly shares power with Jaydis Milon Malddis IV and the Patrons, Adrius's steely confidence and subtle strength help her set the agenda, silence dissident voices, and pin her few failures on high-ranking scapegoats. She has become a master of claiming victories for herself and blaming failures on her foes, talents that have, so far, served her quite well.



Cirildimina Alasbhallas (NE female human bard 14): Cirildimina rose through the Consortium's ranks through a combination of talent, confident self-promotion, and an ability to uncover her direct superiors' traitorous schemes (more than a few of which she fabricated). She maintains the Consortium's spy network throughout the Inner Sea region and beyond. This includes a dozen look-alikes she has trained and assigned throughout her territory, allowing her to slip from Ostenso to any number of other cities without raising local suspicions. Thanks to her far-reaching travels, Cirildimina maintains a truly prodigious wardrobe of flamboyant outfits and formal wear. Even within the Consortium, few realize just how much personal power Cirildimina has amassed over the years.



Jaydis Milon Malddis IV (NE male human aristocrat 4/mesmerist^{0A} 7): As the direct descendant of one of the Consortium's original three founders, Jaydis Milon Malddis IV received a considerable education in business management and high society—an education he's always considered to be as much his birthright as anything. After his nepotistic promotion to executive leadership, though, Jaydis has spent more and more time indulging in decadence and self-absorbed power fantasies. With A. X. Adrius more than capable of running the business, most are content to let Jaydis gallivant and live the life of a playboy. Some suspect that Jaydis hides far greater ambitions behind a smoke screen of hedonism, however—and those who investigate too closely tend to disappear.

ASPIS AGENT (PRESTIGE CLASS)

The Aspis Consortium employs many unscrupulous individuals in its ongoing plots to achieve wealth and dominion throughout the Inner Sea region. Aspis agents are the Consortium's chief instruments in this endeavor—public ambassadors who put a pleasant and disarming face forward while diverting attention from the company's true interests and activities.

Aspis agents research ancient lore to discover long-lost treasures; then they organize expeditions to recover them for their leaders (usually higher-ranking Aspis agents). Their careful study of the traps and hazards of ancient ruins helps agents evade danger while leaving such threats intact for competing treasure hunters to face.

Hit Die: d8.



Requirements

To qualify to become an Aspis agent, a character must fulfill the following criteria.

Skills: Appraise 5 ranks, Bluff 5 ranks, Craft (traps) 5 ranks, Disable Device 5 ranks, Intimidate 5 ranks, Knowledge (history) 5 ranks, Perception 5 ranks.

Special: Proficiency with the whip, as well as either the trap sense class feature or the ability to cast *detect secret doors*.

Class Skills

The Aspis agent's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are features of the Aspis agent prestige class.

Trap Sense (Ex): An Aspis agent gains a +1 bonus to her AC and on Reflex saves to avoid traps; this bonus increases by 1 at 4th level and every 3 levels thereafter. This ability stacks with any trap sense bonuses that are gained from other classes.

Trapfinding (Ex): This ability functions as per the rogue class feature. Levels in Aspis agent stack with levels from any other class that grants this ability for the purposes of determining an Aspis agent's total trapfinding bonus.

Agency Secrets: At 2nd level and every 2 levels thereafter, an Aspis agent gains one of the following agency secrets. An Aspis agent can't select an individual agency secret more than once (unless otherwise stated in the secret's text).

Bluster (Ex): The Aspis agent takes no penalty on Intimidate checks against larger creatures, and larger creatures gain no bonus on Intimidate checks against her.

Bonus Feat: The Aspis agent can choose one of the following as a bonus feat: Advanced Ranger Trap^{UM}, Antagonize^{UM}, Combat Expertise, Enforcer^{APG}, Greater Dirty Trick^{APG}, Improved Dirty Trick^{APG}, Improved Whip Mastery^{UC}, Intimidating Prowess, Learn Ranger Trap^{UM}, Skill Focus (Intimidate), or Whip Mastery^{UC}. She must meet the prerequisites of the selected bonus feat. An Aspis agent can select this agency secret twice.

Conceal Thoughts (Su): The Aspis agent who is targeted with *detect thoughts* or a similar effect can choose what thoughts are actually detected, while her true thoughts remain private. This does not affect mind-affecting effects other than thought-reading.

Exotic Performance: The Aspis agent with the bardic performance or the versatile performance class feature increases her effective bard level by 1 for all effects related to performances, including learning new types of performances and increasing the effects of her performances.

ASPIS AGENT

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Trap sense +1, trapfinding
2nd	+1	+1	+1	+1	Agency secrets, mask alignment
3rd	+2	+1	+2	+1	Ambush trap, sneak attack +1d6
4th	+3	+1	+2	+1	Agency secrets, trap sense +2
5th	+3	+2	+3	+2	Crucial taunt
6th	+4	+2	+3	+2	Agency secrets, sneak attack +2d6
7th	+5	+2	+4	+2	Improved trap sense, trap sense +3
8th	+6	+3	+4	+3	Agency secrets, remote activation
9th	+6	+3	+5	+3	Sneak attack +3d6
10th	+7	+3	+5	+3	Agency secrets, trap sense +4

Hidden Stash (Ex/Sp): The Aspis agent gains a bonus equal to her class level on Sleight of Hand checks to hide small objects on her person. In addition, once per day she can hide the magical properties of one item as per *magic aura*.

Master Caster: The Aspis agent who can cast spells as a bard, inquisitor, or mesmerist increases her caster level for that class by 1. She does not gain other benefits of that class other than spells per day, spells known, and an increased caster level. If the agent has levels in more than one of these classes, she must choose which class to apply this increase to when she takes this agency secret. An Aspis agent can select this agency secret twice.

Rogue Talent: The Aspis agent can select one rogue talent for which she qualifies. Her Aspis agent levels stack with class levels for any rogue talents she has with level-dependent effects, whether they were gained from this prestige class or another class. An Aspis agent with at least 1 level in a class that grants access to rogue talents can select this agency secret twice.

Shrunken Smuggle (Sp): The Aspis agent can cast *shrink item* once per day as a spell-like ability, using her class level as her caster level. In addition, while the item is shrunken, it is also affected as per *nondetection*. This effect ends when the item returns to its proper size.

Vigilante Agent (Ex): The Aspis agent with vigilante class levels can select one social talent for which she qualifies. If she can gain vigilante talents from her vigilante class levels, she can instead select one vigilante talent for which she qualifies. Her Aspis agent levels stack with her vigilante class levels for any such talents she has with level-dependent effects, whether they were gained with this prestige class or another class. An Aspis agent with at least 1 vigilante level can select this agency secret twice.

Mask Alignment (Su): At 2nd level, as a standard action, an Aspis agent can alter her alignment aura to deceive effects that detect alignment. She can emulate a different aura of her choice or to radiate no alignment aura. This affects only alignment detection, not effects that cause harm or are otherwise based on alignment. This effect lasts until she dismisses it or changes her alignment aura again.

At 6th level, an Aspis agent targeted with an effect that detects alignment or with any alignment-based effect can automatically identify the effect by attempting a Spellcraft check. If successful, she can mask her alignment as an immediate action.

At 10th level, when an Aspis agent assumes a false alignment aura, she is treated as having that alignment for all effects of magic items, spells, and spell-like or supernatural effects (such as *forbiddance*, *sympathy*, or an *unholy* weapon), including magical traps based on alignment. While masking her alignment, she ignores these types of effects that relate to her true alignment.

Ambush Trap (Ex): At 3rd level, an Aspis agent can specially rig a mechanical trap she has either crafted or bypassed by exceeding its Disable Device DC by 10. A trap so rigged can be triggered by the Aspis agent as a move action as long as she is adjacent to the trap. She adds her trap sense bonus to the trap's Perception DC and to the trap's attack rolls, and adds her sneak attack damage to the damage the trap deals to affected creatures that are flat-footed or otherwise denied their Dexterity bonus to AC.

Sneak Attack (Ex): At 3rd level, an Aspis agent gains sneak attack as per the rogue ability. Initially, the extra damage dealt is 1d6, and it increases by 1d6 at 6th level and at 9th level. If an Aspis agent gains a sneak attack bonus from another source, the bonuses on damage stack.

Crucial Taunt (Ex): At 5th level, an Aspis agent can combine smugness and mockery with Bluff checks to feint, Intimidate checks to demoralize, and dirty trick combat maneuver checks (*Pathfinder RPG Advanced Player's Guide* 320), gaining a bonus equal to half her class level on these checks. She can then delay the effect of the successful check for up to 1 day per class level, spending an immediate action to trigger it later. The Aspis agent must be within 60 feet of her target to use or trigger a crucial taunt. This is a language-dependent effect.

Improved Trap Sense (Ex): At 7th level, an Aspis agent's trap sense bonus applies to saving throws to avoid trap effects.

Remote Activation (Ex): At 8th level, an Aspis agent can use her ambush trap ability on a trap up to 30 feet away.

CURATOR (OCCULTIST ARCHETYPE)

Most occultists acquire and study antiques at a steady pace, learning new techniques one at a time. A lucky few join wealthy organizations replete with relics or inherit undocumented vaults full of historical treasures, and dabble in a wide variety of implements while mastering few. This is especially common in the Aspis Consortium, whose far-flung merchants handle countless relics every year. It's simple enough to snag choice items from Aspis ships, allowing these curators to compile truly prodigious collections. While all agents of the Aspis Consortium are expected to catalog and file their discoveries, in practice many of them keep prizes for their personal use, and the curator has elevated this practice almost to an art form. When confronted by superiors with accusations of failing to hand over rare treasures or mysterious items, the curator is swift to point out that such objects do the group no good sitting on a dusty shelf. Instead, the curator lives up to his name, and seeks to access the ancient powers hidden in such objects so that he can use them in the best interest of the Aspis Consortium. Over time, the Consortium has been forced to admit the wisdom in this way of thinking.

Extensive Collection (Su): At 1st level, a curator acquires a collection of esoteric relics that function as occultist implements associated with two schools of magic; he must select these schools and their associated spells when he gains this feature. As a move action, the curator can empower a single piece of his collection, choosing one of the two selected schools, gaining that school's focus power, and accessing the selected spells for 10 minutes. The curator can empower only a single relic at a time in this way, and activating this ability a second time ends any other relic's ongoing benefits. A curator's relic collection has a number of points of mental focus equal to his Intelligence modifier. Empowered relics are automatically invested with these mental focus points; expending a relic's mental focus reduces this total for the day. A curator can use this ability once per day. He can use it an additional time per day at 2nd level and every 4 levels thereafter. At 6th level and again at 14th level, a curator chooses two

additional schools of magic—in addition to their spells—and adds them to his collection.

This ability replaces one of the two occultist implements learned at 1st level as well as the implements learned at 6th level and 14th level.

Split Focus (Su): A curator has a number of points of mental focus equal to only his occultist level.

This ability alters mental focus.

Adaptable Powers (Su): At 3rd level, a curator learns one focus power from each of the schools associated with his extensive collection. Whenever he activates his collection, he can use those focus powers associated with his selected school of magic while the relic remains empowered. Whenever the curator would learn another focus power for an implement, he can instead select two new focus powers from different schools associated with his extensive relic collection.

This ability replaces the focus power gained at 3rd level.

Relic Resistance (Ex): At 4th level, a curator develops a resistance to harmful items. He never gains negative levels due to his alignment as a result of wielding or wearing magic items, and he gains a +4 bonus on Will saves to resolve personality conflicts with intelligent magic items. Whenever a cursed item's harmful condition would trigger, a curator can attempt a Will save (DC = 10 + the item's CL) to suppress the curse just long enough to discard the item before it activates. Finally, when identifying an item, a curator needs to exceed the item's DC by only 5 (instead of 10) to determine whether the item is cursed.

This ability replaces shift focus.

Complex Collection (Su): At 8th level, a curator can empower two relics that are in his collection simultaneously, and he gains the benefits of both. When he does so, he must allocate his relic collection's mental focus between the two relics.

This ability replaces outsider contact.

Mental Catalog (Su):

At 8th level, the points of mental focus invested in the curator's relic collection increase by 2. This total increases by 1 additional point at 12th level and 16th level.

This ability replaces an occultist's magic circles, binding circles, and fast circles.



RINGLEADER (BARD ARCHETYPE)

The Aspis Consortium's global operations are too extensive to conduct without relying on contractors and hirelings. Ringleaders are specialists who oversee large operations in which trouble could strike at any moment and any place.

Cunning Plan (Su): By spending 1 minute laying out a plan, a ringleader can impart inspiring instructions to a number of allies equal to her bard level + her Charisma bonus. Upon concluding the plan, the ringleader chooses one of her bardic performances and expends a number of rounds of bardic performance equal to up to double her bard level. Thereafter, as a move action, the ringleader or any of the instructed allies can trigger the implanted instructions, causing that creature to immediately gain the benefits of the ringleader's implanted bardic performance (each creature can trigger the instructions for itself separately). This effect lasts for a number of rounds equal to the rounds of bardic performance the ringleader expended while creating the plan, though the effect also ends if the ringleader dismisses it as a free action or activates a different plan or bardic performance. For the purpose of this ability, the ringleader attempts any skill checks associated with the bardic performance once a creature triggers the plan. A ringleader's cunning plans all expire each time she regains her daily spell slots or after 24 hours (whichever comes first).

At 7th level, the ringleader (but not an ally) can trigger a cunning plan as a swift action instead of as a move action. At 13th level, the ringleader can trigger a cunning plan as an immediate action. A ringleader is less capable of improvising, and when she uses bardic performance without creating a cunning plan, she must expend 1 additional round of bardic performance to begin the performance.

This ability alters bardic performance.

Never Lose Face (Ex): A ringleader is never outdone by her minions. At 2nd level, she gains a +2 bonus on saving throws against effects that also target one or more of her allies.

This ability replaces well-versed.

Sinister Mien (Ex): At 2nd level, a ringleader can use her Intimidate bonus in place of her Perform bonus when using her bardic performance class ability. When the ringleader uses Intimidate to improve a creature's attitude, the creature's attitude remains friendly for 10 additional minutes per point by which the ringleader exceeded the check's DC. At 6th level, the ringleader gains Dazzling Display as a bonus feat and does not need a weapon in her hand to use the feat. At 10th level, the ringleader can activate Dazzling Display as a standard action. At 14th level, she can

affect all enemies within 60 feet with Dazzling Display. At 18th level, the range increases to 120 feet.

This ability replaces versatile performance.

Countless Contingencies (Su): At 6th level, whenever a ringleader creates a plan using her cunning plan ability, she can choose two different bardic performances. When she triggers the plan, she chooses which of the two performances takes effect. At 12th level, a ringleader can spend a standard action and 2 rounds of bardic performance to extend the duration of a triggered plan by 1d4 rounds. At 18th level, the ringleader can choose three different bardic performances when using her cunning plan ability.

This ability replaces suggestion, mass suggestion, and soothing performance.



AFFILIATION WITH THE ASPIS CONSORTIUM

The Aspis Consortium is always on the lookout for new allies and agents—diversity and a range of talents are vital to an organization with designs on such wide-reaching targets.

Example Affiliation Encounter: While demonstrations of loyalty to the Consortium and the ability to maintain secrecy are important when the Aspis Consortium is determining who might make a good candidate, the group is a mercantile concern above all else. As such, agents of the Consortium often ask for tithes or “membership dues” from those who seek affiliation. After displaying his competence, a would-be

affiliate can often expect to pay such dues on a yearly basis to his Aspis Consortium contacts, typically at rates of 50 to 100 gp per character level. Of course, should an affiliate at a later point choose to cease payment, any secrets and techniques learned or acquired during the time of his affiliation remain—but one should keep in mind that the Aspis Consortium doesn’t always allow affiliates to “retire” without consequences.

CLASS OPTIONS

The following class options for cavaliers^{APG} and wizards are often used by affiliates of the Aspis Consortium.

Order of the Asp (Cavalier Order)

Cavaliers belonging to the order of the asp belong to a cutthroat group where ruthless pragmatism and underhanded dealing are the keys to moving up the chain of command. They tend to be brutal, self-centered leaders who reap confidence from their subordinates’ misery.

Edicts: An order of the asp cavalier must endeavor to enhance her prestige, wealth, and power, as well as that of her patrons. She must endeavor to maximize her profits and efficiency, directing hirelings and even sacrificing them when doing so would further her goals and make her appear exceptional by comparison.

Challenge: Whenever an order of the asp cavalier issues a challenge, she receives a +1 morale bonus on attack and damage rolls made against the target of the challenge so long as it is entangled, exhausted, fatigued, flanked, nauseated, prone, shaken, staggered, or denied its Dexterity bonus to AC. This bonus increases by 1 for every 4 levels the cavalier has.

Skills: An order of the asp cavalier adds Knowledge (local) and Sleight of Hand to her list of class skills.

The cavalier gains a bonus on Knowledge (local) checks equal to half her cavalier level (minimum +1) as long as the check involves her patrons or organization. She also reduces her armor check penalty when using Sleight of Hand by an amount equal to half her cavalier level (to a minimum of 0).

Order Abilities: An order of the asp cavalier gains the following abilities.

Indiscriminate (Ex): At 2nd level, whenever the order of the asp cavalier uses Intimidate to demoralize one or more creatures, she can attempt to demoralize an equal number of allies within 30 feet as a free action. While within 30 feet of an ally with the shaken condition, the cavalier gains a +1 morale bonus on saving throws.

At 6th level and every 6 levels thereafter, this bonus increases by 1. The cavalier can perform a dirty trick^{APG} combat maneuver against creatures with the shaken condition without provoking an attack of opportunity.



Command the Meek (Ex): At 8th level, the cavalier treats all of her allies with the shaken condition as though they had the same teamwork feats as the cavalier for the purpose of determining whether the cavalier receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually have the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the cavalier to receive the listed bonus. When the cavalier uses tactician, greater tactician, or mighty tactician, the duration doubles for any creatures that have no more than half the cavalier's Hit Dice or that have the shaken condition when she activates the ability.

Better You Than Me (Ex): At 15th level, the cavalier can interpose an adjacent ally in the way of an incoming attack as an immediate action, gaining cover against the attack. The attack must target only the cavalier, and she must choose to use this ability before seeing the result of the attack roll. The ally must have the shaken condition or have no more than half the Hit Dice of the cavalier, and the ally gains a Reflex save to negate this ability's effect entirely (DC = 10 + half the cavalier's level + the higher of her Strength modifier or Charisma modifier). If the attack hits, the damage is split evenly between the cavalier and the ally. If the ally's save was a natural 1, the ally takes all of the damage, including any associated effects (bleed, poison, etc.). An ally can purposefully fail this saving throw, but cannot purposefully roll a natural 1.

Deception School (Focused Arcane School)

Some illusionists rely more on their natural talents and less on flashy figments. Focused arcane schools (*Pathfinder RPG Advanced Player's Guide* 143) replace one or more powers granted by a wizard's arcane school.

Associated School: Illusion.

Replacement Powers: The following school powers replace the blinding ray and extended illusions powers of the illusion school.

Deceptive Flourish (Su): You gain a +2 enhancement bonus on Bluff and Disguise skill checks. This bonus increases by 1 for every 5 wizard levels you have, up to a maximum of +6 at 20th level. At 20th level, you gain the benefits of *misdirection* (Will DC = 20 + your Intelligence modifier) or *nondetection* permanently. At will as a standard action, you can change which of the two spells is active, and each time you activate *misdirection*, you can choose a new creature or object as the secondary object.

Subtle Misdirection (Sp): As a standard action, you can touch a creature or an object that weighs no more than 25 pounds per caster level to impart an illusory ward that lasts for 1 minute. Attacks against a warded creature suffer a 20% miss chance, and the ward ends once it negates an attack. The DC of any caster level check, skill check, or saving throw

to detect or determine the properties of a warded item increases by 1, plus 1 for every 5 wizard levels you have. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

FEATS

Aspis agents and affiliates have access to the following feats.

ASPIS PARTNER

You have earned the attention of the Aspis Consortium and can call in favors when necessary.

Benefit: Whenever you are in a settlement that is the size of a small town or larger, you can purchase (but not sell) items through your Aspis contacts. Treat your current settlement as though it were a metropolis to determine its base value and available magic items. You pay a 5% markup for such items, and orders take 3d6 days to be delivered through Consortium channels. You can pay an additional 1,000 gp to have your item magically delivered to you in 1d3 days instead.

SINISTER REPUTATION

You need spook only a few souls to scare a whole city.

Prerequisites: Cha 13; Intimidate 5 ranks; Persuasive or renown social talent^{UI}.

Benefit: By spending 8 hours cultivating your local legend in a settlement and then succeeding at an Intimidate check, your fearsome reputation becomes common knowledge. The DC is based on the size of the settlement (see the Sinister Reputation table below and page 203 of *Pathfinder RPG GameMastery Guide*). If the check succeeds, you can attempt an Intimidate check to demoralize a creature that has fewer Hit Dice than you as a swift action, and using Intimidate to force a creature to act friendly to you takes only half as long. You gain these benefits only while within the settlement and while not disguised. These benefits last for a number of days equal to your half your level + your Charisma modifier.

Special: This feat's benefits always apply to a vigilante's^{UI} area of renown, and he can choose whether the reputation and benefits apply to his social identity, vigilante identity, or both. You can always apply this feat's benefits to followers and cohorts gained from Leadership or similar abilities.

SINISTER REPUTATION

Settlement Size	DC
Thorp	10
Hamlet	12
Village	15
Small town	18
Large town	20
Small city	25
Large city	30
Metropolis	35

TAG-TEAM INTERROGATION (TEAMWORK)

You and your partner work together to bewilder a target, alternating between fear and kindness.

Prerequisites: Intimidating Prowess or Persuasive; Diplomacy 1 rank; Intimidate 1 rank.

Benefit: While using Diplomacy or Intimidate to shift the attitude of a creature, one ally you can see who also has this feat can attempt to shift the creature's attitude at the same time. You roll either a Diplomacy check or an Intimidate check, and your ally rolls a check with the other skill. If you both succeed, you choose whether to apply the Diplomacy check's or Intimidate check's effects; the other check has no direct effect but instead provides the first check a +5 circumstance bonus to its result. If only one person succeeds, ignore the failed check, but the successful skill check's effect lasts only half as long. If you both fail, any effects resulting from both failed checks apply.

MAGIC ITEMS

Aspis Consortium allies and their affiliates often use the following magic items.

ASPIS BADGE OF LAST RESORT		PRICE 750 GP
SLOT none	CL 3rd	WEIGHT —
AURA faint transmutation		

This badge depicts the Aspis Consortium's insignia: a coiled serpent. By speaking a command word, the wearer can transform the badge into one of five tools, selected from the following:

- A masterwork light steel shield bearing the Aspis insignia
- A masterwork whip
- A dagger poisoned with a dose of blue whinnis
- A 50-foot silk rope with a grappling hook
- A set of masterwork thieves' tools

The badge remains in the chosen form for up to 24 hours or until it is commanded to return to its natural shape.

Each form retains the badge's metallic hue, and the badge can transform in this way only five times before it loses its magical properties forever, becoming a mundane Aspis badge.

Most *Aspis badges of last resort* are bronze, yet some higher-ranking agents commission badges made of silver or gold. Most of these badges also have a unique array of objects they can turn into—including weapons and shields with magical properties.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, <i>fabricate</i>	



DUST OF HEX HIDING

DUST OF HEX HIDING		PRICE 250 GP
SLOT none	CL 5th	WEIGHT —
AURA faint illusion		

This translucent dust warps harmful magical auras, making it difficult to discern cursed items from beneficial ones. Sprinkling the dust over a cursed magic item shields it from divination magic for 5 days. When identifying the item, a creature must exceed the item's DC by 15 (instead of by 10) to determine whether the item is cursed. If a creature activates the curse while the item is under this effect, treat the curse's caster level as 2 higher for the purpose of resisting spells such as *remove curse* and *break enchantment*.

The dust can also be scattered over a magical glyph, rune, or symbol to increase the DC to find and disable the trap by 5 for 5 days.

CONSTRUCTION REQUIREMENTS	COST 125 GP
Craft Wondrous Item, <i>magic aura</i>	

IOUN SPITE BRACERS

IOUN SPITE BRACERS		PRICE 15,000 GP
SLOT wrists	CL 12th	WEIGHT 2 lbs.
AURA strong evocation		

These bracers find particular use by Aspis agents who often tangle with the Pathfinder Society. As a standard action, a creature wearing these bracers can attempt a steal^{MPG} combat maneuver check to nab any orbiting *ioun stone* within 30 feet, though the *ioun stone's* owner receives a +4 circumstance bonus to her CMD. If the bracers' wearer succeeds, the stolen *ioun stone* embeds itself in one of the bracers' four available slots (each bracer has two). Embedded *ioun stones* provide their bonuses to the wearer and can be removed with a move action.

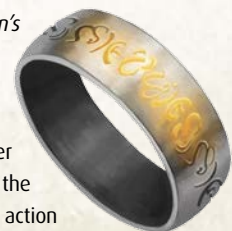
As a standard action, the wearer can temporarily drain the power of any *ioun stone* that is embedded in the bracers and isn't dull gray, and can then channel that power to cast *magic missile* as a spell-like ability, firing three missiles at a target or targets up to 160 feet away. Drained *ioun stones* become dull gray for the next 2d4 hours.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
Craft Wondrous Item, <i>magic missile</i> , <i>telekinesis</i>	

IRONBOUND RING

IRONBOUND RING		PRICE varies
Master's ironbound ring		8,000 gp
Minion's ironbound ring		500 gp
SLOT ring	CL 5th	WEIGHT —
AURA faint abjuration and enchantment		

While holding one or more *minion's ironbound rings*, the wearer of a *master's ironbound ring* can impart instructions of 50 words or fewer to each *minion's ironbound ring*. The wearer of a *minion's ironbound ring* can recall the instructions at will and is aware of any action



that would cause him to act against those instructions. The DC of any skill check attempted to force the wearer to abandon, misinterpret, or consciously fail the instructions increases by 5, such as for Bluff checks to trick the wearer or Intimidate checks to interrogate him. The wearer gains a +3 resistance bonus on Will saves to resist spells and effects that would force him to act against the instructions, such as *dominate person* and *suggestion*.

CONSTRUCTION REQUIREMENTS	COST varies
Master's ironbound ring	4,000 GP
Minion's ironbound ring	250 GP

Forge Ring, *resistance*, *suggestion*

SPELLS

Aspis agents often use the following spells.

DECEPTIVE REDUNDANCY

School illusion (glamer); **Level** bard 5, mesmerist 5, psychic 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range personal

Duration 10 minutes/level or until triggered, then 1 round/level

Saving Throw none; **Spell Resistance** no

You create a contingent ward that defies those who would dispel your magic, convincing them that their spell worked. When a spell such as *dispel magic* would end one of your spells that's affecting you, you can dismiss *deceptive redundancy* as an immediate action to attempt an opposed caster level check against the spellcaster. If you succeed, the dispelling effect fails to end your spell, and your spell's aura becomes difficult to detect for 1 round per caster level. Any divination attempted during this time fails to perceive the spell's aura unless the caster succeeds at a caster level check (DC = 15 + your caster level). *Deceptive redundancy* is most effective when hiding auras for spells that don't have easily perceived effects, rather than visually obvious spells such as *enlarge person* or *fire shield*.

HAUNTING REMINDER

School enchantment [fear, mind-affecting]; **Level** antipaladin 1, bard 2, inquisitor 2, mesmerist 2, psychic 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 12 hours + 2 hours/level or until triggered, then 1 day/level

Saving Throw Will negates; **Spell Resistance** yes

As part of casting this spell, you can attempt a single Intimidate check to make the target act friendly to you. If you succeed, the target assists you normally, but it remains fearful of your retribution even after its attitude shifts to unfriendly. If the creature reports your coercion to authorities, attacks you, or otherwise acts in a purposeful way that threatens you or your objectives (at the

GM's discretion), the spell triggers, inflicting the creature with the unshakable certainty that you will find and punish it. This imposes the shaken condition on the creature for 1 day per caster level; during this time, the creature takes a -2 penalty on saving throws against spells you cast with the fear descriptor.

OBSCURED SCRIPT

School illusion (phantasm); **Level** bard 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a scrap of paper bearing a simple sentence written in at least five languages)

Range touch

Target one touched page, scroll, inscription, book, or other document no more than 3 feet in any dimension

Duration 24 hours (D)

Saving Throw none; see text; **Spell Resistance** no

You create a latent illusion that clouds the judgment and reading ability of any creature that examines a targeted text. While casting the spell, you can designate up to one creature other than yourself per level to be immune to the effects. All other creatures that read the text must succeed at a Will save or find it difficult to properly parse and decipher the contents. This increases the DC of Linguistics checks to decipher the text by an amount equal to your caster level (maximum +10), and it increases the DC of the Wisdom check to avoid drawing a false conclusion by an equal amount. Unaffected creatures gain a circumstance bonus equal to your caster level (maximum +10) on Bluff checks to deceive affected creatures about the text's contents. The spell obscures any magical glyphs, runes, or symbols within the text, increasing the Perception DC to find such traps by an amount equal to half your caster level (maximum +5). *Obscured script* can be made permanent with a *permanency* spell by a caster of 10th level or higher for the cost of 5,000 gp.

SYMPATHETIC AURA

School illusion (glamer); **Level** bard 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a small square of silk that must be passed over the object that receives the aura)

Range touch

Target one touched object weighing up to 5 lbs./level

Duration 1 day/level (D)

Saving Throw none (see text); **Spell Resistance** no

This spell functions like *magic aura*, except it extends its altered aura to similar items in a 5-foot radius. For this purpose, similar items must be alike in approximate shape, composition, and function, so a *potion of cure light wounds* targeted by this spell to appear nonmagical would also obscure the auras of nearby potions, elixirs, and oils, as well as flasks. Items other than the targeted item retain their altered aura for 1 round per caster level after being removed from the spell's area.



BELFLOWER NETWORK

BELFLOWER NETWORK

Eradicators of Halfling Slavery

Scope regional (Avistan, Chelixa)

Alignment CG

Headquarters decentralized

Values abolition of slavery, equality between the races, freedom to pursue lives of comfort, reintegration of escaped slaves into a safe and welcoming society

Goals abolish slavery in Chelixa, disband organized slavery rings, emancipate slaves (particularly halfling slaves) from servitude, establish networks of underground routes to help slaves escape, remove slavers from positions of power

Allies Caydenites, Eagle Knights, Rivethun, Silver Ravens, those who oppose slavery

Enemies Asmodeans (and to a lesser extent followers of other evil religions), Hellknights (most orders), House Throne, slavers

Rivals Hellknights (most orders)

Founded nearly a century ago when the enslaved halfling crew of the trading carrack *Bellflower* rebelled against their new masters, the Bellflower Network is a loosely organized, secretive organization primarily concerned with the emancipation of halfling slaves in imperial Chelixa. After the *Bellflower* mutiny, the nine survivors escaped to the coast of Rahadoum, where they faced a difficult choice: whether to use their collective knowledge to ruin the noble estates they once served or to dedicate their lives to freeing others. The group ultimately chose the latter and spent decades building a formidable force for freedom.

The Bellflower Network is said to be led by someone known as the Farmer. However, this name is more of a title that is passed down from one leader to another. The organization has no permanent headquarters; instead, the Farmer calls meetings of trusted, key members that vary in location. The Farmer favors buildings and rural locations abandoned by humans to host these gatherings. Not every city, town, or agricultural estate in Chelixa has an active Bellflower chapter, but most have at least one active

member or ally. The Bellflower Network makes extensive use of agricultural metaphors and symbols in referring to themselves, their plans, and their tactics. For example, a “barn” is a secret hideout or safe house, a “crop” is a group of slaves under escort to freedom, a “farm” is a place where slaves are held against their will, and so on.

The central agents of the Bellflower Network are specially trained operatives. Tillers are responsible for maintaining a barn, whether it's a shop basement, a sewer, or a hollowed-out oak tree in the forest. Harvesters (those who engineer and carry out rescues) and irrigators (those who directly oppose the slavers themselves) are equally important, but without a safe house out of which to operate, their tasks become increasingly difficult.

Due to the nature of the Bellflower Network, most members know only a small number of operatives by name. Each agent, rather than reporting to a central headquarters,

operates in one area of Cheliax and specializes in his or her role. Agents identify one another by the telltale blue bellflower blossom worn on the person as a piece of embroidery, a pin, a hair ornament, or even a tattoo. Though outsiders might view the Network's operations as confusing, the Bellflower Network has not experienced a major betrayal or infiltration in its 80 years of existence.

The Bellflower Network believes that freeing any slave from bondage is a worthy cause. They typically do not accept applicants, preferring to recruit those whose antislavery activities bring them into contact with agents in the field. Elves, half-elves, and half-orcs are fairly common in the organization, but many recently freed halflings distrust human or tiefling tillers. Still, those who establish their dedication to the cause and build trust within the organization may be invited to join the Bellflower ranks, regardless of their race.



Laria Longroad (CG female halfling brawler^{AGG} 4/rogue 2): Born into slavery, Laria was only a child when she watched in horror as her brother and mother were flogged to death by cruel and sadistic slave owners. Until this traumatic event, fear had kept her immobilized, but when she saw the true extent of the cruelty that slavery engenders, she was spurred to rise up and repay her former master by killing him herself. After the murder, Bellflower agents smuggled her out of harm's way before she could be punished. She repaid her saviors by serving as an agent for years before eventually settling in Kintargo under an assumed identity. Laria is a prime example of an up-and-coming Bellflower agent, and has been instrumental in helping reestablish the Silver Ravens (see page 170) as well.



Magdalena Fallows (CG female halfling rogue 7/master spy^{APG} 6): Currently, the role of Farmer is shared by halfling twins, with Magdalena Fallows serving as one half of the Bellflower Network's leadership. Since jointly assuming the role of Farmer, Magdalena and Martum alternate their appearances as the Farmer and even hire actors to assume the role while they work in the field as tillers and bluebirds, all of which feeds the mystery surrounding the Farmer's identity. Of the twins, Magdalena is the craftier of the two, and though more tactically minded and quick-witted than her brother, she is content to let him increasingly be the “face” of the Farmer, freeing herself to pursue more important tasks in secret.



Martum Fallows (CG male halfling rogue 5/Bellflower tiller[†] 8): The second half of the fictional person known as the “Farmer” is Magdalena's twin brother, Martum. He and his sister were born in a barn to a fugitive slave who perished delivering her children. They were adopted by the organization and grew up learning the ins and outs of the Bellflower Network and its allies. Ten years ago, the previous Farmer took an interest in Magdalena and Martum's growing influence and popularity among the network, and the siblings have recently inherited the shared responsibility of leading the organization. Martum is the more public of the two siblings, and people often erroneously regard him as the group's sole leader.

BELLFLOWER TILLER (PRESTIGE CLASS)

Perhaps no group has done more to sow the seeds of freedom in devil-haunted Cheliax than the Bellflower Network, and no agents of that network do or risk more than its dedicated Bellflower tillers. Charged with freeing slaves from the infernal nation's many plantations and escorting them to the safety of Andoran and Rahadoum, Bellflower tillers are a constant thorn in the side of House Thrune and its diabolical minions. These elite liberators practice their craft all across Cheliax, from the darkened streets of Egorian and Westcrown to the wilds of the Whisperwood. Bellflower tillers employ farming euphemisms to mask their activities from unfriendly ears—referring to their secret hideouts as “barns,” the slaves they escort as their “crops,” and the secret paths they take as “rows.” Excessive contact between Bellflower tillers is discouraged by the Bellflower Network's leadership, lest they risk exposing the organization to the authorities. Despite this, they often meet in secret to discuss which routes are safest to take, how much to bribe certain officials, and what tactics for organizing groups of slaves work best, and so improve chances of evading capture.

Nearly all Bellflower tillers are halfling rogues, though some particularly zealous members have levels in both rogue and inquisitors and savvy members might have levels in both rogue and ranger. Vigilantes are also a natural fit as Bellflower tillers. Non-halflings are usually admitted only after proving their allegiance to the anti-slavery movement and their goodwill toward halflings, but once they join the cause, they are incredibly valuable to the organization for the simple fact that their race does not immediately raise suspicion in areas where the Bellflower Network is active.

A Bellflower tiller's duty relies in part on her ability to establish a believable and viable cover identity. Many pose as traveling merchants or tinkers—occupations that give them the freedom to get where they need to, when they need to—and have alibis for their presence on the road if confronted by Chelish patrols. Other Bellflower tillers join mercenary bands or adventuring groups, using their organizational and survival skills to help their companions in exchange for some extra muscle should a particular slave breakout proceed poorly.

Hit Die: d8.

Requirements

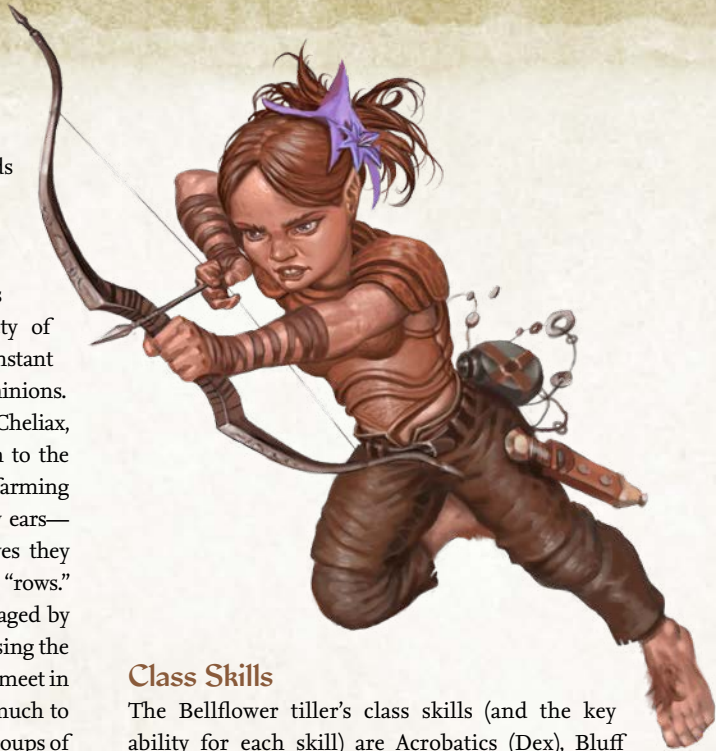
To qualify to become a Bellflower tiller, a character must fulfill the following criteria.

Alignment: Chaotic good.

Feats: Any two teamwork feats (*Pathfinder RPG Advanced Player's Guide* 150).

Skills: Disguise 5 ranks, Knowledge (local) 3 ranks, Stealth 5 ranks, Survival 5 ranks.

Special: Sneak attack +2d6 or any 2 vigilante talents.



Class Skills

The Bellflower tiller's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Bellflower tiller prestige class.

Bellflower Crop (Ex): As a standard action, a Bellflower tiller can designate a number of allies up to 3 + her Charisma modifier as part of her Bellflower crop. Members of a crop must remain within 30 feet of the Bellflower tiller to gain any benefits from abilities that affect a Bellflower crop, regardless of the ability's source (whether it's a Bellflower harvester, irrigator, or tiller). If any leave this range, the Bellflower tiller must designate these allies again for them to be included in her crop. At 7th level, this range increases to 60 feet.

Swift Sower (Ex): A Bellflower tiller's base land speed is treated as being +10 feet faster when determining her overland travel speed while traveling long distances and while outside of combat. Members of her Bellflower crop can use either the Bellflower tiller's overland travel speed or their own, whichever is better. At 6th level, the bonus to speed increases to +20 feet.

Crop Guardian (Ex): At 2nd level, whenever a Bellflower tiller uses the aid another action for a member of her Bellflower crop, she grants a +3 bonus instead of the normal +2. Levels in the Bellflower tiller prestige class stack with any vigilante levels she has when calculating the effects of the Bellflower harvester's crop vigilance ability (see page 42).

Scarecrow (Ex): At 2nd level, a Bellflower tiller receives a +1 morale bonus on attack and damage rolls against creatures that threaten attacks of opportunity against members of her Bellflower crop. At 4th level and every 2 levels thereafter, these bonuses increase by 1, to a maximum of +5 at 10th level.

Teamwork Feat: At 2nd level, a Bellflower tiller gains a bonus feat in addition to those gained from normal advancement. This bonus feat must be a teamwork feat, and the Bellflower tiller must meet the prerequisites of the selected bonus feat. At 6th level and 10th level, the Bellflower tiller gains an additional bonus teamwork feat.

Sneak Attack: At 3rd level, a Bellflower tiller gains a sneak attack that functions like the rogue class feature of the same name. The extra damage is 1d6 at 3rd level and increases by 1d6 every 3 levels thereafter. If a Bellflower tiller gets a sneak attack bonus from another source, the bonuses on damage stack.

Favored Barn (Ex): At 5th level, a Bellflower tiller grows familiar with and develops trusted contacts in a particular community. While inside the limits of this community, she gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival checks. Any ally designated as part of the Bellflower tiller's crop receives a bonus on these skills equal to half the tiller's bonus. A Bellflower tiller traveling through her favored community leaves no trail and cannot be tracked (although she can leave a trail if she so desires).

Provided that she isn't in immediate danger (such as fleeing from pursuers right on her heels), a Bellflower tiller can always find a safe place for her and members of her crop to rest in her chosen community. At such a location, she and her allies are fed, clothed, and provided with basic medical attention (as if attended by a person with a Heal bonus of +10).

At 7th level and 9th level, the Bellflower tiller can select an additional community in which to receive these bonuses. Each time she selects a new community, the skill bonus and initiative bonus in any one chosen community (including the one just selected, if so desired) increases by 2.

For the purposes of this ability, a community can be any settlement of 100 or more individuals. Outlying farms, fields, and houses are considered part of a community.

BELLFLOWER TERMINOLOGY

Bellflower Network agents use farming euphemisms as code words to discuss their activities without fear of being overheard by the authorities. Used properly, these terms can help Bellflower agents to organize entire slave revolts or escapes while sounding to the outsider like nothing more than a pair of farmers comparing notes on the year's crop or bemoaning the rising costs of doing business. Below are several examples of this terminology, but these are by no means the full extent of Bellflower code words.

Barn: A secret hideout, such as a house, business, or actual barn, where slaves are hidden during the day.

Crop: A group of slaves being escorted to freedom. This word can also be used by agents to denote a group of allies that the Bellflower operative has identified as her personal band—the Bellflower tiller and the archetypes presented on the following pages can grant bonuses and boons to their crop once one is established.

Farm: A place where slaves are held against their will, such as a Chelish nobleman's estate.

The Farmer: The leader of the Bellflower Network.

Grazing: Observing a location where slaves are held.

Hand: One who tends a safe house.

Harvest Moon: The best time to travel—at night. Also describes the night a slave begins his journey to freedom.

Harvester: One who frees slaves and sets them on the road to freedom.

Irrigating: Killing a slaver or slave owner.

Plucking: Freeing a slave.

Row: A path from one secret hideout to the next.

Sowing: Transporting slaves along a "row."

Tiller: A Bellflower Network member who escorts slaves between secret hideouts.

BELLFLOWER TILLER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Bellflower crop, swift sower +10 ft.
2nd	+1	+1	+1	+1	Crop guardian, scarecrow +1, teamwork feat
3rd	+2	+1	+2	+1	Sneak attack +1d6
4th	+3	+1	+2	+1	Scarecrow +2
5th	+3	+2	+3	+2	1st favored barn
6th	+4	+2	+3	+2	Scarecrow +3, sneak attack +2d6, swift sower +20 ft. teamwork feat
7th	+5	+2	+4	+2	2nd favored barn
8th	+6	+3	+4	+3	Scarecrow +4
9th	+6	+3	+5	+3	3rd favored barn, sneak attack +3d6
10th	+7	+3	+5	+3	Scarecrow +5, teamwork feat

BELFLOWER HARVESTER (VIGILANTE ARCHETYPE)

Bellflower harvesters are the front-line operatives of the secretive Bellflower Network, whose members infiltrate Chelish estates in the guise of servants and slaves, and tolerate a harsh life as they uncover secrets, gauge security, and send slaves on the first steps toward freedom. While Bellflower tillers (see page 40) wander the countryside, escorting the crop of escapees to freedom, Bellflower harvesters remain in seeming bondage to direct others to the road to freedom, undermine efforts to recapture slaves, and end the threat of especially vile masters.

Bellflower harvesters consist almost exclusively of halflings, though the role could be taken by anyone with the patience or humility to withstand months or years of cruel abuse without risking being caught raising a hand in his own defense.

Rebellious Identity (Ex): A Bellflower harvester's vigilante identity must be within one step of chaotic good, and his social identity must appear to be a servant, slave, or other menial laborer.

This alters dual identity.

Bellflower Crop (Ex): As a standard action, a Bellflower harvester can designate a number of allies equal to 3 + his Charisma modifier as part of his Bellflower crop. Members of a Bellflower crop must remain within 30 feet of the vigilante to gain any benefits from abilities that affect a Bellflower crop, regardless of the ability's source (whether it's a Bellflower harvester, irrigator, or tiller). If the allies leave this range, the Bellflower harvester must designate them again to include them in his crop.

Crop Vigilance (Ex): When the Bellflower harvester uses the aid another action to grant a member of his Bellflower crop a bonus on an attack roll against an opponent, on a skill check, or to AC against an opponent's next attack, the bonus increases to +3. This doesn't stack with the benefits of other feats or class features that improve the bonus he grants to an ally with aid another. At 5th level and every 6 vigilante levels thereafter, the bonus that the Bellflower harvester provides when using aid another to assist a member of his Bellflower crop increases by 1, to a maximum of +6 at 17th level.

This ability replaces vigilante specialization, but the Bellflower harvester is still treated as if he had the

stalker specialization for the purpose of selecting other vigilante talents.

Obsequious (Ex): A Bellflower harvester works hard to cultivate a social identity that plays off others' racist assumptions to deflect blame and excuse suspicious behavior, making him seem harmless or even a model servant. He can use the Bluff skill to deflect suspicion about his vigilante identity and activities (including use of vigilante talents when in his social identity) rather than Disguise, and gains a +2 bonus on Bluff checks to do so. This bonus increases by 1 for every 4 vigilante levels he has beyond 1st, to a maximum of +6 at 17th level.

This ability replaces the social talent gained at 1st level.

Tend the Garden (Ex): At 2nd level, a Bellflower harvester gains the ability to coordinate the members of his Bellflower crop to improve their performance in battle. He gains *Stealth Synergy*^{UC} as a bonus feat. As a standard action, a Bellflower harvester can grant any one teamwork feat he has to all members of his Bellflower crop who can see and hear him. Members of his Bellflower crop retain this feat for 1 round, plus 1 round for every 5 vigilante levels the Bellflower harvester has beyond 2nd, to a maximum of 4 rounds at 17th level. A Bellflower harvester can share only one teamwork feat at a time in this manner.

This ability replaces the vigilante talent gained at 2nd level.

Social Talents: The following social talents complement the Bellflower harvester: case the joint^{UI}, feign innocence^{UI}, gossip collector^{UI}, loyal aid^{UI}, and subjective truth^{UI}.

Vigilante Talents: The following vigilante talents complement the Bellflower harvester: blind spot^{UI}, environment weapon^{UI}, shadow's sight^{UI}, and team player (see below).

VIGILANTE CLASS OPTION

Many vigilantes find themselves drawn to the righteous cause of the Bellflower Network. The following vigilante talent is often chosen by such agents of the Network—many Bellflower harvesters take this option, but any vigilante who is affiliated with the network can do so as well if he desires.

Team Player (Ex): The vigilante gains *Swift Aid*^{APG} as a bonus feat, ignoring its prerequisites. Additionally, the vigilante can use the feat as a standard action, in which case it applies to every ally adjacent to the vigilante. At 10th level, the vigilante can increase the bonus provided to one ally by this feat to +2 by using the aid another action as a move action rather than as a swift action.



BELLFLOWER IRRIGATOR (ROGUE ARCHETYPE)

Bellflower irrigators take on tasks that many other agents of the Bellflower Network find distasteful. Rather than focusing on saving slaves, Bellflower irrigators seek to defeat slavery by aiming to eliminate the source. They gauge the precise moment to strike from the shadows and annihilate slave traders and masters alike. Bellflower irrigators realize that for every slave released today, another will be shackled tomorrow—until all the masters are dead. This cynicism leads Bellflower irrigators to target anyone who owns or sells slaves on Golarion, especially cruel masters within Cheliax.

Though most Bellflower irrigators are halflings, this branch of the Network is more diverse than many of the others—anyone with a hatred of slavery and a talent for stealth and martial combat is free to join. Bellflower irrigators employ combat methods that many find questionable, such as the use of poison and calculated strikes meant to kill rather than incapacitate. The Bellflower Network does not knowingly allow evil members, but very few Bellflower irrigators are good—most are chaotic neutral in alignment, as their methods of solving the problem of slavery often force them into moral and ethical gray areas. A few Bellflower irrigators are in fact evil, but these rarities do their best to hide their personal lack of morals and addiction to cruelty in order to maintain their positions and connection to the Bellflowers, for as evil as they may be, they share a hatred of slavery with their more altruistic kin. An evil Bellflower irrigator who is found out is typically exiled from the group, yet most continue to fight slavery even after they are sent away in this way.

Bellflower Crop (Ex): As a standard action, a Bellflower irrigator can designate a number of allies equal to 3 + his Charisma modifier as part of his Bellflower crop. Members of a Bellflower crop must remain within 30 feet of the Bellflower irrigator to gain any benefits from abilities that affect a Bellflower crop, regardless of the ability's source (whether it's a Bellflower harvester, irrigator, or tiller). If the allies leave this range, the Bellflower irrigator must designate them again to include them in his crop.

Poison Use (Ex): A Bellflower irrigator is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon.

This ability replaces trapfinding.

Grafting (Ex): At 4th level, a Bellflower irrigator is considered to be flanking an opponent if at least two members of his Bellflower crop are threatening that opponent, regardless of the irrigator's actual positioning.

This ability replaces uncanny dodge and the rogue talent gained at 4th level.

Irrigation (Ex): At 8th level, if a Bellflower irrigator studies his target for 3 rounds (spending a standard action each round to do so) and then makes a sneak attack with a melee weapon that successfully deals damage, the attack has the additional effect of possibly either paralyzing or killing the target (Bellflower irrigator's choice). The death attack fails if the target detects the Bellflower irrigator or recognizes him as an enemy. If the victim of the attack fails a Fortitude save (DC = 10 + 1/2 the Bellflower irrigator's class level + the Bellflower irrigator's Intelligence modifier) against the kill effect, she 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 2 rogue levels that the Bellflower irrigator has. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the Bellflower irrigator has completed the 3 rounds of study, he must make the irrigation attempt within the next 3 rounds. A Bellflower irrigator can attempt to kill or paralyze a creature in this way once per day, plus one additional time per day for every 4 additional rogue levels he has after 8th.

This ability replaces improved uncanny dodge.



AFFILIATION WITH THE BELLFLOWER NETWORK

The Bellflower Network keeps its secrets safe at all costs, for its enemies eagerly and actively oppose them. Should the truth about the locations of Bellflower Network barns be revealed, the identities of their members be compromised, or the locations of slaves they've freed be discovered, all that the Bellflower Network champions could be lost. Even if such a catastrophe didn't spell the end for the Network, it would certainly still serve as an emotional loss. However, shifting more resources to self-protection and defense would result in fewer slaves freed. As a result, the Bellflower Network is very protective of its agents and their resources. Becoming a trusted ally of the Bellflower Network is best modeled by having the PCs prove to an agent, likely with no knowledge of the agent's affiliation with the Network, that they oppose slavery and support the idea of the Bellflower Network.

Example Affiliation Encounter: PCs who play out several encounters wherein they defy slavers, free slaves from servitude, or simply stand up for the rights of a downtrodden or marginalized group should eventually earn the trust of the Network. If you would like your character to earn affiliation with the Bellflower Network, inform your GM and then focus your character's actions on fulfilling tasks and goals that



the Network would approve of without being told to do so. Actions speak louder than words in this case. If you're the GM and a player informs you that she would like her character to earn Bellflower Network affiliation, four to five significant displays of personality and conviction in sync with Bellflower Network interests should be enough to earn the group's trust, at which point an agent of the Bellflower Network should approach the PC with an offer of support. Typically, this offer comes with a final task, usually a request to rescue a slave or group of slaves. The Network is quite well informed, and it should know what the next adventure is that the PC is heading into—you can then inform the player that there's a slave in the upcoming adventure that needs to be freed, and if this task can be accomplished, affiliation with the Bellflower Network is assured.

EQUIPMENT

Bellflower Network agents use the following items.

APPLECHEEK

PRICE 10 GP

WEIGHT 1 lb.

This sticky-sweet syrup is distilled from ivy and rabbit musk, and causes a mild allergic reaction in halflings. The slight swelling—especially in the face—and mild redness it induces makes the face seem younger, granting a halfling who drinks a dose of applecheek a +2 alchemical bonus on Disguise checks to look like an elven, half-elven, or human child. The effects of a dose of applecheek persist for 24 hours. Crafting a dose of applecheek requires a successful DC 15 Craft (alchemy) check.

BONIFACE PAINT

PRICE 15 GP

WEIGHT 5 lbs.

This thick whitewash is laced with exotic oils, and it dries to a lovely finish run through with subtle swirls. Difficult to notice, these patterns help obscure seams and details in whatever the paint coats; the Perception DC to find a secret door or hidden compartment on a surface covered in boniface paint increases by 5. One bucket of boniface paint covers up to a 10-foot-by-10-foot area, and its concealing effects last for 1 year. Crafting a bucket of boniface paint requires a successful DC 20 Craft (alchemy) check.

COOKING POWDER

PRICE 2 GP

WEIGHT 1 lb.

By boiling certain seeds with handfuls of rust, halfling alchemists create these red flakes, which smolder slowly when touched by a spark or flame. If sprinkled over food and lit, a handful of cooking powder can cook meat or vegetables in 20 minutes without light or significant heat, though it lends a metallic flavor to any foods. If held to a living creature's flesh, smoldering cooking powder deals 1 point of fire damage per minute for 20 minutes. One jar of cooking powder is enough to cook up to 5 pounds of food in 1-pound increments. Crafting a jar of cooking powder requires a successful DC 15 Craft (alchemy) check.

SPARKLE SMOKE

PRICE 25 GP

WEIGHT 1 lb.

When inhaled, this incense causes creatures to see dazzling auras around light sources, drawing their attention to such illumination as the moon or stars and away from other nearby creatures. Any creature inhaling sparkle smoke that fails a DC 15 Fortitude saving throw takes a -4 penalty on Perception checks to notice creatures smaller than itself in areas of at least dim light for 1 hour. Crafting a dose of sparkle smoke requires a successful DC 15 Craft (alchemy) check.

TILLER'S GUM

PRICE 100 GP

WEIGHT —

This gum has alchemical properties that allow it to soak up magical energy and release it when the gum is chewed. As a standard action, a stick of tiller's gum can be imbued with a spell of up to 3rd level with a casting time of less than 1 minute and that targets one or more creatures, as if the gum were the target of the spell. The gum holds the spell's charge for 1 hour, during which time a creature capable of casting the stored spell can chew the gum as a standard action to gain the spell's effects, expending the stored spell and destroying the gum. The stored spell uses the original caster's level to determine its effects. If the spell-imbued gum isn't used before an hour passes, it is ruined. Crafting a stick of tiller's gum requires a successful DC 20 Craft (alchemy) check.

MAGIC ITEMS

The following items are favored by Bellflower Network agents.

LIBERATOR'S KEY

PRICE
2,000 GP

SLOT none

CL 5th

WEIGHT —

AURA faint transmutation

This tiny, unremarkable silver key can open nearly any set of shackles. When the key is inserted as a standard action into the keyhole of locked leg irons, manacles, or shackles, the lock unlocks provided that its Disable Device DC is 30 or lower. Shackles whose lock has a Disable Device DC of 15 or lower are instantly and silently broken into fragments. A *liberator's key* can be used 10 times, after which it crumbles to dust.



CONSTRUCTION REQUIREMENTS

COST 1,000 GP

Craft Wondrous Item, *knock*, *shatter*

SUBTLE SLIPPERS

PRICE
5,500 GP

SLOT feet

CL 5th

WEIGHT 2 lbs.

AURA faint transmutation

These worn, shapeless leather slippers magically shrink or enlarge to fit any foot placed within, and are as comfortable as a well-broken-in pair of boots. When worn by a halfling, the slippers fade from view almost entirely, manifesting as strips of soft

leather wound around the ankles so as to allow the halfling to enjoy the comforts of being barefoot while still wearing them. A pair of *subtle slippers* conceal their wearer's passage, leaving no footprints or scent trail, as per the spell *pass without trace*, regardless of terrain. They also grant the wearer a +5 competence bonus on Stealth checks. Once per day as a standard action, a character wearing *subtle slippers* can select up to four other creatures within 30 feet to gain a +5 competence bonus on Stealth checks. This bonus lasts for 1 hour, but is suppressed for any creature who moves more than 30 feet away from the character wearing the slippers. If that creature returns to a position within 30 feet of the wearer of the slippers before the effect's duration expires, the bonus reactivates for that character. The effect ends at once for all affected if the wearer of the slippers removes the footwear, is knocked unconscious, or is killed.

CONSTRUCTION REQUIREMENTS

COST 2,750 GP

Craft Wondrous Item, *pass without trace*

TILLER'S PENDANT

PRICE
6,400 GP

SLOT none

CL 3rd

WEIGHT —

AURA faint illusion and transmutation



This cluster of emeralds attached to a delicate golden clasp is arranged in the likeness of a five-petaled blossom. Regardless of how it is worn, it does not take up an item slot. As long as the pendant is visible on the wearer's person, it grants a +4 competence bonus on Disguise and Stealth checks to the wearer. In addition, once per day when the command word is spoken, the emeralds take on the appearance of a living flower, gaining the ability to magically imbue 2d4 freshly picked berries so that each can provide a meal and cure 1 point of damage when eaten, as per *goodberry*.

CONSTRUCTION REQUIREMENTS

COST 3,200 GP

Craft Wondrous Item, *disguise self*, *goodberry*

WHISPERING SHELL

PRICE
3,000 GP

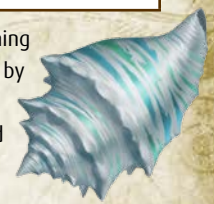
SLOT none

CL 3rd

WEIGHT —

AURA faint illusion

This striped conch shell appears to be nothing more than a piece of flotsam idly picked up by a beachcomber. Once per day when held to the lips, the conch shell absorbs a whispered message of 25 words or fewer and stores the spoken words indefinitely. When pressed to the ear and prompted by the command word, the shell repeats its message as a whisper that cannot be heard by anyone except the creature holding the conch shell. A *whispering shell* can only hold one such message at a time, but can replay its message as often as a creature issues the command to do so.



CONSTRUCTION REQUIREMENTS

COST 1,500 GP

Craft Wondrous Item, *whispering wind*



COUNCIL OF THIEVES

COUNCIL OF THIEVES

Rulers of a Criminal Underworld

Scope national (Cheliox)

Alignment CN

Headquarters Westcrown (Cheliox)

Values absorb or eliminate rival gangs, commit crime with class, kill only when necessary

Goals control government officials, dominate criminal activity across Cheliox and beyond, make money, research and understand their own occulted history

Allies Chelish noble families, Eagle Knights (Twilight Talons), insurgents and rebels, Silver Ravens

Enemies Abadarans, dottari (Chelish city guards), Hellknights (Orders of the Pyre, Rack, and Scourge), merchants, Norgorberites

Rivals Hellknights (particularly the Orders of the Pyre, Rack, and Scourge—the Council of Thieves remain rivals with the other orders as well, but its primary conflict is with those mentioned specifically above)

For centuries, the criminal guild known as the Council of Thieves ruled the underworld of the city of Westcrown. After an archdevil's plot tore the Council apart from within and a group of heroes rose against the self-destructive leaders of the guild, many thought the syndicate destroyed. Yet now the Council of Thieves rises from the ashes, eager to restore its former prominence and spread its influence across the Inner Sea region.

Unlike the previous Council, which was largely led by nobles drawn from prominent Chelish families, the new Council of Thieves is a diverse organization that welcomes new members from all walks of life. Much of the guild's new direction comes from the trio responsible for its reformation (see the NPCs on page 47) and their blend of noble traditions with occult lore. While the Council's ranks are rife with ambition and intrigue, the organization's three current leaders have not yet been deposed. This is partly due to their intense loyalty to one another; the three share a devoted polyromantic relationship, and any subordinate who would act against one earns the ire of all three.

Despite its criminal and often chaotic nature, the Council has a strong ethical code held in place by a bulwark of fear and tradition. Council members consider murder a sloppy solution. One of the Council's oft-repeated aphorisms, "The dead can be robbed only once," resonates with even its more violence-prone members. When unaffiliated thieves act in regions under the Council's influence, the guild seeks to recruit first, threaten second, and kill as only a last resort.

A strong anti-Throne sentiment runs through the Council of Thieves, as Queen Abrogail II's tyrannical policies are at odds with the organization's freewheeling spirit. This has attracted the attention of Westcrown's House Grulios, which sees the criminal syndicate as a potential ally. The Council has started to leverage this interest to pursue alliances with Kintargo's Silver Ravens and even the Twilight Talons of the Eagle Knights, though

with limited success. The Council's deliberate (and perhaps surprising) dissociation from the church of Norgorber certainly helps to lay the foundation for future collaboration with these groups, but it is also fueling tension between the Council and Norgorber's faithful—particularly in the northwestern Chelish city of Vyre.

Westcrown's river delta was once sacred to the founders of Aroden's faith, and the city holds numerous temples to the recently deceased god and shrines to one or more of his saints. The well-hidden understructure of the largest and best preserved place of worship, a cathedral known as Sanqatada Cinqarda, now secretly hosts the Council's headquarters. Since The Council's return to power, it has branched out into cities throughout Chelias and has established tentative presences in neighboring nations like Nidal, Isgar, and even Andoran. In time, the Council hopes to expand its influence and become a regional power.



Aspexia Wintrish (N female changeling^{B4} medium^{0A} 15): From her youth, Aspexia has been fascinated by Westcrown's legendary founders—and her fascination has grown into an increasingly overwhelming obsession. Her interest in the Arodenite saints is occult, rather than religious; Aspexia's communion with the city's spirits fuels the Council's mastery of Westcrown and arms Council agents with occult tricks. Not unlike her royal namesake, the old Chelish monarch Aspex the Even-Tongued, the silver-tongued changeling has a talent for tempting rivals into alliances, further driving the Council's rebirth. Recently, Aspexia has become aware of her true heritage as the daughter of the vile Mother of Flies, a powerful local hag. Her disgust at this revelation fuels her growing compulsion to seek the hag out.



Marcellano Jhaltero (CN male human rogue 10/Westcrown devil^T 5): Marcellano is both a crime lord and a thrill-seeker. A true gentleman thief, the devilishly handsome rogue delights in plotting daring heists and executing complex but cunning plans to bolster the Council's coffers, while his connections within the Jhaltero information network keep the Council one step ahead of the city guard, House Thrune, and the guild's growing number of enemies—in particular, he has a personal vendetta against the church of Norgorber for reasons he has, so far, kept to himself. He discourages Council agents from harming citizens, as he believes his noble blood comes with the responsibility of protecting "lesser" Chelaxians. (Robbing them blind is, of course, quite another matter.)



Sabriune Misraria (CN female drow rogue 5/swashbuckler^{AC6} 10): Forced to flee her subterranean homeland when her heretical views on the worship of the demon lord Nocticula nearly got her executed by her own mother, Sabriune finally found a new home in the Council of Thieves after spending several years living in the shadows of the strange surface world she now calls home. The renegade drow makes heavy use of disguises and go-betweens, keeping her true identity known to only a select few. A lover of the arts, Sabriune launders the Council's ill-gotten gains via civic works and artistic patronage; meanwhile, her agents spread rumors of the Council's role in these works to sway public opinion in the syndicate's favor.

WESTCROWN DEVIL (PRESTIGE CLASS)

The Council of Thieves' premier agents—called “devils” as an ironic nod to Cheliah's infernal rulers—are steeped in the lore and mystery of the Council's home city of Westcrown.

Hit Die: d8.

Requirements

To qualify to become a Westcrown devil, a character must fulfill the following criteria.

Alignment: Any nonlawful.

Feats: Weapon Finesse plus any one of the following: Alertness, Athletic, Deceitful, Deft Hands, Magical Aptitude, Persuasive, or Stealthy.

Religion: Cannot worship Norgorber.

Skills: Knowledge (local) 5 ranks, 5 ranks each in any three of the following skills: Acrobatics, Bluff, Climb, Disable Device, Knowledge (history), Knowledge (nobility), Sense Motive, Sleight of Hand, Stealth, or Use Magic Device.

Class Skills

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

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Westcrown devil prestige class.

Weapon and Armor Proficiency: A Westcrown devil gains proficiency with longswords.

Classically Trained (Ex): The god Aroden's return to Westcrown was long foretold, but when he died instead and prophecy proved unreliable, the citizens of Westcrown had to adapt. Today, Westcrown honors Aroden's legacy with memorial statues, cathedrals, and other remembrances. The Council of Thieves, for its part, trains its members with Aroden's favored weapon, the longsword—a weapon the god used to great effect by eschewing strength for finesse and expertise. A Westcrown devil can use Weapon Finesse with a longsword sized for him when he wields it one-handed, even though it is not a light weapon.

Founders' Favor (Su): A group known as the founders of Aroden are the patrons of Westcrown. So strong are the traditions this group imprinted on the city that even Cheliah's relatively recent dedication to the Prince of Darkness has not effaced their mark upon the City of Twilight. A Westcrown

devil learns to call upon the founders' spiritual power, enjoying a mastery of the city matched by few.

At 1st level, a Westcrown devil gains a pool of favor points equal to his class level + his Intelligence, Wisdom, or Charisma modifier (whichever is highest). In addition to the powers inspired by specific founders (see below), the Westcrown devil can spend one favor point to add a bonus equal to half her class level (minimum +1) on a skill check without spending an action. The Westcrown devil must use this ability before learning the result of the check, and he can add this additional bonus only once per skill check. The pool of favor is replenished each morning after 8 hours of rest.

As the Westcrown devil gains levels, he learns to call upon powers inspired by specific founders. The caster level of spell-like abilities used this way is equal to the character's class level. Effects (including spell-like abilities) that allow a saving throw have a DC equal to 10 + the Westcrown devil's class level + the Westcrown devil's Intelligence, Wisdom, or Charisma modifier (whichever is highest).

Eye of Vadrus (Su): The patron of glassmakers allows the Westcrown devil to turn walls to glass. At 1st level, as a full-round action that costs 1 favor point, the Westcrown devil can see the internal workings of a lock, trap, or similar device that he touches. He gains a +4 bonus on Disable Device checks to disable this device. At 4th level, he can use eye of Vadrus to see through a section of any door or wall he is adjacent to and touches, as though a section of that wall or door no larger than 5 square feet were transparent. This effect works only on walls or doors that are no thicker than 6 inches. This effect lasts 1 round per class level.

Crucisal's Guidance (Su): The patron of navigation guides the Westcrown devil while hindering any pursuit. At 3rd level, when in an urban environment, the Westcrown devil can spend 1 favor point as a swift action to gain a +10-foot enhancement bonus to his base speed and a +4 insight bonus on Acrobatics and Stealth checks for 1 minute. Whenever the Westcrown devil spends favor to improve a skill check as part of a chase (*GameMastery Guide* 232) or pursuit (*Ultimate Intrigue* 142), he adds 2d6 to his check instead of 1d6.

Adel's Craftsmanship (Sp): The patron of woodcraft imparts mastery over such creations. At 5th level, as a standard action, the Westcrown devil can spend 1 favor point to use *warp wood* or *meld into wood* (as per *meld into stone*, except that the wood can be of any size or dimensions). If the Westcrown devil is 8th level or higher, he can use this ability as *passwall* through wooden barriers or *statue* to assume the form of a statue made of wood (hardness 5) instead.

Rixana's Bounty (Sp): Calling upon the patron of the bounty of deep waters allows for safe navigation of underwater regions. At 7th level, the Westcrown devil can spend 1 favor point as an immediate action to grant the benefits of *water*

WESTCROWN DEVIL

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Classically trained, founders' favor (eye of Vadrus [devices])
2nd	+1	+1	+1	+1	Council's secret
3rd	+2	+1	+2	+1	Founders' favor (Crucisal's guidance), sneak attack +1d6
4th	+3	+1	+2	+1	Council's secret, Founders' favor (eye of Vadrus [barriers])
5th	+3	+2	+3	+2	Founders' favor (Adel's craftsmanship)
6th	+4	+2	+3	+2	Council's secret, sneak attack +2d6
7th	+5	+2	+4	+2	Founders' favor (Rixana's bounty)
8th	+6	+3	+4	+3	Council's secret, founders' favor (Adel's craftsmanship, Palmor's recovery)
9th	+6	+3	+5	+3	Founders' favor (Dotara's shroud), sneak attack +3d6
10th	+7	+3	+5	+3	Council's secret, founders' favor (Arodenname's avatar)

breathing for 24 hours. When he activates this ability, he can affect other creatures he can touch by spending 1 additional favor point for each added creature.

Palmor's Recovery (Sp): The patron of renewal grants access to powerful healing. At 8th level, as a standard action, a Westcrown devil can spend 1 favor point to use *cure serious wounds* or *lesser restoration*. He can spend 3 favor points in a 1-minute ritual to use *break enchantment* or *restoration* (requiring expensive material components as appropriate).

Dotara's Shroud (Su): Experienced Westcrown devils gain the favor of the patron of the dottari (city guard). At 9th level, the Westcrown devil gains a +5 insight bonus on all skill checks opposed by or targeting city guards, a +2 dodge bonus to his AC against attacks from city guards, and a +2 insight bonus on all saving throws against effects created by city guards. This ability is constant and applies only while the Westcrown devil has at least 1 favor point remaining.

Arodenname's Avatar (Su or Sp): Westcrown's greatest monument, the Arodenname, symbolizes the dead god of humanity, and the Westcrown devil can draw inspiration from this towering statue to invoke Aroden's authority or mastery of the blade. At 10th level, the Westcrown devil can use his favor ability to improve attack rolls with longswords as if they were skill checks. In addition, as a full-round action, the Westcrown devil can spend 2 favor points to issue a *suggestion*, or spend 5 favor points to issue a *mass suggestion*. These function as the spells of the same name except that they affect only humans.

Council's Secret: At 2nd level and every 2 levels thereafter, a Westcrown devil gains a rogue talent, selected from those available to rogues. The Westcrown devil treats his character level as his rogue level for the purpose of determining the talents' effects. At 6th level, whenever the Westcrown devil would select a rogue talent, he can select an advanced talent instead.

Alternatively, the Westcrown devil can focus on occult studies instead. If he chooses this option, when he would gain a talent via this ability, his spellcasting ability in a psychic spellcasting class he has increases by 1 level instead.

The Westcrown devil can gain a level of spellcasting in this way once, plus one additional time at 6th and 10th levels.

Sneak Attack (Ex): At 3rd level, a Westcrown devil gains sneak attack as per the rogue class feature. The extra damage is 1d6 at 3rd level, and it increases to 2d6 at 6th level, and to 3d6 at 9th level.



BRAZEN DECEIVER (BARD ARCHETYPE)

Where other thieves use stealth or intimidation to achieve their goals, the brazen deceiver depends on lies. The Council of Thieves often sends brazen deceivers to acquire blackmail materials, arrange the release of incarcerated agents, or otherwise manipulate events in the Council's favor.

Brazen deceivers' techniques come from a dark source. During the reformation of the Council, Sabriune and Asperia acquired the shattered fragments of an ancient relic called the *Totemrix*, which belonged to the long-deceased demon lord of shadows, Vyriavaxus. This particularly intrigued Sabriune, for it was her demonic patron Noctula who slew Vyriavaxus. Drawing upon Sabriune's heretical faith, Asperia's psychometric mastery, and Westcrown's lingering psychic trauma from an oppressive shadow curse that



plagued its nights for many years, the Council leaders were able to coax remnants of power from the broken artifact. All brazen deceivers are imbued with a fragment of that power during their initiation—not enough to damn a soul or shift alignment, but just enough to give these bards access to the sinister energies they need to deceive.

Deceptive Tale (Su): A brazen deceiver learns the deceptive tale bardic performance, allowing him to weave magic into his lies and imbue the most fantastic claims with the appearance of truth. While the brazen deceiver maintains this performance, he takes half the normal penalty on Bluff checks for unlikely lies (rounding down to -2). At 5th level, this effect also applies to Bluff checks for far-fetched lies, and at 11th level, it applies to Bluff checks for impossible lies. Deceptive tale relies on audible components.

This replaces the countersong and distraction bardic performances.

Shameless Scoundrel (Ex): A brazen deceiver adds half his level (minimum +1) on Bluff, Disguise, and Stealth checks.

This ability replaces bardic knowledge.

Blatant Subtlety (Ex): At 2nd level, a brazen deceiver has mastered the art of using magic without being detected. The brazen deceiver gains *Spellsong*^{UM} as a bonus feat. Observers do not automatically recognize his bardic performances as anything other than ordinary speech or performance. Those specifically looking for abnormal effects must succeed at a Sense Motive check (DC = 10 + half the brazen deceiver's bard level + the brazen deceiver's Charisma modifier) to detect his performances.

This ability replaces well-versed.

Invoke Vyriavaxus (Ex): Westcrown suffered under the shadow curse for many years, and a brazen deceiver has a tiny piece of that darkness lodged in his soul; as his skills increase, he learns to command this shadowy power. A brazen deceiver adds the following spells to his bard spells known at the listed class levels. At 2nd level, the brazen deceiver adds *bleed* and *touch of fatigue* to his 0-level bard spells known. At 6th level, the brazen deceiver adds *darkness* and *darkvision* to his 2nd-level bard spells known. At 10th level, he adds *shadow conjuration* and *shadow step*^{UM} to his 4th-level bard spells known.

At 14th level, he adds *shadow evocation* and *shadow walk* to his 5th-level bard spells known. At 18th level, he adds *greater shadow conjuration* and *greater shadow evocation* to his 6th-level bard spells known.

This ability replaces versatile performance.

Devil's Tongue (Ex): At 5th level, a brazen deceiver beguiles others with astonishing skill. This functions as the lore master ability, but its effects apply to Bluff checks instead of Knowledge skill checks.

This ability replaces lore master.

DASHING THIEF (SWASHBUCKLER ARCHETYPE)

The dashing thief relies on swift swordplay, dazzling charm, and spirited courage to commit audacious acts of thievery. Another thief might break into a noble's house by night, leaving none the wiser, but the dashing thief swings in through a window, charms the noble's servant into handing over the jewelry, and then duels her way out. Council of Thieves heists often involve at least one dashing thief, as their attention-grabbing antics can provide a distraction for subtler agents, and their combat skills can be vital in tight spots. The majority of the Council's dashing thieves are personally trained by Sabriune Misraria—between her renounced family's lust-fueled intrigues and their numerous enslaved succubi, the drow heretic has numerous sources for the tricks and stunts she teaches her agents.

Bold Thief (Ex): A dashing thief fulfills the Council's larcenous goals with style. Her derring-do and swashbuckler's edge deeds apply to Disable Device and Sleight of Hand, but not to Fly and Ride. She adds Disable Device to her list of class skills, but does not have Fly or Ride as class skills.

This ability alters the swashbuckler's class skills and the derring-do and swashbuckler's edge deeds.

Thief's Confidence (Ex): A dashing thief's panache is fueled by bold acts of thievery. Whenever a dashing thief uses the steal^{APG} combat maneuver to steal an object worth at least 100 gp × her class level from an opponent, she regains 1 panache point. She cannot regain panache in this way from a given opponent more than once per day.

This ability alters panache and replaces the swashbuckler's ability to regain panache from a killing blow.

Rogue Talents: Council training grants a dashing thief numerous opportunities to learn trade secrets from fellow scoundrels. At 4th level and every 4 levels thereafter, a dashing thief gains a rogue talent, treating her class level as her rogue level when determining the talents' benefits. Starting at 12th level, the dashing thief can choose advanced rogue talents.

This ability replaces the swashbuckler's bonus feats.

Dazing Charm Deed (Ex): A dashing thief takes foes aback with her forwardness, shocking them into submission long enough to rush past or stage a getaway. At 3rd level, as a free action when she successfully feints against a foe, she can spend 1 panache point to pull the enemy into a quick kiss (or similar gesture). The target is dazed for 1 round unless it succeeds at a Will save (DC = 10 + half the dashing thief's class level + her Charisma modifier). A creature dazed this way is immune to that dashing thief's dazing charm deed for 24 hours. Whether or not a creature could potentially be affected by a

dazing charm deed is ultimately subject to GM adjudication. As a general rule, however, it works on creatures of the dashing thief's creature type, or on those of a different type but who share significant thematic similarities (for example, a human dashing thief could use her dazing charm deed on any humanoid, but also potentially on creatures as diverse as dryads, tieflings, or even centaurs or sphinxes).

This ability replaces the menacing swordplay deed.

Swaying Charm Deed (Su): A dashing thief eventually becomes truly irresistible. At 15th level, when a dashing thief successfully dazes a creature using her dazing charm deed, she can instead charm the target for 1 day (as per *charm monster*). Only one creature can be charmed this way at a time; if the dashing thief charms another creature this way, the first charm effect immediately ends.

This ability replaces the dizzying defense deed.



AFFILIATION WITH THE COUNCIL OF THIEVES

The Council of Thieves is at an unusual point in its growth. With the Council's relatively recent defeat and even more recent resurrection from the ruins of its previous incarnation, the group is in the middle of something of a rebirth. Originally concerned only with Westcrown, the Council now turns its attention to other cities, even some beyond Chelixa's borders. While once relying on more destructive methods, the new Council seeks to divorce itself from violent crime and focus more on black markets, burglaries, blackmailing, and similar skullduggery, with murder or assassination being a last resort. Council leaders understand that it requires healthy cities to hide within, so they seek a symbiotic relationship with society rather than a parasitic one.

Example Affiliation Encounter: As with many thieves' guilds, the swiftest way to attract the attention of the Council of Thieves is to perform an act of thievery on its turf. Recognizing the right place to perform such an act could well be the subject of several days of research, although the Council's traditional interest in Westcrown is well known, as is the fact that the group has recently been reborn in that city's now not-so-supernatural shadows. The crime to be performed should be audacious and obvious, yet not murderous or violent. Balancing the act's publicity with the desire to avoid jail time can be tricky, but even if a character serves a sentence in prison, the Council will take notice and, perhaps, approach the criminal with an offer to become affiliated once the prison term is ended (be that end from time lawfully served or as the result of a daring escape). As a general rule, the crime should be associated with the theft of at least one object of a gp value equal to the character's level \times 100. In the case of blackmail or the like, the target of the crime should be of a CR equal to the character's level + 2 (if not higher).

A character who simply asks around about the Council of Thieves displays a lack of understanding of the subtleties of membership in a criminal organization. This ill-informed route won't attract invitations to join the council—and may well attract the entirely wrong kind of attention. While the Council of Thieves would never stoop to assassinating someone who it fears might attract too much attention to the Council, the same cannot be said for any number of various groups the Council could hire to handle the job.

However, if a character can subtly spread the word that he seeks affiliation with the Council (something that can be accomplished via the successful daily use of Bluff checks over the course of several weeks in a region where the Council is active), the Council could well approach the prospective affiliate with a request. Attracting the Council's attention in this way requires a minimum of 12 successful DC 20 Bluff checks, made over the course of 3 weeks with one attempt

per day (these successes need not be consecutive). Within 24 hours of the twelfth successful check, a Council agent makes contact with the PC to offer a job to solve a minor problem the Council's been having, giving the character the opportunity to prove her skills. Typically, such jobs involve finding a nonviolent solution to deal with a fool who's threatening the Council's interests—be it a misguided dandy who is trying to join the Council by asking around in a blatant and embarrassing way; an ex-member who has attempted to embezzle funds from the group; a visiting thief operating without permission in the city; or a low-ranking guard, merchant, or priest whose anti-Council rhetoric has become more than the group can bear. Murder is almost never an appropriate solution to such a problem, but if the PC can convince the target NPC to amend his ways, leave town, or otherwise cease being a source of concern for the Council, affiliation with the Council of Thieves is likely.

CLASS OPTIONS

The following class options for mediums and rogues are often used by members and allies of the Council of Thieves.

Legendary Medium Spirit

Council mediums have recently begun channeling the spirit of Eccardian Droveng—the man whose coup to seize control of the Council of Thieves directly resulted in the group's resounding defeat. See page 58 of *Pathfinder RPG Horror Adventures* for additional rules regarding legendary spirits.

The Twice-Damned Prince (Trickster)

Eccardian Droveng, son of Mammon, was slain atop the Arodennama during a bid for rulership of Westcrown, in a battle that saw the collapse of the Council of Thieves. It was Aspexia's accidental communion with his spirit during a recent seance at the monument that inspired her to rebuild the Council of Thieves in its new incarnation.

Gaining Favor: To gain the Prince's favor, you must climb atop the 90-foot-tall Arodennama in Westcrown. There, you must pour oil down the statue's cheeks, then set the oil afire. You must vow to seek political influence, and then succeed at a Charisma check (DC = 10 + half your medium level). Tieflings gain a +5 bonus on this check.

Favored Locations: Monuments, noble homes, thieves' dens, anywhere in Westcrown.

Taboo: Eccardian's pride demanded that his victims know whose hand they died by. If you accept a taboo while channeling the Prince, you must not attack any foe who is completely unaware of your presence.

Master Duelist (Greater, Su): While wielding a light or one-handed piercing weapon, you gain a +3 dodge bonus to your AC against melee attacks. Your surprise strike damage also applies to attacks against creatures you are flanking.

Rogue Talents

These rogue talents are designed specifically for rogues working for the Council of Thieves, either as full members or merely as affiliates. The talent marked with an asterisk (*) adds an effect to a rogue's sneak attack. Only one such talent can be applied to an individual attack, and the decision must be made before the attack roll.

Aspexia's Mysticism (Ex): The rogue has been trained in a minor occult technique. The rogue gains Psychic Sensitivity^{OA} as a bonus feat.

Careful Stab (Ex): When a rogue with this talent reduces a creature to fewer than 0 hp with precision damage, she can choose to leave that creature at -1 hp and stable.

Hairpin Trick (Ex): The rogue is skilled at making do with anything she can find. She takes no penalty on Disable Device checks for using improvised tools, and can attempt such checks without any tools at a -4 penalty. She treats all non-improvised thieves' tools as masterwork and doubles the bonus she gets from masterwork thieves' tools from +2 to +4.

Knockout Queen (Ex): Sabriune has passed on the secret of swiftly manufacturing drow poison. Once per day, the rogue can create 1 or more doses of drow poison by spending 25 gp per dose; this process takes 30 minutes of work, regardless of the number of doses she creates. She can create no more than 1 dose for every 3 rogue levels she has (minimum 1 dose). Creating drow poison in this way does not require a skill check, but the created poison spoils if not used within 24 hours. (This spoilage means that selling doses of this poison for a profit to unsuspecting merchants might well result in unwanted repercussions and reprisals!)

Silencing Strike* (Su): Using magic stolen from the Hellknights, Council agents can render foes silent. When a creature is damaged by the rogue's sneak attack, the rogue magically renders the creature mute for 1 round unless it succeeds at a Will save (DC = 10 + half the rogue's level + the rogue's Charisma modifier). Silencing strike can be used a number of times per day equal to half the rogue's level.

Advanced Rogue Talents

These talents can be selected only once an affiliated PC reaches the minimum class level required for her class (10th level for rogues).

Founders' Blessing (Su): The rogue can call upon the mystical legacies of the Council. Once per day, she can choose a skill in which she has no ranks. After she spends 10 minutes communing with these mystical spirits, they grant her a luck bonus equal to her rogue level with that skill, and she can attempt checks with that skill as if she were trained in its use. The effects of founder's blessing last for 8 hours.

Shrinewalk (Sp): Council agents can walk the mystic paths between Westcrown's

shrines. A rogue with shrinewalk can create her own shrine simply by designating an area in any urban region by placing a unique marking or rune on a wall or the ground. This marking is not magical, and if it is defaced or erased, it can no longer be used by the rogue (the marking can be hidden from view without removing its usability, including painting over the marking in question). Once placed, the rogue can use *word of recall* once per day to return to the shrine. A rogue can maintain one shrine at a time; if a new marking is created in a new location, the previous shrine becomes inactive.





CYPHERMAGES

CYPHERMAGES

Inheritors of Ancient Arcane Traditions

Scope national (Varisia)

Alignment N

Headquarters Riddleport (Varisia)

Values ancient magical artifacts and items, information about Thassilon, protection of Varisia from threats rising from Thassilon's legacy, pursuit of knowledge

Goals decipher and catalog Thassilonian lore, master the mysteries of Thassilonian ruins, prepare Varisia to defend itself against further runelord-related dangers by understanding long-lost magic and developing protective measures against these ancient threats

Allies followers of the empyreal lord Soralyon, Nethysians, Pathfinder Society

Enemies crime lords and syndicates of Riddleport, disciples of the runelords, thieves and other agents trafficking black-market Thassilonian artifacts

Rivals none

The frontier realm of Varisia has existed in the shadow of the ancient empire of Thassilon for 10,000 years. To the sect of wizards known as the Cyphermites, the strange creatures and other dangerous remnants of Thassilon are not what is most intriguing—it is the magical traditions and potent spells the Thassilonians, particularly the empire's runelord rulers, left behind.

In the lawless harbor city of Riddleport, the Cyphermites keep a headquarters called Cypher Lodge, a combination library and laboratory, research hall and museum, where these wizards pursue the secrets of Thassilon. Riddleport itself is known not only for its appeal to pirates as a safe harbor, but also for the Cyphergate, a towering stone arch carved with strange Thassilonian runes.

Though bound by this common interest in Thassilonian culture, individual Cyphermites pursue a diverse range of study. Recently, the group has begun to form small bases elsewhere throughout Varisia, whether in large cities like Magnimar, small towns like Galduria, or rural areas like the fringes of Churlwood and the foothills of

the Fenwall Mountains. Central to all of these studies is the Cyphermages' constant exploration of the nature of Thassilonian magic, a school of thought that breaks the schools of magic into seven opposed categories, each associated with a specific runelord and a specific sin.

In the wake of recent events, in which the legacies of Thassilon have increasingly threatened the people of Varisia, the Cyphermages and their leaders have had an epiphany. Traditionally, the Cyphermages were more cutthroat and aggressive in controlling the knowledge they'd gathered from their research. Now, seeing how devastating and destructive even the tiniest ripples from Thassilon are, the Cyphermages have had a change of heart. Increasingly, they see themselves as the last line of defense against an ancient era's madness, and they have become convinced that the return to power of other slumbering runelords or forgotten terrors is but a matter of time.

Over the last decade, the Cyphermages have gone to great lengths to educate the public about their studies. The Cyphermages believe their studies can serve for the betterment of Varisia. Yet at the same time, the group struggles with its own traditions and habits of secrecy, and some members adjust to the society's new role less eagerly than others.

Cyphermages often require the services of adventurers, especially when a task requires martial skill, specialized skill, or faith in the divine. Though some Cyphermages are able explorers and command martial prowess, most are arcane scholars who lack practical adventuring skills. The latter frequently require outside talent to procure items or explore regions they believe might hide some ancient knowledge. Bolder members might contract adventurers as guides or mercenaries to accompany them on archaeological expeditions or aid them in transporting or guarding rare artifacts and antiquities.



Eilowyn Summitor (N female half-elf rogue 5/wizard 5/Cyphermage⁺ 3): Eilowyn first became interested in Thassilonian culture after a formal viewing of several preserved sections of human skin, each intricately tattooed with ancient runes. The grisly relics initially repelled Eilowyn, but the longer she studied them, the more obsessed she grew. Today, she serves as one of the Cyphermages' foremost experts on Thassilonian runes; in particular, those designs purported to imbue their bearers with magical powers. Her lack of patience with non-Cyphermages is well known, and she represents those of the order who want to keep Thassilon's secrets for themselves. Certain rumors hold that she's even started collecting new strips of tattooed skin, harvested from unwilling victims.



Elias Tammerhawk (CN male human diviner 9/Cyphermage⁺ 6): Until recently, Elias Tammerhawk was a self-absorbed and bitter man whose goals of becoming Riddleport's next overlord tainted his stewardship of the Cyphermages with a sinister agenda. Recent events have opened his eyes, however, and his alignment shifted from chaotic evil to chaotic neutral. His choice to specialize in the one school of magic that ancient Thassilon did not see fit to acknowledge has ironically given him a unique vantage point from which to explore and interpret the strengths and weaknesses of Thassilonian magic. This has allowed him to achieve astoundingly quick success in his studies as a Cyphermage over the last few years.



Fiaro Belagrossi (NG male old human wizard 8/Cyphermage⁺ 4): An older Cyphermage of considerable power, Fiaro claims a lineage that extends back to the first Varisians. He currently operates a recently opened base in the city of Magnimar, some distance south from the city of Riddleport, where he works to covertly track the black-market sale and transfer of Thassilonian artifacts and runes. His agents root out traffickers and buyers whose possession of Thassilonian magic suggests a potential threat. Fiaro maintains friendly ties with the city's underground network of wealthy collectors, with whom he shares similar goals and upon whom he occasionally relies for information and financial support.

CYPHERMAGE (PRESTIGE CLASS)

Based in the pirate city of Riddleport, Cyphermages are students of ancient history and runic lore, with a particular focus on the monuments and magics of Thassilon. They are respected in some ways for their depth of knowledge about the history of the region, yet some people find them dangerously stubborn in their pursuit of secrets best left lost and in their borderline obsession with any scraps or fragments of rubble with markings that even remotely resemble runes. Like the legendary Cyphergate itself (an enormous rune-carved arch that spans the entrance to Riddleport's harbor), much of the labor of the Cyphermages seems to others to be wasted on pondering and searching for hidden meanings and sublime significance that simply may not exist. Nonetheless, Cyphermages are dogged in their pursuit of knowledge, often secretive not only with outsiders but also with one another, as each strives

to uncover a forgotten scrap of lore, unearth a choice bit of Thassilonian architecture, or present a triumphant dissertation to his Cyphermage peers or to academics half a world away.

Hit Die: d6.

Requirements

To qualify to become a Cyphermage, a character must fulfill the following criteria.

Feats: Cypher Magic[†], Scribe Scroll.

Languages: Know two languages associated with Thassilon or Varisia (such as the ancient language of Thassilonian, regional languages like Varisian or Shoanti, or ancient languages like Aklo, Draconic, or Giant).

Skills: Knowledge (arcana) 5 ranks, Knowledge (history) 5 ranks, Linguistics 5 ranks.

Spells: Able to cast arcane spells.

Class Skills

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

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Cyphermage prestige class.

Cypher Lore: As a Cyphermage gains levels, he begins mastering written magic such as scrolls, glyphs, and symbols. He also begins to discover ancient Thassilonian magics that further bolster his power. These discoveries are known collectively as cypher lore. At each level except for 10th, the Cyphermage learns a new way to enhance his magic, chosen from the list of cypher lore discoveries below.

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

Bypass Symbol (Su): When the Cyphermage attempts a saving throw against a magical glyph, symbol, sigil, or similar written trap, as an immediate action he can attempt a Spellcraft check against the same DC to delay the trap's effects for 1d6 rounds. Once the delay is over, the trap has its normal effect. The Cyphermage must be at least 8th level to select this lore.

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



CYPHERMAGE

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Cypher lore	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Cypher lore	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+2	Cypher lore	+1 level of arcane spellcasting class
4th	+2	+1	+1	+2	Cypher lore	+1 level of arcane spellcasting class
5th	+2	+2	+2	+3	Cypher lore	+1 level of arcane spellcasting class
6th	+3	+2	+2	+3	Cypher lore	+1 level of arcane spellcasting class
7th	+3	+2	+2	+4	Cypher lore	+1 level of arcane spellcasting class
8th	+4	+3	+3	+4	Cypher lore	+1 level of arcane spellcasting class
9th	+4	+3	+3	+5	Cypher lore	+1 level of arcane spellcasting class
10th	+5	+3	+3	+5	Cypherlord	+1 level of arcane spellcasting class

Enhance Scroll (Su): As a swift action, the Cyphermage can cause any scroll spell he reads to function using his caster level rather than the scroll's caster level. He can use this ability a number of times per day equal to one-third his Cyphermage level (minimum 1).

Extended Scroll (Su): As a swift action, the Cyphermage can double the duration of any spell he reads from a scroll as if the spell were modified by Extend Spell. He can use this ability a number of times per day equal to one-third his Cyphermage level (minimum 1).

Focused Scroll (Su): As a swift action, the Cyphermage can add a bonus equal to twice his Intelligence modifier on any caster level checks attempted when activating a scroll spell, including checks to overcome spell resistance. He can use this ability a number of times per day equal to one-third his Cyphermage level (minimum 1).

Giant's Master (Ex): The Cyphermage has unraveled several of Thassilon's methods of commanding and controlling giants. As a swift action whenever he uses a mind-affecting spell or effect on a humanoid with the giant subtype, he increases the DCs of spells he casts by 2. The Cyphermage must be at least 6th level to select this lore.

Glyph Finder (Ex): The Cyphermage can locate *glyphs of warding*, symbol spells, and similar magical spell traps that use writing as if he were a rogue. He can use Perception or Knowledge (arcana) to notice such traps, and can use Disable Device or Spellcraft to disable these types of traps.

Insightful Scroll (Su): As a swift action, the Cyphermage can alter a spell he's casting from a scroll to use his own spellcasting ability score (for example, Intelligence for wizards) and relevant feats to set the save DC for the spell. He can use this ability a number of times per day equal to one-third his Cyphermage level (minimum 1).

Rune Trap (Ex): Whenever the Cyphermage casts a spell that creates a trap that uses magical writing (such as *explosive runes*, *illusory script*, *sepia snake sigil*, or a symbol spell), as a swift action he can include Thassilonian runes in the writing. This increases the Perception DCs to notice it, Disable Device DCs to disarm it, and caster level DCs to dispel it by 4. The Cyphermage must be at least 6th level to select this lore.

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

Swift Scroll (Ex): The Cyphermage does not provoke attacks of opportunity when retrieving a stored scroll. If the Cyphermage moves at least 10 feet, he can retrieve a scroll as a free action combined with his movement.

Thassilonian Focus (Ex): The Cyphermage chooses one of the seven schools of Thassilonian magic, as detailed on page 63 (if the Cyphermage is a Thassilonian specialist [see page 63], he must choose the same school of magic for his Thassilonian focus as he chose for his specialization). He gains a +2 insight bonus on all saving throws against spells and spell-like abilities from that school of magic.

Thassilonian Incantation (Su): The Cyphermage has discovered a way to empower language-dependent spells when speaking Thassilonian. When he does so, the save DCs of the spells increase by 1, but those targeted by such a spell's effects must still be able to understand Thassilonian to be affected by it. If the Cyphermage also has the rune trap cypher lore, the Cyphermage can include Thassilonian runes in any spell he casts that creates magical writing (such as a symbol or *explosive runes*). Doing so doubles the spell's casting time, but causes the spell effect to manifest at +1 caster level.

Thassilonian Summoning (Ex): The Cyphermage has learned how to summon strange creatures to his aid when he casts certain *summon monster* spells. He adds *sinspawn* (*Pathfinder RPG Bestiary 2 246*) to the list of monsters he can conjure with *summon monster III*, *lamias* to the list of monsters he can conjure with *summon monster VI*, and *shining children* (*Bestiary 2 245*) to the list of monsters he can conjure with *summon monster IX*. The Cyphermage must be at least 6th level to select this lore.

Cypherlord (Su): At 10th level, a Cyphermage gains a +5 insight bonus on saving throws against the effects of magical symbols, glyphs, sigils, and similar writing-based spells and traps. He selects one of his cypher lore abilities that requires a swift action to activate; thereafter, he can activate that ability as a free action.

RUNESAGE (WIZARD ARCHETYPE)

Runesages draw upon the mystic energies of ancient Thassilon. While they sometimes experiment with the same heinous techniques exploited by the runelords, runesages temper their explorations into classic Thassilonian mysteries with moderation and empathy, maintaining balance by using small gemstones as the foci for their spellcasting. Runesages are experts at identifying spell effects associated with Thassilonian magic. As most of Thassilon's mysteries remain buried, runesages remain ever

curious and continue to seek out new locations that hide secrets caches of Thassilonian magic.

Runic Focus (Su): A runesage can use her knowledge of runes to create a runic focus, a small, semiprecious stone engraved with Thassilonian runes that she manipulates to alter her spellcasting abilities. In function, a runic focus behaves like an *ioun stone*. To activate a runic focus, the runesage must meditate on it as she prepares her spells. Following spell preparation, she tosses the gemstone into the air, after which it orbits around her head. A runic focus remains in orbit until the next time the runesage prepares her spells. A runic focus automatically functions as a runesage's bonded object.

A runesage does not have the option to specialize in an arcane school—all runesages must be universalists. However, when a runesage creates a runic focus, she must choose one Thassilonian school of magic (see page 63). When she prepares her spells, she is treated as a Thassilonian magic specialist of her runic focus's school for the purposes of determining what spells she can prepare (including gaining two additional spell slots per spell level of her school, and being unable to prepare spells from her runic focus's two opposition schools). She does not gain the corresponding powers of that school, however, and always functions as a universalist wizard in this regard.

A runic focus allows the runesage to augment spells of a single arcane school to which the runic focus is aligned. As long as a runic focus remains activated, the runesage doesn't require material components for any spell she casts from the runic focus's aligned arcane school, provided the component's cost never exceeds 10 gp × the runesage's caster level. If the spell requires a material component that surpasses the cost limit, the runesage must have the material component on hand to cast the spell, as normal.

A runic focus has an AC of 24, 10 hit points, and hardness 5, as per an *ioun stone*. While the first runic focus a runesage creates is free, replacement runic foci can be created using the standard rules for replacing a bonded object for a wizard's arcane bond. When a runesage creates a new runic focus, she can focus it on a different school of Thassilonian magic than her previous focus as long as the new school is not one that was an oppositional school from her previous focus. For example, a runesage with a runic focus on necromancy could abandon that focus and replace it with a new focus on any school other than abjuration and enchantment (as these two schools are opposition schools to Thassilonian necromancy).

This ability alters arcane bond and replaces arcane school.



SIGILUS (MAGUS ARCHETYPE)

Traditionally, the Cyphermages have harbored something of a resistance toward physical combat, preferring to rely upon the power of magic to solve problems and defeat foes. Many of the organization's traditionalists hold prejudices against those who rely upon martial skills, and this prejudice has bled over to those who mix magic with combat, such as eldritch knights and magi. With the organization's recent change to its traditions, though, its numbers have grown more welcoming of these traditions, and magic in particular, have developed a unique method of incorporating their lore.

When a magus joins the ranks of the Cyphermages, she can learn the art of infusing her arcane pool with the secrets of ancient Thassilonian magic. Such an individual becomes known as a sigilus. While the mysteries of ancient Thassilon drive her spellcraft, the sigilus makes little effort to understand the academic and philosophic aspects of runes. Instead, she focuses almost entirely upon their practical application.

A sigilus manipulates the discoveries of wizards and other more sagacious Cyphermages, using those findings to create special sigils that allow her to transfer spell effects into different objects for later use. Her craft builds upon traditions founded by the runelords that allowed them to infuse magic into their flesh, but rather than infusing magic into her body, the sigilus infuses it into a weapon. More interested in the exploration of Thassilonian ruins than academic research, sigiluses serve the Cyphermages by engaging in fieldwork and recovering artifacts. They work alongside more studious Cyphermages, sometimes serving as bodyguards or as regulatory agents who make sure no member gains too much power through the acquisition of potent Thassilonian secrets.

Inscribe Rune (Su): At 2nd level, a sigilus learns how to magically inscribe a Thassilonian rune onto a weapon. The rune to be inscribed must be chosen from the seven runes that symbolize the seven schools of Thassilonian magic (see page 63). Note that due to the nature of magus spells, certain runes (and thus certain schools of magic) are

more appropriate for inscription than others—the runes for conjuration, evocation, illusion, and transmutation are the strongest choices, while those for abjuration, enchantment, and necromancy are less enticing. Inscribing a rune takes 10 minutes.

Once a weapon has been infused with a rune, the sigilus becomes more adept at using her spell combat ability with spells of that rune's school. Her penalty on attack rolls when using spell combat is reduced by 1 (to -1) when she casts a spell from the same school as her inscribed rune, but is increased by 2 (to -4) when she uses spell combat with a spell not from her inscribed rune's school. As long as she has a rune inscribed on her weapon in this manner, she cannot use spells from that rune's opposition schools at all with spell combat.

The sigilus can maintain only a single inscribed rune on a weapon at any time; if she inscribes a new rune on a weapon, the previously inscribed rune fades.

This ability replaces spellstrike.

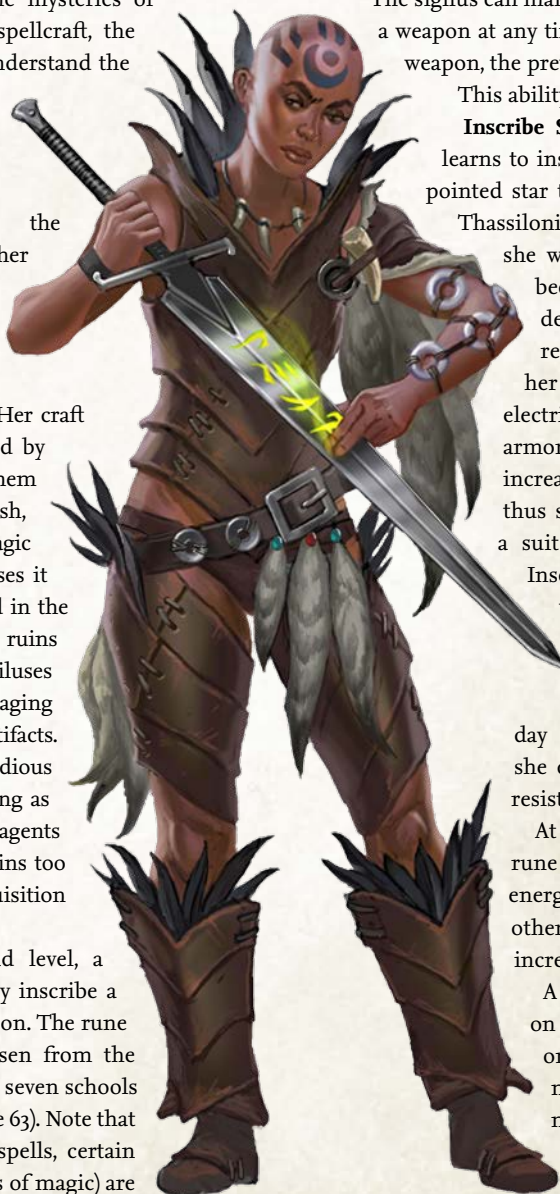
Inscribe Sihedron (Su): At 7th level, a sigilus learns to inscribe the Sihedron rune (the seven-pointed star that symbolizes all seven schools of Thassilonian magic) on a suit of light armor she wears. When she does so, her armor becomes physically empowered with defensive magic, granting her energy resistance 5 to two energy types of her choice selected from acid, cold, fire, electricity, or sonic, and increasing the armor's armor bonus by 1. (Note that this increase is an armor bonus increase, and thus stacks with any enhancement bonus a suit of magic light armor may have.)

Inscribing the Sihedron rune in this way becomes part of the sigilus's spell preparation ritual—she can inscribe a Sihedron rune in this way once per day as a result. Each day she inscribes the Sihedron rune, she can change the two types of energy resistance it grants as she wishes.

At 13th level, an inscribed Sihedron rune grants energy resistance 10 to one energy type and energy resistance 5 to two other energy types, and its armor bonus increases to +2.

A Sihedron rune can be inscribed only on light armor—it cannot be inscribed on medium or heavy armor, even if the magus later gains proficiency with medium or heavy armor.

This ability replaces medium armor and heavy armor.



AFFILIATION WITH THE CYPHERMAGES

Although the Cyphermages once guarded their secrets jealously—or even violently—recent events have seen a dramatic change in their stewardship over the secrets they've recovered from Thassilonian monuments and ruins. While they continue to keep an eye out for potential dangers (and those who would seek to revive various Thassilonian perils), they are increasingly open with their lore. Many of the feats and spells they've mastered have spread throughout the world, and certainly the secrets of Thassilonian specialization are now open to any wizard who wishes to follow those traditions.

Example Affiliation Encounter: As a result of the Cyphermages' increasing openness, one need only visit an established Cypher Lodge or contact one of the organization's members to earn affiliation with the group. Of course, whether or not the Cyphermages accept new affiliations depends on the nature of the request—a Cyphermage who gets the idea that a candidate is more interested in awakening a slumbering runelord than helping to prepare against such an event is unlikely to grant access to the society's secrets!

FEATS (UNAFFILIATED)

The following feats are used by many of those who ally with or join the Cyphermages, but they are no longer considered secret and are available to anyone to select, regardless of affiliation with the Cyphermages. Those who seek to join the Cyphermages or become affiliated with the organization are well advised to select one or both of the following feats

regardless, for the group tends to look favorably upon those who take the time to learn their traditions and steep themselves in their lore.

CYPHER MAGIC

Your intimacy with runes and the mysteries of ancient arcana has taught you secret ways to draw greater power from magical writings. The Cyphermages of Riddleport initially devised these unusual methods, but they have since spread far and wide through the Inner Sea region.

Prerequisites: Int 15, Scribe Scroll.

Benefit: You cast spells from scrolls at 1 caster level higher than the scroll's caster level. In addition, you gain a +2 bonus on caster level checks to activate a scroll with a higher caster level than your own.

CYPHER SCRIPT

Through researching lengthy, ancient, arcane scripts salvaged from Thassilonian ruins, you have discovered a more efficient method of recording spells. As with the Cypher Magic feat, Cypher Script was originally developed by the Cyphermages of Riddleport, but recently has been spreading through the Inner Sea region.

Prerequisites: Knowledge (arcana) 1 rank, Linguistics 1 rank, Spellcraft 1 rank, spellbook class feature.

Benefit: Any spell you scribe in your spellbook costs half as much as normal and takes up only half the room it normally would (round all fractions up). It takes you only 10 minutes per spell level to scribe a spell into your spellbook (5 minutes for cantrips).

SPELLS

While the Cyphermages have discovered many lost spells in their explorations of Thassilonian ruins, they've also developed potent new spells of their own design. Some of the spells they've researched and invented on their own, such as

codespeak (*Pathfinder RPG Ultimate Intrigue* 206),

have gone on to become widespread in their use, but others, such as those detailed below, remain controlled by the Cyphermages and are generally only available to their members and affiliates.

ABSORB RUNE I

School abjuration; **Level** bard 4, cleric 4, magus 4, occultist 4, sorcerer/wizard 4

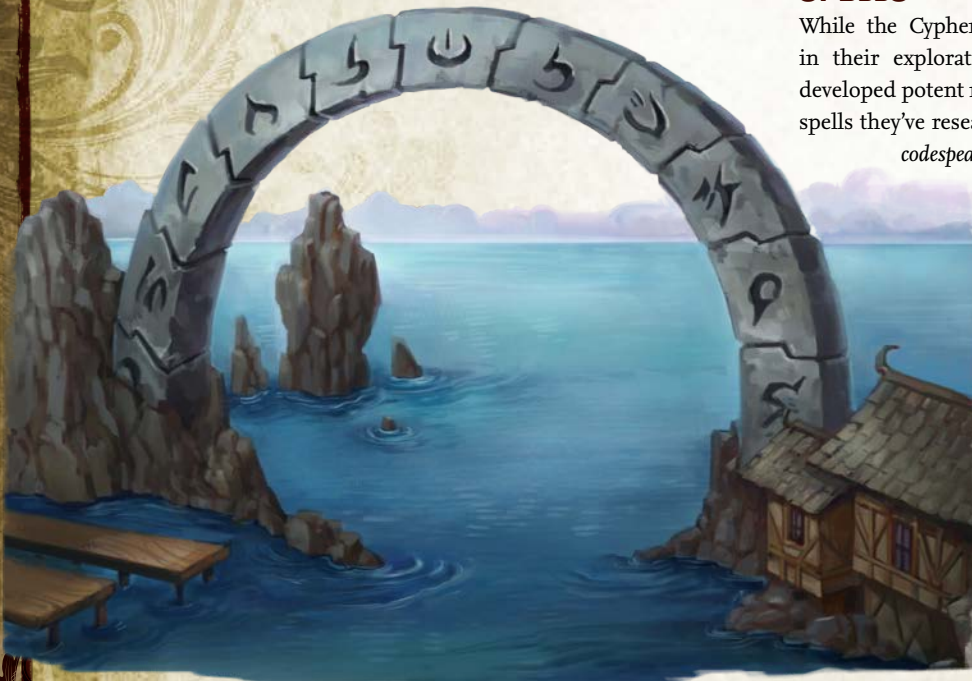
Casting Time 1 standard action

Components V, S, M (a white silk glove worth 25 gp)

Range touch

Target one spell effect

Duration instantaneous plus 1 minute/level (see text)



Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell allows you to lay your hand upon a magical glyph, symbol, or other magical spell effect (referred to in this spell description as a “rune”) and attempt to absorb the essence of its effect. To absorb a rune, you must be aware of the rune’s existence (but need not know the details of what it actually does) and then succeed at a caster level check (DC = 10 + the caster level of the spell affect being absorbed) as you touch the rune in question. If you fail this caster level check, the magical rune is not triggered unless you fail the roll by 5 or more.

If you succeed at the caster level check, the rune is removed from the surface it was originally placed upon and duplicated on the cloth of a silk glove worn on your hand. The rune remains located on the glove’s palm in an inert state for up to 1 minute per caster level. As a standard action taken at any time during that duration, you can transfer the rune to another surface similar to the one it was originally placed upon, at which point the rune’s function either returns to normal or dissipates harmlessly as if successfully dispelled (your choice). If the spell’s duration expires before you place the rune on a new surface, the absorbed rune dissipates harmlessly.

Absorb rune I affects only runes whose effects are equivalent to a spell of 3rd level or lower. An attempt to use *absorb rune I* on a more powerful effect automatically triggers the rune when you touch it.

ABSORB RUNE II

School abjuration; **Level** bard 6, cleric 6, magus 6, occultist 6, sorcerer/wizard 6

This spell functions like *absorb rune I*, but it can affect runes equivalent to a spell of 5th level or lower.

ABSORB RUNE III

School abjuration; **Level** cleric 9, sorcerer/wizard 9

This spell functions like *absorb rune I*, but it can affect runes equivalent to a spell of 8th level or lower.

HIDDEN KNOWLEDGE

School transmutation; **Level** bard 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2

Casting Time 1 round

Components V, S, M (a drop of ink)

Range personal

Target you

Duration up to 1 day/level (see text)

This subtle but useful spell allows you

to safeguard important knowledge—even from yourself. While casting this spell, you recite one piece of knowledge (up to a maximum of 50 words). Upon completion of the spell’s casting, you transfer the knowledge from your mind to your skin in the form of an intricate, runic tattoo placed anywhere you choose on your body. The knowledge disappears utterly from your mind, and you might not realize you forgot something. The magic of the spell patches over gaps in your memory with recollections from the past. Until the spell’s duration ends, the knowledge is lost to you. When you cast this spell, you decide how long you wish the spell’s duration to be, up to a maximum duration of 1 day per level.

Many Cyphermages commission nonmagical tattoos to disguise the effects of this spell. A *detect magic* spell or a successful Linguistics or Spellcraft check (DC 20 + your Intelligence modifier) reveals an enchanted tattoo, but not its contents. The effects of *hidden knowledge* can be dispelled normally, in which case the knowledge is completely lost.

RUNE TRACE

School divination; **Level** bard 1, cleric 1, occultist 1, psychic 1, sorcerer/wizard 1

Casting Time 1 minute

Components V, S, M (pinch of powdered gemstones worth 25 gp)

Range touch

Target rune touched

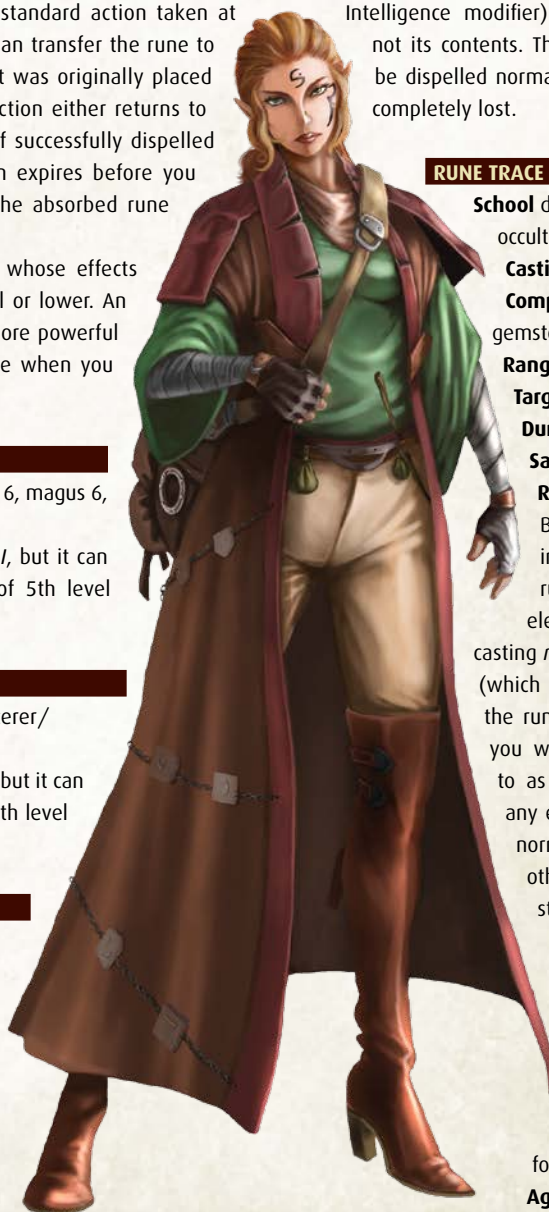
Duration instantaneous

Saving Throw none; **Spell**

Resistance no

By immersing yourself fully in the intricacies of a carved or written rune of any kind, you can divine the elements of that rune’s nature. While casting *rune trace*, you must run your fingers (which cannot be gloved at the time) over the rune, glyph, symbol, or other marking you want to examine (hereafter referred to as the “rune”). This does not trigger any effects that touching the rune would normally trigger. Runes, symbols, and other effects that trigger when read still trigger as normal if you do so—but note that this spell does not require you to view and read the rune that you’re targeting. When the spell’s casting time ends, you instantly receive flashes of insight regarding the rune’s nature, history, and purpose, including the following information.

Age: You learn if the rune was placed



within the last 24 hours, within the last month, within the last year, within the last decade, within the last century, or prior to the last century.

Insight: If you have cast *rune trace* on a magical rune, you gain a +5 bonus on all skill rolls and checks to dispel, disable, or otherwise tamper with the rune.

Language: You learn what language the character of the rune is taken from, or in the case of a rune that has no language, you learn that it is a unique image.

Purpose: You learn the general purpose of the rune (such as whether it's a decoration, information, a magical defense, or a warning).

RUNE OF RULE

School transmutation; **Level** bard 2, occultist 2, sorcerer/wizard 2, witch 2

Casting Time 1 minute

Components V, S, M (vial of paint worth 25 gp)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 day or until activated (see description)

Saving Throw Will (harmless); **Spell Resistance** yes (harmless)
Investigations into the ancient and mysterious traditions of the seven virtues of rule of the lost human empire of Azlant, which were later corrupted by the runelords into the more familiar seven deadly sins, inspired the Cyphermages to develop the runes of rule. This spell allows you to place a rune upon another creature that can then be used to aid it at a later time. You determine the spell's effect at the time of casting by using your finger to paint a specific rune on the recipient's body with a dose of specially prepared paint worth 25 gp. The inscribed rune lasts for 24 hours or until the spell is activated. Unless otherwise noted, the creature upon which the *rune of rule* has been inscribed can activate it at any time as a swift action. If the spell effect isn't used, all markings associated with the rune disappear and the effect fades. You can never place the spell upon yourself—it must be bestowed on someone else. The seven runes of rule, along with their specific effects when the user activates them, are listed below. A creature can bear only one *rune of rule* at a time.

Charity: A creature bearing this mark gains a +5 insight bonus on a single attack roll or skill check attempted at the request of another creature, provided the creature bearing this mark does not gain any immediate benefit or reward for making the roll or attempting the check.

Generosity: A creature bearing the rune of generosity can activate it as an immediate action, but it must do so as another creature within 30 feet activates a consumable magic item such as a potion or scroll that was given to it at some point within the last 24 hours by the creature bearing the rune. When the rune is activated, the effects of the consumable magic item resolve at a caster level that is 2 higher than the item's actual caster level.

Humility: When a creature activates the rune of humility, it does not provoke attacks of opportunity for 1 round.

Kindness: A creature must be using the aid another action or casting a healing spell in order to activate a rune of kindness. If the creature activates the rune while using the aid another action, the bonus imparted on a success increases to +5. If the creature instead activates the rune while casting a healing spell, the effective caster level of the spell increases by 2.

Love: When a creature activates the rune of love as he casts a spell with the charm descriptor, the save DC of that spell increases by 1. Alternatively, a creature can activate the rune of love after he rolls damage for a weapon or spell attack, causing the damage dealt to become nonlethal damage.

Temperance: A creature bearing the rune of temperance can activate it as an immediate action immediately upon failing a saving throw against a poison, disease, drug, or similar effect. The creature can immediately attempt a second saving throw against the effect and can use the result of that second saving throw as the actual result.

Zeal: A creature that activates the rune of zeal gains a +3 bonus on Will saves, and the save DCs of all language-dependent effects created by the creature increase by 1; these effects last for 1 round.

SLAVE TO SIN

School enchantment (compulsion) [emotion^{UM}, mind-affecting];

Level bard 2, cleric 3, inquisitor 3, mesmerist 2, paladin 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M/DF (a scrap of paper inscribed with the Sihedron rune)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Will negates (see below); **Spell Resistance** yes

This spell allows you to reach into an evil creature's mind to expose and exploit its susceptibility to whichever of the seven so-called "deadly sins" it is most susceptible to. The targeted creature must succeed at a Will save or it is overwhelmed with an inability to repress urges to indulge in whatever sin most closely mirrors its personality, and a glowing rune appears upon the creature's body (usually the brow), identifying the sin. (The GM adjudicates which rune manifests on the creature's body, as appropriate.)

Each round, at the start of its turn, the target must attempt a new Will saving throw against the spell's DC to resist the sin's enslavement. If the target succeeds at this saving throw, it is sickened for that round by the distractions of its sin. If it fails, it is sickened and staggered as it spends part of its action wallowing in its targeted sin (a wrathful victim might waste time spouting threats and profanity, while a slothful victim might merely be slow and hesitant, and a lustful victim could well spend precious moments ogling or fawning over something of beauty).

THASSILONIAN MAGIC (UNAFFILIATED)

The concept of wizard specializations corresponding to the traditional schools of magic dates back to the time of Azlant, and perhaps beyond into the dim recesses of time before humanity rose to prominence. It was the runelords of Thassilon, however, who explored school specialization to its full extreme, and their discoveries resulted in a unique form of wizardly specialization.

Focusing their research on the discovery that each school of magic was opposed by two other specific schools, the runelords developed methods of further enhancing their mastery over their chosen arcane specialties. Essentially, they defined these seven schools as much by what they couldn't do as by what they could. By excising "impurities" introduced by fixed opposition schools, they traded arcane versatility for greater strength in their chosen fields. The seven schools of Thassilonian magic are presented here.

Envy (Abjuration): The art of suppressing magic other than your own. *Prohibited Schools:* Evocation, necromancy.

Gluttony (Necromancy): Magic that manipulates the physical body to provide an unending hunger for life. *Prohibited Schools:* Abjuration, enchantment.

Greed (Transmutation): Magically transforming things into objects of greater value or utility, and enhancing the physical self. *Prohibited Schools:* Enchantment, illusion.

Lust (Enchantment): Magically dominating and controlling other creatures to satisfy your desires, and manipulating others' emotions, minds, and wills. *Prohibited Schools:* Necromancy, transmutation.

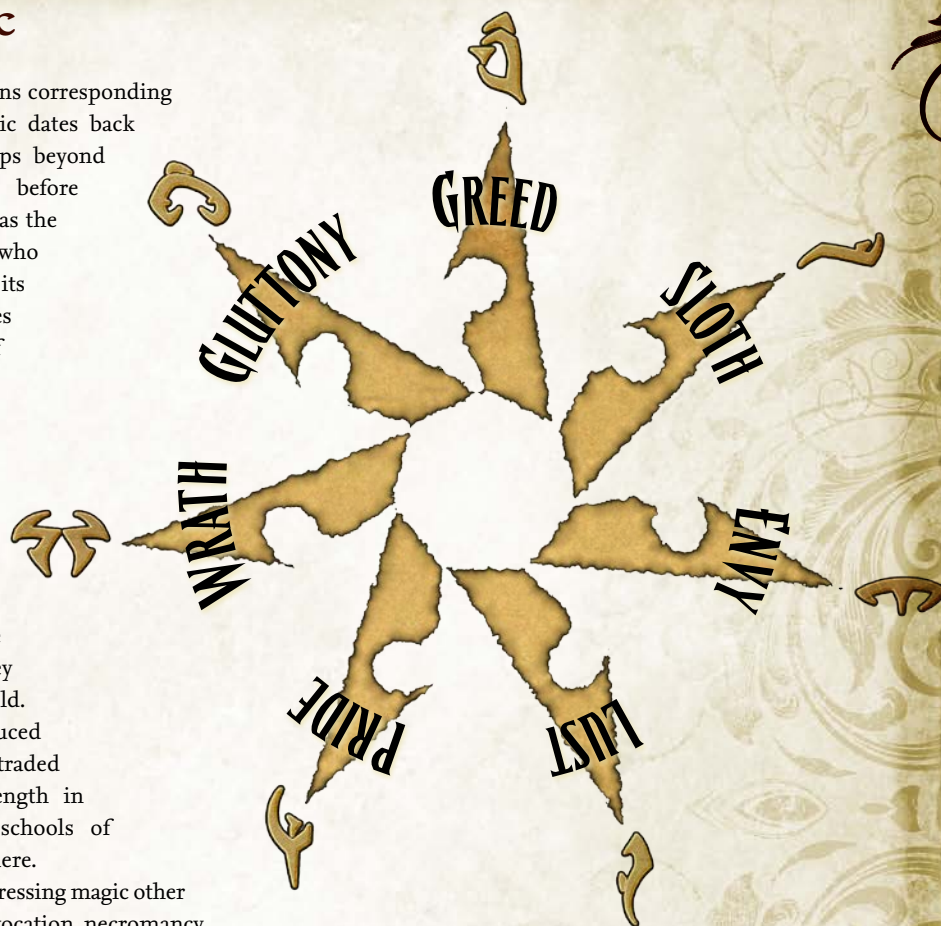
Pride (Illusion): Perfecting your own appearance and domain through trickery and illusions. *Prohibited Schools:* Conjunction, transmutation.

Sloth (Conjunction): Calling agents and minions to perform your deeds for you, or creating what you need as you need it. *Prohibited Schools:* Evocation, illusion.

Wrath (Evocation): Mastery of the raw destructive power of magic, and channeling those destructive forces. *Prohibited Schools:* Abjuration, conjunction.

Thassilonian Specialists

Only wizards can truly follow the ancient philosophies created by Thassilon's runelords, for only wizards have the ability to specialize in a school of magic.



The choice to specialize in a Thassilonian school of magic must be made when a character first becomes a wizard. Once the choice to specialize is made, it cannot be changed.

Benefits: A Thassilonian specialist wizard receives two additional spell slots of each spell level he can cast. These bonus spell slots must both be used to prepare the same spell from the wizard's school of specialization, allowing the wizard to cast that spell twice (as he has prepared the spell twice). The wizard cannot use these slots to prepare two different spells, even if they are both of the school in which he is specialized.

Restrictions: A Thassilonian specialist wizard does not get to choose his opposition schools—his opposition schools are determined by his chosen specialization. These restrictions are more significant than those most wizards follow, and are known as prohibited schools. A Thassilonian specialist wizard can never prepare a spell that is in one of his prohibited schools—he treats these spells as if they were not on the wizard spell list. If using a spell trigger or spell completion item to cast a spell from one of his prohibited schools, he must succeed at a Use Magic Device check to do so.



EAGLE KNIGHTS

EAGLE KNIGHTS

Vanguard of Liberty

Scope regional (Inner Sea)

Alignment NG

Headquarters Almas (Andoran)

Values community, equality for all, freedom, justice, personal responsibility

Goals abolish slavery in all its forms, lead the people of the Inner Sea region into a new era of common rule and individual liberty, maintain vigilance against all threats to Andoran's freedom via any means that don't threaten the core values of the Eagle Knights

Allies Bellflower Network, Council of Thieves, Erastilians, Iomedaeans, Rivethun, Shelynites, Silver Ravens, various empyreal lord cults

Enemies Asmodeans, Aspis Consortium, Cheliox, enemies of Andoran, House Thrune, Norgorberites, Red Mantis, slavers (particularly Okeno Slavers)

Rivals none

The Eagle Knights formed when Andoran was still under Chelish rule, founded to serve as an elite honor guard for Aroden upon his return to Cheliox about 100 years ago. However, when the god of humanity died and panic resulting from that news spread throughout the Inner Sea region, the Eagle Knights abandoned Cheliox and returned to Andoran to help keep the peace. Their distinctive blue-and-silver armor and avian accoutrements quickly became associated with the honorable service they provided to the people of Andoran. Beginning almost 50 years ago with the People's Revolt and the establishment of Andoran's democracy, the Eagle Knights also became passionate champions of the newly free nation's most cherished ideals: equality, freedom, and justice.

Today, the Eagle Knights are headquartered in the Golden Aerie, a former Chelish fortress consisting of an enormous marble column that houses thousands of soldiers.

Just as three rivers join the Andoshen before it empties into the sea, the three primary branches of the Eagle Knights combine to carry the cause of freedom forward. The largest of these branches is the Golden Legion, which provides

domestic defense against the many threats to the nation and its people, whether external (such as Chelish raids along the western border) or internal (such as devastating dragons, sinister fey, and other monstrous threats).

While the Golden Legion is the largest branch, the Steel Falcons are the most widely known. These knights push the nation's ideals across and outside of its borders via diplomacy. They are well loved by the common people—and watched closely by wary ruling elites. The anti-slaver force that forms the Eagle Knights' naval division, the Gray Corsairs, is reputed to have the fastest ships in the Inner Sea region thanks in no small part to its wind- and wave-crafting spellcasters—and is feared among slavers. The Gray Corsairs' ships fly no official flags and stay hidden along the shores of the Inner Sea; these are calculated risks that means they are sometimes mistaken for pirates—but it also makes their surprise attacks on slavers that much more effective.

The last branch of the Eagle Knights has never been officially confirmed, for the Twilight Talons advance the cause of freedom in ways that are difficult for some to swallow. Twilight Talon leaders hide in plain sight, filling various unremarkable positions while secretly directing their operatives to infiltrate rival groups, incite rebellion, and dispatch enemies of freedom and equality. In these ways, the Twilight Talons provide unsavory means to the Eagle Knights' virtuous ends.

Eagle Knights are often selected from those members of the military who have demonstrated their commitment to the nation and its people's ideals—though any who strongly ally themselves with freedom might win a place in the Knights' ranks. Adventurers who have proven their loyalty and value to Andoran are often among such candidates. Once selected, candidates undergo rigorous testing to determine to which branch they will be assigned.



Andira Marusek (LG female human fighter 6/ranger 3): Perhaps no other Eagle Knight appreciates the faction's push for freedom as much as General Andira Marusek, commander of the Steel Falcons. Andira was aboard one of the three Katapeshi slave galleys famously sunk by Gray Corsairs 12 years ago, and since her rescue from the waves by the privateers responsible for the attack, she has spent the last decade fighting both on battlefields and in public forums to make her story and the fight for freedom universal known. She rose quickly through the ranks after joining the knighthood, invigorating all she met with her urgency of purpose. Despite her position as commander, she has never forgotten her humble roots and remains a champion for the oppressed and forgotten.



Helena Trellis (LN female human investigator^{ACG} 12): Helena Trellis served several years in the field as part of the Eagle Knights' Golden Legion, where she enjoyed a long and successful career in the public eye—but at the same time, she led a second life in the service to the Twilight Talons as an interrogator and infiltrator of small mercenary groups that operated in eastern Chelixa. While she is ostensibly a mid-level examiner of Eagle Knight trainees, Helena is in fact the head of the Twilight Talons, and uses her unremarkable position and access to Eagle Knights both new and battle-tested to good effect in her mission of carrying out covert operations across the Inner Sea region. Only General Cormoth knows her true role.



Reginald Cormoth (LG male venerable human paladin of Iomedae 12): Reginald Cormoth trained in Augustana's prestigious naval academies and was first invited to join the Eagle Knights after he made several famously daring raids against Taldan slave galleys. Long rumored to have coordinated the secretive Twilight Talons, he is now in his eighties and oversees the Eagle Knights' operations from the Golden Aerie. Many Eagle Knight initiates have met the aging commander without realizing it, since he often adopts a disguise and surreptitiously tests aspirants' commitments to the Eagle Knights' ideals. Reginald's long association with the Twilight Talons has begun, finally, to wear on him, but he's still forced to admit that the Talons do far more good than harm.

GOLDEN LEGIONNAIRE (PRESTIGE CLASS)

Golden Legionnaires are members of the Eagle Knight branch known formally as Eagle Knights of the Golden Legion. The foremost protectors of Andoran and its populace, the Golden Legionnaires primarily guard Andoran's borders and watch over the country's untamed rural areas.

Within Andoran's borders, Golden Legionnaires operate independently alongside the nation's armed forces as members of elite military units. These highly capable field commanders and training officers adjust to suit the needs of a particular region, often developing specialized talents to counter specific threats found nearby. Angry fey in the Verduran Forest, tricky kobold traps near the Candlestone Caverns, and dangerous werewolves in Darkmoon Vale all threaten the Golden Legionnaires and their mission to safeguard their homeland. In Andoran's towns and cities, teams of Golden Legionnaires work to thwart spies and sinister agents of foreign powers, such as devious Taldan poisoners, Chelish diabolists, and Okeno bounty hunters.

Above all else, the Golden Legion's duty is domestic security; the Legion extensively trains its soldiers in defensive tactics and strategies that ensure the protection of both Andorens and other members of the Legion. That said, a typical Golden Legionnaire exhibits audacious courage and unflinchingly puts himself between those he protects and possible threats. An ambush or unprovoked attack incenses a Golden Legionnaire and propels him to acts of selfless bravery and daring prowess. Even when they are hundreds of miles away from their homes, Golden Legionnaires use their skills and combat prowess to protect their allies and Andoran's ideals.

While a large proportion of Golden Legionnaire candidates enlist from within the ranks of the Andoren military, the Legion recruits a number of nontraditional soldiers for their special skills. Applicants must demonstrate their devotion to the Andoren ideals of equality, freedom, and justice, as well as obtain a written recommendation from a senior Eagle Knight—or, under unusual circumstances, the personal recommendation of a member of the People's Council, Andoran's legislative body.

Hit Die: d10.

Requirements

To qualify to become a Golden Legionnaire, a character must fulfill the following criteria.

Alignment: Any good.

Armor Proficiency: Must be proficient with heavy armor.

Base Attack Bonus: +5.

Skills: Diplomacy 5 ranks, Intimidate 5 ranks.

Special: A senior Eagle Knight must invite the character into the organization.

Class Skills

The Golden Legionnaire's class skills (and the key ability for each skill) are Climb (Str), Heal (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Golden Legionnaire prestige class.

Weapon and Armor Proficiency: A Golden Legionnaire gains proficiency with all simple weapons and all martial weapons, and gains proficiency with all forms of armor and shields.

Authoritative Command (Ex): As a move action, a Golden Legionnaire can issue orders to a number of allies up to half his character level who are within 30 feet and can see, hear, and understand him. As long as at least one selected ally obeys the Golden Legionnaire's orders during that round, the Golden Legionnaire and each compliant ally gain a +1 competence bonus on attack rolls, weapon damage rolls, and saving throws and to Armor Class for 1 round. Affected allies are not under any obligation to obey these commands, but do not gain the bonuses if they ignore the commands. At 6th level, this bonus increases to +2. At 8th level, a Golden Legionnaire can use authoritative command as a swift action.

Defy Danger (Ex): A Golden Legionnaire gains a +2 bonus on saving throws against one of the following dangers: charms and compulsions, curses, diseases, fear, poisons, traps, or the innate magical powers (spell-like abilities and supernatural abilities not gained from class levels) of one creature type (and subtype, if applicable) chosen from the ranger favored enemy list. At 5th level and again at 9th level, a Golden Legionnaire gains an additional +2 bonus against a different danger; alternatively, he can increase the bonus against a previously selected danger by 2.

Legion Feats: A Golden Legionnaire gains the following bonus feats at the prescribed levels, even if he doesn't meet the prerequisites: 2nd level—Stand Still, 4th level—Bodyguard^{APG}, 6th level—In Harm's Way^{APG}, 8th level—Swift Aid^{APG}. If he already has the feat for a given level, he can instead take any other combat feat whose prerequisites he meets.

Intercept (Ex): At 2nd level, a Golden Legionnaire gains a bonus equal to half his class level on combat maneuver checks when using the Stand Still feat, and gains the same bonus to his CMD when an opponent attempts an Acrobatics check to move through a square he threatens.

United Defense (Ex): At 2nd level, a Golden Legionnaire can select one ally as a swift action. While he is adjacent to this ally, the Golden Legionnaire takes a –1 penalty to his Armor Class and the selected ally receives a +2 dodge bonus to his Armor Class for 1 round. At 6th level and again at 10th

GOLDEN LEGIONNAIRE

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Authoritative command +1, defy danger 1
2nd	+2	+1	+1	+1	Legion feat, intercept, united defense +2
3rd	+3	+2	+1	+1	Allied retribution +1
4th	+4	+2	+1	+1	Improved aid +1, legion feat
5th	+5	+3	+2	+2	Defy danger 2, hold the line
6th	+6	+3	+2	+2	Authoritative command +2, legion feat, united defense +4
7th	+7	+4	+2	+2	Allied retribution +2, preemptive strike
8th	+8	+4	+3	+3	Authoritative command (swift), legion feat
9th	+9	+5	+3	+3	Defy danger 3, improved aid +2, retaliate
10th	+10	+5	+3	+3	Guardian of liberty, united defense +6

level, the Golden Legionnaire's AC takes an additional -1 penalty and the dodge bonus increases by an additional 2.

Allied Retribution (Ex): At 3rd level, if a Golden Legionnaire sees a creature within 60 feet of him attack an ally or any friendly creature, including himself, he can select that attacker as a designated adversary. When a Golden Legionnaire does this, he gains a +1 morale bonus on attack rolls and weapon damage rolls against the designated adversary for a number of rounds equal to his class level. A Golden Legionnaire can have a number of designated adversaries up to one-third his class level. If he already has his maximum number of designated adversaries selected, he can end the effects of his allied retribution against one of his previously designated adversaries and select a new one. The Golden Legionnaire can reselect a creature that is already a designated adversary if it attacks an ally or a friendly creature again, allowing him to restart the effect's duration. At 7th level, the morale bonus increases to +2.

Improved Aid (Ex): At 4th level, when a Golden Legionnaire successfully uses the aid another action in combat, the bonus on the ally's attack roll or to its Armor Class increases by 1. At 9th level, the bonus increases by an additional 1.

Hold the Line (Ex): At 5th level, if a creature takes a 5-foot step out of an area both adjacent to and threatened by a Golden Legionnaire, or if a creature withdraws from that area, it provokes an attack of opportunity from him.

Preemptive Strike (Ex): At 7th level, a Golden Legionnaire can make an attack of opportunity against a foe that moves into any square the Golden Legionnaire threatens, regardless of whether or not this movement would normally provoke an attack of opportunity. He can use this ability against each opponent once per day, and no more than once per round.

Retaliate (Ex): At 9th level, once per round when a creature threatened by a Golden Legionnaire attacks and hits an ally adjacent to the Golden Legionnaire, he can make an attack of opportunity against that creature.

Guardian of Liberty (Ex): At 10th level, once per day as an immediate action a Golden Legionnaire can reroll a single attack roll or saving throw, or force an enemy to reroll an

attack roll made against the Legionnaire or an adjacent ally, after the result of the attack roll is revealed.



GRAY CORSAIR (PRESTIGE CLASS)

Scourge of the seaborne slaver, Gray Corsairs augment existing class skills with specializations that suit them well for their long tours of duty at sea. Yet Gray Corsairs must also be able to operate with skill on land, for they are often expected to mount marine-based raids on island strongholds or other remote locations used by slavers as markets or staging areas for their cruelty.

The Gray Corsairs existed for some time before the Eagle Knights officially formed. While they've focused on fighting slavery from the start, they did so in their early days as true pirates rather than privateers. Their assimilation into the Eagle Knights as the naval arm of the Steel Falcons gave the organization a surprisingly strong presence in the Inner Sea, and with Andoran's direct support, these privateers have become a force to be reckoned with.



The freedom fighters who take this prestige class exemplify the call to action to fight slavery in a more violent and aggressive manner than do their allies in the Bellflower Network, and they focus not on mainland slavery but upon the disruption of sea trade of slaves. Swift and agile combatants are in high demand on Gray Corsair ships, as are spellcasters with the ability to command elemental forces or magical transport, and the prestige class plays to this, offering such characters an opportunity to choose an area of specialty while bolstering their nautical skill and knack for rescuing slaves.

Hit Die: d8.

Requirements

To qualify to become a Gray Corsair, a character must fulfill the following criteria.

Alignment: Any nonevil.

Feat: Sea Legs^{UC}.

Skills: Acrobatics 5 ranks, Profession (sailor) 5 ranks, Stealth 5 ranks.

Special: A senior Eagle Knight must invite the character into the organization.

Class Skills

A Gray Corsair's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Dex), Diplomacy (Cha), Disable Device (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Perception (Wis), Profession (sailor) (Wis), Sense Motive (Wis), Stealth (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Gray Corsair prestige class.

Favored Port (Ex): Gray Corsairs build alliances and friendships that last lifetimes among freed slaves and their families as a result of the organization's good work. A Gray Corsair can pick any coastal settlement as a favored port. While in that settlement, a Gray Corsair gains a +2 bonus on all Bluff, Diplomacy, Intimidate, and Knowledge (local) checks, as well as on initiative checks and Will saving throws. He need not pay for room and board in a favored port. At 3rd level and every 2 levels thereafter, a Gray Corsair can select another favored port.

A Gray Corsair also gains his favored port bonuses when aboard any ship whose home port is one of his favored ports.

Gray Focus: Gray Corsair training works best when synergizing with the powers and talents of a limited range of classes that are particularly well-suited to the seaborne life of rescuing slaves and defeating slavers. When a character gains his first level as a Gray Corsair, he must choose one of

GRAY CORSAIR

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	1st favored port, gray focus
2nd	+1	+1	+1	+1	Gray boon, know the ropes
3rd	+2	+1	+1	+2	2nd favored port, slaver slayer +2
4th	+3	+1	+1	+2	Breathe easy 1/day, gray boon
5th	+3	+2	+2	+3	3rd favored port, grim resolve
6th	+4	+2	+2	+3	Gray boon, slaver slayer +4
7th	+5	+2	+2	+4	4th favored port, breathe easy 2/day
8th	+6	+3	+3	+4	Gray boon
9th	+6	+3	+3	+5	5th favored port, grant freedom, slaver slayer +6
10th	+7	+3	+3	+5	Breathe easy 3/day, gray boon, whisk to freedom

the following classes as his gray focus: bard, cleric, fighter, gunslinger, inquisitor, investigator, magus, mesmerist, psychic, rogue, swashbuckler, sorcerer, or wizard.

If he chose a spellcasting class, the Gray Corsair automatically succeeds at any concentration checks required to cast a spell while being subjected to vigorous or violent motion while either swimming or on a ship.

If he chose a non-spellcasting class, the Gray Corsair doesn't provoke attacks of opportunity as a result of moving through a threatened square while on a ship or while swimming, unless he chooses to do so.

A Gray Corsair who has no levels in any of the above classes must still choose a class as his gray focus, but until he gains a level in that chosen class, he does not gain any benefit for his gray focus or gray boons (see below). Once he gains at least 1 level in his gray focus class, he immediately gains the appropriate powers and boons due him from his Gray Corsair class levels.

Gray Boon: At 2nd level and every 2 levels thereafter, a Gray Corsair gains some of the class features of the class he chose as his gray focus, provided he has at least 1 level in the class chosen.

If his gray focus class is bard, cleric, inquisitor, magus, mesmerist, psychic, sorcerer, or wizard, he gains spells per day as if he'd gained an additional level of the class chosen.

If his gray focus class is fighter, gunslinger, or swashbuckler, he gains a bonus combat feat.

If his gray focus class is investigator, he gains a +1d6 studied strike, as per the investigator class feature. This extra damage stacks with other sources of studied strike.

If his gray focus class is rogue, he gains a +1d6 sneak attack, as per the rogue class feature. This extra damage stacks with other sources of sneak attack damage.

Know the Ropes (Ex): Gray Corsairs spend a lot of time in the rigging of their ships, as this affords them the best view. At 2nd level, while climbing ropes or rigging, a Gray Corsair gains a +4 circumstance bonus on Climb checks and needs only one hand free to do so. In addition, in such circumstances he doesn't take a penalty when using the accelerated climbing option, doesn't lose his Dexterity

bonus to AC, and doesn't need to attempt a Climb check to avoid falling when he takes damage.

Slaver Slayer (Ex): At 3rd level, a Gray Corsair gains a +2 bonus on weapon attack and damage rolls against targets he knows to be slavers or to own slaves. This bonus increases to +4 at 6th level and +6 at 9th level. A Gray Corsair automatically confirms critical hits against such targets.

Breathe Easy (Sp): Desperate slavers sometimes throw their living cargo overboard, so a Gray Corsair must help slaves stay alive until they can be plucked from the waves. At 4th level, a Gray Corsair can cast *water breathing* once per day as a spell-like ability (CL = the Gray Corsair's class level). The Gray Corsair can use this ability as a move action or an immediate action if he so chooses. When used as a move action, the ability can affect only one creature, but can do so at a range of 120 feet. When used as an immediate action, the ability can affect only one creature, but can do so at a range of 60 feet, and its duration is reduced to 1 minute per level. A Gray Corsair can use this ability twice per day at 7th level, and up to three times per day at 10th level.

Grim Resolve (Ex): A Gray Corsair has seen more suffering aboard a single slave ship than many will in their entire lives, but this only hardens his resolve—he knows all too well that there are fates worse than death. At 5th level, a Gray Corsair becomes immune to fear effects and adds his Wisdom bonus to attempts to stabilize when his hit points are reduced to below 0.

Grant Freedom (Sp): At 9th level, a Gray Corsair gains the effects of *freedom of movement* as a constant spell-like ability (his effective caster level equals his class level). As a swift action, he can transfer this effect to a creature by touch, but in this case the effect persists for only 1 minute per effective caster level. When he does so, he regains the benefits of this ability 24 hours later.

Whisk to Freedom (Sp): A Gray Corsair spends enough time harnessing the wind that he learns to become one with it. At 10th level, a Gray Corsair gains *wind walk* and *word of recall* as spell-like abilities (caster level 10th), each usable once per day. *Word of recall* must return the Gray Corsair to a Gray Corsair ship.

STEEL FALCON (PRESTIGE CLASS)

The Steel Falcons are Andoran's spiritual and physical vanguard, spreading the government's philosophical ideologies by whatever means necessary. This can be anything from bribing a foreign noble with inside information, to breaking the chains of the enslaved, to orchestrating widespread rebellion in an unfriendly land.

While they occasionally serve as envoys and diplomats, Steel Falcons must be skilled at a variety of techniques if they expect to survive in hostile lands and accomplish their missions. The ability to utilize traps is as important to the Steel Falcon as the camaraderie she shares with her fellows. And while manipulating an enemy's emotions and seeking diplomatic solutions can solve some problems, others present no solution other than battle.

Among the Eagle Knights, Steel Falcons have a reputation for being egotistical and self-aggrandizing. While the Steel Falcons are regarded as the faces and voices of the Andoren people by most non-Andorens, the perception that they are braggarts is more often than not the result of cordial rivalry among the branches. Steel Falcons, while occasionally braggadocios, are more aptly characterized by their shared zeal, dedication, selflessness, and diplomatic acumen. They are certainly aware of their reputation among the other branches of the Eagle Knights, but bear this knowledge stoically and patiently, knowing that all three branches of the group are necessary to ensure Andoran's continued success—they do not hold grudges.

Hit Die: d10.

Requirements

To become a Steel Falcon, a character must fulfill the following criteria.

Alignment: Any good.

Feat: Iron Will.

Skills: Diplomacy 5 ranks, Knowledge (history) 2 ranks, Knowledge (local) 2 ranks, Sense Motive 5 ranks.

Special: A senior Eagle Knight must invite the character into the organization.

Class Skills

The Steel Falcon's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are features of the Steel Falcon prestige class.

Enemy of Slavers (Ex): From the start, the Steel Falcon focuses much of her training on how to interact with slavers,

both in combat and in diplomatic confrontations. A Steel Falcon gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against slavers and slave owners. Likewise, she gains a +2 bonus on weapon attack and damage rolls against them. At 5th level, this bonus increases to +4, and at 9th level it increases to +6. This is treated as a favored enemy bonus. If the Steel Falcon has a favored enemy bonus from another class and her target is a slaver as well as a favored enemy of another type, the bonuses do not stack, and she simply uses whichever bonus is higher.

Heart of Freedom (Ex): A Steel Falcon gains a +4 morale bonus on saving throws against charm and compulsion effects and attempts to possess her body or mind.

Sailor and Survivalist (Ex): A Steel Falcon adds her class level to Profession (sailor) checks and Survival checks to get along in the wild and navigate in the wilderness.

Luck of the Eagle (Ex): At 2nd level, once per day, a Steel Falcon can reroll any one d20 roll before she learns the result of that roll, but she must take the new roll, even if it is lower. At 6th level, the Steel Falcon can use luck of the eagle twice per day, and at 10th level, she can do so three times per day.

Heroic Speech (Su): At 3rd level, a Steel Falcon can inspire her allies with tales of greatness, heroism, and the ideals of Andoran. This functions like the inspire courage aspect of bardic performance, treating the Steel Falcon's class level as her bard level when determining the effect; if the Steel Falcon has levels in bard, her class levels stack with her bard levels when determining the effect of this ability and the effect of her inspire courage bard ability. The Steel Falcon can use this ability a number of rounds per day equal to her class level + her Charisma modifier.

Natural Traps (Ex): As part of their guerilla warfare activities, Steel Falcons learn how to use the natural environment to create traps. At 3rd level, the Steel Falcon gains Learn Ranger Trap^{UM} as a bonus feat (she does not need to meet the feat's normal prerequisite of 5 ranks in Survival). As per the rules for that feat, she learns one extraordinary ranger trap (chosen from the following: alarm trap, burning trap, exploding trap, fire trap, marking trap, poison trap, snare trap, and swarm trap). At 6th level, the Steel Falcon learns a second trap, and at 9th level she learns a third trap. The number of times she can use a trap is equal to her class level + her Wisdom bonus.

Comrade's Bond (Ex): At 4th level, a Steel Falcon's love of freedom and hatred of slavery are so great that she evokes similar feelings in her companions. Once per day as a move action, she can grant her allies half her enemy of slavers bonus against all appropriate targets in sight; the allies must be within 30 feet and able to see or hear her. This bonus lasts for a number of rounds equal to the Steel Falcon's Charisma bonus (minimum 1). This bonus does not stack

STEEL FALCON

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Enemy of slavers +2, heart of freedom, sailor and survivalist
2nd	+2	+1	+1	+1	Luck of the eagle 1/day
3rd	+3	+2	+1	+1	Heroic speech, natural trap 1
4th	+4	+2	+1	+1	Comrade's bond 1/day, superior aid
5th	+5	+3	+2	+2	Enemy of slavers +4, subtle manipulator, Talmandor's blessing
6th	+6	+3	+2	+2	Chainbreaker, natural trap 2, luck of the eagle 2/day
7th	+7	+4	+2	+2	Comrade's bond 2/day (swift)
8th	+8	+4	+3	+3	Talmandor's fury
9th	+9	+5	+3	+3	Enemy of slavers +6, natural trap 3
10th	+10	+5	+3	+3	Comrade's bond 3/day (free), luck of the eagle 3/day

with any favored enemy bonuses her allies have; they use whichever bonus is higher. At 7th level, the Steel Falcon can use comrade's bond twice per day, and activating it is a swift action. At 10th level, she can use this ability three times per day, and activating it is a free action.

Superior Aid (Ex): At 4th level, when performing the aid another action, a Steel Falcon grants a +4 bonus on the ally's attack roll or to the ally's Armor Class instead of the normal +2.

Subtle Manipulator (Ex): At 5th level, if the Steel Falcon spends a full-round action studying a target, she can attempt a Sense Motive check opposed by the target's Will save. If she succeeds, she gains a +5 circumstance bonus on Diplomacy checks against that opponent for a number of days equal to her Wisdom modifier. This ability can be used on a given target once per day, and a successful use resets its duration.

Talmandor's Blessing (Su): At 5th level, a Steel Falcon gains the blessing of Talmandor, the avoral patron of Andoran. She gains a +10 competence bonus on Acrobatics checks to make high or long jumps, a +4 bonus on Perception checks, and the benefits of *feather fall* at all times. If this effect is dispelled, you can reactivate it as a move action.

Chainbreaker (Ex): At 6th level, a Steel Falcon's attacks against bindings, chains, and manacles bypasses up to 10 points of hardness. This includes weapons with chains (such as flails, nunchaku, and spiked chains), a kyton's armor and weapons, chains animated by *animate objects*, and so on. The Steel Falcon also gains a +10 bonus on all checks to escape bindings with manacles or ropes.

Talmandor's Fury (Su): At 7th level, once per day as a standard action, a Steel Falcon can channel her rage at the injustice in the world, transforming her countenance into a terrifying display of righteous fury, giving her a fear aura with a range of 30 feet. Enemies within this radius are affected by a *fear* spell (CL 10th, Will DC 15 + the Steel Falcon's Charisma bonus). All other creatures in the area (including the Steel Falcon) are bolstered by the Steel Falcon's wrath and can immediately attempt new saving throws against any charm, compulsion, or possession effects currently affecting them.

The Steel Falcon can use this ability if she is conscious, even if paralyzed or under the effect of a charm, compulsion, or possession that affects her judgment.



TWILIGHT TALON (PRESTIGE CLASS)

Of all the members of the Eagle Knights, Twilight Talons often pay the highest price for the freedom the Eagle Knights work so hard to achieve, sacrificing years of their lives to serve as spies in nations whose cultures make their stomachs turn, and never receiving credit for or acknowledgment of their accomplishments—or even their existence. Perhaps even more exhausting are the moral and ethical choices a Twilight Talon has to make on so many of her missions. Often, such choices end up being difficult decisions made between two evils, and in many cases, a Twilight Talon ends up having to deal with the consequences of such decisions for months or even years to come. Yet to make no decision at all in such a time is perhaps the greatest evil of all, for to the Twilight Talon, acting in the best of intentions is always a better option than remaining quiet and allowing evil and cruelty to continue unopposed. Being selected to serve as a Twilight Talon is an honor bestowed on only the select few who Marshal Helena Trellis, head of the Talons, believes trustworthy enough to carry out the commitment and of strong enough character to be able to make morally difficult decisions for the best

of Andoran—all without public recognition. To a Twilight Talon, a job well done is one that no one outside of the Talons ever knew occurred in the first place.

A candidate for the Twilight Talons rarely meets her commanding officer in person—it's only after she's been accepted into the fold that she begins to learn details about others in the group, and even then, only on a need-to-know basis. Twilight Talons train carefully in the arts of intrigue and spycraft, but they also endeavor to keep their combat skills up to snuff so that when the perfect opportunity arises, they are prepared to take swift and brutal advantage. When on a mission for the group, a Twilight Talon might tell friends and family that she's leaving under some false pretense, but more often she just disappears for months or even years at a time. When a Twilight Talon works with a group of like-minded allies (as is the case when one works with an adventuring group), she may or may not reveal her true allegiance to her companions, but if she does, she must be prepared for the repercussions if those she trusts as allies do not keep her secret.

Hit Die: d8.

Requirements

To qualify to become a Twilight Talon, a character must fulfill the following criteria.

Alignment: Any nonevil.

Feats: Catch Off-Guard, Twilight Tattoo†.

Skills: Bluff 5 ranks, Disguise 5 ranks, Knowledge (local) 2 ranks, Linguistics 2 ranks, Stealth 5 ranks.

Special: A senior Eagle Knight must invite the character into the organization.

Class Skills

A Twilight Talon's class skills are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Survival (Wis).

Skill Points at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Twilight Talon prestige class.

Many Hats (Ex): A Twilight Talon is often required to take the role of a specific profession for the purpose of getting close to a target while remaining inconspicuous, becoming an everyday part of that target's life until the time to strike arrives. As long as a Twilight Talon is within 60 feet of another character with ranks in Profession (architect, barrister, clerk, courtesan, driver, engineer, innkeeper, librarian, merchant,



TWILIGHT TALON

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Many hats, sneak attack +1d6
2nd	+1	+1	+1	+1	Enhanced tattoo 1, resourceful agent
3rd	+2	+1	+1	+2	Eye for detail
4th	+3	+1	+1	+2	Enhanced tattoo 2, sneak attack +2d6
5th	+3	+2	+2	+3	Dead drop (minor), resourceful agent (enhanced critical)
6th	+4	+2	+2	+3	Enhanced tattoo 3, unassuming presence
7th	+5	+2	+2	+4	Sneak attack +3d6
8th	+6	+3	+3	+4	Enhanced tattoo 4, dead drop (major)
9th	+6	+3	+3	+5	Resourceful agent (staggering critical)
10th	+7	+3	+3	+5	Enhanced tattoo 5, sneak attack +4d6

or scribe), the Twilight Talon can pick up cues and practices in performing that job, and can use her Sense Motive check in place of that particular Profession check.

Sneak Attack: This functions as the rogue ability of the same name. The extra damage dealt is 1d6 at 1st level, and it increases by 1d6 every 3 levels thereafter. If a Twilight Talon gets a sneak attack bonus from another source, the bonuses to damage stack.

Enhanced Tattoo (Sp): As a Twilight Talon gains levels, her Twilight Tattoo feat gains enhancements, allowing her to use certain spell-like abilities. At 2nd level and every 2 levels thereafter, the Twilight Talon gains access to one of the spells listed for that level as a spell-like ability: 2nd level—*disguise self* or *undetected alignment*; 4th level—*alter self* or *invisibility*; 6th level—*glibness* or *secret page*; 8th level—*modify memory* or *zone of silence*; 10th level—*mislead* or *seeming*. These spell-like abilities function at a caster level equal to the Twilight Talon's character level, and each ability can be used once per day. The save DC for these spell like abilities is 10 + half the Twilight Talon's level + her Charisma modifier.

Resourceful Agent (Ex): A Twilight Talon often can't risk carrying traditional weapons, as doing so would seem out of place for many of the covers that she employs. Instead, she becomes a master at maximizing the potential in everyday objects used as improvised weapons. At 2nd level, a Twilight Talon increases the amount of damage she deals with improvised weapons by one step (for example, 1d4 becomes 1d6). At 5th level, all improvised weapons used by a Twilight Talon have a base critical threat range of 19–20, and she gains Critical Focus as a bonus feat. At 9th level, a Twilight Talon gains Staggering Critical as a bonus feat.

Eye for Detail (Ex): Part of a Twilight Talon's training is the extensive study of the most common bureaucratic documents in Golarion's major nations, allowing her to accurately forge documents. At 3rd level, when forging a document associated with any government, she automatically receives a +8 bonus on Linguistics checks to create a forgery (as though she had seen a similar document before).

Dead Drop (Ex): A Twilight Talon prepares for many contingencies and can tap her underground network for supplies, provided she pays into her dead drop fund beforehand. At 5th level, by spending an hour spreading around coin in any small town or larger settlement, the Twilight Talon gains the ability to access dead drops of equipment in the field. A Twilight Talon can pay any amount into her dead drop fund when she does so, but can never have more than a total of 100 gp per class level in her dead drop fund.

A dead drop functions as an emergency cache of gear that any Twilight Talon agent can access while in the field. Part of the process of paying into the fund includes arranging dead drop locations in areas that the Twilight Talon suspects she may visit in the future. At any point in a wilderness region, but no more often than once per day, the Twilight Talon can take 1d8 hours to seek out the closest dead drop, at which point she can purchase any item from the *Pathfinder RPG Core Rulebook* from the dead drop, deducting the price from the amount of gold she has paid into the fund at that date. At the GM's discretion, gear from other sourcebooks may also be available in a dead drop. In particularly remote locations, a GM may rule that no dead drops can exist, but the GM should inform the Twilight Talon of this fact when expeditions to such areas are planned. Dead drops shift locations often, so each time a Twilight Talon seeks one out, she must spend the 1d8 hours to find it.

At 8th level, it takes a Twilight Talon only 10 minutes to pay into her dead drop fund, it takes only 30 minutes to locate a dead drop in the wild, and her maximum dead drop fund increases to 2,500 gp. (This total does not increase when she gains additional levels.)

Unassuming Presence (Su): A Twilight Talon learns to quickly direct attention away from herself using subtle physical cues. At 6th level, a Twilight Talon can attempt an opposed Bluff check as a swift action against each enemy creature within 30 feet. If she succeeds against every target, the Twilight Talon can immediately attempt a Stealth check as though she had concealment; she gains a bonus equal to her Twilight Talon class level on this Stealth check. She can use this ability up to three times per day.

SCION OF TALMANDOR (PALADIN ARCHETYPE)

While all Steel Falcons are peerless proponents of the rights of the downtrodden, those who endeavor to make the spread of liberty as peaceful as possible often become scions of Talmandor, honoring the powerful avoral agathion who serves as the patron of the Steel Falcons. Talmandor is reluctant to act directly on behalf of the Eagle Knights and even more unwilling to accept their worship, preferring to lend assistance primarily by being a voice of reason and dispensing wise counsel when it is most needed. A scion of Talmandor attempts to exemplify this selfless altruism, offering assistance to the oppressed and facilitating the peaceful transfer of power from the few to the many.

Scions of Talmandor look to the brutality of the revolution in Galt, Andoran's neighbor, as a cautionary tale and an unfortunate blemish on populism's short history. They also reject the Nirmathi notion of freedom, thinking it too individualistic; instead, they strive to build strong communities both at home and abroad. Wherever possible, a scion of Talmandor opts for peaceful, grassroots solutions to problems facing the many oppressed peoples of the Inner Sea region, encouraging them to take a central role in bettering their lot in life.

Scion's Faith (Ex): A scion of Talmandor must worship a lawful good deity, and she gains Fly as a class skill instead of Ride.

This alters class skills.

Egalitarian (Su): At 2nd level, once per day as a swift action, a scion of Talmandor can halve her bonus on saving throws from divine grace (minimum +1) to grant the resulting bonus to herself and to all allies within 30 feet. This shared bonus lasts for a number of rounds equal to the scion's Charisma modifier, after which her divine grace is suppressed for 1 hour before returning to normal.

This ability alters divine grace.

Bonded Eagle (Sp): At 5th level, a scion of Talmandor forms a bond with an eagle using the statistics for a bird animal companion. The eagle is a loyal companion

that accompanies the scion on her adventures. When the scion activates smite evil, she can expend an additional use of smite evil to grant her eagle the bonuses granted from smite evil as well. This ability functions like the druid animal companion ability, using the scion's paladin level as her effective druid level.

This ability replaces divine bond.

Consensus (Ex): At 8th level, twice per day as a swift action during the first full round of combat, a scion of Talmandor can take a vote from a number of allies equal to or less than 3 + the scion's Charisma modifier, all of whom must be within 30 feet of the scion of Talmandor. In initiative order, each ally can vote for Freedom, Justice, or Responsibility. Allies who vote receive a +2 sacred bonus either on attack rolls (if Justice wins), on saving throws (if Freedom wins), or to Armor Class (if Responsibility wins) until the end of combat. The scion of Talmandor votes last, and in the case of a tie, her vote breaks the tie.

This ability replaces aura of resolve.

Talmandor's Gift (Sp): At 11th level, a scion of Talmandor can summon an avoral agathion (*Pathfinder RPG Bestiary* 216) as if via *summon monster VII* (caster level equals the scion's character level).

This ability replaces aura of justice.

Talmandor

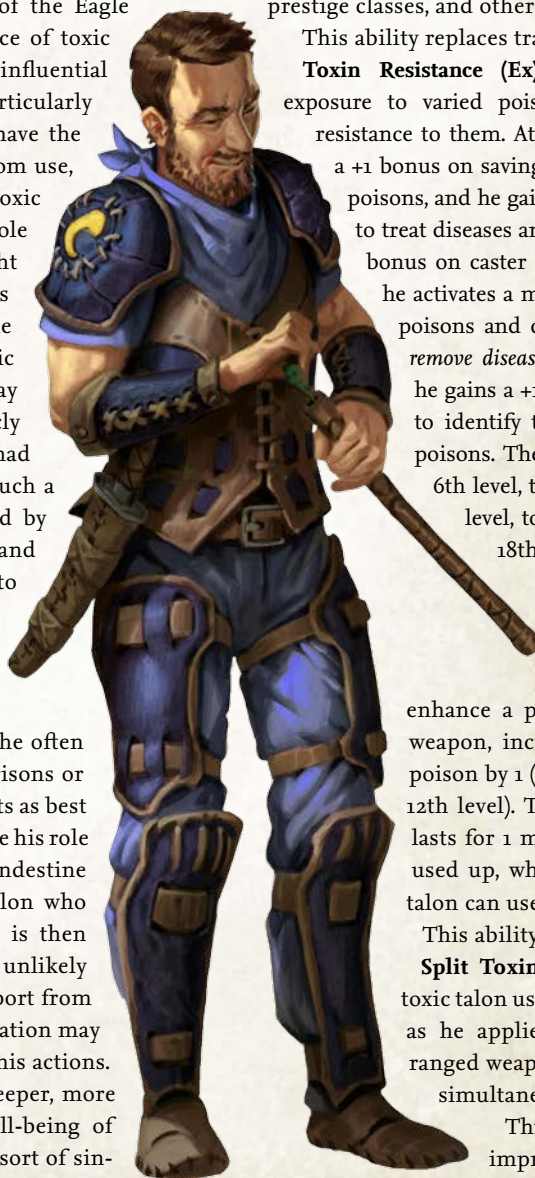
The celestial patron of Andoran is a powerful and unique avoral agathion, one of the most formidable of his kind. Yet while Talmandor is nearly as potent as a minor demigod, he does not seek the worship of mortals. While he certainly has an interest in influencing mortals and helping them achieve enlightenment, he prefers that they make their own choices. If they must worship, that faith and devotion is better given to a true god, be it a powerful empyreal lord like Ylimancha or a full deity like Iomedae, Sarenrae, or Shelyn. He does not grant domains or have a favored weapon, and those who seek to worship him do not gain special favor. The scions of Talmandor understand this and help to spread this knowledge to the masses as best they can, but they also seek to emulate Talmandor's teachings at the same time, viewing themselves not so much as worshipers of the outsider as mere messengers.



TOXIC TALON (ROGUE ARCHETYPE)

Twilight Talons might pursue many tasks, from relatively passive information gathering to staging massive coups meant to depose tyrants. A toxic talon, however, is trained and deployed for one very specific purpose: to defeat foes with unusual and potent poisons. After adopting a profession to serve as a cover for his activities, a toxic talon spends resources and time combining easy-to-obtain materials into dangerous toxins to aid in the defense of Andoran. A toxic talon can use rare, complex, slow-release poisons to make a death look like it happened naturally, but sometimes the toxic talon will use specific poisons to cast suspicion on other organizations, stirring internal conflict that other Twilight Talons can use to their advantage.

The use of poisons in the defense of a good nation is controversial, and other branches of the Eagle Knights generally disavow the existence of toxic talons among their organization. Many influential leaders among the Eagle Knights, particularly in the Steel Falcons, have pushed to have the practices of the toxic talons banned from use, but these efforts have only pushed the toxic talons into further obscurity. Their role is particularly protected by the Twilight Talons, who sometimes go as far as to outright lie to others in the Eagle Knights about the operations of a toxic talon. At other times, a toxic talon may choose to martyr his freedom by publicly accepting blame for a mission that has had unfortunate public repercussions. In such a case, the toxic talon is not abandoned by his kin—instead, he is placed on a fair and public trial whose purpose is as much to appease the masses as it is to determine whether any moral lines were crossed. In cases where such a toxic talon is found guilty, he is generally sentenced to hard labor or prison (in which case he often continues to run missions inside of prisons or other fortifications for the Eagle Knights as best suits his talents) or to exile (in which case his role in serving Andoran shifts to one of clandestine missions in other nations). A toxic talon who martyrs his freedom in this way and is then captured again understands that it's unlikely he'll be afforded the same level of support from the Eagle Knights, and that the organization may well disavow any official knowledge of his actions. To a toxic talon, this is all merely a deeper, more significant level of service to the well-being of the nation of Andoran. By serving as a sort of sin-



eater for the rest of the Twilight Talons (and at times, for the other branches of the Eagle Knights), such selfless characters can ensure that the organization survives scandal and public outcry to carry on their good work. In such cases, while public recognition for their deeds may never manifest, their brothers and sisters never forget the toxic talon's sacrifice.

Forceful Breath (Ex): A toxic talon is proficient with blowguns instead of hand crossbows. He can use a blowgun without penalty while prone.

This alters the rogue's weapon proficiencies.

Poison Adept (Ex): A toxic talon is trained in the use of poison and cannot accidentally poison himself when applying poison to a projectile weapon. He can apply poison to a projectile as a move action. This counts as the poison use ability for the purposes of qualifying for feats, prestige classes, and other options.

This ability replaces trapfinding.

Toxin Resistance (Ex): A toxic talon's constant exposure to varied poisons grants him increasing resistance to them. At 3rd level, a toxic talon gains a +1 bonus on saving throws against diseases and poisons, and he gains a +1 bonus on Heal checks to treat diseases and poisons. He also gains a +1 bonus on caster level checks (including when he activates a magic item) to treat or remove poisons and diseases, such as when using *remove disease* or *neutralize poison*. Finally, he gains a +1 bonus on Perception checks to identify traps that utilize diseases or poisons. These bonuses increase to +2 at 6th level, to +3 at 9th level, to +4 at 12th level, to +5 at 15th level, and to +6 at 18th level.

This replaces trap sense.

Catalyst (Su): At 4th level, a toxic talon can use secret alchemical techniques to enhance a poison as he applies it to a weapon, increasing the save DC of the poison by 1 (this bonus increases to +2 at 12th level). This increase to the save DC lasts for 1 minute or until the poison is used up, whichever comes first. A toxic talon can use catalyst once per hour.

This ability replaces uncanny dodge.

Split Toxin (Su): At 8th level, when a toxic talon uses catalyst to enhance poison as he applies it, he can envenom two ranged weapons or units of ammunition simultaneously with the same dose.

This ability replaces the rogue's improved uncanny dodge.

AFFILIATION WITH THE EAGLE KNIGHTS

The Eagle Knights are a wide-reaching faction with subgroups specializing in different fields, yet they all work together for the betterment of Andoran.

Example Affiliation Encounter: Before earning affiliation with a faction of the Eagle Knights, a prospective ally must first demonstrate his loyalty and patriotism to Andoran. The prospective affiliate must then perform one of the following tasks, depending on the faction he wishes to affiliate with.

Golden Legion: Protect a number of Andoren citizens equal to your class level in a single encounter against an aggressor, be it enemy invaders or a rampaging monster. The protection must be provided in a public venue, and you must proclaim your allegiance to the Eagle Knights at the end.

Gray Corsairs: Deliver a number of freed slaves equal to your class level to a Gray Corsair ship or safe house.

Steel Falcons: Provide shelter in hostile territory for a Steel Falcon agent or group for a number of days equal to your level.

Twilight Talons: Escort a Twilight Talon operative whose mission has been compromised out of enemy lands, perhaps including a successful jailbreak or other escape scenario.

FEATS

The Eagle Knights make use of the following feats. Note that most of the feats listed below require affiliation with one of the specific factions within the Eagle Knights.

EAGLE'S RESOLVE

You are resolute in your opposition to slavery and oppression, and the very thought of mental control disgusts you.

Prerequisite: Iron Will.

Benefit: You receive a +1 bonus on saving throws against mind-affecting effects. When you succeed at such a saving throw, you gain a +2 morale bonus on all attack rolls, damage rolls, and saving throws against the source of that effect for a number of rounds equal to the spell's level, or if the effect is not a spell, for a number of rounds equal to one-third the Hit Dice of the creature that created the effect.

EXPERT BOARDER

You are as comfortable dangling from a ship's rigging as you are on stable land.

Prerequisite: Affiliated with the Gray Corsairs.

Benefit: Acrobatics and Climb are class skills for you. You gain a +2 bonus on Acrobatics and Climb checks to climb or swing on a rope or ship's rigging. You do not provoke attacks of opportunity from climbing or swinging on a rope or ship's rigging.

FALCON'S CRY

You inspire others to throw off the shackles of oppression.

Prerequisites: Cha 13, affiliated with the Steel Falcons.

Benefit: You inspire a zeal for freedom in your allies. As a standard action, you can grant everyone within 60 feet who is able to see and hear you the ability to roll twice when attempting an Escape Artist check, a Will save against compulsions, or a Strength check to break chains, manacles, or similar bonds. Such checks must be attempted before the beginning of your next turn. You can do this once per day, plus one additional time for every 3 character levels that you have.

LEGIONNAIRE'S INSPIRATION

You inspire your comrades to stand against impossible odds.

Prerequisite: Affiliated with the Golden Legion.

Benefit: As a standard action, you can select one creature you can see. All allies within 30 feet who are able to see and hear you gain a +1 morale bonus to their Armor Class against that creature for a number of rounds equal to your Charisma bonus (minimum 1 round). You can do this once per day, plus one additional time for every 3 character levels you have.

TWILIGHT TATTOO

You have a special tattoo that identifies you as a Twilight Talon when you speak a designated command word.

Prerequisites: Wis 13, affiliated with the Twilight Talons.

Benefit: You gain an invisible magical tattoo that identifies you as a member of the Twilight Talons. When you speak the command word, the tattoo becomes visible for 1 round before fading again. The tattoo has no magical aura when not visible and is not an illusion; it can't be observed through magical means. (The command word causes the tattoo to manifest rather than ending the magic concealing it.)

Additionally, you gain a +2 bonus on Disguise checks, on Sleight of Hand checks to hide small objects on your person, and on Will saving throws against attempts to scry upon you or read your mind.

MAGIC ITEMS

The following items are associated with the Eagle Knights.

EAGLE KNIGHT DRESS UNIFORM		PRICE 18,175 GP
SLOT armor	CL 6th	WEIGHT 20 lbs.
AURA moderate enchantment		

This set of fine +2 *parade armor*^{UE} matches the dress uniform of Andoran's Eagle Knights. If the wearer is ever grappled or restrained, she can attempt an Escape Artist check to get free as an immediate action. The wearer gains a +2 competence bonus on this check. Once per day as a standard



action, the wearer of an *Eagle Knight dress uniform* can call forth shimmering plates of golden light to reinforce the armor. This effect increases the armor's enhancement bonus to AC from +2 to +5 for the next 10 minutes.

CONSTRUCTION REQUIREMENTS	COST 9,175 GP
Craft Magic Arms and Armor, <i>liberating command</i> ^{MC} , <i>mage armor</i>	

GOLDEN EAGLE EPAULETS		PRICE 4,500 GP
SLOT shoulder	CL 5th	WEIGHT 1 lb.
AURA faint abjuration		

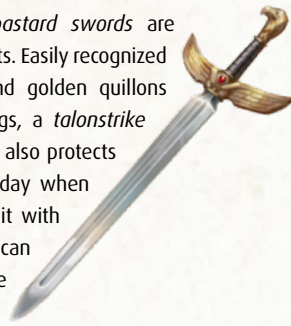


These decorative golden braids allow the wearer to cast *bless* and *sanctuary* each once per day. They also grant a +2 competence bonus on Diplomacy checks and checks for one other skill, depending on what branch of the Eagle Knights the epaulets are attuned to (Perception for the Steel Falcons, Ride for the Golden Legion, Swim for the Gray Corsairs, or Stealth for the Twilight Talons).

CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>bless</i> , <i>guidance</i> , <i>sanctuary</i>	

TALONSTRIKE SWORD		PRICE 33,835 GP
SLOT none	CL 8th	WEIGHT 3 lbs.
AURA moderate abjuration		

These mithral +2 *defending bastard swords* are favored blades of the Eagle Knights. Easily recognized by its eagle's-head pommel and golden quillons crafted like upswept eagle wings, a *talonstrike sword's* *defending* special ability also protects the wielder's mount. Once per day when the wielder confirms a critical hit with a *talonstrike sword*, the wielder can cast *dimensional anchor* on the target as a free action.



CONSTRUCTION REQUIREMENTS	COST 18,435 GP
Craft Magic Arms and Armor, <i>dimensional anchor</i> , <i>shield</i> or <i>shield of faith</i>	

SPELLS

Affiliates of the Eagle Knights often make use of these spells.

DETECT CHARM

School divination; **Level** bard 1, cleric 1, inquisitor 1, medium 1, mesmerist 1, occultist 1, paladin 1, psychic 1, shaman 1, sorcerer/wizard 1, spiritualist 1, witch 1

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 minute/level (D)

Saving Throw none; **Spell Resistance** no

This spell functions as per *detect magic*, except that it detects only charm, compulsion, and possession effects. You immediately detect the strength and location of each such aura on all creatures in the area. You can attempt to identify the properties of each aura (see Spellcraft on page 106 the *Pathfinder RPG Core Rulebook*). In addition to noticing the targets of these effects, you can recognize when creatures in the area are using these effects on others by attempting a Sense Motive check as a standard action (DC = 20 + caster level). If you succeed, you can attempt a Spellcraft check to identify what magic it is using (even if the target is not in the area).

SUMMON FLIGHT OF EAGLES

School conjuration (summoning); **Level** bloodrager 4, druid 6, ranger 4, shaman 6, sorcerer/wizard 6, summoner 6, witch 6

Casting Time 1 round

Components V, S, F (a gold feather worth 100 gp)

Range close (25 ft. + 5 ft./2 levels)

Effect 1d4+1 summoned creatures

Duration 10 minutes/level

Saving Throw none; **Spell Resistance** no

You summon 1d4+1 giant eagles to serve as you designate. The summoned birds can fight if you wish, but can also serve as mounts.

SUPPRESS CHARMS AND COMPULSIONS

School abjuration; **Level** bard 2, cleric 2, mesmerist 2, paladin 2, psychic 2, shaman 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature plus one additional creature per 4 levels, no two of which can be more than 30 ft. apart

Duration 10 minutes or concentration (up to 1 round/level); see text

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You bolster the subject's sense of willpower and self-worth when you cast this spell. As you cast it, you must decide if you want to grant a bonus to saving throws against charms and compulsions or suppress charms and compulsions.

If you grant a bonus to saving throws, you grant all affected creatures a +4 morale bonus on saving throws against charm and compulsion effects for 10 minutes.

If instead you suppress charms and compulsions, the spell's duration drops to concentration, to a maximum duration of 1 round per level. As long as you continue to concentrate, the spell suppresses all existing charm and compulsion effects affecting the targets, regardless of whether the effect is beneficial or harmful. New charm or compulsion effects that successfully target such a protected creature are automatically suppressed as long as you continue concentrating. If you cease concentrating, the spell effect immediately ends, and remaining charm or compulsion effects resume for the rest of their remaining durations as normal.



GRAY MAIDENS

GRAY MAIDENS

Remnants of a Tyrant's Reign

Scope regional (western Avistan)

Alignment LE (Erinyes Company) or NG (Scarlet Rose)

Headquarters Egorian (Cheliox, Erinyes Company); Korvosa (Varisia, Scarlet Rose)

Values preservation of Queen Ileosa's ideals, service to the nation of Cheliox (Erinyes Company); the aid, rehabilitation, and protection of each other and allies (Scarlet Rose)

Goals expand their own power, reclaim rule of Korvosa (Erinyes Company); oppose tyranny, recover from Ileosa's evil (Scarlet Rose)

Allies House Thrune, followers of the Queens of the Night (Erinyes Company); Shelynites, Silver Ravens (Scarlet Rose)

Enemies rival Gray Maidens, Silver Ravens (Erinyes Company); rival Gray Maidens (Scarlet Rose)

Rivals rival Gray Maiden factions

The Gray Maidens were born of a heartless queen's ambition. Queen Ileosa of Korvosa, on seizing full control of the Varisian city after her husband's mysterious death, chose the region's most beautiful and ferocious women to serve as her enforcers. The jealous queen saw to it that each of her Maidens' faces was marked with terrible scars as part of her initiation; Ileosa's vanity would accept no rival.

In addition to their physical scarring, Gray Maiden recruits underwent intense psychological conditioning and indoctrination meant to ensure loyalty. This conditioning was often backed by magical compulsion, and every Gray Maiden still struggles with the aftereffects to some extent.

When heroes defeated Queen Ileosa, the singular focus of the Gray Maidens was shattered, and the group splintered into numerous smaller factions. Many of these were small mercenary groups consisting of only a few members. Faceless Kaid's Band (which went on to provide thugs for hire in the cosmopolitan Varisian city of Kaer Maga) and the Maidens of the Lady's Light (which seeks to regain control of Korvosa by mastering ancient

Thassilonian magic) are excellent examples of this. Yet the bulk of the Gray Maidens have since associated into one of two significant groups with opposing goals: the Erinyes Company and the Scarlet Rose.

The Erinyes Company represents those who remained absolutely loyal to Ileosa. While its members hope to someday retake Korvosa in Ileosa's memory, for now the Erinyes Company has retreated to Cheliox and offered its services to another ruler, Her Infernal Majestrix Abrogail II of Cheliox. The company's dedication impressed Abrogail, who provided its new name; the company now serves her will on sensitive or difficult missions, particularly outside Chelish borders. In recent years, the Erinyes Company has undertaken several secret missions within the independent territory of Ravounel, drawing the ire of the Silver Ravens. Ultimately, its attention remains focused on Korvosa to the north—yet for now, members bide their time and gather

their resources in preparation for what they view as an inevitable fate: conquering of Korvosa in the name of their defeated founder, Queen Ileosa.

In contrast, the Scarlet Rose represents those who have utterly forsaken Queen Ileosa's legacy and have turned their backs on the Gray Maidens' traditions. Founded by Filarina Grantsliem and Sabina Merrin, this loose coalition works to rehabilitate those who were pressed into the queen's service. The Scarlet Rose acts as a support network for these ex-Gray Maidens, helping them reenter society and resist the lingering effects of indoctrination, as well as providing a home base for those who have turned to adventuring or mercenary work. Helping Korvosa recover from its time under Ileosa's rule is one of their main pursuits, and by supporting their sisters, they in turn gain the aid of a growing faction of highly trained, focused, and loyal guardians in a time of great need.



Filarina Grantsliem (CG female human fighter 11): Filarina believed herself to be male until she used a magical girdle to join the Gray Maidens in search of her conscripted sister. Initially refusing to reverse the girdle's effects out of dedication, Filarina eventually realized that the "cursed" girdle had simply revealed her true self. After learning of her sister's death, Filarina helped found the Scarlet Rose to save other Gray Maidens. Infectiously sweet, charming, and optimistic (thanks in part to her having avoided the worst of indoctrination), Filarina is the public face of the Scarlet Rose and a devoted follower of Shelyn, and her positive attitude and quick smile have gone a long way toward helping to establish a new baseline of hope and optimism among her beleaguered sisters.



Kelles Vel (NG/LN female human fighter 3/wizard 3/vigilanteSM 1): Once a sheltered scholar, Kelles Vel was drafted into the Gray Maidens, indoctrinated, and forced to commit terrible deeds for Queen Ileosa under the name of the Midnight Maiden. Even after Ileosa's death, Kelles continued to engage in vigilante-style attacks against Korvosa's criminals until investigators tracked her down. The Scarlet Rose helped Kelles reassemble her shattered mind, but in recent days, Kelles has been compelled to don her armor again. While she has kept this urge a secret from her fellow Gray Maidens—including her lover Filarina—Kelles knows it's only a matter of time before the Midnight Maiden returns to haunt Korvosa's nights, and she fears what repercussions this may have on her new relationships.



Qualins Rachmirol (LE female human cavalier^{APG} 8/sanguine angel^T 10): Leader of the Erinyes Company and greatest of the sanguine angels, Qualins Rachmirol was the first to worship the Queens of the Night (a group of powerful lawful evil outsiders active in Hell, whose members are known in other circles by the insulting title "Whore Queens" [see *Pathfinder RPG Book of the Damned*]) and her devotion has been mightily rewarded. A brilliant strategist, Qualins coordinates Erinyes Company's activities while personally overseeing the initiation of new recruits. She takes to the field for only the most dire and sensitive missions, when her presence would bolster her personal glory, or simply when her bloodlust must be sated.

SANGUINE ANGEL (PRESTIGE CLASS)

Of those Gray Maidens who remain loyal to the ideals of Queen Ileosa, none have seen as much success as the members of the Erinyes Company. The company's origin lies with a band of Gray Maidens led by Qualins Rachmirol, who commandeered a ship in the wake of Ileosa's defeat and sailed to Cheliah. Her Infernal Majestrix was impressed by the soldiers' devotion and prowess; Abrogail adopted them into the Chelish military and gave the group its new name.

The Erinyes Company has expanded from its original 27 members, although not drastically, as the initiation process for new recruits is intense and often lethal. By the end, the survivors are every bit as physically and psychologically scarred as the original Gray Maidens. The company has, however, abandoned Ileosa's doctrine of racial purity; drive and will are what make an Erinyes, not skin or shape.



Elite Erinyes Company members are heartless soldiers known as sanguine angels. While the Gray Maidens were once a secular organization, the majority of the Erinyes have turned to worship the infernal demigoddesses known as the Queens of the Night. These vengeful devils reward the company's elite with infernal powers.

Hit Die: d10

Requirements

To qualify to become a sanguine angel, a character must fulfill the following criteria.

Alignment: Lawful evil, lawful neutral, or neutral evil.

Armor Proficiency: Proficient with heavy armor.

Base Attack Bonus: +5.

Feats: Improved Shield Bash, Iron Will, Weapon Focus (longsword).

Gender: Female.

Language: Infernal.

Class Skills

The sanguine angel's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), and Sense Motive (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are class features of the sanguine angel prestige class.

Hardened Heart (Ex): A sanguine angel adds twice her class level to the DC of any attempt to Intimidate her.

Maiden's Shield (Ex): A sanguine angel is treated as if she had the Two-Weapon Fighting feat as long as she is using a longsword and a shield. This allows her to take feats that require Two-Weapon Fighting as a prerequisite without meeting the Two-Weapon Fighting or Dexterity prerequisites, but she benefits from such feats only when she's wielding a longsword and shield.

Tyrant's Discipline (Ex): The Erinyes Company's initiation is deeply indoctrinating, and so sanguine angels are as loyal to the Infernal Majestrix as the Gray Maidens were to Ileosa. At 2nd level, a sanguine angel draws upon her indoctrination, tactical training, and devotion to tyranny to develop potent talents. A sanguine angel selects a discipline from the following list at 2nd level and every 2 levels thereafter.

Castling: When the sanguine angel takes a 5-foot step, she can step into the space of a willing, adjacent ally. If she does, that ally immediately takes a 5-foot step into the sanguine angel's former space without spending an action to do so.

Driving Assault: When making a full attack, the sanguine angel can take a -2 penalty on melee attack

SANGUINE ANGEL

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Hardened heart, maiden's shield
2nd	+2	+1	+1	+1	Tyrant's discipline
3rd	+3	+2	+1	+2	Armored angel
4th	+4	+2	+1	+2	Tyrant's discipline
5th	+5	+3	+2	+3	Eye of Mahathallah
6th	+6	+3	+2	+3	Tyrant's discipline
7th	+7	+4	+2	+4	Mystique of Ardad Lili
8th	+8	+4	+3	+4	Tyrant's discipline
9th	+9	+5	+3	+5	Hollowness of Doloras
10th	+10	+5	+3	+5	Angel of Eiseth, tyrant's discipline

rolls for 1 round. If she does, the first time in that round that she hits a creature of her size or smaller with a melee attack, she can attempt a bull rush combat maneuver check to push the creature back 5 feet. She gains a +2 bonus on this combat maneuver check and does not provoke attacks of opportunity when performing the bull rush, but regardless of the result, she cannot push the target further than 5 feet. If the sanguine angel pushes a creature in this way, she can immediately move into its space without provoking attacks of opportunity.

Erinyes Fury: The sanguine angel can enter a dispassionate, murderous state. This functions as the dreadnought barbarian's dead calm ability (*Pathfinder RPG Horror Adventures* 47) and is usable for a number of rounds each day equal to twice her class level. If the sanguine angel has levels in barbarian and has the dreadnought archetype, her sanguine angel levels instead stack with her barbarian levels to determine the duration of her rage.

Furious Huntress: The sanguine angel adds her Strength bonus, rather than her Dexterity bonus, to attack rolls made with bows.

Kinslayer: The sanguine angel gains favored enemy (humanoids [humans] +2), as per the ranger ability. If the sanguine angel already has the same favored enemy bonus from another class, her existing bonus instead increases by 2.

Merciless Massacre: When the sanguine angel hits a cowering or panicked creature with a melee attack or reduces a creature to negative hit points with a melee attack, as a swift action she can deal additional damage to that creature equal to 1d8 + her class level.

Queen's Sword: The sanguine angel's weapon training bonus with heavy blades increases by 1. The sanguine angel must have at least 4 levels in this prestige class and have the weapon training (heavy blades) class feature to select this discipline. The sanguine angel can select this discipline a second time when her class level is 8th level or higher.

Unyielding: While wearing Gray Maiden plate (see page 84), the sanguine angel gains DR 1/—. The character must have at least 6 levels in this prestige class to select this discipline. The damage reduction increases to DR/2 at 8th level and to DR/3 at

10th level. This damage reduction does not stack with damage reduction granted by other sources.

Armored Angel (Ex): At 3rd level, a sanguine angel gains the armor training class feature, treating her class level as her fighter level while wearing Gray Maiden plate[†]. If the sanguine angel has levels in another class that grants the armor training class feature, the levels stack to determine its benefits, but only when she is wearing Gray Maiden plate.

Eye of Mahathallah (Su): The Dowager of Illusion, the first Queen of the Night to grant her favor to the Erinyes Company, grants sanguine angels keen eyes to pierce all deception. At 5th level, a sanguine angel gains Alertness as a bonus feat and gains a +4 profane bonus on Will saves against illusions. In addition, once per day as a swift action, the sanguine angel can take 1d4 points of Charisma damage to gain the benefits of the *true seeing* spell for a number of rounds equal to her class level.

Mystique of Ardad Lili (Ex and Sp): Though most sanguine angels care little for seduction, the End of Innocence grants them influence over others regardless. At 7th level, a sanguine angel gains a +4 bonus on Diplomacy and Intimidate checks against targets of the same creature type as the sanguine angel. Once per day, the sanguine angel can use *dominate person* as a spell-like ability (CL = her character level).

Hollowness of Doloras (Ex): The gift of Our Lady of Pain is freedom—freedom from horror and pain, from sorrow and fear. At 9th level, a sanguine angel gains Diehard as a bonus feat. In addition, she gains a +4 profane bonus on saving throws against emotion^{UM} and pain^{UM} effects, and she is immune to fear effects.

Angel of Eiseth (Su): The greatest sanguine angels earn the favor of the Erinyes Queen Eiseth, who transforms them into infernal servitors. At 10th level, a sanguine angel's type changes to outsider (evil, extraplanar, lawful), and Hell becomes her native plane. She gains fire resistance 30, telepathy with a range of 50 feet, and the see in darkness universal monster ability. Ebon-feathered wings emerge from the sanguine angel's back, granting her a fly speed of 50 feet with good maneuverability.

MASKED MAIDEN (VIGILANTE ARCHETYPE)

In the wake of Ileosa's death, some of the surviving Gray Maidens attempted to return to their former lives—a task made difficult by the physical and emotional scars of their indoctrination. For a few, suppressing the indoctrination's effects seemed to work. In time, though, the repressed aspects returned, pushing these former conscripts to don their armor and seek out conflict. These so-called masked maidens find themselves leading a double life: ordinary (albeit troubled) citizen by day, faceless warrior by night. In the most tragic cases, the identities entirely disassociate, with the maiden experiencing unexplained exhaustion and injuries upon awakening.

While their social identities cover a wide range of personality types, in their vigilante identities, masked maidens are usually icy and dispassionate. These identities are rarely good-aligned, and are more often merciless bringers of justice than gentle redeemers. Some masked maidens continue enforcing the queen's cruel agenda, while others fight crime or pursue personal vendettas. A masked maiden always uses the iconic Gray Maiden helm when in her vigilante identity, as these helms serve excellently at both hiding the vigilante's identity while simultaneously evoking the significant social gravitas associated with the Gray Maidens. Often, the masked maiden wears signature garb, such as a helm with a distinctively colored plume or a scar-like etching on the helm's face, or perhaps a unique cloak. Although the masked maiden hides behind the armor and is pursuing her goals, she wants to be able to be identified as a specific individual.

Weapon and Armor Proficiency: All masked maiden vigilantes are proficient with Gray Maiden plate armor (see page 84), but not with any other forms of heavy armor.

This alters the vigilante's weapon and armor proficiencies.

Imperfect Control (Ex): A masked maiden compulsively resists entering her indoctrinated state, but certain triggers (such as violence) can cause her to lapse. The masked maiden always starts the day in her social identity. To begin willingly changing to her vigilante identity, the masked maiden must succeed at a Will save (DC = 10 + half her vigilante level);

if she fails, she becomes shaken for 1 minute and cannot try again during that time. While in her social identity, when the masked maiden is exposed to mortal peril (such as when combat starts), she must succeed at a Will save at the same DC or be compelled to enter her vigilante identity as soon as she can get out of sight to do so. The masked maiden cannot choose to fail this Will save. In addition, if the masked maiden hasn't entered her vigilante identity for a week or longer, she must attempt this Will save at the start of each day; on a failure, she is compelled to change into her vigilante identity immediately (or as soon as she can slip out of sight to do so).

A masked maiden can don Gray Maiden plate in 1 minute without aid, and can do so as part of switching to her vigilante identity. If the maiden reduces the time it takes to change identities (such as with the quick change social talent), she can still don her armor as part of changing to her vigilante identity. A masked maiden who changes to her vigilante identity unwillingly can't choose to switch from her vigilante identity back to her social identity that day.

While in her vigilante identity, the masked maiden takes a –2 penalty on all Charisma-based ability and skill checks (except for Intimidate) and can't benefit from morale bonuses or bardic performances.

This ability alters dual identity.

Scars of the Past (Ex): A masked maiden must choose avenger as her vigilante specialization.

A 1st-level masked maiden gains a set of Gray Maiden plate at no cost. This armor is battered, and other creatures are never considered proficient with it. This armor can be sold only as scrap for 4d6 gp, but for the masked maiden the armor functions normally. The masked maiden can spend 150 gp and 1 day of work to improve her battered armor to masterwork quality (although it is still considered battered).

This ability replaces seamless guise.

Armor Training (Ex): All Gray Maidens were drilled in the use of their armor, and as a masked maiden continues to lapse in and out of indoctrination, that training emerges slowly from her subconscious. At 3rd level, a masked maiden gains the fighter's armor training class feature, and at 19th level she gains armor mastery. She treats her vigilante level as her fighter level for the purposes of both.

This replaces the vigilante's social talents gained at 3rd, 7th, 11th, 15th, and 19th levels.



SISTER-IN-ARMS (CAVALIER ARCHETYPE)

Some of the most charismatic Gray Maidens combine their devotion to their sisters with the intense tactical training they received, learning to perfectly direct their companions and inspiring them to survive and emerge victorious. Known as sisters-in-arms, these scarred soldiers are highly respected by their fellow Maidens for their dedication.

In the aftermath of Ileosa's fall, groups of Maidens forged a tight-knit family from their fellow survivors, knowing that nobody else truly understood the horrors they had endured—or had been forced to commit. Even after being accepted back into Korvosan society or fleeing the reach of the city's justice, the Gray Maidens' sisterhood has endured.

Sisters-in-arms are almost never neutral on the subject of Queen Ileosa; some still hold true to the cruel queen's ideals and lead bands of like-minded veterans, while others have forsaken Ileosa in favor of total devotion to their fellow survivors. Of the latter, the majority support the Scarlet Rose, whether as social and emotional support for their recovering sisters, as field commanders for military endeavors, or as private adventurers with ties to the order. Loyalist sisters-in-arms, by contrast, are almost always plotting to reclaim Korvosa.

Halfhearted Challenge (Ex): Sisters-in-arms vigilantly protect their allies, weakening their focus on their challenged foe. A sister-in-arms adds only half her cavalier level (minimum 1) to damage rolls against her challenge target.

This ability alters challenge.

Maiden's Order (Ex): All sisters-in-arms share a talent for aiding and inspiring their fellow Gray Maidens, strengthened by training and the bond of sisterhood. Generally, those loyal to Queen Ileosa refer to their pledge as the order of the fanged crown, while those who have forsaken the cruel queen call it the order of the scarlet rose. In either case, the benefits are the same.

A sister-in-arms does not choose an order. Instead, she is considered to belong to both the order of the dragon and the order of the lion, and she gains all of the benefits of both orders (including additional class skills and conditional skill bonuses, additional challenge benefits, and order abilities) at the appropriate levels. At 1st level, a sister-in-arms chooses which order's edicts she must follow; generally, those of the fanged crown choose the order of the lion's edicts, while those of the scarlet rose choose the order of the dragon's edicts.

This ability alters order and replaces mount.

Devoted Defender (Ex): Sisters-in-arms cling to their fellow Gray Maidens as closely as family and protect them with intense devotion. At 3rd level, a sister-in-arms gains Bodyguard (*Pathfinder RPG Advanced Player's Guide* 151) as a bonus feat (she does not need to meet the feat's prerequisite).

This ability replaces cavalier's charge.

Maiden's Loyalty (Ex): The loyalty of a sister-in-arms is absolute. At 4th level, a sister-in-arms gains a +2 bonus on Will saves against any effect that would compel her to attack or betray her allies. This bonus increases by 1 for every 4 levels beyond 4th.

This ability replaces expert trainer.

Dedicated Commander (Ex): A sister-in-arms can inspire and direct allies with great efficiency. At 11th level, the sister-in-arms can use lion's call or strategy order as a move action, rather than as a standard action. At 20th level, she can use act as one, lion's call, or strategy order as a swift or move action.

This ability replaces mighty charge and supreme charge.



AFFILIATION WITH THE GRAY MAIDENS

No longer a single faction under the command of one leader, the Gray Maidens in a post-Ileosa world consist of numerous fractured companies. The two largest, the Erinyes Company and the Scarlet Rose, are far from the only groups; in a few cases, solo Gray Maidens operate as lone wolves, using the group's defunct legacy only to support (or hide) their causes.

Example Affiliation Encounter: While a character could well seek the approval of an established Gray Maiden mercenary company to become affiliated with the group, anyone who has undergone personal trauma, whether physical or mental, only to have come out the other side stronger and more resolute, has the proper mindset to take advantage of Gray Maiden options. A character who endures the effects of at least 4 points of ability score drain or toils under the effects of any mind-control effect (such as *charm person*, *dominate person*, or *geas/quest*) for at least a month certainly has not matched the torment actual Gray Maidens suffered during their brutal and extensive indoctrination—but this suffering, combined with an interest in pursuing the goals of a Gray Maiden faction, is typically enough to allow access to the options in this chapter. Alternately, any character who takes the Gray Maiden Initiate feat (see below) is automatically affiliated with the Gray Maidens.

EQUIPMENT

The following items are commonly used by the Gray Maidens.

GRAY MAIDEN PLATE

PRICE 1,500 GP
WEIGHT 50 lbs.

The Gray Maidens' distinctive armor is one of their most iconic identifiers. Gray Maiden plate is mechanically identical to full plate, and any effect that functions with full plate functions with Gray Maiden plate. Certain options for Gray Maidens function only when they wear Gray Maiden plate.

SCARSALVE

PRICE 10 GP
WEIGHT 1 lb.

This alchemical substance, originally developed by secretive worshippers of Zon-Kuthon to hide the marks of their devotion, has become popular among former Gray Maidens. When applied to scarred areas of the body, scarsalve causes those scars to fade from view for 1 day. A character who gains benefits from having visible scars loses those benefits while under the effects of scarsalve, but she also gains a +2 alchemical bonus on Disguise checks.

FEATS

The Gray Maidens and their affiliates often make use of the following feats.

AGILE MAIDEN (COMBAT)

The Gray Maidens' signature armor hinders you less than others.

Prerequisites: Str 13; Dex 13; Endurance or armor training class feature; proficiency with heavy armor.

Benefit: For the purpose of class features (such as a ranger's combat style, a barbarian's fast movement, or a magus's spellcasting), you treat Gray Maiden plate as medium armor or heavy armor, whichever is more beneficial to a given ability. This does not affect the armor's statistics, and it is still considered heavy armor for all other purposes.

FANGED CROWN MASSACRE

Driven by your loyalty to a fallen queen, you can inspire your allies to brutal acts.

Prerequisites: Bodyguard^{APG}, Combat Reflexes, Perform (oratory) 3 ranks, any evil alignment.

Benefit: Whenever an ally within 30 feet makes an attack, you can attempt a DC 10 Perform (oratory) check as an immediate action. If you are successful, the ally gains a +2 morale bonus on her attack roll. If an attack affected in this way would normally deal nonlethal damage, it deals lethal damage instead. This ability has no effect if your ally cannot hear you speak or understand your words.

GRAY MAIDEN INITIATE

You were selected for indoctrination into the Gray Maidens and underwent some of the preliminary scarring and conditioning, but Queen Ileosa was defeated before you could fully serve her. You bear the mental and physical scars of your sisters in the Gray Maidens, and while you never had to carry out any of the queen's commands, you feel a strong kinship with those of your sisters who have.

Prerequisites: Female, must be taken at 1st level.

Benefit: You are affiliated with the Gray Maidens. In addition, choose two of the following benefits to represent the focus of your initial training and indoctrination.

Avenging Knight: Like the Queens of the Night, you crave vengeance upon those who have wronged you. You gain a +1 bonus on damage rolls against any creature that dealt damage to you during the previous round.

Deeper Indoctrination: Mental conditioning has bolstered your mind against most magical control. You gain a +1 bonus on Will saving throws, except when resisting charm or compulsion effects created by lawful evil creatures, in which case you instead take a –2 penalty on Will saving throws.

Faceless Maiden: You can take advantage of the disquieting nature of the iconic armor of the Gray Maidens. While wearing Gray Maiden plate, you gain a +2 bonus on Intimidate checks.

Gray Maiden Adept: You had some magical skill before being recruited and learned to cast spells despite the restrictive armor you were forced to wear. The arcane spell failure chance of Gray Maiden plate you wear is reduced by 5%.

Gray Maiden Endurance: Surviving the brutal process of becoming a Gray Maiden taught you to endure more pain than others. You gain 2 hit points and can sleep while wearing Gray Maiden armor without becoming fatigued.

Korvosan Acceptance: With the aid of the Scarlet Rose, you've successfully reintegrated into Korvosan society. You gain a +1 bonus on Diplomacy and Knowledge (local) checks, and one of these skills (your choice) is a class skill for you.

Scarred: Your face was horribly scarred during Gray Maiden initiation, destroying your beauty. You take a -1 penalty on Diplomacy and Disguise checks, but gain a +2 bonus on Intimidate checks and on saving throws against pain effects (*Pathfinder RPG Ultimate Magic* 138).

Tamed and Broken: You reach your full potential only when magically compelled. Whenever you are under the effects of an enemy's compulsion spell, you gain a number of temporary hit points equal to the spell's level. These temporary hit points last for the duration of the spell effect.

Special: This feat is unaffiliated; a creature need not be affiliated with the Gray Maidens to select this feat.

SCARLET ROSE DEVOTION

Through the bond of sisterhood, you can inspire your allies to overcome terrible threats.

Prerequisites: Bodyguard^{APG}, Combat Reflexes, Perform (oratory) 3 ranks, any good alignment.

Benefit: Whenever an ally within 30 feet attempts a saving throw, you can attempt a DC 10 Perform (oratory) check as an immediate action. If you are successful, the ally gains a +2 morale bonus on her saving throw. This ability has no effect if your ally cannot hear you speak or understand your words.

SISTERHOOD DEDICATION (COMBAT)

The Gray Maidens' bond with each other goes beyond simple combat coordination. An elite member of the sisterhood is an inspiration to her fellow women, both invigorating their spirits and effortlessly coordinating their tactics.

Prerequisites: Cha 13, Shield Focus, Shield Wall^{APG}, Sisterhood Rampart[†], Sisterhood Style[†], Weapon Focus (longsword), base attack bonus +6.

Benefit: While you're using Sisterhood Style and wielding a longsword and either a light or heavy shield, the bonus on saving throws from Sisterhood Style increases to +2 and you grant half that bonus to all allies within 20 feet. In addition, you can choose up to two teamwork feats you have when entering the Sisterhood Style stance. As a swift action, you can grant one of those feats to two allies within 20 feet until the beginning of your next turn, or

you can grant both feats to one ally within 20 feet until the beginning of your next turn.

SISTERHOOD RAMPART (COMBAT)

The shield wall was the heart of the Gray Maidens' military strategy; combined with their precise tactical coordination, Gray Maiden lines were nearly unbreakable. Maidens behind the line would then strike with polearms or longbows, picking off targets with ease.

Prerequisites: Cha 13, Shield Focus, Shield Wall^{APG}, Sisterhood Style[†], Weapon Focus (longsword), base attack bonus +4.



Benefit: While using Sisterhood Style, you and adjacent allies gain an additional +1 bonus to the shield bonus granted by Shield Wall, and each of you adds your shield bonus to AC (not counting enhancement bonuses) to your CMD against bull rush combat maneuvers. In addition, you and adjacent allies do not provide soft cover against allies' attacks.

SISTERHOOD STYLE (COMBAT, STYLE)

The Gray Maidens are more than just soldiers—they drill relentlessly to fight as a team and to protect their bodies and minds. A Gray Maiden using the Sisterhood Style can easily coordinate tactics with other women.

Prerequisites: Cha 13, Shield Focus, Weapon Focus (longsword), base attack bonus +2.

Benefit: While using this style and wielding a longsword and a light or heavy shield, you gain a +1 bonus on Reflex and Will saving throws. In addition, when you enter the Sisterhood Style stance, you can choose a teamwork feat you have. As a swift action, you can grant that feat to an ally within 10 feet until the beginning of your next turn.

UNBREAKABLE (COMBAT)

As a veteran Gray Maiden, you can endure a staggering amount of punishment.

Prerequisites: Con 13, Endurance, Toughness, fighter level 4th.

Benefit: Whenever you gain 1 hit point as a fighter favored class benefit, you gain an additional hit point. Treat your effective Constitution score as being 4 higher for the purpose of determining when you would die from hit point damage. These benefits are retroactive.

MAGIC ITEMS

The following magic items have seen significant use by the Gray Maidens since the fall of Queen Ileosa.

BANNER OF THE SCARLET ROSE		PRICE
		18,000 GP
SLOT none	CL 7th	WEIGHT 3 lbs.
AURA moderate enchantment		



This flag bears an image of a red rose on a silvery field. Made for the Scarlet Rose's standard-bearers, these flags offer protection to the wielder and inspiration to her allies. To grant any benefit, a *banner of the Scarlet Rose* must be held firmly in one hand by a woman. While held, it grants the bearer a +2 shield bonus to AC and a +4 luck bonus to her CMD. A *banner of the*

Scarlet Rose counts as a heavy shield for the purpose of any feat or class feature that requires the user to be wielding a shield (such as Sisterhood Style[†] or Shield Wall^{APG}).

Whenever the banner's bearer uses a class ability that grants a competence bonus (such as the bard's inspire courage ability or the cavalier's lion's call order ability), the competence bonus granted to allies increases by 1. This benefit does not apply to spells that grant competence bonuses, nor does it stack with other item effects that increase competence bonuses. Finally, allies within 30 feet (including the banner's bearer) gain a +2 resistance bonus on saving throws against mind-affecting effects.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>good hope, resistance, shield</i>	9,000 GP

ERINYES COMPANY CLOAK		PRICE
		22,000 GP
SLOT shoulders	CL 10th	WEIGHT 3 lbs.
AURA moderate transmutation		

This crimson cloak is trimmed with feathers taken from erinyes devils. Three times per day on command, the cloak transforms into a pair of black-feathered wings that grant the wearer a fly speed of 30 feet (average maneuverability) for 10 minutes. If the wearer is wearing Gray Maiden plate, its armor check penalty does not apply to the wearer's Fly checks. In addition, the wearer gains a +2 resistance bonus on all saving throws.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>fly, resistance</i>	11,000 GP

HELM OF THE FANGED CROWN		PRICE
		12,000 GP
SLOT head	CL 9th	WEIGHT 3 lbs.
AURA moderate enchantment		

This Gray Maiden-style helm has an ornate crown-like pattern sculpted into its brow. The first such helms were created in the final days of Queen Ileosa's reign for use by commanders in the organization, but her loyalists have had additional copies made in her honor since her fall from power, and many of the Erinyes Company proudly wear such helms today.

A *helm of the Fanged Crown* allows its wearer to use *heroism* on herself once per day as a standard action. However, the spell's bonuses act as penalties instead on attack rolls and skill checks against devils, devilbound^{B4} creatures, and creatures with the infernal sorcerer bloodline, and on saving throws against effects generated by such creatures. Once activated, the effects last for 3 hours or until the helm is removed.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, Extend Spell, <i>heroism</i>	6,000 GP



MAIDEN'S AEGIS		PRICE 9,170 GP
SLOT shield	CL 6th	WEIGHT 15 lbs.
AURA moderate abjuration		



These +2 heavy steel shields were often issued to Gray Maiden unit leaders, and many still carry them today. Once per day as a swift action, the wielder of a *maiden's aegis* can reduce the enhancement bonus of the shield to +1 to grant a +1 enhancement bonus to up to four other shields within a 30-foot radius. This effect persists for 10 minutes, but it ends for any individual shield that moves more than 30 feet from the *maiden's aegis* that granted the bonus.

CONSTRUCTION REQUIREMENTS	COST 4,670 GP
Craft Magic Arms and Armor, <i>magic vestment</i>	

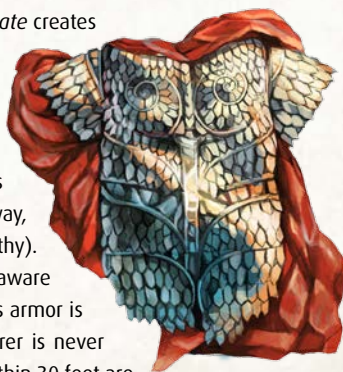
MAIDEN'S HELM		PRICE 3,500 GP
SLOT head	CL 6th	WEIGHT 3 lbs.
AURA moderate enchantment		

A *maiden's helm* appears as the distinctive plate and plumed helm worn by the Gray Maidens. The helm imparts enhanced power and gravitas to the wearer's voice, granting a +5 competence bonus on Intimidate checks. The wearer of a *maiden's helm* can use *command* three times per day as a spell-like ability.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item, <i>cause fear, command</i>	

MAIDEN'S PANOPLY		PRICE 30,650 GP
SLOT armor	CL 11th	WEIGHT 50 lbs.
AURA moderate abjuration and divination		

This set of +3 *Gray Maiden plate* creates a mental link between the wearer and her allies. The wearer can telepathically communicate with allies within 30 feet (although this communication is one-way, unless an ally also has telepathy). If an ally within 30 feet is aware of a threat, the wearer of this armor is aware as well, and the wearer is never flat-footed unless all allies within 30 feet are also flat-footed. In addition, if the wearer of a *maiden's panoply* also wields a *maiden's aegis*, activating that shield's ability does not reduce the *maiden's aegis's* enhancement bonus, and the bonus it grants increases to +2.



CONSTRUCTION REQUIREMENTS	COST 16,150 GP
Craft Magic Arms and Armor, <i>detect thoughts, telepathy</i>	

MAIDEN'S PROMISE		PRICE 500 GP (pair)
SLOT neck	CL 3rd	WEIGHT —
AURA faint divination		

Each pair of these lockets is made from a piece of jewelry from Castle Korvosa's treasury that was split into two parts, each of which was fashioned into a necklace. When worn by two individuals, the lockets' magic enhances their devotion to each other. Many former Gray Maidens cling to these lockets, distributed among Queen Ileosa's forces during the final days of her reign, as a symbol of their sisterhood.

When the wearers of linked *maiden's promise* lockets are within 30 feet of each other, each gains a +1 morale bonus on Will saves against any effect that would compromise her loyalty to the other. If one wearer becomes helpless, the other gains a +1 morale bonus on attack rolls against any creature threatening the helpless wearer. If one wearer dies, the other must succeed at a DC 16 Will save or suffer the effects of *crushing despair* for 1 minute.

CONSTRUCTION REQUIREMENTS	COST 250 GP (pair)
Craft Wondrous Item, <i>resistance, status</i>	

ROSE KNIGHT'S BLADE		PRICE 28,015 GP
SLOT none	CL 10th	WEIGHT 2 lbs.
AURA moderate abjuration		

This elegant mithral sword bears a blooming rose on the crossguard, with vines winding around the hilt. Filarina Grantsliem discovered the *rose knight's blade* during her brief adventuring career, when she earned the blade as a reward after freeing a trapped azata from an ancient magical prison. Scarlet Rose agents have since been successful in creating new *rose knight's blades*, and the weapons are increasingly seeing use among these Gray Maidens and their affiliates.

A *rose knight's blade* is a +1 *benevolent^{ME} mithral longsword*. Along with its *benevolence* special ability, this sword can also provide aid by metaphorically cutting through certain debilitating effects. Three times per day, the wielder of a *rose knight's blade* can attempt a new saving throw against one of the following conditions affecting her: dazed, frightened, nauseated, panicked, paralyzed, shaken, staggered, or stunned—but only if the condition was caused by a mind-affecting effect. Alternatively, the wielder can expend one daily use and touch the blade to an adjacent creature as a standard action to remove one of these mind-affecting conditions from the ally.



CONSTRUCTION REQUIREMENTS	COST 15,015 GP
Craft Magic Arms and Armor, <i>aid, break enchantment</i>	



HELLKNIGHTS

HELLKNIGHTS

Merciless Enforcers of the Law

Scope regional (Avistan)

Alignment varies by order (typically LN)

Headquarters varies by order

Values enforcement of Hellknight law; order-specific values (the Order of the Chain imprisons fugitives and criminals; the Order of the Gate seeks to prevent disorder through arcane means; the Order of the Godclaw values religious obedience; the Order of the Nail pushes civilization over barbarism; the Order of the Pyre hunts heretics and pagans; the Order of the Rack destroys dangerous lore; the Order of the Scourge fights corruption and crime)

Goals crush chaos and lawlessness, spread their ideals

Allies Abadarans; Asmodeans; followers of other lawful faiths; lawful governments

Enemies lawbreakers and rebels; varies by order

Rivals varies by order

The fearsome Hellknights are among the most notorious mercenary orders of the Inner Sea. While they originate in Cheliax, the grim, heavily armored knights travel to the corners of the world to pursue their targets in the name of order. To the Hellknights, mercy and kindness are luxuries that a world under siege cannot afford. Their enemies—which include all bringers of disorder, be they anarchists, bandits, or freedom fighters—can expect precious little of either.

Numerous misconceptions surround the Hellknights. Despite what many believe, they are neither servants nor allies of Hell; indeed, the Hellknight name and ethos predate the rise of diabolism in Cheliax with the ascension of the wicked House Thrune. Instead, the Hellknights seek to wield Hell's intimidating reputation as a realm of both torment and peerless order. Each Hellknight is tempered by battle with the denizens of Hell—an infernal crucible that forges them into unbreakable and implacable enforcers of order.

While they are paragons of lawfulness, Hellknights are not stringent enforcers of local laws; the law they prioritize is their own, untainted by corrupt officials or

democratic compromises. On occasion, governments beset by chaos contact a Hellknight order with an offer of mercenary employment, simultaneously filling the grim knights' coffers and permitting them to enforce their law unchallenged. In cases where a Hellknight's mission draws her into conflict with local authority, she works within the law to the extent she can, but accepts no compromises in pursuit of her mission.

In addition to these universal aspects of Hellknight philosophy, each Hellknight order has its own ideals and a specific form of disorder it seeks to combat. The major orders and their areas of concern are as follows.

Order of the Chain: These bounty-hunting knights seek escaped convicts and other fugitives from the law, and they often serve as jailers of politically inconvenient prisoners.

Order of the Gate: With three spellcasting Hellknight signifiers (see page 92) to every Hellknight (see page 90), this

order wields infernal magic to learn of catastrophic crimes before they occur.

Order of the Godclaw: Driven by faith, this order believes in a pantheon of lawful deities including Abadar, Asmodeus, Iomedae, Irori, and Torag.

Order of the Nail: Headquartered in Varisia, Hellknights of the Nail crusade against "uncivilized" peoples, from Belkzen orcs to native Shoanti and Varisians.

Order of the Pyre: This order zealously hunts shamans, witches, occult practitioners, and disciples of less-established faiths.

Order of the Rack: Destroyers of dangerous knowledge and revolutionary philosophies, Hellknights of the Rack eagerly crush rebel activity across Cheliah.

Order of the Scourge: The Hellknights of the Scourge oppose criminal activities both minor and organized, in addition to watching authorities for signs of corruption.



Lictor Darcyne Wrens (LN female human sorcerer 10/Hellknight[†] 1): Darcyne Wrens's recent promotion to the position of lictor of the Order of the Rack has been met with some quiet disapproval from others in the order, as it is unusual for a spellcaster to assume such a role. While Darcyne has worked zealously to quell any question of her worthiness, her disdain for spellcasters who lack inborn talents for magic is obvious, and her lack of respect for wizards and other so-called "arcane thieves" hasn't bolstered her popularity. Regardless of dissent, Wrens has committed herself and her order to their cause with new zeal. Smoke from the burning of "dangerous" writings now constantly rises over the towers of the order's headquarters, Citadel Rivad.



Lictor Severs "Boneclaw" DiViri (LE male human fighter 4/rogue 2/Hellknight[†] 4): Intense and utterly committed to the Hellknight cause, DiViri's inborn knack for tactics and warfare are complemented by his legendary talent for negotiation. While he never speaks openly about his personal feelings, he disdains the frontier nation of Varisia, where the Order of the Nail has been located for decades. DiViri has made an art of taking out his frustration in numerous devastating raids and massacres against the Shoanti tribes of the Cinderlands. These attacks go beyond defending the Chelish settlers of Southern Varisia. Instead, each is a small vengeance, retribution for the Shoanti curse that left the lictor's hand a skeletal claw.



Lictor Toulon Vidoc (LN male human fighter 4/rogue 2/Hellknight[†] 10): Charming and urbane, the lictor of the Order of the Scourge treads the perilous halls of Cheliah's royal court. While he despises politics, the lictor frequents the court to defend and advocate for Hellknights—those of all orders, not merely his own. Lictor Vidoc fiercely protects Hellknight independence, artfully resisting the poisonous promises of courtiers and crown alike. The lictor has recently received distressing intelligence pointing to a resurgence of the Council of Thieves. Too busy to follow up on such rumors, Lictor Vidoc has put out a discreet call for independent agents to investigate further, so that he can maintain his presence at the heart of Cheliah's government.

HELLKNIGHT (PRESTIGE CLASS)

Not all who start as novice armigers have what it takes to become a full-fledged Hellknight, but those who do receive a wide array of abilities as they grow more powerful. While the individual powers and focus of a particular Hellknight vary according to his order, all Hellknights are universally feared and respected in regions where they maintain a presence. Most Hellknights are lawful neutral and proudly avoid being “tainted” by distractions such as good or evil, but some who rise in power shift toward tyrannical and cruel natures.

Hit Die: d10.

Requirements

To qualify to become a Hellknight, a character must fulfill the following criteria.

Alignment: Any lawful.

Armor Proficiency: Must be proficient with heavy armor.

Base Attack Bonus: +5.

Skills: Intimidate 5 ranks, Knowledge (planes) 2 ranks.

Special: The character must slay a devil with Hit Dice greater than his character level. This victory must be witnessed by a Hellknight.

Class Skills

The Hellknight’s class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Hellknight.

Aura of Law (Ex): A Hellknight’s lawful aura (see the *detect law* spell) functions as that of a cleric whose level is equal to the Hellknight’s character level.

Detect Chaos (Sp): This ability functions like the paladin’s detect evil class feature, save that it grants the use of *detect chaos* instead.

Order: A character must choose one Hellknight order to join at 1st level (see page 89 for a list of orders). The choice of order determines which disciplines the character later gains access to.

Smite Chaos (Su): This ability functions as the paladin’s smite evil class feature but against chaotic-aligned creatures. This ability is twice as effective against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey.

Discern Lies (Sp): At 2nd level, a Hellknight can use *discern lies* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier with a caster level equal to his character level.

Hellknight Armor (Ex): At 2nd level, a Hellknight earns the right to wear Hellknight plate (see page 97), which does not reduce his speed. While wearing this armor, the Hellknight reduces its armor check penalty by 1 and increases the

maximum Dexterity bonus allowed by 1. At 5th level, these adjustments increase to 2. At 8th level, these adjustments increase to 3.

Disciplines: At 3rd level, a Hellknight gains access to his first discipline, choosing one associated with his specific order. At 6th level, the Hellknight gains a second discipline, choosing from any listed as being available to “any order.” At 9th level, the Hellknight gains his third discipline, choosing this one from any of the disciplines listed below, even those from another order, with the exception of pentamic faith. When applicable, the save DC to resist a discipline’s effect is equal to 10 + the Hellknight’s level + his Charisma modifier. The Hellknight can use any one discipline a number of times per day equal to the total number of disciplines he has access to, so at 3rd level he can use his discipline once per day. At 6th level, he can use both disciplines twice per day each. At 9th level, he can use all three of his disciplines three times per day.

Brand (Sp; Order of the Pyre): The Hellknight can use *mark of justice* as a spell-like ability.

Smite Chaos (Su; Order of the Rack): When the Hellknight uses smite chaos on a creature, he can strike the creature mute for 1d4 rounds unless it succeeds at a Will save. A mute creature cannot speak, cast spells with verbal components, or use language-dependent effects.

Fearsomeness (Ex; any order): A Hellknight who successfully uses the Intimidate skill to cause a creature within 10 feet to become shaken can instead cause that creature to become frightened.

Onslaught (Su; Order of the Nail): As a free action, a Hellknight increases his base speed by 10 feet and gains a +4 bonus to his Strength for 1 round. If the Hellknight is mounted, these bonuses also apply to his mount.

Pentamic Faith (Ex; Order of the Godclaw only): This ability allows the Hellknight to select one of the following domains: Artifice, Glory, Knowledge, Law, Magic, Nobility, Protection, Rune, Strength, Travel, or War. The Hellknight gains the granted powers (but not domain spells) of that domain, treating his Hellknight levels as cleric levels to determine what domain abilities he has access to.

Shackle (Su; Order of the Chain): When the Hellknight uses smite chaos on a creature, he can impede its mobility. The creature can negate this effect with a successful Will save; otherwise, it is affected as if by *slow* for 1d4 rounds.

Summon Devil (Sp; Order of the Gate): The Hellknight can use *summon monster V* as a spell-like ability to summon 1 bearded devil. At 6th level, this spell-like ability is replaced by *summon monster VI*, allowing him to summon 1d3 bearded devils or 1 erinyes. At 9th level, this spell-like ability is replaced by *summon monster VII*, allowing him to summon 1d4+1 bearded devils, 1d3 erinyes, or 1 bone devil.

Tracker (Sp; any order): The Hellknight can summon a creature to aid him, either in battle or to track an enemy,

HELLKNIGHT

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Aura of law, detect chaos, order, smite chaos 1/day
2nd	+2	+1	+1	+1	Discern lies, Hellknight armor 1
3rd	+3	+2	+1	+1	1st discipline, force of will 1
4th	+4	+2	+1	+1	Smite chaos 2/day
5th	+5	+3	+2	+2	Hellknight armor 2
6th	+6	+3	+2	+2	2nd discipline, force of will 2
7th	+7	+4	+2	+2	Lawbringer, smite chaos 3/day
8th	+8	+4	+3	+3	Hellknight armor 3
9th	+9	+5	+3	+3	3rd discipline, force of will 3, infernal armor
10th	+10	+5	+3	+3	Hell's knight, smite chaos 4/day

as if using a *summon monster* spell, save that the summoned creature lingers for 1 hour before vanishing. A 6th-level Hellknight can summon either an eagle, a riding dog, a wolf, or a leopard. A 9th-level Hellknight can instead opt to summon a dire wolf or a hell hound.

Vigilance (Su; Order of the Scourge): The Hellknight gains low-light vision (this effect is constant). In addition, as a full-round action, he can see through up to 5 feet of stone, wood, or similar barriers as if they didn't exist. Metal and denser barriers block this effect. Each use of this ability to see through solid objects lasts as long as the Hellknight concentrates, up to a number of rounds equal to the Hellknight's level.

Wrack (Su; any order): The Hellknight can make a touch attack as a standard action to cause a creature to suffer incredible pain. The creature touched takes damage equal to 1d6 + the Hellknight's Charisma modifier, and must succeed at a Will save or become staggered for 1d4 rounds.

Force of Will (Ex): At 3rd level, a Hellknight gains a +2 bonus on Will saves against spells with any one of the following subschools or descriptors: charm, compulsion, glamor, fear, figment, pattern, or phantasm. At 6th level, the Hellknight chooses another subschool or descriptor from the list and gains a +2 bonus on his Will saves against spells of that type, and the bonus provided by his first selection increases to +4. At 9th level, he chooses from the list again, and both previous selections increase by 2, so that he has a +6, a +4, and a +2 bonus, respectively, against spells of three different groups.

Lawbringer (Ex): At 7th level, a Hellknight's attacks are treated as being lawful for the purpose of overcoming damage reduction.

Infernal Armor (Su): As long as he wears Hellknight armor, a 9th-level Hellknight gains a +2 bonus on all Charisma-related checks made while interacting with lawful, nongood creatures. In addition, while wearing the armor, he gains the ability to see perfectly in darkness of any kind, resistance to fire 30, resistance to acid 10, and resistance to cold 10.

Hell's Knight (Su): At 10th level, a Hellknight can grant a weapon he wields or touches the *axiomatic*, *flaming burst*, or *unholy* weapon special ability. This weapon has this

special ability as long as the Hellknight remains within 100 feet of the weapon, but a Hellknight can maintain only a single weapon's granted special ability at a time. The Hellknight also becomes immune to fire while wearing Hellknight plate.



HELLKNIGHT SIGNIFER (PRESTIGE CLASS)

Hellknight signifers form the spellcasting arm of the Hellknight orders. They serve as faceless enforcers of order and use their magical powers to relentlessly root out and punish criminals to the letter of the law. They wear masks—often featureless—to mark themselves as impersonal agents of order, unswayed by empathy, detached from emotion, and dedicated to passing impartial judgment upon all lawbreakers. A signifer's distinctive mask is a symbol of his devotion to the precepts of law and exacting justice, and it serves as the focus for several of his signifer powers. Traditionally, signifers are arcane or divine spellcasters. As a signifer must be lawful, clerics who take this prestige class generally worship lawful deities, with the majority being worshipers of Abadar or Asmodeus. Despite trends toward diabolism, overall a signifer's views of good and evil are defined by his Hellknight order first and everything else second. While it's certainly possible for a psychic spellcaster to become a Hellknight signifer, to date, such examples are relatively rare among the various Hellknight orders. Yet in time, as such magic spreads and

gains acceptance, psychic Hellknight signifers may well grow more common.

Hit Die: d8.

Requirements

To qualify to become a Hellknight signifer, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Armor Proficiency: Proficient with medium armor.

Feats: Arcane Armor Training or Warrior Priest^{UM}.

Skills: Intimidate 2 ranks, Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast 3rd-level spells.

Special: The character must slay a devil with Hit Dice greater than his character level. This victory must be witnessed by a Hellknight.

Class Skills

The Hellknight signifer's class skills (and the key ability for each skill) are Diplomacy (Cha), Intimidate (Cha), Linguistics (Int), Knowledge (all) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Hellknight signifer prestige class.

Weapon and Armor Proficiency: A Hellknight signifer gains proficiency with heavy armor and with one of his order's favored weapons (see Order on page 93).

Aura of Law (Ex): A Hellknight signifer's lawful aura (see the *detect law* spell) functions as that of a cleric whose level is equal to the Hellknight signifer's character level.

Catechesis (Ex): If a Hellknight signifer has the Warrior Priest feat, his class level stacks with other divine spellcasting classes for determining the effects of those classes' domain powers, inquisitions, and mysteries. This doesn't grant any new powers or abilities. In addition, a Hellknight signifer with the Warrior Priest feat gains Alignment Channel (chaos) as a bonus feat, and treats his Hellknight signifer levels as cleric levels when



HELLKNIGHT SIGNIFER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Aura of law, catechesis, order, signifer mask	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Arcane armor expertise	+1 level of spellcasting class
3rd	+2	+1	+1	+2	Signifer armor training 1	+1 level of spellcasting class
4th	+3	+1	+1	+2	Assiduous gaze	+1 level of spellcasting class
5th	+3	+2	+2	+3	Arcane armor expertise (immediate action)	+1 level of spellcasting class
6th	+4	+2	+2	+3	Discern lies	+1 level of spellcasting class
7th	+5	+2	+2	+4	Assiduous gaze	+1 level of spellcasting class
8th	+6	+3	+3	+4	Signifer armor training 2	+1 level of spellcasting class
9th	+6	+3	+3	+5	Infernal resilience	+1 level of spellcasting class
10th	+7	+3	+3	+5	Diabolic harbinger	+1 level of spellcasting class

determining the amount of damage healed or dealt and saving throw DCs of his channeled energy.

Order: A Hellknight signifer chooses a Hellknight order to join at 1st level. The most common Hellknight orders (and their favored weapon or weapons) are: Chain (flail), Gate (dagger), Godclaw (morningstar), Nail (halberd or lance), Pyre (glaive), Rack (longsword or whip), and Scourge (heavy mace or whip).

Signifer Mask (Su): Upon initiation, a Hellknight signifer receives a mask, often devoid of eyeholes or other personal features. This mask doesn't obscure the Hellknight signifer's vision, and while wearing it he gains a +2 competence bonus on Sense Motive checks and on saving throws against spells and abilities that rely on visual effects.

A Hellknight signifer with a bonded object from the arcane bond class feature can perform a special ritual that costs 500 gp and takes 8 hours to complete. This ritual converts the Hellknight signifer's mask into his new bonded object, which takes up the head slot. In this case, his Hellknight signifer levels stack with levels from the class that grants the arcane bond for determining what additional magical abilities can be added to the bonded object.

Arcane Armor Expertise (Ex): At 2nd level, if a Hellknight signifer has the Arcane Armor Training feat, he gains Arcane Armor Mastery as a bonus feat. At 5th level, the action required to use this feat changes from a swift action to a free action.

Signifer Armor Training (Ex): At 3rd level, while a Hellknight signifer wears Hellknight armor, he reduces the armor check penalty by 1 (to a minimum of 0), and reduces the arcane spell failure chance by 5%. At 8th level, he reduces his armor check penalty by an additional 1, and reduces his arcane spell failure by an additional 5%. Additionally, at 8th level, when a Hellknight signifer's speed is reduced by wearing medium or heavy armor, his unique training decreases the speed reduction by 5 feet.

Assiduous Gaze: At 4th level and again at 7th level, a Hellknight signifer gains an assiduous gaze ability chosen from the list below. A Hellknight signifer can use each assiduous gaze ability he has for a number of rounds per

day equal to half his class level. These rounds need not be consecutive. A Hellknight signifer can activate an assiduous gaze ability as a swift action to examine a single creature, object, or 5-foot square within 30 feet. A Hellknight signifer must be wearing his signifer mask to use these abilities, and his caster level while using the ability is equal to his character level.

Elucidation (Su): The Hellknight signifer can discern each active spell on the target, including the spell's effect and caster level.

Morality (Sp): The Hellknight signifer can determine whether the target is chaotic, evil, good, or lawful, as well as the strength of its aura as if he had studied it for 3 rounds using *detect chaos*, *detect evil*, *detect good*, and *detect law*.

Scrutiny (Su): The Hellknight signifer can discern whether the target has spell-like abilities or spellcasting abilities; whether any spellcasting abilities are arcane, divine, or psychic; and the strength (see *detect magic*) of the most powerful spell or spell-like ability the target currently has available.

Veracity (Sp): The Hellknight signifer can observe the target as if using *true seeing*. A Hellknight signifer must be 7th level to select this ability.

Vigilance (Su): The Hellknight signifer can see through up to 5 feet of stone, wood, or similar barriers as if they didn't exist. This effect cannot penetrate metal of any kind.

Discern Lies (Sp): At 6th level, a Hellknight signifer can use *discern lies* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. His caster level is equal to his total character level.

Infernal Resilience (Ex): At 9th level, a Hellknight signifer gains DR 5/chaotic and becomes immune to poison.

Diabolic Harbinger (Su): At 10th level, as long as a Hellknight signifer wears his signifer mask, he gains telepathy with a range of 100 feet and can see perfectly in both magical and mundane darkness. While wearing his signifer mask, he is immune to blindness and dazzling effects, and gains a +2 bonus on all Charisma-based checks when interacting with lawful creatures. This bonus increases to +4 if the creature is also an outsider.

ARMIGER (FIGHTER ARCHETYPE)

Until would-be Hellknights take the trial referred to simply as the Test—in which they enter single combat with a conjured devil and either emerge victorious or die—they are known as armigers. While this is a blanket term for all Hellknights-in-training (including those training to become signifers), it also applies specifically to fighters who focus their training to become Hellknights. Despite their lack of recognized rank, armigers are skilled and deadly warriors.

Most armigers live and train at their order's citadel, working toward the day when they become full-fledged Hellknights. These armigers follow a brutally strict routine; they spend hours honing their combat skills against other trainees, obsessively studying in the citadel's libraries, or memorizing passages of the Hellknight philosophy known as the Measure and the Chain. At regular intervals, squads of armigers emerge from their citadels to patrol nearby cities or frontier lands, working to enforce Hellknight law and their order's edicts.

On occasion, some armigers travel farther from their citadels, searching out those who mock the law and bringing them to justice by any means necessary. While a few do so as squires to full-fledged Hellknights, others strike out on their own or join bands of adventurers. To make up for the broken routine of adventuring life and the frequent compromises necessary in the presence of such allies, such roaming armigers are expected to perform frequent reckonings. These painful acts of mortification, such as scourging oneself or drinking boiling water, keep the would-be Hellknight disciplined and focused on the strictures of the Measure and the Chain.

Bonus Feats: When selecting fighter bonus feats, the armiger can select any feats whose names include the word "Hellknight" (such as those that appear on page 62 of *Pathfinder Campaign Setting: Path of the Hellknight*) as though they were combat feats.

This alters the fighter's bonus feats.



JOINING THE HELLKNIGHTS

While many fighters who seek to join the Hellknights opt to take the armiger archetype, characters from any class are welcome to petition to join the Hellknights (provided the character is lawful). When a character seeks to join, he must either receive the patronage of a serving Hellknight or make plain his intentions by petitioning at a Hellknight order's citadel. This begins a course of intensive reeducation and physical training that takes as long as the armiger's trainer considers necessary, although the basic curriculum takes about 3 years. At the end of this period of training, the armiger must pass the Hellknight test (see the sidebar on page 95)—particularly brave or foolhardy armigers can always petition to take the test before their training is complete, but in most cases, this merely results in the armiger's untimely demise.

Hellknight Order: At 1st level, an armiger must select which Hellknight order she intends to join. If the armiger later gains levels in a Hellknight prestige class, she must select that same order.

Studious Squire: An armiger gains 2 additional skill ranks at each level. These ranks must be put into Intimidate and Knowledge (planes). In addition, the armiger treats Knowledge (local) and Knowledge (planes) as class skills.

This alters the fighter's class skills and skill points per level, and replaces the fighter's bonus feats gained at 1st and 10th levels.

Ardent (Su): Armigers are difficult to sway from their beliefs. At 2nd level, an armiger gains a +1 bonus on Will saves against charm effects. This bonus increases by 1 for every 4 fighter levels beyond 2nd. Once per day, if an armiger is forced to take an action that is diametrically opposed to her order's beliefs and values while under the influence of a charm or compulsion effect, she can immediately attempt a Will save against the effect's DC to resist acting out that order. Success does not remove the existing charm or compulsion effect, but does allow the armiger to resist betraying her beliefs.

This replaces bravery.

DEVIL BINDER (UNCHAINED SUMMONER ARCHETYPE)

While many assume Hellknights are worshipers or agents of devilkind—or, at best, duped puppets of the infernal realm—most Hellknights see Hell and its native devils as a challenge to be conquered. If one can dominate these beings of pure (albeit cruel) law, then the power of that law is theirs by right. While the Test undertaken by those who seek to become full Hellknights is one method by which this power is earned, the devil binder takes this philosophy a step further, forcing a devil into service.

Unlike those of most summoners, a devil binder's eidolon does not willingly serve its master due to a similar philosophical bent. While some devil binders (especially those who do serve Hell) seek more amicable relationships with these infernal servants, others treat their eidolons as mere tools, remorselessly ordering the devils into battle. The nature of the summoner's magical bond is irrevocably altered by their style of invocation. A devil binder borrows extraplanar quintessence from her eidolon, gaining strange abilities for herself and evolving her eidolon's magical powers.

Alignment: The infernal bargains and rituals a devil binder pursues leave an indelible stain upon her soul. A devil binder must be lawful evil or lawful neutral in alignment.

Infernal Binding (Ex): A devil binder must select an eidolon of the devil subtype. The devil binder's eidolon never increases its maximum number of attacks, and its base attack bonus is equal to half its Hit Dice. At 4th level and every 4 levels thereafter, the eidolon's Charisma score increases by 2.

This alters the summoner's eidolon.

Infernal Arcana (Sp): At 1st level and every 2 levels thereafter, the devil binder's eidolon gains the following spell-like abilities: *protection from chaos* (1st), *scorching ray* (3rd), *suggestion* (5th), *charm monster* (7th), *dominate person* (9th), *planar binding* (devils only) (11th), *greater teleport* (13th), *power word stun* (15th), *meteor swarm* (17th). Each of these spell-like abilities is usable once per day, and the eidolon's caster level is equal to the devil binder's summoner level. When the eidolon casts *planar binding* this way, the devil binder is considered to be the spell's caster instead. At 19th level, the devil binder's eidolon can use each of its infernal arcana spell-like abilities three times per day.

This replaces the summon monster I summoner class feature.

Infernal Affinity (Ex, Su, or Sp): A devil binder wrenches Hell's power from her eidolon. This grants the devil binder the bloodline powers of the infernal sorcerer bloodline (gained at the following levels): *corrupting touch* (4th), *infernal resistances* (8th), *hellfire* (12th), on dark

THE TEST

To become a full-fledged Hellknight, an armiger must pass the Test. The specifics of the Test vary by order, but for all of them, it is a somber, trial-like rite conducted at dawn twice per year that culminates in the armiger facing a devil in solitary combat. An armiger who fails this test dies, but if he triumphs he becomes a member of the Order. See *Pathfinder Campaign Setting: Path of the Hellknight* and *Pathfinder Campaign Setting: Hell Unleashed* for more details on the Hellknight test.

wings (16th), and power of the Pit (20th). The devil binder treats her summoner level as her sorcerer level for the purpose of determining their effects.

This replaces bond senses, shield ally, transposition, greater shield ally, merge forms, and twin eidolon.

Smite Chaos (Su): At 6th level, the summoner's eidolon gains the ability to smite chaos as a Hellknight (see page 90) of its Hit Dice. This ability can be used once per day and an additional time for every 4 levels beyond 6th.

This ability replaces maker's call and the eidolon's devotion ability.



AFFILIATION WITH THE HELLKNIGHTS

While the Hellknights have very strict requirements and regulations to which all members are expected to adhere, they are not above allying with like-minded specialists who bring talents and abilities uncommon in those seeking to join one of the orders. Furthermore, the Hellknights are constantly on the lookout for new potential members, and they are often willing to share secrets and training techniques with those who might not initially be interested in joining an order. In both of these situations, the Hellknights have been known to offer affiliation. By contrast, those who revel in chaos, flaunt their lawlessness, or otherwise seek to undermine governments or established order often find themselves not only barred from affiliation but actively pursued and hunted by Hellknights eager to punish such miscreants.

Example Affiliation Encounter: Just as those who seek to become actual Hellknights or signifers must pass the Test, in which the initiate defeats a powerful devil before a Hellknight witness, so too can those who seek affiliation with a Hellknight order undertake a similar test. It is not enough to merely defeat a single devil with more Hit Dice than oneself for a nonmember to earn the respect of a Hellknight's order, though. In addition to defeating such a devil while under observation, a character must also demonstrate her adherence to that order's virtues. Typically, this requirement can be met by handing over a criminal or law-breaker whose crimes are among those the order in question seeks to punish. Most Hellknight orders maintain relatively extensive lists of bounties, so those who seek affiliation can focus their hunt on known criminals.

EQUIPMENT

Hellknights often employ the following equipment in their war against chaos. This equipment might be found in the possession of any Hellknight, though some individual pieces might be used more by some orders than others. For example, the Order of the Nail has many mounted knights who use Hellknight barding, and the Order of the Gate has many signifers who use signifer masks.

BRANDING IRON

Common	PRICE 2 GP	WEIGHT 5 lbs.
Custom shape	PRICE 10 GP	WEIGHT 5 lbs.

This length of bare metal is 2 to 4 feet long. One end serves as a handle, while the other forms a simple shape, such as a square or circle. Branding irons with ends that form complex symbols, such as the symbol of a Hellknight order, are much more expensive.

If the branding iron is heated in an open fire for 10 minutes or more, it becomes red-hot. If then pressed against wood, leather, skin, or another surface capable of being scorched,

it deals 1 point of fire damage, leaving behind a burn mark that becomes a mundane scar of the branding iron's symbol. A willing or helpless creature can be marked with a hot branding iron. If employed as an improvised weapon in combat, a sufficiently heated branding iron deals damage and leaves behind its symbol on any creature struck. If the wielder is trying to mark a particular spot on a target creature, she takes a -4 penalty on her attack roll (in addition to any penalties from using improvised weapons). Creatures immune or resistant to fire damage cannot be marked by a branding iron. A hot branding iron loses its heat quickly. It can mark only one creature, within 5 minutes of being removed from a fire, before it needs to be reheated.

HELLKNIGHT BARDING

PRICE varies

WEIGHT varies

Hellknights often equip their steeds with armor similar to their own. Typical barding for Hellknight steeds features ornamental spikes (these spikes deal no damage). Such barding is usually designed to look similar to the armor of the horse's rider, or to look skeletal, fiendish, or similar to a nightmare. Hellknight barding can be made from Hellknight leather, Hellknight half-plate, or Hellknight plate; it costs four times as much and weighs twice as much. Hellknight half-plate barding or Hellknight plate barding slows a mount's speed from 40 feet to 30 feet, from 50 feet to 35 feet, or from 60 feet to 40 feet. A mount wearing such armor moves at only triple its normal speed when running instead of quadruple.

HELLKNIGHT HALF-PLATE

PRICE 850 GP

WEIGHT 50 lbs.

The armor worn by a Hellknight signifer is a vestment of armored plates, chain, and dark fabric. It functions as half-plate, but it can be donned and removed as though it were medium armor. Any spellcaster who wears this armor is treated as if he were wearing Hellknight plate for the purposes of any feats and effects that require it. This armor includes a signifer mask, though signifer masks can also be purchased separately.



HELLKNIGHT LEATHER

PRICE 30 GP

WEIGHT 25 lbs.

There are instances where wearing full plate armor can jeopardize a Hellknight's life. Primarily worn by Hellknight sailors, this studded leather armor includes heavy gloves and a helm of sculpted leather designed to look like a skull—either a human's or that of some aquatic creature. Hellknight leather's statistics are identical to those of studded leather, except it costs 5 gp more and weighs 5 pounds more.

HELLKNIGHT PLATE**PRICE** 2,000 GP**WEIGHT** 50 lbs.

These distinctive suits of armor are a special type of masterwork full plate that grant additional effects when worn by a character with levels in the Hellknight prestige class. Apart from its distinctive look (each order of Hellknights has its own style of armor), a suit of Hellknight plate functions the same as a suit of masterwork full plate.

SIGNIFER MASK**PRICE** 75 GP**WEIGHT** 2 lbs.

The menacing, eyeless masks of the Hellknight signifers were first created by members of the Order of the Gate, and are semitransparent when viewed from the inside. This alchemical treating of the material obscures the face of the wearer as a full helm does but allows the wearer to see as if through a smoky pane of glass. When wearing a signifer mask, the wearer is always treated as averting her gaze when dealing with gaze attacks, and she gains a +8 circumstance bonus on saving throws against vision-based effects. However, the obscuring nature of the mask means that the wearer also takes a -4 penalty on vision-based Perception checks while wearing the mask, and all opponents are treated as having concealment (20% miss chance).

A character with the Hellknight signifer prestige class can see through the mask as normal, but she can also adjust her mask as a standard action to function as detailed above. Signifer masks are often magically enhanced, becoming variants of items that take up the head item slot. Additionally, when a character takes levels in the Hellknight signifer prestige class, this mask grants the benefits and capabilities of the signifer mask class feature (see page 93).

MAGIC ITEMS

Hellknights have crafted a wide range of magical items, many being baroque versions of well-known items. Special and custom items like those detailed below are among the most valued possessions of Hellknights and their orders.

GELUGON PLATE**PRICE**
60,950 GP**SLOT** armor**CL** 7th**WEIGHT** 50 lbs.**AURA** moderate conjuration and transmutation

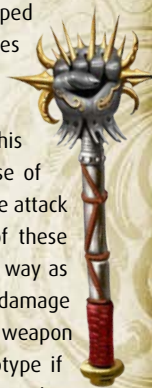
This iridescent +3 *Hellknight plate* is cold to the touch, and the fiendish features that swirl across the plates shed gout of cold mist. The wearer of this armor gains cold resistance 10. Any creature that ends its movement within 5 feet of the wearer must succeed at a DC 16 Fortitude saving throw or be staggered for 1 round, numbed by the cold emitted by the armor. A creature that succeeds at its saving throw is immune to the effects of that *gelugon plate* for 24 hours. The wearer of a

suit of *gelugon plate* can suppress or reactivate this effect as a standard action.

A Hellknight (or Hellknight signifer with heavy armor proficiency) wearing this armor can cast *wall of ice* three times per day.

CONSTRUCTION REQUIREMENTS**COST** 31,550 GPCraft Magic Arms and Armor, *slow*, *wall of ice***SIGNIFER'S FIST****PRICE**
10,305 GP**SLOT** none**CL** 5th**WEIGHT** 2 lbs.**AURA** faint conjuration and transmutation

This +1 *light mace* is forged of black iron and topped with what appears to be a clenched fist with spikes protruding from between the fingers. As a move action, the wielder can expend 1 point from his arcane pool (as per a magus^{UM}), 1 point from his arcane reservoir (as per an arcanist^{ACG}), or one use of fervor (as per a warpriest^{ACG}) to make a single melee attack with the *signifer's fist*. Characters without any of these options can instead activate a *signifer's fist* in this way as a standard action once per day. If the attack deals damage to a creature, the *signifer's fist* gains the *bane* weapon special ability against that creature's type (or subtype if the creature is a humanoid or outsider) for 1 minute. This benefit doesn't apply if the target is immune to bleed, though the attack still deals damage normally.

**CONSTRUCTION REQUIREMENTS****COST** 5,305 GPCraft Magic Arms and Armor, *haste*, *summon monster I***SPELLS**

Hellknight signifers are the most common users of the following spells. Many of these spells are innovations of the Order of the Gate's signifers, originating in the notes of the order's magic-users.

BRAND OF CONFORMITY**School** transmutation [curse^{UM}]; **Level** inquisitor 1**Casting Time** 1 round**Components** V, S, DF**Range** touch**Target** creature touched**Duration** 1 day/level**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell etches the symbol of a nation, organization, or order on the target, dealing 1 point of damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. While branded in this way, the recipient loses the ability to speak or understand its racial language and the language of its homeland or primary culture (if these are different). For example, an elf raised among the Shoanti would lose Elven and Shoanti (if she knew both those languages), while a halfling raised among dwarves would lose both Halfling and Dwarven (if she knew both those languages). A gnome raised among gnomes would

lose Gnome, but no other language. This spell never suppresses Common or Undercommon, nor does it prevent spellcasting, though it may prevent a target from speaking intelligibly if it suppresses all of the target's languages. A brand of conformity can be hidden beneath clothing or removed by scraping it away (the latter deals 1d6 points of damage, though the brand returns if that damage is healed). In any event, the language-suppression element of a brand of conformity continues to function even when hidden or scraped away.

BRAND OF HOBBLING

School transmutation [curse^{UM}]; **Level** inquisitor 2

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration 1 day/level

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell etches a symbol of chains, a particular prison, or a lawful institution on the target, dealing 1d6 points of damage. The mark can be placed on any exposed portion of the creature, typically on the head or forearm. While the recipient is branded in this way, all of its movement speeds are reduced by half (rounded down to the next 5-foot increment). A brand of hobbling can be hidden by clothing or removed by scraping the brand away (the latter deals 1d6 points of damage, though the brand returns if that damage is healed), but in either case the effects of a brand of hobbling continue to function.

BRAND OF TRACKING

School transmutation [curse^{UM}]; **Level** inquisitor 4

Casting Time 1 round

Components V, S, DF

Range touch

Target creature touched

Duration permanent

Saving Throw Fortitude negates; **Spell Resistance** yes

This spell etches the symbol of an eye or a lawful institution on the target, dealing 1d6 points of damage. The mark can be placed on any exposed portion of the creature, typically the head or forearm. While the target is branded in this way, twice per day as a standard action, you can instantly determine in what direction and how far away the target is, as long as it is within a range equal to 1 mile per your caster level. If the target travels beyond this range or to another plane, you cannot gain information about the recipient's location. Similarly, if the target becomes warded by a spell or effect that thwarts divination spells (such as *nondetection*) or moves into such an area (such as one created by *antimagic field*), you cannot gain information about the target's location. This effect otherwise works as a *locate creature* spell that lasts for 1 minute per caster level. It can be fooled by *mislead* but not by *polymorph*.

A brand of tracking can be hidden by clothing or temporarily removed by scraping it away (the latter deals 1d6 points of

damage, though the brand returns if that damage is healed, or 1 day later otherwise). The effects of a brand of tracking continue to function even when hidden or scraped away. A brand of tracking cannot be dispelled, but it can be permanently removed by any means that removes a mark of justice (see page 312 of the *Pathfinder RPG Core Rulebook*).

DIRGE OF THE VICTORIOUS KNIGHTS

School illusion (shadow); **Level** bard 6

Casting Time 1 round

Components V, S, F (a medal from a dead Hellknight or a copy of a Chelish opera script, either worth at least 100 gp)

Range 120 ft.

Effect 120-ft. line, 10 ft. wide

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

By performing part of the Chelish opera *Victory of the Hellknights*, you call forth spectral illusions of mounted Hellknights to trample your foes under the hooves of their glorious steeds. The shadowy knights appear in an adjacent 10-foot square and ride forward in the direction you indicate, dealing 1d6 points of damage per caster level (maximum 20d6) to all creatures in their path. Half of this damage is cold damage, while half results directly from arcane power and is not subject to cold resistance or immunity. The knights cannot pass through force effects or barriers that block incorporeal creatures or undead.

INFERNAL CHALLENGER

School conjuration (calling) [lawful]; see text; **Level** cleric 3, sorcerer/wizard 3, summoner 3

Casting Time 1 round

Components V, S, F/DF (an iron badge or medallion)

Range close (25 ft. + 5 ft./2 levels)

Effect one called bearded devil and testing ground; see text

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This spell summons a bearded devil, causing it to appear where you designate. The area within a 50-foot radius of where the devil appears is ringed with a smoldering, red glow. This area is the testing ground. To successfully cast this spell, no creature other than the devil's challenger (see below) can be within this area while the spell is being cast.

On the round it appears, the devil identifies itself (typically by name and with a brief recitation of honors) and states it is prepared to do battle with a sole mortal champion. In the same round, either you or a creature you designate while casting the spell must identify the devil's challenger. For the duration of the spell, the devil does everything in its power to kill the challenger. You do not control the devil or have any influence over how it conducts itself in battle, but the devil cannot leave the testing ground. Unlike with *summon monster* and similar spells, you cannot dismiss the devil. Rather, the conjured devil remains until any one of the following criteria is met: it is reduced below 0 hit points or otherwise defeated, its

challenger is slain, its challenger leaves the testing ground, or it takes damage from any source other than its challenger. Upon any of these occurrences, the devil vanishes.

Conjuring a devil is typically an evil act. If cast for any purpose besides the administering of a Hellknight test, this spell has the evil descriptor.

SHACKLE

School conjuration (creation); **Level** cleric 2, inquisitor 2, ranger 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S

Range touch

Effect one set of restraints; see text

Duration 1 hour/level

Saving Throw Reflex negates; see text; **Spell Resistance** no

You summon a set of Small or Medium masterwork restraints into being. When you cast this spell, you can choose whether the restraints are manacles or fetters (manacles specifically designed to fit around the ankles).

You also summon the restraints' key to your person; the Disable Device DC to open the locked restraints is equal to 15 + your caster level + the modifier of your primary casting ability score.

Typically, the restraints appear in your hands. However, as part of the spell's casting, you can make a melee touch attack against a creature; if you succeed and the creature then fails a Reflex saving throw against the spell's DC, the locked fetters appear clasped on the creature or locked manacles clasp you and the creature together. You can instead have manacles restrain the target's limbs in front of or behind it. If you cast the spell as a full-round action, you can make melee touch attacks against two creatures you can reach. If you succeed at both attacks and both creatures fail their Reflex saving throws, you can cause the set of manacles to bind the targets together.

As you increase in level, the restraints become stronger and you gain more control over them. If you are 6th level or higher, you can make the restraints mithral, or you can summon Tiny or Large restraints. If you are 12th level or higher, you can

summon Diminutive or Huge restraints. If you use an emerald worth at least 1,000 gp as a material component while casting this spell, as a standard action once during its duration, you can affect any creature bound by these restraints as per *dimensional anchor* with a duration of 1 minute per caster level. If you are 18th level or higher and use an emerald worth at least 1,000 gp as a material component while casting this spell, the restraints' hardness increases to 30, they have 60 hit points, and they can't be broken with a successful Strength check. (The emerald must be worth at least 2,000 gp if you also wish to use the *dimensional anchor* effect described earlier.)

If you cast this spell before the duration of a previous casting has lapsed, you can create a new set of restraints or reset the previous spell's duration. If you used an expensive material component during a previous casting, you must again use a component when creating new restraints or resetting the duration if you wish to maintain the special effect. You do not need to touch these previously created shackles to renew their duration, though you must be on the same plane as the shackles.

When this spell ends, the restraints disappear, and any ongoing effects created by the spell end.





HOUSES OF PERFECTION

HOUSES OF PERFECTION

Trio of Elite Mystical Monasteries Inspired by the Elements

Scope national

Alignment LN

Headquarters Niswan (Jalmeray)

Values the elements as expressions of nature's perfect forms, improvement through competition, pursuit of perfection (even if one does not reach it)

Goals defend the island of Jalmeray, develop new methods of purifying and enhancing mind and body alike through study of the four elements, overcome the weaknesses of mind and flesh, train the Inner Sea's finest martial artists

Allies followers of numerous Vudrani gods; genies; Irorans; Nethysians; seekers of enlightenment and the perfection of the body and mind

Enemies Arclords of Nex, asuras, rakshasas

Rivals none

After the Vudrani rajahs reclaimed Jalmeray from the covetous wizards known as the Arclords of Nex nearly 2,000 years ago, they established countless monasteries dedicated to the improvement of body and mind on the island. Over time, three of these monasteries rose to particular prominence, and today these houses are considered by many to be the finest martial arts schools in the entire Inner Sea region. Known collectively as the Houses of Perfection, the three monasteries teach martial and mystical practices in the Vudrani tradition to students from all over the world. To gain entrance to these elite schools, however, applicants must prove their worth by succeeding at seemingly impossible tasks.

All three monasteries are located on the outskirts of Niswan, the capital of the island nation of Jalmeray. Adventurers visiting the city may choose—or be invited—to attempt the numerous rigorous tests necessary to join one of these prestigious monasteries. Monks from the Houses of Perfection occasionally sponsor those who demonstrate exceptional potential, especially when initiates come

to the monks' attention after adventuring in Jalmeray. Typically, the monks alternate between spending 3 years in intense training and 3 years traveling, putting their skills to use and learning outside the monastery walls. These wandering monks are one way Jalmeray keeps tabs on the rest of the world.

Monastery of Unblinking Flame: The monks of Unblinking Flame model their style after the element of fire. Fire can burn with the slightest touch, yet physical attacks pass through it. Like a riddle, it can illuminate or blind. The Unblinking Flame style emphasizes movements that are both quick and deceptive, favoring a strong defense and a decisive finishing strike. To join the Monastery of Unblinking Flame, a prospective student of the school must outwit an efreeti.

Monastery of Unfolding Wind: The element of air serves as the model for monks of Unfolding Wind. Air can be

perfectly still or violently strong, and can change in an instant. The Unfolding Wind style emphasizes balance in stillness and fluidity in motion. Practitioners are mobile in combat, taking full advantage of terrain. Many prefer ranged (especially thrown) weapons over close combat. To join the Monastery of Unfolding Wind, an aspirant must win a race against a djinni.

Monastery of Untwisting Iron: The monks of Untwisting Iron revere the elements of earth and metal. Raw metal is heavy and rigid, yet it can be refined into alloys and shaped into tools. So too do monks of the Untwisting Iron seek to refine themselves into stronger and tougher versions of themselves. Its practitioners are often skilled at combat maneuvers, especially grappling. They eschew elaborate defenses, relying on their own resilience to weather enemy attacks. To join the Monastery of Untwisting Iron, an applicant must successfully wrestle a shaitan.



Anandala (LN venerable female human monk 6/psychic^{0A} 8/student of perfection⁺ 4): Rumor has it that in her distant youth Anandala did something to dishonor her family, and as punishment she was sent from Vudra to this distant colony. When asked about such things, Anandala only smiles wistfully and changes the subject. Regardless, her talent for martial arts combined with skills from her previous life earned Anandala entry into the Monastery of Unblinking Flame. She advanced quickly, eventually becoming Grand Mistress of Unblinking Flame. Although Anandala seems quite young, she has led this house for decades, and the apparently ageless woman shows no sign she is planning to leave her position anytime soon.



Rajni Ayasa (LN female human monk 11): Descended from early settlers of Jalmeray, the Grand Mistress of Untwisting Iron urges her students to be like the island: a bastion of stability and grandeur in a sea of chaos. Grand Mistress Ayasa devotes much of her time to training monks for the Challenge of Sky and Heaven—a contest between the three Houses of Perfection held once a decade. The Monastery of Untwisting Iron has won the previous two challenges. Ayasa has high hopes for another win, which would make hers the only monastery to have won three times in a row. Some have interpreted this growing pride as a flaw in Rajni's character, yet she always takes care to temper her ego with self-awareness and, when needed, humility.



Sadif Hadaranvayu (LG male sylph^{B2} monk 10): The Grand Master of Unfolding Wind makes a striking figure with his billowing, mist-like hair and pale blue skin. Grand Master Hadaranvayu uses his ability to control wind and his resemblance to certain Vudrani gods to enhance this mystique, and while he doesn't approve of rumormongering or gossip, he does little to combat the stories that circulate about his relation to ancient and powerful elemental forces. The Monastery of Unfolding Wind has not yet won a Challenge of Sky and Heaven under his leadership, and he is eager to prove himself the equal of his older colleagues. Hadaranvayu has agents scouring the Inner Sea region in search of candidates who might prove worthy of joining the Monastery of Unfolding Wind.

STUDENT OF PERFECTION (PRESTIGE CLASS)

Even the masters of the Houses of Perfection consider themselves students, as imperfect beings always have more to learn. As a result of their continued training, these masters have developed powers unique to their monasteries.

Hit Dice: d10.

Requirements

To qualify to become a student of perfection, a character must fulfill the following criteria.

Alignment: Any lawful.

Feats: Improved Unarmed Strike, Perfect Style[†].

Skills: 5 ranks in Acrobatics, Climb, Escape Artist, Stealth, or Swim; 5 ranks in Craft, Knowledge (any), Perception, Perform, or Sense Motive.

Special: Must be a member of one of the Houses of Perfection.

Class Skills

The student of perfection's class skills (and the key ability for each) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the student of perfection prestige class.

Weapon Proficiency: Students of perfection are proficient with all weapons with the monk special weapon quality.

AC Bonus (Ex): At 1st level, when a student of perfection wears light armor or no armor, he gains a +1 dodge bonus to his AC and CMD. This bonus increases by 1 at 5th and 9th levels. He loses these bonuses while immobilized or helpless, wearing medium or heavy armor, or carrying a medium or heavy load.

Ki Pool (Su): If a student of perfection has levels in a class that grants a ki pool, his student of perfection levels stack with his levels of that class to determine his total number of ki points. If the student of perfection has a ki pool from Perfect Style, he adds his Wisdom modifier to his ki pool.

The student of perfection's ki pool also gains ki strike as per the ki pool of a monk of a level equal to his class level. This stacks with his levels in monk (if any).

Martial Artist (Ex): If a student of perfection has brawler's flurry, fast movement, flurry of blows, stunning fist, or the unarmed strike class features from previous levels, his class levels in this prestige class stack with those levels when determining the effects of these abilities. Otherwise, a student of perfection gains flurry of blows and unarmed

strike as a monk of a level equal to his student of perfection level. Levels in student of perfection count as monk levels for the purposes of feats such as Stunning Fist.

Ki Powers (Su): At 2nd level and every 2 levels thereafter, a student of perfection can select one ki power chosen from the unchained monk (*Pathfinder RPG Pathfinder Unchained* 16) options listed directly below or from the new ki powers detailed afterward. This ki power must be open to all students of perfection or appropriate to his chosen school. If a ki power from *Pathfinder Unchained* is followed by a level in parentheses, use that as the minimum character level (instead of the level given in *Pathfinder Unchained*). All other prerequisites must be met. Unless otherwise noted, a student of perfection cannot select an individual ki power more than once.

Any student of perfection can choose elemental fury, elemental burst (10th), or genie's blade (see below).

If he belongs to the Monastery of Unblinking Flame, a student of perfection can also choose furious defense, ki hurricane (4th), sudden speed, or any of the powers below for that monastery.

If he belongs to the Monastery of Unfolding Wind, the student of perfection can also choose high jump, ki range, wind jump, or any of the powers below for that monastery.

If he belongs to the Monastery of Untwisting Iron, a student of perfection can also choose diamond body, diamond resilience (6th), diamond soul (6th), or any of the powers below for that monastery.

Genie's Blade (Su; any): The student of perfection is proficient with the falchion, kukri, and scimitar and treats these weapons as if they had the monk special quality. The student of perfection can spend 1 ki point as a swift action to give a falchion, kukri, or scimitar he wields the *ki strike* special ability and have it deal damage equal to that of his unarmed strikes (if greater than its base damage). The student of perfection applies his full Strength modifier to his damage rolls for these attacks. These effects last 1 round.

Inner Fire (Su; Unblinking Flame): While the student of perfection is under the effects of elemental fury (fire), a creature that successfully grapples him takes 1d6 points of fire damage. The damage increases by 1d6 each round the creature maintains the grapple, to a maximum number of dice equal to the student of perfection's level. A student of perfection must have the elemental fury ki power before selecting this ki power.

Iron Chain Choke (Ex; Untwisting Iron): When the student of perfection uses his iron chain strike ability, any opponent grappled by him must succeed at a Reflex saving throw (DC = 10 + the student of perfection's class level + the student of perfection's Strength modifier) or it cannot speak or cast spells with verbal components for 1 round. A student of perfection must have the iron chain strike ki power before selecting this ki power.

STUDENT OF PERFECTION

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	AC bonus +1, ki pool, martial artist
2nd	+2	+1	+1	+1	Ki power
3rd	+3	+2	+2	+1	Bonus feat
4th	+4	+2	+2	+1	Ki power
5th	+5	+3	+3	+2	AC bonus +2
6th	+6	+3	+3	+2	Ki power
7th	+7	+4	+4	+2	Bonus feat
8th	+8	+4	+4	+3	Ki power
9th	+9	+5	+5	+3	AC bonus +3
10th	+10	+5	+5	+3	Ki power, perfection

Iron Chain Strike (Ex; Untwisting Iron): When the student of perfection succeeds at a combat maneuver check, he can spend 1 ki point as a swift action to maintain a grapple to deal damage and can add double his Strength bonus to the damage roll.

Ki Missile (Su; Unfolding Wind): The student of perfection can spend 1 ki point as a swift action to give any thrown weapon he wields the benefits of ki strike and have it deal damage equal to that of his unarmed strikes (if greater than its base damage). These effects last 1 round.

Master of Riddles (Sp; Unblinking Flame): Bluff is a class skill for the student of perfection. When he makes a successful opposed Bluff check, the student of perfection can spend 1 ki point as a standard action to give the target a suggestion (as per the spell *suggestion*). His caster level is equal to his class level, and the save DC is 10 + his class level + his Wisdom modifier.

One in Mind and Body (Ex; Unfolding Wind): The student of perfection can spend 1 ki point as a swift action to add his Wisdom modifier as a bonus on a Strength- or Dexterity-based skill check.

Punish Mistake (Ex; Unblinking Flame): When the student of perfection makes an attack of opportunity, he can spend 1 ki point as an immediate action to make an additional attack against the target that had provoked the attack.

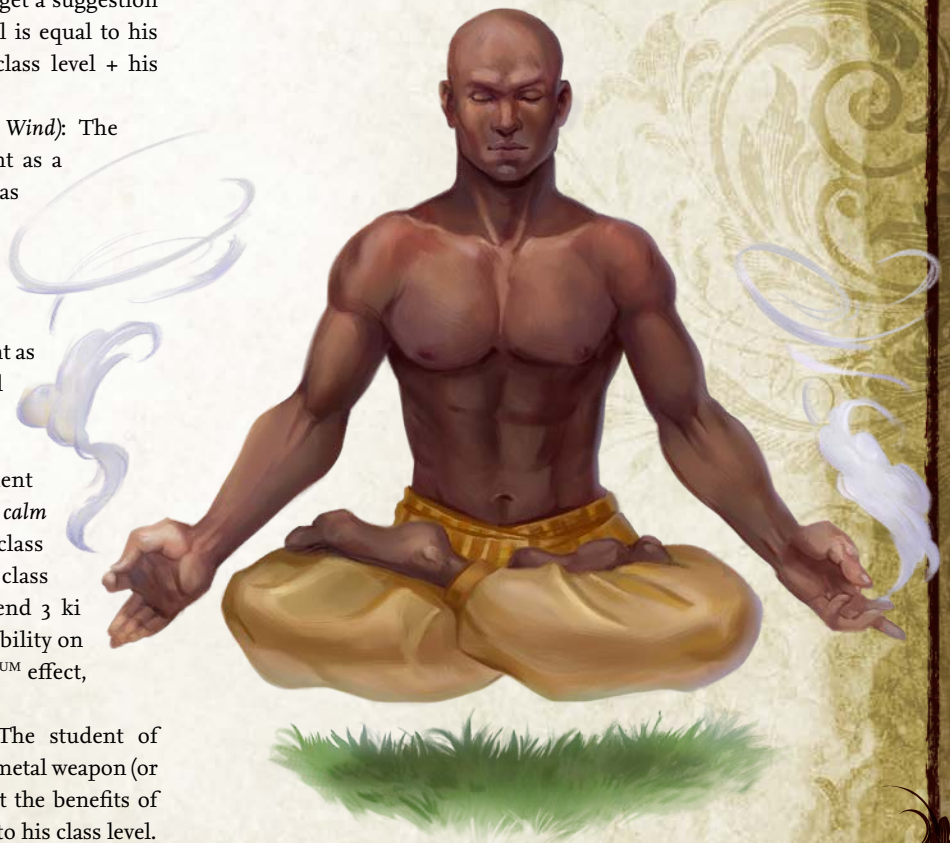
Still Air (Sp; Unfolding Wind): The student of perfection can spend 1 ki point to cast *calm emotions*. His caster level is equal to his class level, and the save DC is equal to 10 + his class level + his Wisdom modifier. He can spend 3 ki points as an immediate action to use this ability on himself when he is affected by an emotion^{UM} effect, a confusion effect, or a fear effect.

Transmute Metal (Su; Untwisting Iron): The student of perfection can spend 1 ki point and touch a metal weapon (or 50 pieces of metal ammunition), granting it the benefits of his ki strike for a number of minutes equal to his class level.

Bonus Feat: At 3rd level, a student of perfection gains one of the following feats (see pages 106–107) based on his chosen House of Perfection: Unblinking Flame Feint, Unfolding Wind Strike, or Untwisting Iron Strength. At 7th level, he gains either Unblinking Flame Fist, Unfolding Wind Rush, or Untwisting Iron Skin. A student of perfection need not meet the prerequisites normally required for these feats.

Alternatively, if the student of perfection has levels in a class that grants bonus feats, he can instead choose one of those bonus feats, adding his student of perfection level to his level in that class to determine available feats.

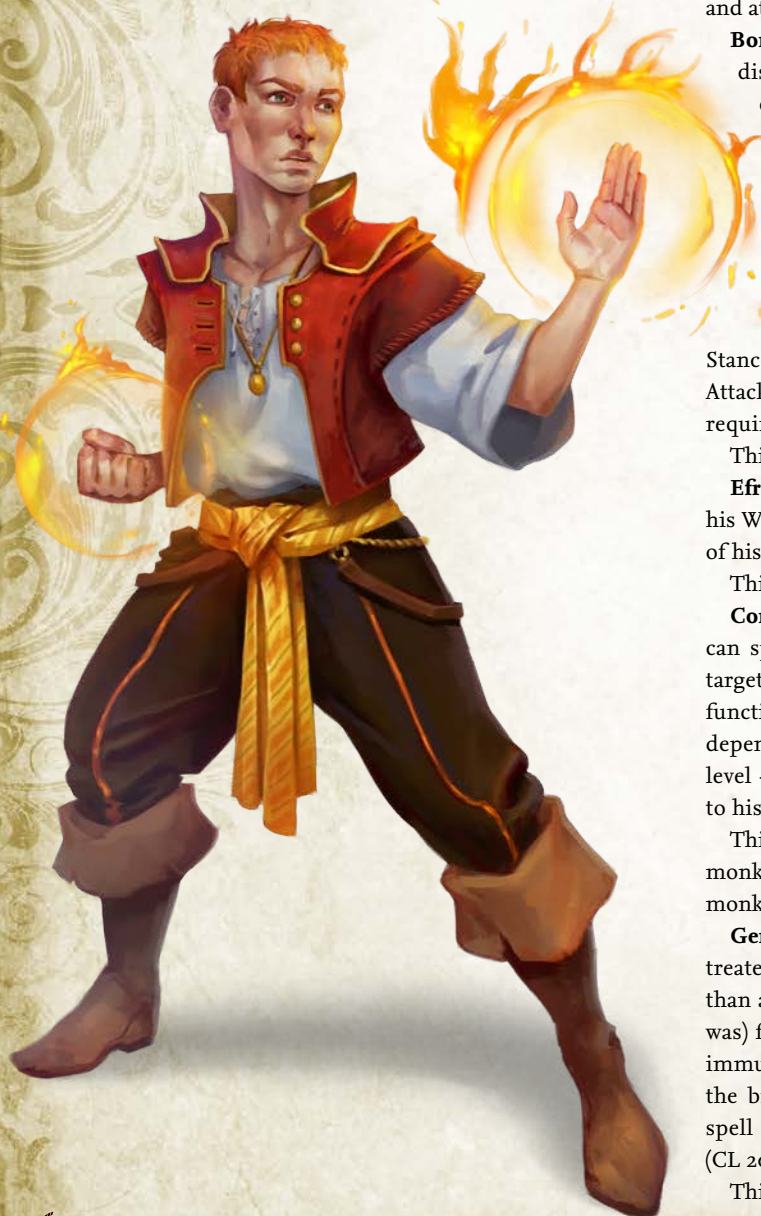
Perfection (Ex): At 10th level, a student of perfection increases an ability score of his choice by 2.



BRAZEN DISCIPLE (MONK ARCHETYPE)

Of the three monasteries, the Monastery of Unblinking Flame has been the most successful in developing a specific and unique fighting style that sets its disciples apart from other monks. In order to be admitted into the Monastery of Unblinking Flame and become one of these disciples, a supplicant must prove his worth by outwitting an efreeti. Those who succeed often become monks known as the brazen disciples.

Brazen disciples believe that the best way to prepare for this test is to emulate the efreeti's own duplicitous ways. By studying genie contracts, brazen disciples learn how to take advantage of loopholes, and by pondering riddles, they learn how to obfuscate truth. They use deception in their



fighting style, and many go a step further, incorporating fire and smoke both mundane and magical. Though most brazen disciples focus on joining the Houses of Perfection, some become enamored with the efreet and instead seek out genie masters.

Class Skills: A brazen disciple gains Bluff (Cha), Disguise (Cha), and Knowledge (planes) (Int) as class skills but loses Knowledge (religion), Ride, and Swim.

This alters the monk's class skills.

Feinting Flurry (Ex): When using flurry of blows to make melee attacks, a brazen disciple can forgo his first attack to attempt a Bluff check to feint. At 6th level, when a brazen disciple successfully feints, his opponent is denied its Dexterity bonus to AC until the end of the monk's turn.

This ability replaces the monk's bonus feats at 1st level and at 6th level.

Bonus Feat: At 2nd, 10th, 14th, and 18th levels, a brazen disciple can select a bonus feat. These feats must be chosen from the following list: Catch Off-Guard, Combat Reflexes, Deceitful, Dodge, Elemental Fist^{APG}, and Improved Initiative. At 6th level, the brazen disciple can also choose from the following feats: Efreeti Style^{UC}, Improved Dirty Trick^{APG}, Improved Disarm, Improved Steal^{APG}, Improved Trip, and Mobility. At 10th level, the brazen disciple can also choose from the following feats: Efreeti Stance^{UC}, Efreeti Touch^{UC}, Improved Critical, and Spring Attack. He need not meet the prerequisites normally required for these feats to select them.

This ability alters the monk's bonus feats.

Efreeti's Guile (Ex): At 3rd level, a brazen disciple can add his Wisdom modifier on Bluff and Disguise checks instead of his Charisma modifier.

This ability replaces still mind.

Confounding Koan (Sp): At 12th level, a brazen disciple can spend 2 ki points as a standard action to confuse a target within 30 feet with a riddle or paradox. This ability functions as per *confusion*, except that it is language-dependent. The DC is equal to 10 + half the monk's class level + his Wisdom modifier, and the caster level is equal to his class level.

This ability replaces abundant step. (For the unchained monk from *Pathfinder Unchained*, this ability replaces the monk's ki ability gained at 12th level.)

Genie Apotheosis: At 20th level, a brazen disciple is treated as a native outsider with the fire subtype rather than as a humanoid (or whatever the monk's creature type was) for the purpose of spells and magical effects. He has immunity to fire and vulnerability to cold. Once per day, the brazen disciple can grant a limited wish (as per the spell *limited wish*) to a non-outsider as a spell-like ability (CL 20th).

This ability replaces perfect self.

WINDING PATH RENEGADE (BRAWLER ARCHETYPE)

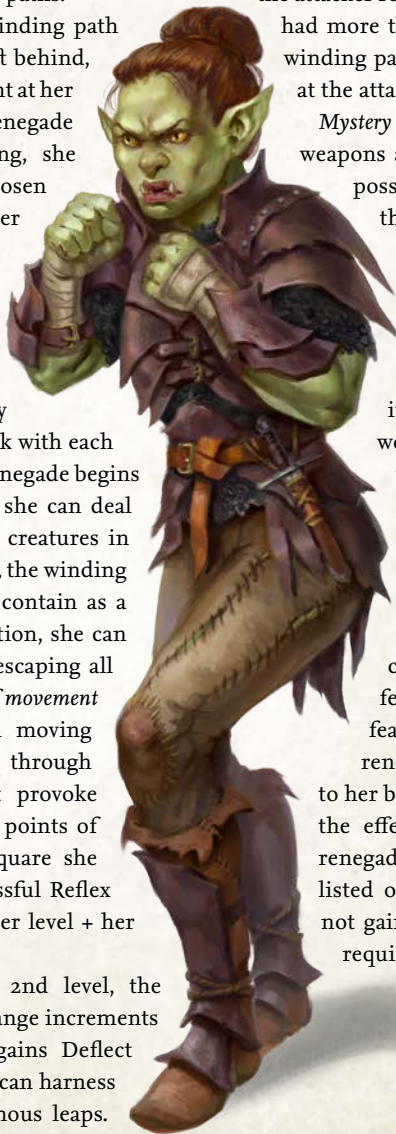
In the sacred text *Unbinding the Fetters*, Irori teaches that the path to transcendence can be straight or twisted. Those who follow the straight path adhere to the traditions and techniques perfected by others who have traveled before them, while those who seek the twisted path abandon tradition and follow their own unique routes to self-perfection. Both paths can lead to the same place, but those who follow the twisted path must take care to not lose their way.

Winding path renegades epitomize those who have chosen the twisted path. These brawlers initially studied at the Houses of Perfection in Jalmeray, but while they grasped the mechanical aspects of the forms, they lacked the mental discipline required by the masters of the school. Thus, they have withdrawn from their monasteries—some peacefully, some not—to find their own paths.

School Focus (Ex): At 2nd level, a winding path renegade continues the training she left behind, gaining the benefits of the mystery taught at her old monastery. As the winding path renegade progresses in her self-guided training, she gains a deeper understanding of her chosen monastery's mystery, which grants her new powers.

Mystery of Unblinking Flame (Su): At 2nd level, the winding path renegade increases her speed by 10 feet (this is treated as an enhancement bonus). If she uses her monk moves class ability to gain fast movement, the abilities stack with each other. At 8th level, if the winding path renegade begins her turn with the grappled condition, she can deal 2d6 points of fire damage to all other creatures in the grapple as a free action. At 14th level, the winding path renegade becomes as difficult to contain as a flame. Once per day as a full-round action, she can transform into liquid flame, instantly escaping all bonds as if under the effect of *freedom of movement* and moving up to her speed. When moving as part of this ability, she can move through creatures' squares freely and doesn't provoke attacks of opportunity. She deals 10d6 points of fire damage to any creature whose square she enters during this movement. A successful Reflex saving throw (DC = 10 + half her brawler level + her Dexterity bonus) halves this damage.

Mystery of Unfolding Wind (Su): At 2nd level, the winding path renegade adds 10 to the range increments of ranged weapons she wields and gains Deflect Arrows as a bonus feat. At 8th level, she can harness the power of the wind to make enormous leaps.



MONK MOVES

Monk Ability	Level Gained
Evasion	4th
Fast movement	4th
Slow fall	4th
High jump	5th
Improved Evasion	9th

As a move action, she can leap without attempting an Acrobatics check, jumping any distance up to her speed (upward movement counts as double, as when flying). She can leap in this way a number of times per day equal to her class level. At 14th level, when using the Deflect Arrows feat, the winding path renegade can send one projectile back at her attacker, using the same attack roll and damage roll the attacker rolled against her. Even if the deflected attack had more than one projectile (as with Manyshot), the winding path renegade sends only one projectile back at the attacker. The others are deflected as normal.

Mystery of Untwisting Iron (Su): At 2nd level, metal weapons and armor in the winding path renegade's possession are treated as masterwork unless they have the broken condition. At 8th level, the winding path renegade gains a bonus equal to half her level on Craft checks involving metal, and she gains the benefits of the Master Craftsman and Craft Arms and Armor feats when crafting items made of metal. At 14th level, any weapon the winding path renegade wields is treated as adamantine.

This ability replaces the bonus feats gained at 2nd, 8th, and 14th levels.

Monk Moves (Ex): At 4th level, a winding path renegade can use her martial flexibility ability to gain the benefits of certain monk abilities as well as combat feats. Each ability counts as one combat feat for this purpose, and the winding path renegade is treated as a monk of a level equal to her brawler level for the purpose of determining the effects of these abilities. The winding path renegade gains access to these abilities at the levels listed on the Monk Moves table above. She does not gain a ki pool, and she can't use powers that require ki. The winding path renegade must be wearing light or no armor to benefit from this ability.

This ability replaces AC bonus.

AFFILIATION WITH THE HOUSES OF PERFECTION

In the pursuit of spreading their legacy throughout the world and in the spirit of the usually (but not always) friendly competition between the three monasteries, affiliation with the Houses of Perfection is relatively easy to secure.

Example Affiliation Encounter: Earning affiliation with the Houses of Perfection requires more than merely studying their techniques. The houses seek potential rather than established skill, and so are less impressed by demonstrations of power than they are by demonstrations of passion for learning. A character who takes a level in monk, brawler, or any of the six classes presented in *Pathfinder RPG Occult Adventures* and travels to Jalmeray or seeks out a representative of one of the houses is generally granted affiliation automatically—other characters need to impress a representative of the Houses of Perfection by performing specific quests (subject to GM adjudication).

FEATS

Students of the Houses of Perfection can master these feats.

PERFECT STYLE (COMBAT, STYLE)

You have trained at one of the Houses of Perfection.

Prerequisites: Wis 13; base attack bonus +5 or monk level 5th.

Benefit: When you take this feat, choose one of the Houses of Perfection; once this decision has been made, it cannot be changed. While using this style, you gain a type of energy resistance based on the House of Perfection you have chosen. Students of the Monastery of Untwisting Iron gain acid resistance 5. Students of the Monastery of Unblinking Flame gain fire resistance 5. Students of the Monastery of Unfolding Wind gain electricity resistance 5. If you have energy resistance from a racial trait or class feature, the energy resistance gained from this style stacks.

Additionally, you gain a ki pool that you can use to activate abilities of your chosen House of Perfection style. Your pool contains 2 ki points, and this increases by 1 point at 9th level and every 4 levels thereafter. If you have a ki pool from another source, you do not gain additional ki points from this feat.

Special: You can select Perfect Style multiple times. Each time you do so, you must select a different House of Perfection to belong to.

UNBLINKING FLAME FEINT (COMBAT)

You move as swiftly and unpredictably as a flickering flame.

Prerequisites: Int 13; Wis 13; Combat Expertise; Perfect Style; base attack bonus +9 or monk level 9th.

Benefit: While using Perfect Style, you can use your Wisdom modifier in place of your Charisma modifier when attempting Bluff checks to feint. You can spend 1 ki point as a swift action to gain the benefits of Improved Feint for 1 round.

UNBLINKING FLAME FIST (COMBAT)

You can exploit the weaknesses in your opponents' defenses, like a flame seeking fuel to consume.

Prerequisites: Int 13; Wis 13; Combat Expertise; Perfect Style; Stunning Fist; Unblinking Flame Feint; base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style, the save DC of your stunning fist attack increases by 2 against flat-footed targets. When you spend 1 ki point to gain the benefits of Improved Feint for 1 round, you can attempt a feint as part of your movement when charging.

UNFOLDING WIND RUSH (COMBAT)

Thrown weapons fly from your hands as if blown by a gale, and you leave behind a wake of wind as you move.

Prerequisites: Dex 13; Wis 13; Dodge; Mobility; Perfect Style; Quick Draw; Unfolding Wind Strike; base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style and wielding thrown weapons, you can combine a full-attack action with a single move action. You must forgo the attack at your highest bonus but can take the remaining attacks as normal at any point during your movement. You can spend 1 ki point as a swift action to create a path of wind along your path of movement that functions as *wind wall* for 1 round; this effect does not affect your ranged attacks.

UNFOLDING WIND STRIKE (COMBAT)

The wind through which your thrown weapons fly directs them to their targets or back to your hand.

Prerequisites: Dex 13; Wis 13; Perfect Style; Quick Draw; base attack bonus +9 or monk level 9th.

Benefit: When using Perfect Style, you double the range increment of any thrown weapon you wield. You can spend 1 ki point as a swift action to imbue a number of thrown weapons equal to your Wisdom bonus with the *returning* or *seeking* weapon special ability for 1 round.

UNTWISTING IRON SKIN (COMBAT)

Your training has tempered your flesh to resist blows as though it were forged iron.

Prerequisites: Str 15; Wis 13; Perfect Style; Toughness; Untwisting Iron Strength; base attack bonus +13 or monk level 13th.

Benefit: When using Perfect Style, you gain an amount of DR/adamantine equal to $\frac{1}{3}$ your character level (maximum 6). Additionally, whenever you break an item with a hardness of 10 or more, you gain DR $\frac{1}{-}$ for a number of rounds equal to half the item's hit points (maximum 10 rounds); the value of this damage reduction increases by 1 for every 5 points of hardness above 10 the broken item had. You can spend 1 ki point as a swift action to double either of the damage reduction values granted by this feat for 1 round.

UNTWISTING IRON STRENGTH (COMBAT)

You are a master at breaking even the toughest of objects.

Prerequisites: Str 15; Wis 13; Perfect Style; base attack bonus +9 or monk level 9th.

Benefit: When using Perfect Style, your attacks ignore an amount of hardness equal to your character level. Additionally, you gain a +4 bonus on Strength checks to break objects. If you spend 1 ki point as a swift action, you also gain the benefits of Improved Sunder for 1 round.

MAGIC ITEMS

Agents of the Houses often use the following items.

DHOTI OF STYLE MASTERY		PRICE 5,400 GP
SLOT body	CL 3rd	WEIGHT 1 lb.
AURA faint necromancy		

When the wearer enters a stance from a style feat while wearing a *dhoti of style mastery*, he gains 1d8+3 temporary hit points plus an additional 1d8 temporary hit points for each feat he has that lists that style feat as a prerequisite (maximum 3d8+3 temporary hit points). These temporary hit points last as long as the wearer maintains the stance during that combat, but vanish when the combat concludes. The wearer cannot gain temporary hit points in this way more than once per day.

CONSTRUCTION REQUIREMENTS	COST 2,700 GP
Craft Wondrous Item, any style feat, <i>false life</i>	

EFREETI HORNS		PRICE 24,000 GP
SLOT headband	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		



The wearer of *efreeti horns* gains a +4 enhancement bonus to Wisdom. In addition, the wearer can spend 1 ki point as a full-round action to gain the effects of *enlarge person* (self only) or *reduce person* (self only) for 1 minute. These effects apply to the wearer regardless of her actual creature type.

CONSTRUCTION REQUIREMENTS	COST 12,000 GP
Craft Wondrous Item, <i>enlarge person</i> , <i>owl's wisdom</i> , <i>reduce person</i>	

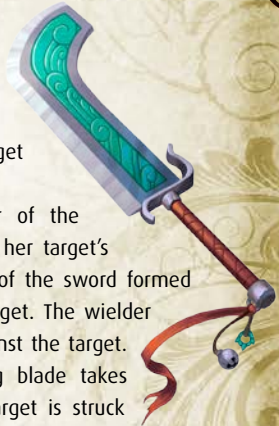
GLOVES OF UNFOLDING WIND		PRICE 10,000 GP
SLOT hands	CL 3rd	WEIGHT 1 lb.
AURA faint evocation		

These white fingerless gloves are decorated with a spiral on the back of the hand. For the purposes of resolving the effects of high winds, the wearer is treated as one size larger and his thrown weapons are treated as siege weapons. In addition, the wearer can spend 1 ki point to create a *gust of wind*.

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
Craft Wondrous Item, <i>gust of wind</i>	

MONASTIC WARDEN		PRICE 23,530 GP
SLOT none	CL 8th	WEIGHT 3 lbs.
AURA moderate evocation and transmutation		

This +1 *ki focus temple sword*^{UE} is often gifted to select students. A character making an attack with this blade can spend 1 ki point as a swift action to ignore any shield bonus to AC her target has for that attack.



Three times per day, the wielder of the *monastic warden* can slash the air in her target's direction, causing a shimmering copy of the sword formed of white light to streak toward the target. The wielder must make a ranged touch attack against the target. A creature struck by the shimmering blade takes 4d8 points of force damage. If the target is struck while on the grounds of a site sacred to the wielder, the target instead takes 8d6 points of force damage and is dazed for 1 round. A successful DC 14 Will saving throw reduces the damage by half and negates the daze effect.

CONSTRUCTION REQUIREMENTS	COST 11,930 GP
Craft Magic Arms and Armor, <i>arrow of law</i> ^{MM}	

MOUNTAINSHAPER'S GIRDLE		PRICE 25,000 GP
SLOT belt	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		

This wide belt grants the wearer a +4 enhancement bonus to Strength. In addition, the wearer can spend 1 ki point to use *stone shape*. When he uses this ability, he can instead choose to shape metal, but he can affect only one-tenth as much material. To shape a usable weapon out of metal or stone, the wearer must succeed at a Craft (weapons) check. Items created in this way can never be of masterwork quality.

CONSTRUCTION REQUIREMENTS	COST 12,500 GP
Craft Wondrous Item, <i>bear's endurance</i> , <i>stone shape</i>	

TRAVELING MASTER'S TURBAN		PRICE 4,000 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint transmutation		

This turban consists of 30 feet of cloth held in place by a brooch. The owner can command the turban to tie or untie itself as a move action. When the turban is tied on the wearer's head, the wearer gains the benefits of *endure elements*. Once per day when the turban is untied, the owner can use the fabric to perform a rope trick (as per the spell *rope trick*). In addition, the owner can spend 1 ki point as a swift action to cast *animate rope*.



CONSTRUCTION REQUIREMENTS	COST 2,000 GP
Craft Wondrous Item, <i>animate rope</i> , <i>endure elements</i> , <i>rope trick</i>	



LANTERN BEARERS

LANTERN BEARERS

A Light Against the Coming Darkness

Scope regional

Alignment NG

Headquarters Iadara (Kyonin)

Values nurture beauty and those who seek redemption, oppose conspiracies and reveal destructive secrets, remain pure-hearted, reveal and fight corruption

Goals push back the darkness (be it literal or metaphorical) and light the way for allies, redeem corrupted elves (and in particular, provide drow who seek redemption a safe venue to escape their society), thwart drow and demon plots

Allies followers of elven deities and neutral good empyreal lords, Kyonin's people and government, Sarenites, Shelynites

Enemies cults of demon lords and Rovagug, demons, drow, Lamashtans

Rivals none

The Lantern Bearers were originally founded centuries ago to oppose the machinations of the drow and to help hide the existence of the dark elves from the rest of the world. For many years, their actions and missions were guided by a secret cabal known as the Winter Council, whose members worked zealously to prevent non-elves from learning of the drow. Unbeknownst to the Lantern Bearers, however, the Winter Council was in fact manipulating them to control certain aspects of elven society, and Lantern Bearers were often used as pawns in Council schemes. The Lantern Bearers believed their work was for the greater good, and that secrecy was a vital part of this work, when in fact their secrecy kept them firmly in the grip of the increasingly corrupt Winter Council.

That elves, over time, physically adapt and change to reflect the nature of their environs was never a secret. The fact that this same quality, when mixed with great acts of evil and the worship of demons or other chaotic evil entities, allowed for the sudden transformation of an elf into a drow was one that the Lantern Bearers fought for many

centuries to keep from becoming common knowledge. This transformation, known to the Lantern Bearers as the Dark Fate, was rare enough that the relatively small group could cover up the few occurrences, but after one of the members of the Winter Council itself fell victim to the Dark Fate and nearly brought about a second Age of Darkness, the Lantern Bearers have redoubled their commitment to goodness and purity. Only the timely actions of a diverse group of heroes prevented this catastrophe, and in hindsight, the Lantern Bearers realized that their prior obsession with secrecy had been an enormous liability.

Today, with the Winter Council a thing of the past, the Lantern Bearers function in the open and have increasingly shifted the focus of their work from meeting the threat of violence with violence to diplomacy and redemption. Still, they are the first to admit that many cannot or will not be redeemed, and in such instances swift justice is the

best answer. The similarity of these teachings to the values held dear by the church of Sarenrae led that church to help the Lantern Bearers expand beyond a secretive cabal of elves into a regional defense against corruption, be it from within or without.

With this increasing sponsorship from the church of Sarenrae, and the fact that the existence of the drow is no longer a secret to the surface world, the Lantern Bearers have for the first time begun to invite non-elves into their ranks. Many of these recruits are veterans of the various Mendevian Crusades against the demon-infested Worldwound, while others are drawn from the congregations of good faiths. Recruits rescued from sordid pasts via redemption are observed extensively before being extended an invitation to ensure that new members are good-hearted, although some agents still struggle on the path to redemption.



Perelir (CG female elf cleric of Calistria 13): A former member of the Winter Council, Perelir had doubts about the organization's usefulness even before its fall. During its dismantling—a process accomplished with her aid—the priestess witnessed the fall of two allies to the Dark Fate. Reflecting on what had transpired, Perelir successfully petitioned Queen Telandia to permit her to redeem herself by joining the Lantern Bearers. True to her goddess's teachings, Perelir encourages Lantern Bearers to experience pleasure and beauty, seeing the denial of these urges as a path to self-destruction. Her shift from neutrality to goodness has caused some friction with others in her faith, but Perelir is as devoted to the Lantern Bearers now as she is to Calistria.



Telessel Neirenar (CG female drow ranger 9): After Telessel's recent death in a Razmiri skirmish, a well-meaning druid reincarnated the elven scout. In a cruel twist of fate, however, Telessel returned to life in a drow's body, despite having no previous corruption staining her soul. In the difficult days thereafter, only her faithful unicorn mount's companionship kept Telessel from suicide. After learning of her fate, the Lantern Bearers sought her out; now Telessel aids the organization, helping redeemed drow acclimate to surface life. Her unusual genesis has intrigued several of the Lantern Bearer's leaders, and many hold up her reincarnation as a drow as evidence that drow are, themselves, not intrinsically evil, and that given the right conditions and options, they can be saved.



Zarineth (NG male elf wizard 15): Until relatively recently, the leadership of the Lantern Bearers was shrouded in mystery. A masked wizard who went by the name Swallowtail claimed to be a field leader, but much information about this strange figure was hidden. With the new order established and the shift from secrecy to openness, Swallowtail has abandoned his mask and revealed himself to be an elven wizard named Zarineth. The previously whispered-of "true leaders" of the Lantern Bearers were in fact the secretive elves of the Winter Council, and now that this broken organization is no more, Zarineth has felt free to come out as the group's true commander. His focus of late has been on repairing the group's reputation and helping to refocus their efforts on redemption.

LANTERN BEARER (PRESTIGE CLASS)

Originally, only elves were allowed to join the Lantern Bearers, but with the destruction of the Winter Council and the group's new focus on openness, these restrictions have been abandoned. While elves still hold a majority in the organization and its base of operations remains in Kyonin, any who seek to further the group's goals are welcome as members. The same goes for those passionate about opposing demonic influences or threats from the Darklands. These dedicated soldiers and redeemers, called Lantern Bearers after the group that gave rise to them, form the backbone of that organization.

While Lantern Bearers direct the majority of their missions and goals in the Darklands, particularly in fighting against the machinations of the drow, they have increasingly turned to surface regions where demonic corruptions similar to those suffusing drow society have erupted. The primary focus is on the doorstep of their own homeland of Kyonin: the swampy realm of Tanglebriar, where the nascent demon lord Treerazer rules. The Worldwound has also seen a considerable number of Lantern Bearers joining the crusade, but they are increasingly encountered throughout the Inner Sea region, especially as drow agents and their influences on surface world interests become more and more apparent.

Hit Die: d10.

Requirements

To qualify to become a Lantern Bearer, a character must fulfill the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Skills: Knowledge (dungeoneering) 5 ranks, Knowledge (nature) 2 ranks, Survival 5 ranks.

Weapon Proficiency: Must be proficient with the longbow (or composite longbow) and one martial melee weapon.

Class Skills

The Lantern Bearer's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Lantern Bearer prestige class.

Lantern Arcana (Sp): A Lantern Bearer gains a series of spell-like abilities. The Lantern Bearer's caster level for these effects is equal to her character level, and the save DC is equal to 10 + the spell's level + her Intelligence modifier. To use a spell-like ability, she must have an Intelligence score equal to at least 10 + the spell-like ability's spell level.

A Lantern Bearer gains additional abilities as she advances in level. When she initially gains access to a set of spell-like abilities of 1st or higher level, she can use each spell-like ability once per day. For every 2 class levels after she gains a specific set of spell-like abilities, she gains an additional use per day of each ability in that set. (For example, a 3rd-level Lantern Bearer can use *darkvision*, *delay poison*, and *see invisibility* each once per day,



LANTERN BEARER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Lantern arcana, luminous potency
2nd	+2	+1	+1	+1	1st favored enemy, bitter armament
3rd	+3	+2	+2	+1	Lantern arcana, superior discernment
4th	+4	+2	+2	+1	Unbounded stride
5th	+5	+3	+3	+2	Lantern arcana, proven weapon familiarity
6th	+6	+3	+3	+2	Celestial weaponry
7th	+7	+4	+4	+2	Fade from sight, lantern arcana
8th	+8	+4	+4	+3	2nd favored enemy
9th	+9	+5	+5	+3	Aiudara alignment
10th	+10	+5	+5	+3	Bringer of brightness

and *faerie fire*, *pass without trace*, and *protection from evil* each twice per day.)

At Will: *Dancing lights*, *light*, and *spark*^{APG}.

1st Level: *Faerie fire*, *pass without trace*, and *protection from evil*.

3rd Level: *Darkvision* (self only), *delay poison* (self only), and *see invisibility*.

5th Level: *Continual flame* (3rd-level spell, lasts up to 10 minutes per level; a Lantern Bearer within 20 feet of a continual flame she created using this ability can extinguish it to cast *searing light*), *dispel magic*, and *magic circle against evil* (self only).

7th Level: Heightened *daylight* (heightened to a 4th-level spell), *dimensional anchor*, and *freedom of movement* (self only).

Luminous Potency (Su): When casting spells from other classes or using lantern arcana spell-like abilities, a Lantern Bearer gains an additional bonus equal to her Lantern Bearer class level on caster level checks for the purpose of overcoming spell resistance.

Bitter Armament (Su): At 2nd level, metal weapons wielded by a Lantern Bearer are treated as cold iron for the purpose of overcoming damage reduction (in addition to the weapons' other special material properties). These weapons, including fired ammunition, retain this property for 1 round after leaving the Lantern Bearer's grasp.

Favored Enemy (Ex): At 2nd level, a Lantern Bearer selects a creature type from the following: aberration, animal, fey, humanoid (elf), outsider (evil), and plant. This ability functions like the ranger class ability of the same name, and Lantern Bearer levels stack with other class levels that grant the favored enemy ability.

At 8th level, the Lantern Bearer can select an additional favored enemy from this list. In addition, the bonus against any one favored enemy from this list (including the one just selected, if so desired) increases by 2.

Superior Discernment (Ex): At 3rd level, a Lantern Bearer gains one of the following as a bonus feat, even if she does not meet the prerequisites: *Eagle Eyes*^{APG}, *Elven Accuracy*^{APG}, or *Sharp Senses*^{APG}.

Unbounded Stride (Su): At 4th level, as a swift action, a Lantern Bearer can make herself immune to effects that would impede her movement, such as overgrown foliage, solid fog,

webs, or other magical area effects that impair movement or confer the entangled condition. This ability is similar in effect to a druid's woodland stride ability, but its benefits extend to magical effects as well. She takes no damage from moving through spiky vegetation, briars, or even a wall of thorns, but harmful gases and other detrimental effects, such as fire damage from an *incendiary cloud*, still affect her as normal. A Lantern Bearer can use this ability for a number of rounds per day equal to her class level; these rounds need not be consecutive.

Proven Weapon Familiarity (Ex): At 5th level, a Lantern Bearer gains a +1 bonus on attack and damage rolls with composite longbows, composite shortbows, longbows, longswords, rapiers, shortbows, short swords, and any weapon with "elven" in its name.

Celestial Weaponry (Su): At 6th level, a Lantern Bearer's attacks are treated as good-aligned for the purpose of overcoming damage reduction.

Fade from Sight (Su): At 7th level, a Lantern Bearer can use the Stealth skill without having anything to hide behind, and even while being observed. Activating this ability is a swift action in addition to the action required to hide. A Lantern Bearer can use this ability for a number of rounds per day equal to her class level; these rounds need not be consecutive.

Aiudara Alignment (Su): At 9th level, once per day as a full-round action, a Lantern Bearer can use the interconnected power of the *aiudara* (a series of magical portals sometimes called "elf gates") to teleport herself to an elf gate that she has studied carefully (as per the spell *teleport*). This functions as *word of recall*, but the Lantern Bearer can transport only herself plus 50 pounds of objects.

In addition, a Lantern Bearer can magically slip between the spaces in reality twice per day as a swift action, as if using *dimension door*. This ability has a range of 50 feet, and the Lantern Bearer cannot take other creatures with her.

Bringer of Brightness (Sp): At 10th level, once per day a Lantern Bearer can engulf herself in a brilliant radiance. This functions as a *holy aura* spell targeting only the Lantern Bearer, and uses the same formula for caster level and save DC as her lantern arcana.

BLOSSOMING LIGHT (CLERIC ARCHETYPE)

There are some clerics who take their pursuit of purity and light to extremes. These clerics are known as blossoming lights, and forsake armor and weaponry in favor of opening their hearts to pure goodness. Many are peace-loving or even pacifistic, and nearly every blossoming light favors redemption over righteous wrath.

Blossoming lights are primarily found among the Lantern Bearers, as their powers are a great boon against the organization's foes. Despite this, their ways did not originate with elvenkind. Legend tells that Sarenrae, horrified by the consequences of the destruction of Gormuz, reached out to one of that city's survivors. She granted the frightened woman divine powers to guide her fellow survivors, both to safety and to goodness, and humbly asked her to spread the message of redemption and forgiveness. While this priestess's identity has been lost to history, the Dawnflower's imparted wisdom has not.

Within the Lantern Bearers, given their growing alliance with Sarenrae's faith, the traditions of the blossoming light have found the perfect place to flourish. These clerics are increasingly at the vanguard of the organization's efforts to redeem the fallen, particularly drow who seek to escape their society's strictures.

Promise of Faith: A blossoming light vows to trust in her deity's protection over arms and armor. She is not proficient with any armor or shields. The blossoming light cannot use or benefit from any of her class features (including spellcasting) while wearing armor or using a shield, or for 1 minute thereafter.

This ability alters the cleric's armor proficiencies.

Promise of Purity: A blossoming light must be truly pure of heart. She must be good-aligned and worship a nonevil deity. If the blossoming light willfully commits an evil act, she loses all class features (including spellcasting) until she atones.

This alters the cleric's alignment.

Luminous Font (Su): A blossoming light forsakes her deity's deeper mysteries to focus on benevolence, healing, and bringing light to darkness. A blossoming light still selects domains and retains access to domain powers, but does not gain domain spell slots.

Blossoming lights are beacons of goodness, guiding others to follow their own best natures. A blossoming light adds half her level on Diplomacy checks against good creatures or to convince an evil creature to take an action against its evil nature.

A blossoming light's channel energy is usable a number of times per day equal to 5 + her Charisma modifier. At 2nd level and every 2 levels thereafter, the blossoming light gains an additional use per day of channel energy.

At 3rd level, when a blossoming light channels energy to harm undead, her channeled energy also harms chaotic evil outsiders, worshipers of chaotic evil deities, and evil creatures with light sensitivity or light blindness as if they were undead.

At 7th level, when a blossoming light channels energy, she can expend an additional use to fill the affected area with bright light (as per *daylight*) for a number of rounds equal to her cleric level.

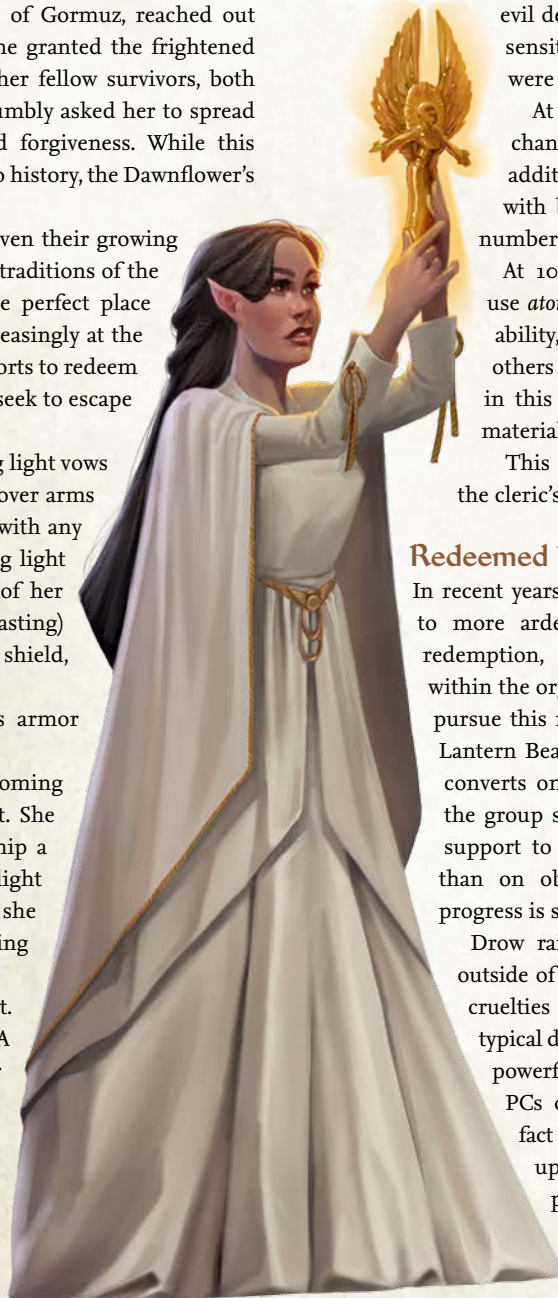
At 10th level, a blossoming light can use *atonement* once per day as a spell-like ability, but only to offer redemption to others (as per the spell). Using the spell in this way does not require a focus or material component.

This ability alters channel energy and the cleric's domains.

Redeemed Drow

In recent years, the Lantern Bearers have begun to more ardently pursue the ideal of drow redemption, despite misgivings from some within the organization. While opportunities to pursue this noble goal have been fleeting, the Lantern Bearers are aiding several promising converts on the path to goodness. Now that the group spends its resources on providing support to drow who seek new lives rather than on obscuring the existence of drow, progress is swift.

Drow raised from childhood in societies outside of the traditional demon-worshipping cruelties in the Darklands retain all of the typical drow abilities (as such, they are more powerful characters and can be used as PCs only at the GM's discretion). The fact that they lose none of these powers upon shifting alignment is all the proof the Lantern Bearers need that being born a drow does not mean one must be evil, and that redemption is possible for all.



LANTERN LIGHTER (RANGER ARCHETYPE)

Lantern lighters were originally entrusted with secretly eliminating the drow and quarantining any knowledge of their existence, but in the new Lantern Bearer era, the lantern lighters have refocused their efforts on helping to rescue those imprisoned by the drow, or even to help individual drow who seek to escape the cruelties of their society for a chance at redemption on the surface. Of course, escape from drow society is only the beginning of a drow's long and fraught path to redemption, and even the kindest or most repentant drow are likely to face prejudice from most of those who recognize her origins. In addition to their rescue efforts, lantern lighters often serve as sponsors for escapees and work to create pockets of civilization where redeemed drow can live in relative peace and safety by encouraging surface dwellers to cast aside the lurking shadows of prejudice and fear.

While the vast majority of lantern lighters are elves from Kyonin, a few non-elven members of the organization have proven themselves trustworthy and dedicated enough to join their ranks. As their efforts to spread the light to other regions beyond Kyonin grow, lantern lighters of other races are beginning to round out the order's numbers, particularly in areas and regions that suffer under oppressive regimes.

Daylight: A lantern lighter treats *daylight* as a 3rd-level ranger spell.

This ability alters the ranger's spells.

Enhanced Vision (Ex): A lantern lighter hones his senses to better combat subterranean enemies. He gains low-light vision. If the lantern lighter already has low-light vision, he can instead see three times as far as humans in areas of dim light.

This ability replaces wild empathy.

Poison Resistance (Ex): At 3rd level, a lantern lighter gains a +4 bonus on saving throws against poison.

This ability replaces endurance.

Favored Terrain (Ex): At 3rd level, a lantern lighter selects a favored terrain as normal. The skill bonus and initiative bonus granted in this favored terrain increase by 2 at 8th level and every 5 ranger levels thereafter.

This ability alters favored terrain.

Cavern Stride (Ex): At 7th level, a lantern lighter's movement is unimpeded by nonmagical difficult terrain underground and nonmagical webs.

This ability replaces woodland stride.

Darkvision (Ex): At 8th level, a lantern lighter's senses fully attune to the darkness, granting him darkvision to a distance of 60 feet. If the lantern lighter already has darkvision, its range increases by 30 feet.

This replaces the favored terrain gained at 8th level.

Poison Immunity (Ex): At 12th level, a lantern lighter gains immunity to poison.

This ability replaces camouflage.

Stunning Light (Su): At 13th level, a lantern lighter learns to increase the effectiveness of bright light on creatures with light blindness. *Daylight* spells cast by the lantern lighter or other sources of bright light he wields cause creatures with light blindness within the area of bright light to become stunned for 1 round in addition to being blinded.

This ability replaces the favored terrain gained at 13th level.

Camouflage (Ex): At 17th level, a lantern lighter gains camouflage, as the ranger class feature.

This ability replaces hide in plain sight.

Paralyzing Light (Su): At 18th level, a lantern lighter can stop light-blind enemies in their tracks, often gaining a great edge in battle. *Daylight* spells cast by the lantern lighter or sources of bright light wielded by him cause creatures with light blindness within the area of bright light to become paralyzed for 1 round in addition to being blinded and stunned.

This ability replaces the favored terrain gained at 18th level.



AFFILIATION WITH THE LANTERN BEARERS

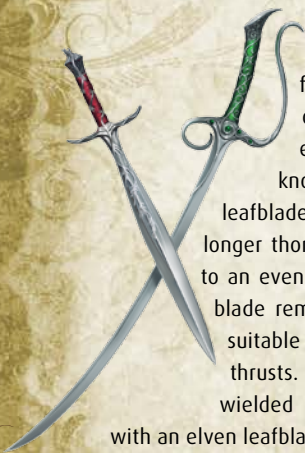
Membership in the Lantern Bearers was once strictly controlled, but those days now lie in the past. With the Lantern Bearers now more open than ever, their push to gain new members has provided an unprecedented number of opportunities to become affiliated with the group. Would-be members should not mistake this new inclusiveness for lowered standards, though. The Lantern Bearers have little patience for those who are selfish or evil, and are quick to cut ties with anyone who betrays their cause by exhibiting such traits.

Example Affiliation Encounter: A character who seeks affiliation with the Lantern Bearers must first make contact with one of their agents. In Kyonin, locating such an agent is possible with a single DC 20 Diplomacy check to gather information, but elsewhere the check's DC may be higher or it may even be impossible, at the GM's adjudication. Once contact is made, the hopeful affiliate must meet with the Lantern Bearers for an interview. This interview is relatively short, and the questions posed are designed to reveal to the Lantern Bearers the personality and history of the applicant. All applicants must agree to scrutiny under *detect evil* and *zone of truth*, but as long as they are truly eager to aid the Lantern Bearers, affiliation is nearly always granted. Of course, affiliation is just as readily taken away if word of cruelty, betrayal of Lantern Bearer ideals, or willing association with demonic agencies comes to light.

EQUIPMENT (UNAFFILIATED)

Agents of the Lantern Bearers prefer to arm themselves with the finest elven gear available, including items rarely seen outside of elven lands, such as those listed here.

ELVEN LEAFBLADE				PRICE 40 GP
TYPE light exotic melee				WEIGHT 3 lbs.
DMG (S) 1d3	DMG (M) 1d4	CRIT 18-20/x2	TYPE P/S	



Elves have traditionally eschewed the use of larger weaponry, opting instead for lighter weapons that take advantage of their wielders' agility and poise. The elven curve blade is perhaps the best-known weapon in this category, but the leafblade (often partnered with the substantially longer thornblade) embraces these fighting styles to an even greater extent. This short sword has a blade reminiscent of a long, narrow leaf and is suitable both for slashing swings and targeted thrusts. These weapons are designed to be wielded alongside elven thornblades. Attacks with an elven leafblade gain a +2 bonus on attack rolls made to confirm critical hits.

ELVEN THORNBLADE			PRICE 60 GP
TYPE one-handed exotic melee			WEIGHT 4 lbs.
DMG (S) 1d4	DMG (M) 1d6	CRIT 18-20/x2	TYPE P/S

This blade is suited for thrusts and parries, making it especially capable of inflicting deep, penetrating wounds. A wielder with Weapon Finesse can apply her Dexterity modifier to attack rolls with an elven thornblade instead of her Strength modifier. An elven thornblade grants no additional benefit when wielded two-handed. In addition, attacks with an elven thornblade gain a +2 bonus on attack rolls made to confirm critical hits.

LANTERN HONEY		PRICE 150 GP
		WEIGHT —

This alchemically enhanced honey is typically transported in small, lantern-shaped containers capable of holding up to 3 doses of honey. A single dose of lantern honey functions as normal antitoxin, except that it also provides immunity to drow poison for 1 hour after consumption.

MAGIC ITEMS

The Lantern Bearers have created many potent items during their long crusade against the drow menace and demonic corruption.

BANSHEE'S HOWL		PRICE 38,480 GP
SLOT none	CL 17th	WEIGHT 2 lbs.
AURA strong necromancy		

This jet-black +3 *rapier* weeps quietly when wielded in combat. A creature critically hit by *banshee's howl* must succeed at a DC 16 Will save or be affected by *crushing despair* for 1 minute. Each time an affected creature fails this save, the effect's duration increases by 1 minute.

As a free action upon confirming a critical hit with a *banshee's howl*, the wielder can twist the blade in the wound. Doing so causes the weapon's blade to release a ghostly female elven form that rises up to unleash a devastating cry, functioning as a *wail of the banshee* (Fort DC 23 negates). The wielder and her allies gain no special protection against this effect, and the creature struck by the critical hit takes a -4 penalty on its saving throw against it. Once a *banshee's howl* has used this ability, it can never do so again, but it does retain its other abilities. A *banshee's howl* whose *wail of the banshee* ability has been expended is still worth 32,320 gp.

The first *banshee's howl* was only recently discovered, but the creation process has since been reproduced. Rumors have spread of female Lantern Bearers spontaneously transforming into such weapons upon death to continue the fight, though their truth is uncertain.

CONSTRUCTION REQUIREMENTS	COST 19,400 GP
Craft Magic Arms and Armor, <i>crushing despair</i> , <i>wail of the banshee</i>	

ELVEN VENGEANCE		PRICE 16,150 GP
SLOT armor	CL 12th	WEIGHT 20 lbs.
AURA strong abjuration		

This set of +2 *elven chain* grants its wearer a +4 resistance bonus on saving throws against spells, spell-like abilities, and other effects created by worshipers and minions of a specific demon lord, chosen when the armor is created. Against such foes, the armor's enhancement bonus increases to +4. The first suit of this armor was created quite recently by Perelir for her close friend Malindil as part of the ranger's vengeful crusade against Abraxas; since then, many other suits focused against other powerful demons (particularly the nascent demon lord Treerazer) have been crafted.



CONSTRUCTION REQUIREMENTS	COST 10,650 GP
Craft Magic Arms and Armor, <i>detect evil</i> , <i>resistance</i>	

LANTERN OF HIDDEN LIGHT		PRICE 1,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint evocation		

A *lantern of hidden light* can be an invaluable tool for one who wishes to see in darkened areas without being revealed to those accustomed to the darkness. This magical lantern can be activated with a touch to one of its crystal panes, and functions as a hooded lantern, save that this light (and what it illuminates) is visible only to the character who holds the lantern in one hand. To other observers, the lantern always appears unlit, and does not appear to be shedding any light at all.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, <i>light</i>	

RING OF RETREAT		PRICE 12,000 GP
SLOT ring	CL 12th	WEIGHT —
AURA strong conjuration		



Each of these silver-and-gemstone rings is attuned to a specific *aiudara*, or elf gate. The ring must be created at the *aiudara* in question, and its gemstone always matches the gate's portal-key. On command once per week, the ring teleports its wearer back to that gate, as per *word of recall*. Theoretically, a *ring of retreat* could be crafted instead to transport the wearer to a specific site of import, such as a temple or stronghold, but to date, these rings have been crafted only with elf gates in mind.

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
Forge Ring, <i>word of recall</i>	

SPELLS

These spells were developed by the Lantern Bearers to aid in the exploration of the Darklands, to deal with the drow love of poison, and to help fight against choices that could result in corruption of the soul.

BRIGHTEST LIGHT

School evocation [light]; **Level** bard 4, cleric 4, druid 4, inquisitor 4, magus 4, occultist 4, paladin 4, ranger 4, shaman 4, sorcerer/wizard 4

Duration 1 hour/level (D)

This trademark spell of the Lantern Bearers functions as *daylight*, except it lasts longer. In addition, as a swift action once during the spell's duration, you can will the light to try to end a magical darkness effect located within 60 feet of the light this spell emits. Attempt a dispel check (1d20 + your caster level), with a DC equal to 11 + the caster level of the darkness effect. If you succeed, the darkness effect ends. Regardless of whether you are successful, the light from this spell dims to the brightness of a torch for the spell's remaining duration.

DETOXIFY

School transmutation; **Level** cleric 3, druid 3, inquisitor 3, paladin 3, ranger 2, shaman 3, witch 3

Casting Time 1 standard action

Components V, S, M (a dandelion stem)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You remove a creature's ability to poison others, whether inherent or via poisoned weapons. Whenever an affected creature would inflict poison with an attack, spell, or other method (including auras and other constant methods), that poison is automatically neutralized. This does not grant the subject of the spell any resistance to poison itself.

PRESERVE GRACE

School divination [good]; **Level** cleric 2, inquisitor 1, paladin 1

Casting Time 1 minute

Components V, S, F (a silver hand mirror worth 50 gp)

Range touch

Target one good-aligned creature

Duration 1 day

Saving Throw Will negates (harmless); **Spell Resistance** no

The Lantern Bearers must often make difficult decisions during their missions, such as determining what to do with captured enemies—should they be executed, imprisoned, set free, or given a chance to mend their ways? With this spell, you grant a creature the ability to foresee moral consequences, as if the creature were wearing a *phylactery of faithfulness*. The spell's guidance focuses on the protection of beauty and encourages peaceful resolution and mercy.



MAGAAMBYA

MAGAAMBYA

Inheritors of an Ancient Academy of Arcane Learning

Scope regional (Inner Sea)

Alignment NG

Headquarters Nantambu (Mwangi Expanse)

Values civility over barbarism, history as a guide for the future, knowledge over ignorance

Goals acquire, protect, and disseminate knowledge (especially concerning arcane magic, history, and the natural world); foster peace between peoples in the Mwangi Expanse and beyond; oppose evil as it gains power in the Mwangi Expanse; recover and restore ancient magical relics

Allies Gozrens, Nethysians, Pathfinder Society, Pharasmins, Storm Kindlers

Enemies Aspis Consortium, cults of demon lords and Rovagug, empire of the Gorilla King, Mzali, Usaro

Rivals none

Old-Mage Jatembe founded the Magaambya thousands of years ago, during the Age of Anguish, to preserve the learning and culture of the Mwangi people and to stem the tide of barbarism that followed the apocalypse known as Earthfall. Today, the Magaambya is one of the largest arcane schools in the Inner Sea region, and a repository of history and practical knowledge from the Mwangi Expanse and beyond.

The Magaambya's distinctive style of arcane magic incorporates elements of druidism and nature worship, but its spellcasters are also known for their skill at calling and communicating with outsiders, remote viewing, transforming into animals and stranger beasts, and controlling weather and other natural phenomena.

Students are taught by learned peers and older masters, with free access to documents, some dating back to the Magaambya's founding. Yet much of the Magaambya's knowledge is preserved in oral tradition. Many of its oldest documents were entrusted to various masters and now exist as family heirlooms within Nantambu and throughout the countryside. Rather than sit in lectures and have the

knowledge brought to them, students of the Magaambya must often track down and travel to the teacher or tome that contains the knowledge they seek.

The Magaambya teaches that knowledge and magic should be used for the greater good. Many of those who train at the school often go on to be advisers, emissaries, or leaders. Magaambyan spellcasters serve as a bulwark against the proponents of savagery that plague the region.

The Magaambya complex consists of many stone and wooden buildings within a ring of 10 terraced towers, each emblazoned with a mosaic of one of the Ten Magic Warriors, Old-Mage Jatembe's original disciples. The city of Nantambu and its many canals encircle the Magaambya, and the school's non-academic staff is drawn from its population. Though it has no walls or standing army, the city has never been invaded, thanks to the constant vigilance and magical puissance of the Magaambya's faculty.

Adventurous scholars often travel to the Magaambya to study at the prestigious institution. As much of the Mwangi's ancient knowledge remains hidden in the ruins of past civilizations, the Magaambya often hires adventures to explore these locales in order to retrieve relics and tomes. The Magaambya's defense of the region, and of Nantambu in particular, relies on extensive espionage, often provided by former students or trusted allies. Those same allies might also be called upon to fight when ape warriors, cultists, or slavers threaten the innocent.

Those who have trained at the Magaambya certainly have an aptitude for magic, but many don't differentiate between arcane, divine, or even psychic magic. This "cross-cultural" acceptance of often wildly disparate magical styles has worked to the Magaambya's advantage, allowing for new discoveries and leaps in magical theory that other schools focused on specific areas of interest might never uncover.



Janatimo (CG male half-elf bard 11): Called the Speaker of All the World's Tales, Janatimo is perhaps the most learned oral historian at the Magaambya. In addition to the legacy of his own peoples (both the jungle-dwelling elves of the Ekujae and the Mwangi's most populous humans—the Zenj), Janatimo has traveled far to learn the stories of many different cultures, from Ulfen sagas gathered from the frozen Lands of the Linnorm Kings to the romantic poems of the southern matriarchy of Holomog. While he is a popular teacher at the Magaambya, Janatimo is notorious for never giving a straight answer to a question. Instead, he will tell the student a story that contains the answer to her question, though it may be hidden under layers of metaphor.



Old-Mage Jatembe (NG male old human wizard 20/archmage^{MA} 6): The legendary founder of the Magaambya, Old-Mage Jatembe was the first among humanity to rediscover the power of arcane magic after the nearly world-ending devastation of Earthfall. According to legend, Jatembe learned secrets whispered by the severed head of the serpent demigod Ydersius before sewing shut its lips once more; slew the King of Biting Ants and sealed away the ruins of the Doorway to the Red Star; and communed with angels and demons alike as an equal. He charged his original disciples, the Ten Magic Warriors, with continuing his mission before he left Golarion to explore other realms. Rumors hold that Jatembe yet lives.



High Sun-Mage Oyamba (NG male human wizard 13): Oyamba is the current master of the Magaambya, a position that is as much diplomatic as it is bureaucratic. He is also one of the heads of the Tempest-Sun Mages, an order of spellcasters who defend Nantambu from the air. Indeed, it was his performance deterring an army of ape warriors from Usaro that earned him the esteemed position at the Magaambya. In his official capacity, Oyamba wears a leopard-spotted mask that has been in his family for generations, and is said to have been worn by one of the original Ten Magic Warriors. Oyamba is frustrated that his administrative duties keep him from "legitimate research" or directly opposing the forces of evil, but he trusts those he teaches are more than up to these tasks.

MAGAAMBYAN ARCANIST (PRESTIGE CLASS)

A Magaambyan arcanist studies and follows traditions of magic originally discovered by Old-Mage Jatembe himself, and uses these arcane secrets to continue Jatembe's quest to bring decency and integrity to civilization. Despite the name of the class, any arcane spellcaster can expand her powers via this prestige class, not only arcanists. Most Magaambyan arcanists consider their studies to be a sacred duty and a tradition that spans the ages. As a Magaambyan arcanist learns the deeper meanings locked within the academy's wisdom, she discovers the true enlightened and philanthropic purpose of the Magaambya.



Perhaps the most unusual facet of the Magaambyan arcanists' magical techniques is their method of interpreting and using magic of a druidic nature as arcane power. This unusual combination allows the Magaambyan arcanist incredible versatility in her studies, for the secrets of druidic magic are normally beyond the ken of arcane spellcasters. Yet the Magaambyan arcanist does not merely copy the magic of the natural world—she expands upon it. She simultaneously respects the traditions from which this magic stems while exploring it in ways that druids, who view their magic as a result of their faith, rarely consider. This method of converting druidic spells to arcane spells is taxing to the mind, however, and since each Magaambyan arcanist must create her own such translations, the school has not made arcane versions of druidic spells available to all arcane spellcasters. In fact, most students of the Magaambya are opposed to such an endeavor, for as intrigued as they are by this magic, they respect its traditions and do not wish to see these secrets made freely available to those who may not share their respect.

Hit Die: d6.

Requirements

To qualify to become a Magaambyan arcanist, a character must fulfill the following criteria.

Alignment: Any good.

Feats: Scholar, Spell Mastery.

Skills: Spellcraft 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (nature) 5 ranks.

Spells: Ability to prepare 3rd-level arcane spells.

Class Skills

The Magaambyan arcanist's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Ride (Dex), Spellcraft (Int), and Survival (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

The following are class features of the Magaambyan arcanist prestige class.

Aura of Good (Ex): A Magaambyan arcanist radiates an aura of good as if she were a cleric of a level equal to her class level (see the *detect good* spell).

Halcyon Magic (Su): At each class level, a Magaambyan arcanist chooses a spell from the druid spell list and treats it as if it were on the spell list of one of her arcane spellcasting classes. A Magaambyan arcanist must choose a druid spell at least 2 levels lower than the highest-level spell she can currently cast. The spell's type becomes arcane and its save DC functions as normal for the arcane spellcasting class list she adds it to. The Magaambyan arcanist automatically

MAGAAMBYAN ARCANIST

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Aura of good, halcyon magic	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Superior spell mastery, virtuous spells	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+2	Intoned recollection (1 minute), lasting goodness	+1 level of arcane spellcasting class
4th	+2	+1	+1	+2	Spontaneous spell mastery (1/day)	+1 level of arcane spellcasting class
5th	+2	+2	+2	+3	Blessed warding	+1 level of arcane spellcasting class
6th	+3	+2	+2	+3	Immediate spell mastery	+1 level of arcane spellcasting class
7th	+3	+2	+2	+4	Righteous contravention	+1 level of arcane spellcasting class
8th	+4	+3	+3	+4	Spontaneous spell mastery (2/day)	+1 level of arcane spellcasting class
9th	+4	+3	+3	+5	Holy arcana, intoned recollection (full round)	+1 level of arcane spellcasting class
10th	+5	+3	+3	+5	Altruistic guardian, timeless body	+1 level of arcane spellcasting class

learns this spell, adding it to her spellbook or familiar as appropriate for the class of the spell list to which she added the spell.

Superior Spell Mastery (Ex): At 2nd level, by spending a total of 24 hours studying over a maximum of 3 days, a Magaambyan arcanist can change the spells she has mastered with the Spell Mastery feat. She can choose a number of spells she knows up to her Intelligence modifier (which can have a maximum combined spell level equal to or less than her caster level) to be her Spell Mastery spells in place of the same number of spells she previously selected for her Spell Mastery feat.

Virtuous Spells (Su): At 2nd level, a Magaambyan arcanist casts spells with the good descriptor at +1 caster level. To prepare a spell with the evil descriptor, she must use two spell slots of that spell level.

Intoned Recollection (Ex): At 3rd level, by performing a special ritual lasting 1 minute, a Magaambyan arcanist can prepare a spell into an open arcane spell slot. The open spell slot must have purposefully been left empty at the beginning of the day when the Magaambyan arcanist prepared her spells. She must be able to read her spellbook or have mastered the spell with the Spell Mastery feat to prepare it with this ability. She doesn't need to rest for 8 hours beforehand, but all other requirements of the preparation process still apply. At 9th level, she can do this as a full-round action, provided she has her spellbook in hand or has mastered the spell with the Spell Mastery feat. She can use this ability a number of times per day equal to her Intelligence modifier.

Lasting Goodness (Su): At 3rd level, all of a Magaambyan arcanist's spells with the good descriptor have their durations extended by a number of rounds equal to her class level. A spell with a duration of concentration, instantaneous, or permanent isn't affected by this ability.

Spontaneous Spell Mastery (Ex): At 4th level, a Magaambyan arcanist can lose any prepared spell to cast a spell of the same spell level or lower that she has mastered with the Spell Mastery feat. She can use this ability once per day, plus one additional time per day at 8th level.

Blessed Warding (Sp): At 5th level, a Magaambyan arcanist is under a constant *protection from evil* effect (CL equal to her class level). If this effect is dispelled, she can reactivate it as a swift action.

Immediate Spell Mastery (Sp): At 6th level, once per day, a Magaambyan arcanist can cast any spell she has mastered with the Spell Mastery feat, even if she hasn't prepared it that day. This spell is treated like any other spell cast by the Magaambyan arcanist, but can't be modified by metamagic feats or other abilities.

Righteous Contravention (Su): At 7th level, a Magaambyan arcanist gains a +2 bonus on checks to overcome the spell resistance of evil creatures or evil objects, and on checks to dispel spells cast by evil creatures, spells with the evil descriptor, or evil magic items.

Holy Arcana (Ex): At 9th level, a Magaambyan arcanist expands her skill at translating divine magic into arcane spells. She adds all the bonus spells from the Good cleric domain to the spell list of one of her arcane spellcasting classes. These spells' type becomes arcane and the save DCs function as normal for the arcane spellcasting class list she adds them to.

Altruistic Guardian (Su): At 10th level, once per day when a spell or supernatural effect that allows spell resistance targets a Magaambyan arcanist's allies or if they are within its area of effect, as an immediate action she can redirect the effects to herself. She can do this for a number of allies up to her Intelligence modifier, provided they are within 30 feet of her. The Magaambyan arcanist must attempt the appropriate saving throws for each ally, possibly attempting multiple saving throws against the same spell or effect. She takes all damage and suffers all conditions and other effects that her allies would have taken, possibly taking these multiple times. This protects allies only from damage and conditions they'd take at the time she spends the immediate action, not from any they might later suffer from a non-instantaneous spell or effect.

Timeless Body (Ex): At 10th level, a Magaambyan arcanist no longer takes penalties for aging. This functions exactly like the druid ability of the same name.

ENLIGHTENED BLOODRAGER (BLOODRAGER ARCHETYPE)

Troubled by overwhelming rage and mystic forces beyond their comprehension, bloodragers have been traveling to the Magaambya for generations, seeking the peace and enlightenment promised by students of Old-Mage Jatembe. Many perish or succumb to their bloodlust long before arriving at the school, but those who survive that journey and dedicate themselves to Jatembe's teachings eventually learn to control their anger and suppress the worst influences of their bloodlines.

Once a bloodrager takes the teachings of the Magaambya into her heart and mind, she unlocks a unique method of casting her violent, rage-fueled spells. As a result, an enlightened bloodrager's magic looks, feels, and functions quite differently from the magic of other bloodragers. In many cases, when an enlightened bloodrager encounters a more traditional bloodrager, the meeting is laced with tension and suspicion. The enlightened bloodrager is, of course, well aware of the other bloodrager's tendency toward violence, and the other bloodrager is often unnerved by the calm and reasoned mannerisms of his enlightened counterpart. Many bloodragers even take offense at this demeanor, interpreting the enlightened bloodrager as a pawn of intellectuals or as having dishonored her ancestry or traditions by abandoning emotion and wrath. As one can well expect, such confrontations rarely result in lasting friendships!

Enlightened Spellcasting: An enlightened bloodrager's unusually sophisticated outlook on the relationship between magic and emotional outbursts allows her to cast an expanded array of spells. She gains the ability to know and cast o-level spells, which are cast like any other spells, but don't consume spell slots and can be used again. At 4th level, she gains a number of o-level spells known equal to those of a bard whose level is 3 lower than her bloodrager level. She selects these o-level spells from the druid's list of o-level spells.

At 4th level, the enlightened bloodrager gains one 1st-level druid spell as a bonus spell known. At 7th level, she gains one 2nd-level druid spell as

a bonus spell known. At 10th level, she gains one 3rd-level druid spell as a bonus spell known. At 13th level, she gains one 4th-level druid spell as a bonus spell known.

The bloodrager treats any druid spells she takes with this ability as bloodrager spells for the purposes of other abilities, and adds them to her bloodrager class spell list. At 8th level and every 3 spell levels thereafter, she can swap out these spells using the normal rules for swapping out at a spell. If she chooses to swap out one of her bonus druid spells, she must replace it with a druid spell of the same level. Any swapped-out spells are removed from her bloodrager class spell list.

This ability alters the bloodrager's spellcasting, and replaces the bloodline power the bloodrager normally gains at 1st level and all bonus spells gained as part of a bloodline.

Enlightened Bloodrage

(Su): At 4th level, while bloodraging, an enlightened bloodrager can still use Intelligence-, Dexterity-, and Charisma-based skills and can use abilities that require patience or concentration. This ability alters bloodrage and replaces the bloodline power gained at 4th level.

Bloodline Feat: At 6th level, an enlightened bloodrager adds Expanded Arcana^{APG}, Nameless One, and all feats that list Nameless One as a prerequisite to the list of feats she can select as a bloodline feat. See pages 124–125 for details on this series of feats. This ability replaces the damage reduction the bloodrager gains at 7th, 13th, and 19th levels; the bloodrager gains DR 1/— at 10th level, and this increases to DR 2/— at 16th level.

Bloodline Powers: At 8th level, an enlightened bloodrager gains the bloodline power normally granted at 1st level. At 12th level she gains the bloodline power normally granted at 4th level, at 16th level she gains the bloodline power normally granted at 8th level, and at 20th level she gains the bloodline power normally granted at 12th level. She still uses her full bloodrager level when making level-based calculations in regard to these abilities.

This alters the bloodrager's bloodline powers.



HALCYON DRUID (DRUID ARCHETYPE)

Druids of the Halcyon Circle embrace the teachings of Old-Mage Jatembe, combining them with traditional druidic practices. Though they revere the natural world, halcyon druids are less focused on emulating its inhabitants. Instead, like Old-Mage Jatembe, they treat with beings from the Outer Sphere. As a sign of their allegiance, these druids wear fantastical masks depicting celestials, fiends, and—most often—the bestial agathions.

Halcyon druids are peacekeepers, mediating between people and nature, people and the spirit world, and different groups of people. Yet when necessary, they use their magic to fight enemies of peace, especially demons and demon cultists.

Most halcyon druids serve Nantambu and the surrounding villages—making, memorizing, and arbitrating the unwritten pacts between them. Some halcyon druids, however, are drawn farther afield. They may do so to forge new connections between tribes and villages, to spread the message of peace, or to fight demonic outbreaks.

Bonded Mask (Su): A halcyon druid 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 druid 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 nature bond.

Magaambya-Trained (Ex): A halcyon druid adds Diplomacy and all Knowledge skills to her list of class skills.

This ability replaces nature sense and alters the druid's class skills.

Peacekeeper (Ex): A halcyon druid adds half her class level (minimum 1) to Diplomacy and Knowledge (local) checks.

This ability replaces wild empathy.

Spontaneous Casting: A halcyon druid adds all spells from the Good cleric domain to her druid 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 spontaneous casting.

Natural Arcana (Su): At 4th level and every 2 levels thereafter, a halcyon druid chooses two spells from

the wizard/sorcerer spell list and adds them to her druid 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 druid can choose wizard/sorcerer spells of any level.

This ability replaces wild shape.

Resist Fiendish Influence (Ex): At 4th level, a halcyon druid 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 resist nature's lure.

Embody Mask (Sp): At 13th level, a halcyon druid wearing her bonded mask can embody the spirit it represents, which can be any Tiny to Large agathion, angel, archon, or azata. 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 druid gains a +4 bonus on saving throws against effects that cause that condition. A halcyon druid can use this ability for a number of minutes per day equal to her druid level. The duration does not need to be consecutive, but must be used in 1-minute increments.

This ability replaces a thousand faces.



MAGAAMBYAN INITIATE (ARCANIST ARCHETYPE)

Aspiring students of the Magaambya often spend decades researching arcane magic while learning to follow in the footsteps of the academy's founder, Old-Mage Jatembe. Those particularly gifted in the art of sculpting spells are sometimes schooled privately in the art of traditional, esoteric, and righteous spells, in the hope that such knowledge will pave the way for the initiate's acceptance into the school proper as a Magaambyan arcanist (see page 118).

But many initiates find themselves overwhelmed by the extensive training and end up leaving the Magaambya before completing their studies. These spellcasters retain many of the Magaambya's techniques and philosophical bents, but are not considered to be graduates of the school. Yet they are still respected and valued, for the Magaambya's staff fully understand that its teachings and the scholastic, often hermetic lifestyle required to master the techniques are not to everyone's tastes. For the teachers of the Magaambya, there are no truly failed students save those who abandon their philosophy and succumb to the lure of cruelty and evil.

Because they hold the Magaambya's interests close to their hearts but are not hindered by the need to remain close at hand to study or serve as teachers or assistants, Magaambyan initiates often serve as strong supporters beyond the normal reach of the Magaambya. Furthermore, Magaambyan initiates can act immediately against the forces of evil without waiting to be officially sent out into the world.

Alignment: A Magaambyan initiate must be of a good alignment.

This alters the arcanist's alignment.

Aura of Good (Ex): A Magaambyan arcanist radiates an aura of good as if she were a cleric of a level equal to her class level (see the *detect good* spell).

Halcyon Spell Lore (Su): A Magaambyan initiate's studies of the philanthropic teachings of Old-Mage Jatembe allow her to cast a limited number of spells per day beyond those she could normally prepare ahead of time. At each class level, she chooses one spell from the druid spell list or one spell with the good descriptor from the cleric

spell list. The spell must be of a spell level that she can cast, and cannot be a spell that already appears on her arcanist spell list. A Magaambyan initiate can cast a spell that she has chosen with this ability as if it were on her spell list and prepared by expending a number of points from her arcane reservoir equal to half the spell's level (minimum 1) and expending a spell slot of the spell's level. At 4th level and every 2 levels thereafter, a Magaambyan initiate can choose to lose a spell that she has chosen with this ability in exchange for a new spell of the same spell level that meets the same requirements.

This ability replaces the arcanist exploits gained at 1st, 9th, and 17th levels.

Spell Mastery: At 5th level, a Magaambyan initiate gains Spell Mastery as a bonus feat. Her arcanist levels count as wizard levels for the purpose of satisfying feat prerequisites, both when selecting this bonus feat and when selecting feats gained from character advancement. If she uses her arcanist level to satisfy the prerequisites for Spell Mastery, she can prepare spells selected with this feat as arcanist spells without referring to a spellbook, but not as wizard spells. The Magaambyan initiate can also select Spell Mastery as a feat gained from character advancement, allowing her to select the feat multiple times.

In addition, if the Magaambyan initiate gains levels in the Magaambyan arcanist prestige class (see page 118), her prestige class levels stack with her arcanist levels when determining the number of points in her arcane reservoir (though not the effectiveness of arcane exploits based on class level). A Magaambyan initiate who takes levels in Magaambyan arcanist and gains the spontaneous spell mastery class feature can use that ability to instantly lose one of her prepared spells and immediately prepare a different arcanist spell of the same level or lower that she has mastered with Spell Mastery, rather than spontaneous spell mastery's normal effect. She is still limited to the same number of times per day she can use spontaneous spell mastery.

This ability replaces the arcanist exploit gained at 5th level.



MAGIC WARRIOR (MAGUS ARCHETYPE)

Trained in a tradition stretching back to Old-Mage Jatembe's Ten Magic Warriors, Magic Warriors renounce their identities to master magical might and serve as champions of culture and learning across the Mwangi Expanse and beyond. The original Ten Magic Warriors each directly served Old-Mage Jatembe as guardians, bodyguards, allies, and friends. Tales of their deeds are still told today in the Magaambya, and while they are long gone, the traditions that rose from these tales live on.

While the original Ten Magic Warriors championed unusual skills drawn from various arcane spellcasting classes, often combined with martial classes or even prestige classes, the tradition today has been standardized over the course of the intervening centuries into an archetype followed strictly by magi. Even then, it's not uncommon for a Magic Warrior to multiclass with a martial class for a few levels or to become an eldritch knight to further bolster her combat powers. No one path is regarded as canonical for the magi of the Magic Warriors, and they value their diversity, looking to their brothers and sisters constantly for inspiration regarding new ways to defend the Magaambya and the people of the Mwangi Expanse from the multitude of dangers the world has to offer.

Class Skills: A Magic Warrior adds Knowledge (history) and Knowledge (nature) to her list of class skills, instead of Knowledge (dungeoneering) and Knowledge (planes).

This ability alters the magus's class skills.

Nameless Mask (Ex): A Magic Warrior gains strength by hiding her identity behind a mask that represents an animal, but also suffers drawbacks from doing so. While wearing her mask, a Magic Warrior gains a +2 bonus on saving throws against divinations in the scrying subschool. However, NPCs who are unfamiliar with or have a poor opinion of the Magic Warrior tradition have a starting attitude of unfriendly toward the Magic Warrior while she wears her mask. If using the influence system (*Pathfinder RPG Ultimate Intrigue* 102), she requires one additional success to increase her influence level over such an NPC.

The Magic Warrior cannot ever reveal her name or remove her mask in front of anyone who she has never met before. If she violates this important taboo, she must discard her mask and create or obtain a new mask and wear it before she can gain any benefits that result from wearing her mask.

Magic Warrior's Aspect (Su): At 3rd level, as a standard action, a Magic Warrior can gain an aspect of an animal's might by expending 1 point from her arcane pool. The animal must be the same one that the Magic Warrior's mask represents (the animal can change if the Magic Warrior creates or obtains a new mask). The Magic Warrior gains one ability the animal has from the list of abilities given in *beast shape I* (this ability doesn't allow her to change her size). The ability lasts for 1 minute per class level.

This ability replaces the magus arcana gained at 3rd level.

Nameless Anonymity (Su): At 8th level, a Magic Warrior's masked identity further protects her from divinations. Once per day, as long as she is in her masked identity, she can cast *nondetection* on herself, using her masked warrior level as her caster level.

A Magic Warrior gains improved spell combat at 14th level instead of at 8th level. She does not gain the magus's greater spell combat.

Magaambya Spell Access (Su): At 19th level, a Magic Warrior learns ancient secrets to using natural magic. She learns seven spells from the druid's spell list and places them in her spellbook as magus spells of the same level at which they appear on the druid spell list. She gains one druid spell not on the magus spell list for each of the listed spell levels: 0 level, 1st level, 2nd level, 3rd level, 4th level, 5th level, and 6th level. She can ignore the divine focus component of these spells.

This replaces greater spell access.

Magus Arcana: The following magus arcana complement the Magic Warrior archetype: accurate strike^{UC}, arcane accuracy, arcane cloak^{UC}, arcane edge^{UC}, bane blade^{UC}, devoted blade^{UC}, empowered magic, maximized magic, quickened magic, silent magic, spell blending, and still magic.



AFFILIATION WITH THE MAGAAMBYA

The Magaambya is proud of its traditions and protective of its secrets, yet much of what its spellcasters have developed has become part of the shared knowledge of magic.

Example Affiliation Encounter: The Magaambya values goodness, respect for the natural world, and honoring traditions, and any who display these traits are welcome to work with them. Becoming affiliated with the Magaambya is a simple task, as opposed to full membership in the school.

FEATS

These feats have strong connections to the Magaambya.

EXTRA SPONTANEOUS SPELL MASTERY

You are able to spontaneously cast spells you have mastered more frequently than your peers.

Prerequisite: Magaambyan arcanist[†] spontaneous spell mastery class feature.

Benefit: You gain one additional use of your spontaneous spell mastery ability per day.

Special: You can take this feat multiple times.

MASK FOCUS

You can use your mask as an additional focus for your arcane spells, enhancing their power.

Prerequisites: Extend Spell, Nameless One[†], ability to cast 3rd-level arcane spells.

Benefit: While you're benefiting from the Nameless One feat (see below), the mask you wear to gain the benefits of that feat satisfies the focus component of any spell you cast that requires a mask (such as *mask from divination*[†]). In addition, once per day you can apply the Extend Spell metamagic feat to an arcane spell without increasing the spell's level by adding your mask as a focus component. When Extend Spell is applied in this manner, its increase to duration applies only to effects that target you; other creatures use the spell's normal duration. For example, if you use this ability with the *haste* spell, the spell's effects last twice as long for you, but not for any other creature that you target with the spell.

MASKED BY FEAR

You embody all that you fear while wearing your mask.

Prerequisites: Nameless One[†]; base Will save bonus +6 or bravery class feature.

Benefit: By donning a mask etched with your greatest terrors, you are able to eschew fear completely. While benefiting from the Nameless One feat, when you suffer the cowering, frightened, or panicked condition, that condition causes you to act as if shaken instead of imposing its normal effects. In addition, whenever you attempt a skill check (normally Intimidate) to demoralize an opponent, you gain a +3 bonus on the check.

MASKED INTENT

Your masked face makes your intentions nearly impossible to discern.

Prerequisite: Nameless One[†].

Benefit: While you're benefiting from the Nameless One feat, your intentions become difficult to read. You gain a +4 circumstance bonus on opposed Bluff checks, and increase the DC by 4 of checks to gather information about you using Diplomacy, to answer questions about you or your abilities or weaknesses using the appropriate Knowledge skill, or to identify any spells or spell-like abilities that you cast using Spellcraft. If you have 10 or more ranks in any of these skills, the bonus for that skill or increase to that DC increases to +8.

NAMELESS ONE

You completely eschew your former identity, making you impossible to locate or even name.

Benefit: When you take this feat, you eschew all of your former identities, going as far as to render your former name completely inaccessible to discover by mortal means. You perform an 8-hour ritual that requires the expenditure of 200 gp for rare oils, incense, and creation of a special mask. After this ritual, you forever lose all names and identities previously associated with you (including any identities that you gain from class abilities). You adopt a brief descriptive title in place of a new name. Your title must not reference the names of any people or places. (For example, you could adopt the title "Blue Fox" or "Twilight Stalker," but not the title "Chelish Avenger" or "Spirit of the Mwangi.")

At the ritual's conclusion, you must don the mask created for the ritual, the appearance of which is evocative of your title. While you're wearing this mask, any attempts to scry or otherwise locate any of your eschewed identities or connect you to those identities do not work, revealing nothing but darkness, as if you were an invalid target or did not exist. Successful Knowledge checks to identify you reveal your new title rather than any old identity, but can reveal your strengths and weaknesses normally.

As long as you wear the ritual mask and do not reveal your connection to any past identities, any attempt to scry on you in relation to of your eschewed identities requires a successful caster level check with a DC of 10 + your Hit Dice. In addition, you are immune to effects that require the use of your name, such as the *named bullet*^{UC} spell. While benefiting from this feat, you cannot wear any magic items in the head slot, as the mask used by this effect effectively occupies this slot (though this feat's benefits are not magical for the purpose of *dispel magic* and other effects). In addition, you cannot attempt to impersonate a specific individual by any means, magical or nonmagical. If you ever reveal or confirm your connection to your eschewed identities, you immediately lose the benefit of this feat and gain 1d4 permanent negative levels as your discarded identities return. You cannot regain the benefit of

this feat or remove these negative levels until you atone (as per *atonement*, as if restoring a class feature).

RITUAL MASK

You can use your mask to enhance your occult powers.

Prerequisites: Nameless One[†], ability to cast one or more occult rituals (*Pathfinder RPG Occult Adventures* 208).

Benefit: While benefiting from the Nameless One feat, your masked identity affords you a greater spiritual connection when you act as the primary caster for an occult ritual you know. For any such occult ritual, you can attempt all required skill checks, even if untrained in such a skill. If you are trained in such a skill, you instead gain a +3 bonus on your skill check.

In addition, if you have the spirit class feature (as per the shaman^{ACG} or medium^{OA} class), you can use the ritualistic focus afforded by this feat to enhance your connection to spirits with which you have communed. Once per day, when you use a supernatural ability granted to you by your spirit (such as a shaman's spirit's hex or spirit abilities, or a medium's spirit powers), you increase your effective class level by 1 when determining the effects of that supernatural ability.

SCHOLAR

You have graduated from one of the many colleges, universities, and specialized schools of higher learning scattered throughout the Inner Sea region.

Benefit: Pick any two Knowledge skills. You gain a +2 bonus on checks with these two skills. If you have 10 or more ranks in one of these Knowledge skills, the bonus increases to +4 for that skill.

Special: This feat is unaffiliated; a creature need not be affiliated with the Magaambya to select this feat.

SPELLS

The spellcasters of the Magaambya consider the following creations to be treasures of arcane knowledge.

MASK FROM DIVINATION

School divination; **Level** alchemist 5, bloodrager 4, magus 5, shaman 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (an eyeless mask), M (diamond dust worth 200 gp)

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

As part of the action used to cast this spell, you place the mask used as the focus component on the target's face, after which it adheres tightly to the target for the spell's duration and cannot be removed by physical force. Despite lacking eyes, this mask does not impair

its wearer's vision in any way. While in effect, this spell functions like *nondetection*, except it also foils divination spells that attempt to gather information about the creature, even if they don't target it specifically. In the case of divination spells that would normally reveal the wearer's presence, such as *see invisibility*, the spell works, but the wearer is detected only if the caster succeeds at a caster level check. Likewise, scrying attempts that specifically target the wearer do not work at all unless the caster succeeds at a caster level check. In addition, the DCs of skill checks to learn about the wearer or identify the wearer and its strengths and weaknesses—including Diplomacy checks to gather information, Perception checks opposed by the target's Disguise checks, and Knowledge checks—increase by 4.

The mask cannot be removed for the duration of the spell, and the fact that the target is wearing the focus mask cannot be hidden in any way from creatures that observe the target.

PLANAR INQUIRY

School conjuration (calling); **Level** cleric 3, druid 3, inquisitor 3, shaman 3, sorcerer/wizard 3, summoner 3, witch 3

Components V, S, M (offerings worth 100 gp per HD of creature called)

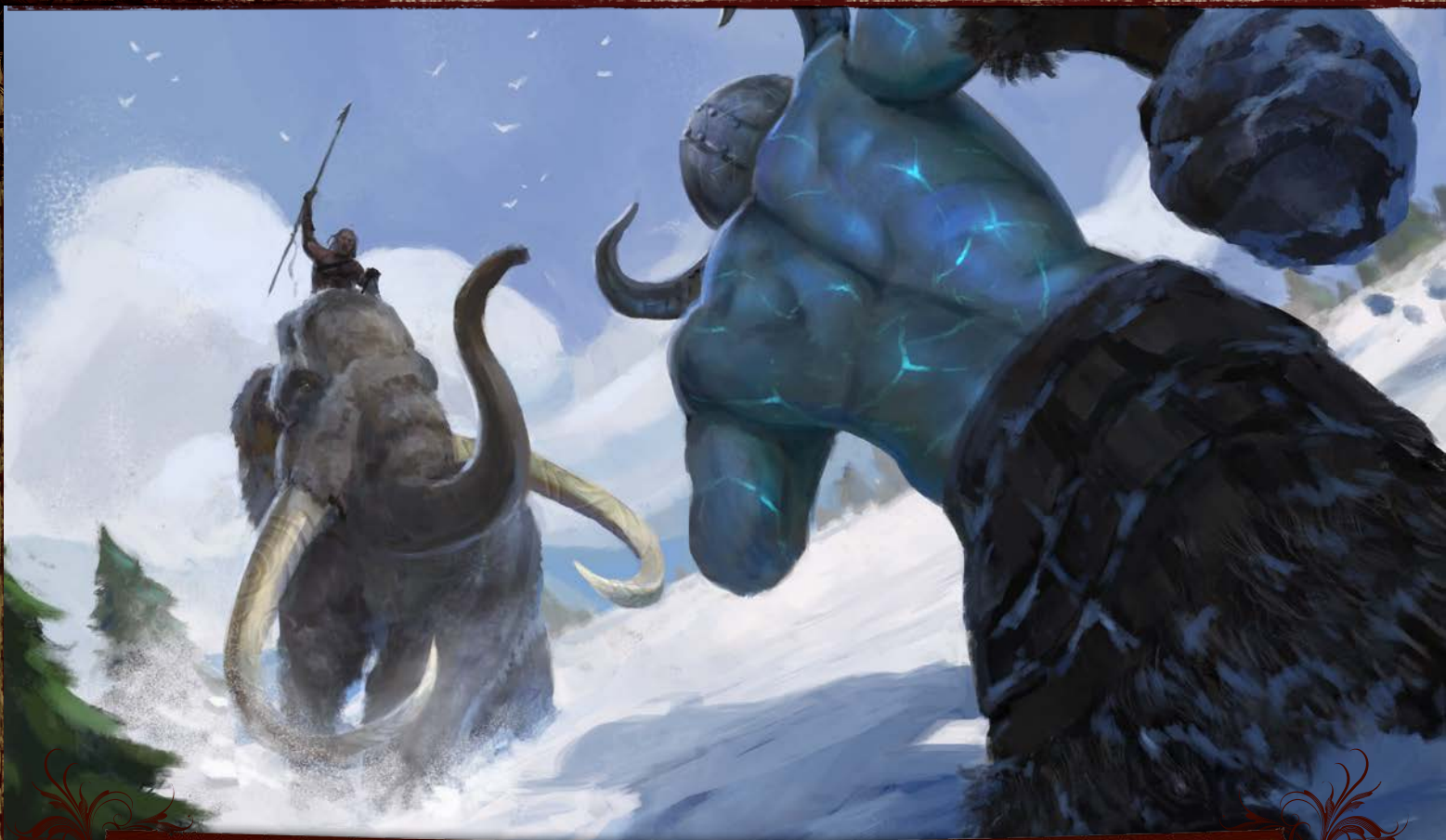
Effect one called outsider who answers questions

Duration instantaneous; see text

Although he was hardly the first to turn to the Outer Planes for answers, Jatembe's dealings with outsiders in his pursuit of enlightenment are legendary, and the Magaambya credits the Old-Mage with the creation of this spell.

This spell calls a creature from another plane to your precise location, functioning like *lesser planar ally* except as noted. When you call a creature using *planar inquiry*, the only task that you can ask of the creature is for it to answer questions or gather information regarding a specific topic (a person, a place, or a thing). After hearing your request, if the creature has an appropriate Knowledge skill, it can attempt a check to provide the information it has. If it lacks such a skill, the called creature leaves for 1d4 hours to gather this information. Upon its return, you roll 1d20 + your caster level, and use the result to determine what information the creature has gathered about the subject (as if using Diplomacy). The called creature stays for up to 10 minutes as it relays this information to you, after which it departs to its home plane. If the creature is attacked or damaged at any time during the spell's duration, the spell ends and the creature returns to the plane from which you summoned it.

When you cast this spell, you can choose a specific kind of outsider to call, even calling an individual creature by name. The kind of outsider called doesn't alter the effects of the spell, but when you use *planar inquiry* to summon a creature with an alignment or elemental subtype, the spell gains that descriptor. You cannot call an outsider whose Hit Dice exceed your caster level (maximum 18 HD) and you cannot use this spell to contact a unique outsider (such as a deity's herald) or an outsider with mythic ranks.



MAMMOTH LORDS

MAMMOTH LORDS

Beast-Riding Barbarian Tribes

Scope regional (Realm of the Mammoth Lords)

Alignment N

Headquarters Realm of the Mammoth Lords (no formal headquarters)

Values family; tribal pride, tradition, and unity; worship of ancestors and natural spirits

Goals develop, grow, and protect individual tribes and followings; preserve tribal traditions and culture in the face of the constant encroachment of modern civilization

Allies enthralled giants, megafauna, primeval spirits, tribes and followings native to their lands

Enemies aggressive colonists, Belkzen orcs, demons from the Worldwound, giants, overcivilized foreigners who scoff at Mammoth Lords for being primitive or behind the times

Rivals none

The Kellid tribes that dwell along the frigid glaciers and sweeping taiga steppes of north-central Avistan have changed little since their prehistoric ancestors first wandered into the region. They remain unfettered from civilization and immune to the concepts of land ownership, farming, and modern industry. These Mammoth Lords gather in hundreds of nomadic tribes that convene into large groups called followings. Each following is ruled by a herder—typically, the most revered member of the dominant tribe—who is backed by the support of a large, powerful family. The largest of these is the Bearpelt following, a collection of tribes commanded by a savage warlord known as Mighty Kuldor.

Single tribes can consist of just a few families or of dozens. Regardless of size, each member of a tribe holds a specific duty such as cook, fire-keeper, gatherer, hunter, lorekeeper, medicine-maker, nursemaid, or scout. Elders make most of the important decisions, relying on the revered wisdom that comes from both the experience of longevity and communion with ancestral spirits. Tradition

dominates tribal life, and despite the encroachment of the modern world, the Mammoth Lords have somehow managed to sustain their simple lifestyles.

A growing tribe extends its alliances by engaging in bonding ceremonies (such as weddings) to form great tribes that comprise dozens of families. Eventually, a great tribe grows so large that it must petition for the protection of a following. An estimated 30 different followings wander the Realm of the Mammoth Lords, though war, famine, and disease cause this total to fluctuate. Followings might have upward of 500 members, with the five great followings having populations well into the thousands. Taken as an entire populace, all are known as Mammoth Lords, regardless of their actual roles and status among the various tribes and followings.

The Mammoth Lords rarely stop moving. Larger followings simply cannot sustain themselves in any one

place for an extended amount of time. Tracing the footsteps of their ancestors, they travel along known routes. The paths of different followings sometimes overlap. When this occurs, both groups set camp for a few weeks to host a massive celebration, during which they exchange ideas and share stories of their travels. Individuals compete in games, seek mates, and trade goods. Sometimes individuals or even whole tribes petition to switch followings, though such exchanges are uncommon.

While the Mammoth Lords shun cities and conventional civilization, encounters with adventurers spark curiosity. Rarely do the warrior-filled tribes consider small bands of outsiders threatening. More experienced elders press them for news of events beyond their realms and freely trade for new ideas, tools, clothing, food, or other supplies. As thanks, they sometimes adopt guests and permit them to travel with the tribe.



Great Mother Omak (CN female old human shaman^{AGG} 15): Great Mother Omak was the grand matron of the Six Bears following, a woman that the people looked up to for her insight on topics ranging from the mundane to the spiritual. After her son Marok fell from the Blackwound Curse and his following dispersed, her mournful wanderings guided her to a cave near the source of Little Tusk River. Though Six Bears tribal superstition marks her as corrupted by the dead, many still seek her aid as an Amakor—a sort of holy woman who acts as a conduit between mortals and the spirit ancestors. She has no tongue and speaks only in sign language, yet she can determine a person's worth, guilt, blasphemy, or greatness through her touch.



Mighty Kuldor (CN male human barbarian 14): While Mighty Kuldor does not rule the entire Realm of the Mammoth Lords, he is generally acknowledged as the most powerful leader of the various tribes. Kuldor is known not only for his grizzled and ill-tempered woolly rhinoceros mount and the dozen giants he keeps in thrall as bodyguards and enforcers, but also for his legendary temper and swift methods of judgment—displays that have a knack for being intimidating and show an uncanny degree of insight into the nature of tribal politics. As mighty as Kuldor is, his personality and skill at judging character are equally formidable. Strength and brutality are necessary traits to gain control of a tribe in the Mammoth Lords, but it takes a ferocious will and a quick mind to keep that control.



Urif Flameblood (NE male human ranger 10): Urif serves as herder of the small but rapidly growing Flameblood following, whose people wander the northwestern plains and glaciers around Icestair. Much controversy surrounds the fledgling leader for his embracing of modern ideas and for his subversive political relationship with Po La the Bureaucrat. Urif openly welcomes outcasts from other tribes, to whom he promises power and prosperity. The Flameblood following has become quite wealthy transporting exotic weapons and other goods for Po La through the region's harsh territories to buyers in neighboring countries. Urif is poised to bring great change to the Mammoth Lords' traditions of separation from civilization—but not in a constructive way.

MAMMOTH RIDER (PRESTIGE CLASS)

From the inhospitable arctic wastes of the far north come the mighty mammoth riders, fearsome warriors who have trained the great beasts that wander the chilly wilds to serve as their faithful steeds. Toughened by their harsh environment, mammoth riders tame their surroundings through tenacious determination and sheer force of will, fighting alongside their bestial companions to take down huge game and carve out a hard existence in the icy north.

Hit Die: d12.

Requirements

To qualify to become a mammoth rider, a character must fulfill the following criteria.

Base Attack Bonus: +6.

Skills: Handle Animal 9 ranks, Ride 9 ranks, Survival 5 ranks.

Special: Animal companion (or mount from a class feature that progresses as an animal companion) with at least 6 Hit Dice.

Class Skills

The mammoth rider's class skills (and the key ability for each skill) are Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Ride (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the mammoth rider prestige class.

Gigantic Steed (Ex): The size of a mammoth rider's steed (see below) increases to Huge. The creature takes a –1 penalty on attack rolls and to AC, and a –2 penalty to Dexterity (to a minimum of 1); its base damage increases by one size category; and its reach increases to 10 feet. It also gains a +2 size bonus to its Strength and Constitution. At 3rd level and every 2 levels thereafter, the Strength bonus increases by an additional 2; the bonus to Constitution increases by an additional 2 at 5th and again at 9th level.

Steed (Ex): A mammoth rider can choose from among the following animal companions to serve as her loyal steed: amargasaurus^{B6}, arsinoitherium^{B2}, aurochs, baluchitherium^{B3}, brontotherium^{B6}, camel^{B2}, cat (big), deinotherium^{B6}, dire polar bear^{B5}, elasmotherium^{B6}, elk^{B3}, horse, kentrosaurus^{B6}, mastodon, megaloceros^{B2}, moa^{B5}, rhinoceros, styracosaurus^{B4}, triceratops, uintatherium^{B5}, wolf, woolly mammoth (use the statistics for a mastodon), or woolly rhinoceros. A GM might expand this list to include other possible steeds. This steed functions as a druid's animal companion, replacing any animal companion or mount gained from another class.



MAMMOTH RIDER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Gigantic steed (+2 Str, +2 Con), steed, wild coercion
2nd	+2	+1	+1	+1	Born survivor, colossus hunter
3rd	+3	+2	+1	+1	Gigantic steed (+4 Str), rapid straddle, rugged steed +1
4th	+4	+2	+1	+1	Mistrust of magic, undaunted
5th	+5	+3	+2	+2	Gigantic steed (+6 Str, +4 Con), rugged steed +2, valiant devotion
6th	+6	+3	+2	+2	Born survivor, hunter's instinct
7th	+7	+4	+2	+2	Gigantic steed (+8 Str), rugged steed +3, steed's reach
8th	+8	+4	+3	+3	Combined might
9th	+9	+5	+3	+3	Gigantic steed (+10 Str, +6 Con), pulverizing assault, rugged steed +4
10th	+10	+5	+3	+3	Mammoth lord

The mammoth rider's class levels stack with other classes that grant an animal companion to determine her effective druid level.

Wild Coercion (Ex): A mammoth rider gains the wild empathy ability; this functions exactly like the druid ability of the same name. For the purposes of this ability, her class level stacks with all other classes that have the wild empathy ability. In addition, a mammoth rider can use her wild empathy to demoralize an animal or magical beast, or force it to be friendly to her, as if using Intimidate rather than Diplomacy. She adds her Strength modifier to these checks in addition to her Charisma modifier.

Born Survivor (Ex): At 2nd level and again at 6th level, a mammoth rider gains a bonus feat from the following list: Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes. She must meet the prerequisites for these feats.

Colossus Hunter (Ex): At 2nd level, a mammoth rider gains a +1 bonus on weapon attacks and damage rolls against Large and Huge creatures, and a +2 bonus on weapon attacks and damage rolls against Gargantuan and Colossal creatures.

Rapid Straddle (Ex): At 3rd level, a mammoth rider can attempt Ride checks to fast mount or fast dismount her steed even if it's more than one size category larger than her, provided she still has a move action available that round.

Rugged Steed (Ex): At 3rd level and every 2 levels thereafter, the natural armor bonus of a mammoth rider's steed increases by 1.

Mistrust of Magic (Ex): At 4th level, as long as a mammoth rider doesn't have levels in a class that grants arcane spellcasting ability, she gains a +2 morale bonus on saving throws against arcane spells. If she has no levels in classes granting divine spellcasting ability, she gains a +2 morale bonus on saving throws against divine spells. If she has no levels in classes granting psychic spellcasting ability, she gains a +2 morale bonus on saving throws against psychic spells.

Undaunted (Ex): At 4th level, a mammoth rider adds her Strength bonus to the DC of Intimidate checks attempted

against her. Additionally, creatures attempting to intimidate a mammoth rider don't gain a bonus for being larger than her.

Valiant Devotion (Ex): At 5th level, a mammoth rider's steed gains a +4 morale bonus against charm, compulsion, and fear effects.

Hunter's Instinct (Ex): At 6th level, a mammoth rider gains the quarry class feature; this functions exactly like the ranger ability of the same name. If she already has the quarry class feature from another class, she instead gains the improved quarry class feature. A mammoth rider can use these abilities on any creature, not just a favored enemy.

Steed's Reach (Ex): At 7th level, a mammoth rider's steed's reach improves to 15 feet.

Combined Might (Ex): At 8th level, a mounted mammoth rider strikes with the combined power of herself and her steed. Once per round, when the mammoth rider hits with a melee attack from astride her steed during a charge, she adds half her steed's Strength bonus to the damage roll in addition to her own, provided her steed is currently capable of taking a free action.

Pulverizing Assault (Ex): At 9th level, if a mammoth rider is mounted on her steed and directs it to charge or make a constrict, powerful charge, or trample attack, then the first time that her steed deals damage with that attack this round, the target must succeed at a Fortitude save (DC = 10 + half the steed's Hit Dice + the steed's Strength modifier) or be staggered for 1d4 rounds.

Mammoth Lord (Ex): At 10th level, a mammoth rider becomes immune to the dazed, fatigued, shaken, sickened, staggered, and stunned conditions. If she succeeds at a Fortitude or Will save against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. If a mammoth rider and her steed both hit an opponent on the same turn, the foe must succeed at a Fortitude save (DC = 10 + half the steed's Hit Dice + the steed's Strength modifier) or be stunned for 1 round. Whether or not the target succeeds, it is immune to this ability for 24 hours thereafter.

GIANT STALKER (BARBARIAN ARCHETYPE)

Of the dangerous creatures that roam grim peaks and icy steppes, giants are among the most feared. They are cunning and capricious, and their ability to craft weapons and coordinate attacks makes them a constant threat to the nomadic tribes in the region. In the wilds where giants hunt, cleverness isn't the only thing the people need to survive—they require the fearlessness to confront a challenge, no matter the size.

Elders select the children of the tribe's fiercest barbarians for the honor of becoming giant stalkers. Through intense training, these children learn to spot and track giants using telltale signs along with more subtle clues (such as giants' unique scents). They learn the giants' speech and culture; they study their traditions and brutality; and most importantly, they foster their hatred of these oversized foes.

When Mammoth Lord followings travel, giant stalkers scout ahead, securing safe passage through giant-infested territories. They clear giant hunting parties and ambushes, using gruesome trophies to mark the trails. Sometimes giant hunters send their own raiding parties into the mountains to capture young giants, as most followings keep giant thralls as symbols of status.

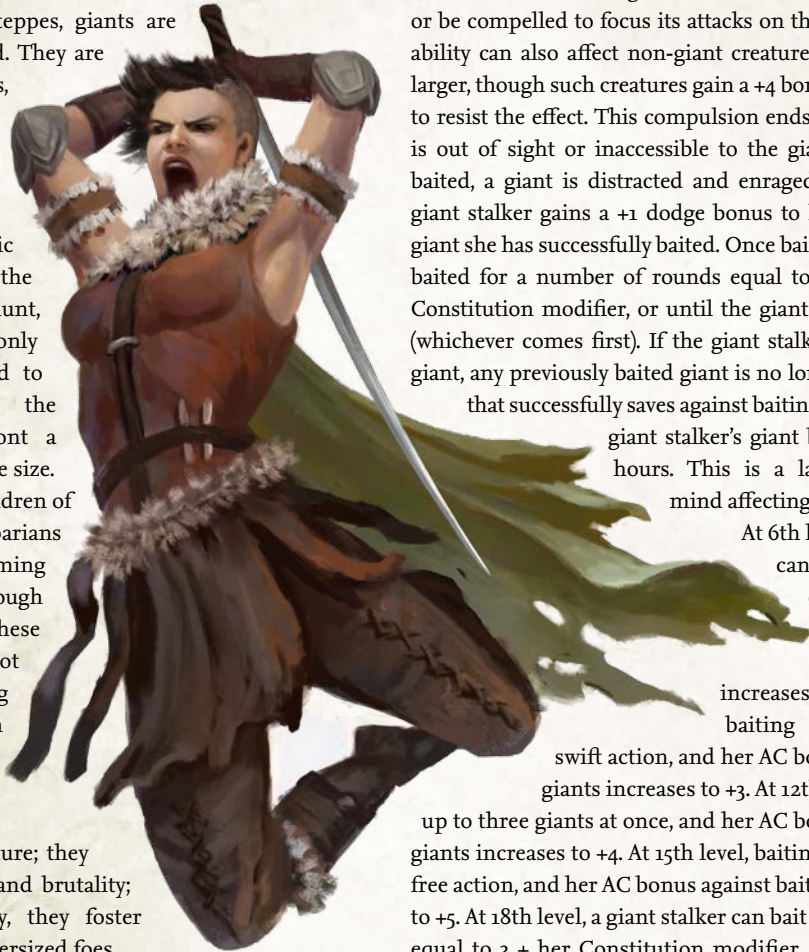
Harangue Giant (Ex): While raging, a giant stalker can speak Giant. If the giant stalker already knows Giant, she gains a +2 bonus on Intimidate checks when speaking Giant while raging.

This ability alters rage.

Smell Giants (Ex): A 2nd level, a giant stalker gains the scent special ability, but with regard only to humanoids with the giant subtype.

This ability replaces uncanny dodge.

Giant Baiter (Su): At 3rd level, a raging giant stalker can take a move action to erupt into a violent or vulgar display directed at a single giant within 60 feet. This display is infused with secret magical traditions that draw upon the Mammoth



Lords' ancestral enmities toward giants. A targeted giant must succeed at a Will save (DC = 10 + half the giant stalker's barbarian level + the giant stalker's Constitution modifier) or be compelled to focus its attacks on the giant stalker; this ability can also affect non-giant creatures that are Large or larger, though such creatures gain a +4 bonus on the Will save to resist the effect. This compulsion ends if the giant stalker is out of sight or inaccessible to the giant's attacks. While baited, a giant is distracted and enraged by the insults—a giant stalker gains a +1 dodge bonus to her AC against any giant she has successfully baited. Once baited, a giant remains baited for a number of rounds equal to the giant stalker's Constitution modifier, or until the giant stalker's rage ends (whichever comes first). If the giant stalker baits a different giant, any previously baited giant is no longer baited. A giant that successfully saves against baiting is immune to that giant stalker's giant baiter ability for 24 hours. This is a language-dependent mind affecting effect.

At 6th level, a giant stalker can bait two giants at once, and her AC bonus against baited giants increases to +2. At 9th level, baiting giants becomes a swift action, and her AC bonus against baited giants increases to +3. At 12th level, she can bait up to three giants at once, and her AC bonus against baited giants increases to +4. At 15th level, baiting giants becomes a free action, and her AC bonus against baited giants increases to +5. At 18th level, a giant stalker can bait a number of giants equal to 3 + her Constitution modifier, and her AC bonus against baited giants increases to +6.

This ability replaces trap sense.

Giant Stalker Rage Powers: A giant stalker gains access to the following rage powers.

Giant Stalker Defense (Ex): When raging, a giant stalker does not take a penalty to Armor Class against attacks from giants.

Topple Giant (Ex): When raging, the giant stalker does not provoke attacks of opportunity when she attempts to trip a giant, and can attempt to trip a giant that is up to two size categories larger than she is.

Underfoot (Ex): When raging, the giant stalker can attempt to enter a giant's space, provided she is at least one size category smaller than the giant. This does not provoke an attack of opportunity. Doing so takes a move action and requires a successful combat maneuver check against the giant's CMD. If she succeeds, she enters a square in the giant's space. If she makes an attack against the giant while sharing its space, the giant is treated as being flat-footed against her. At the end of her turn, she exits the giant's space into any square adjacent to the giant's space.

TOTEM-BONDED (HUNTER ARCHETYPE)

The Mammoth Lords coexist with the great primeval beasts that roam their lands, surviving with the help of the animals' meat, hides, milk, bones, and more. These fearsome and wondrous animals have made their way into Kellid culture and tradition. Tribes are named after these creatures. Armor, clothing, weapons, and jewelry—when not fashioned from bone, hide, or teeth harvested from these beasts—are worked into images that evoke their shape and strength. They are even captured and trained for use as guardians, as hunters, or in the most iconic use, as mounts—though they're rarely tamed, as the Mammoth Lords value the ferociousness of these creatures. The sight of a Mammoth Lord atop an elephantine steed is one that few soon forget.

For some of the people of the Mammoth Lords, this adoration and respect for the megafauna that share their realm goes one step further. Shamans^{ACG}, oracles^{APG}, druids, and others worship these animals as primal spirits of the world and draw great power from their faith. Others, like rangers and barbarians, are no less faithful in their belief, even though they focus more on physical combat than on spellcasting. Among the most devoted of these hunters are the so-called totem-bonded—hunters who are able to form a true spiritual bond with the powerful fauna that dominate the wildlands. Such a hunter embraces one of the realm's megafauna as a sort of spiritual guide, eventually attracting a mighty beast that travels with her and helps keep her territory free of invaders. By doing so, the totem-bonded hunter becomes something more than merely a guardian and provider for her tribe—she becomes a manifestation of the tribe's spiritual belief in the power of the land itself.

Primeval Companion (Ex): The totem-bonded adopts a powerful animal native to the region—often one suited to the cold tundra—selected from the following list: aurochs, badger^{B2}, bear, big cat, elk^{B3}, giant raven^{B6}, mastodon, rhinoceros, walrus^{B4}, wolf, or any creature categorized as megafauna. At the GM's discretion, she can select other animal companions.

In addition, a 7th-level totem-bonded's animal companion can grow further. If the animal companion's natural size is Large but it is normally available as a Medium animal companion at 7th level (such as a bear), the totem-bonded can have the companion increase in size. To generate statistics for such a

creature, apply the following modifications: **Size** Large; **AC** +1 natural armor; **Ability Scores** Str +4, Dex -2, Con +2. Increase the damage of each of the companion's natural attacks by one die size.

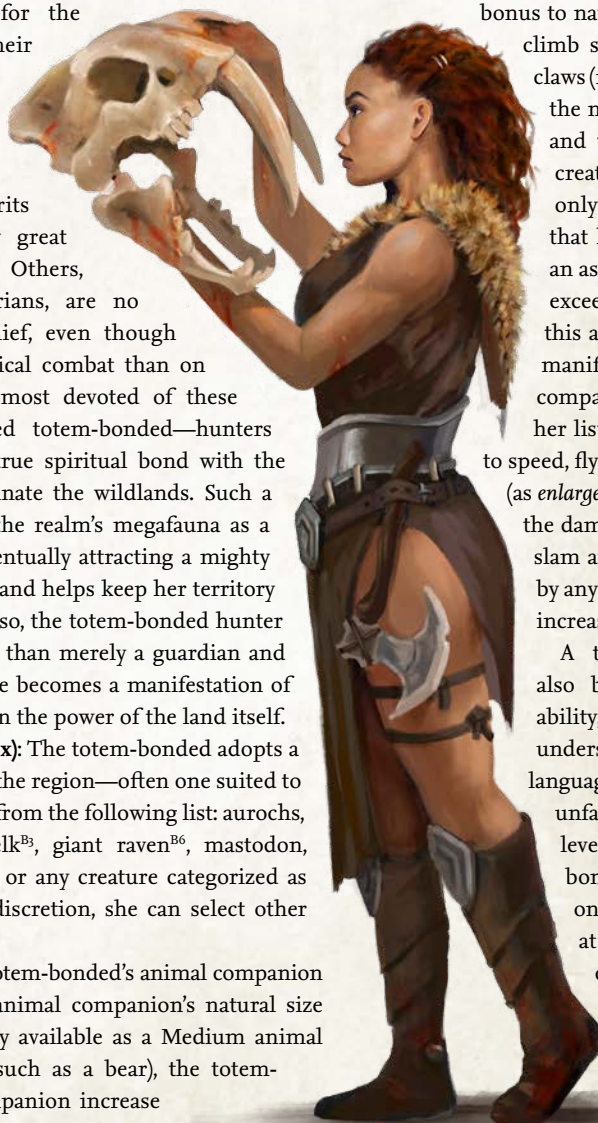
This ability alters animal companion.

Shared Strength (Su): At 1st level, the connection the totem-bonded has with her animal companion allows them to draw upon one another's strength. The totem-bonded can activate this ability as a swift action, and she can use it for a number of minutes per day equal to her level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The effect ends immediately if the animal companion is ever more than 100 feet away from the totem-bonded.

While the shared strength ability is active, the totem-bonded manifests one aspect of her animal companion drawn from the following list: low-light vision, scent, +1 bonus to natural armor, +10-foot bonus to speed, climb speed 30 feet, swim speed 40 feet, 2 claws (1d4), bite (1d6), gore (1d6), or slam (1d6); the natural attacks are all primary attacks, and the listed damage is for a Medium creature. The totem-bonded can select only a movement speed or natural attack that her animal companion also has, and an aspect cannot cause her speed or size to exceed that of her animal companion with this ability. At 8th level, the totem-bonded manifests two aspects of her animal companion, and she adds the following to her list of available aspects: +20-foot bonus to speed, fly speed 50 feet (average), increased size (as *enlarge person*), and powerful charge (doubles the damage dice dealt by the granted gore or slam attack). At 15th level, the damage dealt by any natural attacks granted by this ability increases by two die steps.

A totem-bonded's animal companion also benefits from the shared strength ability, and while it is active, the animal understands the totem-bonded's known languages and can be pushed to perform an unfamiliar trick as a free action. At 8th level, the animal companion gains a +1 bonus on saving throws and a +2 bonus on checks with each skill in which it has at least 1 rank. At 15th level, the animal companion's bonuses on saving throws and skill checks increase to +2 and +4 respectively.

This ability replaces the hunter's animal focus class feature.



AFFILIATION WITH THE MAMMOTH LORDS

Mammoth Lord communities are tightly knit, and often regard visitors from other lands with suspicion. Due to the constant threat of interlopers from so-called “civilized” lands, some followings react to strangers with outright violence. Still, the Mammoth Lords respect bravery and loyalty when they see it—they just don’t expect to see such qualities among other peoples.

Example Affiliation Encounter: While the surest way to earn affiliation with the Mammoth Lords is to be born into the society or to be adopted into it, those who come to the land from afar can earn the respect of the tribes by proving their worth. Approaching a tribe with a trophy harvested from a demon, dragon, giant, or other obviously dangerous creature known to the Mammoth Lords can secure an audience, provided the trophy is from a monster with a CR at least 2 higher than the level of the character presenting the trophy. Convincing the tribe that the trophy was legitimately earned requires either a Diplomacy check (if the character harvested the trophy after defeating the creature) or a Bluff check (if the character harvested the trophy from a dead creature or stole the trophy) opposed by 2d4 Sense Motive checks attempted by the most experienced members of the tribe. Roll all of these Sense Motive checks at once to determine the highest result, and thus the target DC of the Diplomacy or Bluff check (if you don’t have stats for the Mammoth Lords at hand, assume all of these Sense Motive checks have a bonus equal to the average party level +5). Success earns that character affiliation. Failure need not result in combat, but the Mammoth Lords likely demand the character secure another trophy of equal or greater value, but this time with a few Mammoth Lords as escorts to witness the deed.

CLASS OPTIONS (SHAMAN)

Shamans (*Pathfinder RPG: Advanced Class Guide* 35) of the Mammoth Lords often choose the following new spirit.

Mammoth Spirit

A shaman who selects the mammoth spirit is abnormally tall and stocky, with thick shaggy hair. When she uses a special ability of this spirit, her muscles ripple and flex, and her stature seems even greater than before. At times, particularly when she uses her most powerful abilities, a ghostly image of a mammoth may seem to rise around her as a visible aura of ghostly power.

Spirit Magic Spells: *Enlarge person* (1st), *bull’s strength* (2nd), *rage* (3rd), *stoneskin* (4th), *beast shape III* (5th), *tar pool*^{UC} (6th), *summon nature’s ally VII* (7th), *frightful aspect*^{UC} (8th), *polar midnight*^{UM} (9th).

Hexes: A shaman who chooses the mammoth spirit can select from the following hexes.

Burden of the Beast (Su): This ability works as the lodestone ability of the stone spirit.

Mammoth’s Hide (Su): The shaman can touch a willing ally and cause its skin to thicken and sprout thick, shaggy fur. The creature gains a +2 enhancement bonus to natural armor and cold resistance 5 for 10 minutes. At 9th level, the enhancement bonus increases to +3 and the cold resistance to 10. At 15th level, this enhancement bonus increases to +4 and the cold resistance to 15. The shaman can use this ability a number of times per day equal to 3 + her Charisma bonus.

Phantom Stampede (Su): The shaman summons a host of ghostly herd beasts to trample a single creature. These phantom beasts affect only the target creature, which is buffeted and pummeled by their passing. The creature takes no damage from the ability, but takes a –4 penalty to its CMD against bull rush, overrun, and trip attempts. Additionally, spellcasters under the effect of this ability take a –4 penalty on concentration checks. The target receives no saving throw to negate this effect. This effect lasts a number of rounds equal to the shaman’s level. The creature can’t be the target of this hex again for 24 hours.

Primal Speaker (Ex): The shaman can speak with mammoths and any other megafauna or elephant creatures as if she were under the effects of *speak with animals*. At 5th level, the shaman gains a bonus on Handle Animal checks when dealing with those animals equal to half her shaman level. At 10th level, the shaman can affect one such animal within 30 feet as if she’d cast *charm animal* (Will negates). Whether or not the target succeeds at the saving throw, it can’t be the target of this hex again for 24 hours.

Thunder Foot (Ex): The shaman’s body thickens and becomes more muscular. For the purpose of the overrun combat maneuver, she treats her shaman level as her base attack bonus when calculating her CMB and CMD. At 7th level, the shaman gains Improved Overrun as a bonus feat. At 11th level, the shaman gains Greater Overrun as a bonus feat. The shaman doesn’t need to meet the prerequisites of these feats.

Spirit Animal: The shaman’s spirit animal appears more primal and prehistoric than an ordinary animal of its kind. It gains a +2 inherent bonus to its Strength score. The spirit animal loses this bonus when it manifests as a megafauna companion from the true spirit ability (see page 133).

Spirit Ability: A shaman who chooses the mammoth spirit as her spirit or wandering spirit gains the following ability.

Powerful Smash (Ex): As a standard action, the shaman can attack an enemy with an unarmed strike as if she had the Improved Unarmed Strike feat. If the shaman hits a creature in this way, that creature must succeed at a Fortitude save (DC = 10 + half the shaman’s class level + her Charisma modifier) or be dazed for 1 round. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who selects the mammoth spirit using her greater spirit or greater wandering spirit class feature gains the following special ability.

Strength of the Beast (Ex): The shaman gains a +2 enhancement bonus to her Strength score. This bonus increases by 2 every 6 shaman levels thereafter (at 14th and 20th levels for her spirit, and at 18th level for her wandering spirit).

True Spirit Ability: A shaman who selects the mammoth spirit using her true spirit class feature or true wandering spirit class feature gains the following special ability.

Megafauna Companion (Su): The shaman's spirit animal transforms into a megafauna animal companion, using the shaman's shaman level as her effective druid level. The shaman must choose an arsinotherium^{B2}, baluchitherium^{B3}, brontotherium^{B6}, chalicotherium^{B5}, deinotherium^{B6}, elasmotherium^{B6}, glyptodon^{B2}, mastodon, megaloceros^{B2}, megatherium^{B2}, uintatherium^{B5}, or another mammalian megafauna (including most dire animals) that has animal companion statistics. It retains its Intelligence score and the special abilities it gains from the spirit animal class feature, but it also has the statistics and abilities of an animal companion. If the animal companion is dismissed, lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: At 20th level, the shaman can transform into any animal listed under the megafauna or elephant heading. This ability works as per *beast shape IV*, but the shaman can activate and dismiss the ability as often as she likes and the duration is permanent.

FEATS

The following feats are often taken by those associated with the Mammoth Lords.

COLD CELERITY

You are a child of the frozen north, and you draw strength from the biting cold and unforgiving conditions.

Prerequisite: Endurance.

Benefit: When you are in conditions of severe cold (below 0° F), you gain a +2 bonus on initiative checks and a +1 bonus on attack rolls. In addition, you gain the bonus on attack rolls for 1 round after any round in which you take cold damage.

RUGGED NORTHERNER

You live a hard life in a cold climate, and after enduring the hardships of many brutal winters, you've gained some benefit from the frozen environs.

Prerequisites: Con 13, Survival 1 rank.

Benefit: You treat extreme cold conditions (*Pathfinder RPG Core Rulebook* 442) as severe cold, and severe cold as cold weather conditions. You are not impacted at all by normal

cold weather conditions. In addition, you do not become fatigued by frostbite or hypothermia.

Special: This feat is unaffiliated—a character need not be affiliated with the Mammoth Lords to select this feat.

TRIBAL HUNTER (COMBAT, TEAMWORK)

You are trained to take down large prey as part of a group.

Prerequisite: Animal Affinity.

Benefit: When you and an ally with this feat are adjacent to an opponent that is larger than either of you, you both are considered to be flanking the opponent as long as you remain adjacent to it.

Normal: You must be positioned opposite an ally to flank an opponent.

TRIBAL SCARS

You endured the grueling coming-of-age rituals of your tribe or following, and proudly bear the scars that grant you the blessings of your tribe's ancestors or totem.

Benefit: You gain one of the following benefits, depending on which Mammoth Lord following you belong to. (At the GM's discretion, other options of her own design could exist for different tribes.)

Bearpelt: You gain a +1 bonus on Fortitude saves and a +2 bonus on Intimidate checks.

Greattusk: You gain a +2 bonus on checks to perform bull rush or overrun combat maneuvers and a +2 bonus on Ride checks.

Ice Chasm: You gain a +1 bonus on Reflex saves and a +2 bonus on Climb checks.

Night Hunt: You gain a +2 bonus on Perception and Survival checks.

Raptorscale: Your base land speed increases by 5 feet, and you gain a +2 bonus on Acrobatics checks.

Slothjaw: You gain a +1 bonus on Will saves and a +2 bonus on Handle Animal checks.

MAGIC ITEMS

The Mammoth Lords use the following magical items.

GREATHM OF THE MAMMOTH LORD		PRICE 24,700 GP
SLOT head	CL 9th	WEIGHT 5 lbs.
AURA moderate transmutation		

This hide helm is a powerful variant of the more common *helm of the Mammoth Lord*^{ME}. Like its lesser incarnation, a *greathelm of the Mammoth Lord* is set with plates of ivory carved with runes, with a pair of tusks curving down either side of the wearer's face for cheek guards. The helm's tusks provide a gore attack dealing 1d8 points of damage for a Medium wearer (or 1d6 points of damage for a Small wearer) and count as magic and cold for the purpose of overcoming damage reduction.



The *greathelm of the Mammoth Lord* also protects the wearer from cold environments as per *endure elements*. Furthermore, it provides a +5 competence bonus on Handle Animal, Ride, and wild empathy checks with elephants, mammoths, mastodons, and other elephant-like creatures.

On command, the wearer can use *detect animals or plants* or *speak with animals*, but only to detect or communicate with elephant-like creatures. Once per day, the wearer can transform into a mammoth (treat as an mastodon) as *beast shape III*.

CONSTRUCTION REQUIREMENTS	COST 12,350 GP
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Craft Wondrous Item, *beast shape III*, *charm animal*, *detect animals or plants*, *endure elements*, *speak with animals*, creator must have 5 ranks in Handle Animal and Ride

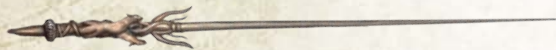
MAMMOTH HIDE		PRICE 14,665 GP
SLOT armor	CL 11th	WEIGHT 25 lbs.
AURA moderate transmutation		

Made of tattered mammoth hide and bone, this +3 *hide armor* is similar to *rhino hide*, but is fashioned in the harsh lands of the Realm of the Mammoth Lords using beasts common to that region. In addition to granting a +3 enhancement bonus to AC, it has a -1 armor check penalty and grants the wearer 4d6 additional points of damage on the first successful charge attack she makes in a round, including a mounted charge.

CONSTRUCTION REQUIREMENTS	COST 7,415 GP
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Craft Magic Arms and Armor, *bull's strength*

MAMMOTH LANCE		PRICE 32,310 GP
SLOT none	CL 9th	WEIGHT 10 lbs.
AURA moderate transmutation		



This +2 *lance* is made out of white spruce wood with a handle carved from mammoth tusk ivory. Its shaft is decorated with images of charging mammoths or running wolves. Traditionally, the owner of a *mammoth lance* adorns the weapon with small trophies attached via short leather strips or carves notches in the shaft to represent triumphs. When wielded while mounted on a creature with the animal type, a *mammoth lance* uses the mount's Strength modifier on damage rolls rather than the wielder's Strength modifier.

When its wielder is not mounted, or is mounted on a creature without the animal type, a mammoth lance functions as a normal +2 *lance*.

CONSTRUCTION REQUIREMENTS	COST 16,310 GP
----------------------------------	-----------------------

Craft Magic Arms and Armor, *animal growth*, *bull's strength*

ZOIC FETISH

PRICE
7,500 GP

SLOT none

CL 5th

WEIGHT —

AURA faint enchantment

Originally invented by shamans of the Kellid tribes of the Realms of the Mammoth Lords, *zoic fetishes* have spread throughout the Inner Sea region and are much sought after in any area where dangerous animals dwell. Each *zoic fetish* looks different, but is essentially a small fetish made from bone, branches, grass, and twine crafted into one of several shapes—a mammal, a bird, a reptile, an amphibian, or a fish.



As long as a creature carries a *zoic fetish*, it is somewhat protected against attacks from animals, gaining a +1 insight bonus to AC against all animals. In addition, possession of a *zoic fetish* grants a +4 insight bonus on wild empathy checks. Finally, once per day, the wielder can present a *zoic fetish* to an animal of the same classification as the fetish (amphibian, bird, fish, mammal, or reptile) to use *dominate animal* on that creature.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
----------------------------------	----------------------

Craft Wondrous Item, *dominate animal*, *hide from animals*

SPELLS

The following spells are often employed by Mammoth Lord spellcasters.

FROST MAMMOTH

School conjuration (creation) [cold]; **Level** cleric 7, druid 7, shaman 7, sorcerer/wizard 7, summoner 6

Casting Time 1 round

Components V, S, M (a fragment of mammoth tusk)

Range close (25 ft. + 5 ft./2 levels)

Effect one frost mammoth

Duration 1 round/level (D)

Saving Throw none; **Spell Resistance** no

A blast of snow suddenly fills an area with a space of 15 feet, immediately taking the shape of a woolly mammoth made of snow with tusks of solid ice. The mammoth has statistics identical to those of a mastodon (*Pathfinder RPG Bestiary* 128), except it also has the cold subtype (and thus gains immunity to cold and vulnerability to fire). The frost mammoth obeys your telepathic commands. It allows you or anyone you designate to ride it, and it is treated as if combat trained. At 17th level, a frost mammoth you conjure deals an additional 1d6 points of cold damage with each physical attack.

INVOKE PRIMAL POWER

School transmutation; **Level** druid 5

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration 1 round/level

Saving Throw none; **Spell Resistance** no

This spell must be cast as you activate wild shape to assume the form of an animal of at least Large size. When you assume the animal form, it takes on many of the primal characteristics of the savage, prehistoric creatures that dwell in the Realm of the Mammoth Lords. When this spell's duration expires, you return to your natural form automatically—in effect, you shorten the duration of that use of wild shape to the duration of this spell when you cast *invoke primal power*.

In addition to the normal effects you gain upon assuming the wild shape, you also gain a +4 size bonus to your Constitution score and increase the natural armor bonus granted by the effect by 2 (thus, if you assume the size of a Large animal as if via *beast shape II*, your natural armor bonus is +6 instead of +4). Furthermore, you gain one of the following additional abilities while you are in your enhanced wild shape form. At caster level 13th, you gain two of the following abilities, and at caster level 17th, you gain three of the abilities.

Cold Resistance: Your new body is covered with thick layers of fur and insulating blubber. You gain cold resistance 30.

Ferocity: You remain conscious and can continue to fight even if your hit point total is below 0. You are still staggered and lose 1 hit point each round, and still die when your hit point total reaches a negative amount equal to your Constitution score.

Giant Slayer: Your new form is particularly suited for slaying giants. Against creatures with the giant subtype, you gain a +2 insight bonus on attack rolls and on damage rolls with your new form's natural attacks.

Powerful Charge: Choose one of the natural attacks you gain from your new form. When you make a charge attack, this natural attack deals 2d6 additional points of damage in addition to the normal benefits and hazards of a charge. This damage applies only to the first attack you make when you perform your charge.

Rend: Once per round, if you hit the same target with two or more natural attacks in a round, you rend the target of those attacks, dealing 2d6 additional points of damage.

Swift: Your new form's base speed increases by 20 feet.

Trample: As a full-round action, you can attempt to overrun any creature that is at least one size category smaller than you. This works just like the overrun combat maneuver, but you do not

need to attempt a check; you merely have to move over your opponents. Targets take damage equal to 2d6 plus 1-1/2 times your Strength modifier from your trample, and can make attacks of opportunity against you, but at a -4 penalty. If a targets forgoes an attack of opportunity, it can attempt a Reflex save to avoid the trample and take half damage. The save DC against this effect is equal to 10 + half your caster level + your Strength modifier. You can deal only trampling damage to each target once per round, no matter how many times your movement takes you over a target creature.

Trip: Choose one of the natural attacks granted to you by your new form. Up to once per round, you can attempt to trip an opponent as a free action without provoking an attack of opportunity if you hit with the specified attack. If the attempt fails, you are not tripped in return.





PATHFINDER SOCIETY

PATHFINDER SOCIETY

Adventuring Scholars of Historical Lore

Scope global

Alignment N

Headquarters Absalom

Values camaraderie, cooperation, proper documentation of important findings, self-promotion though publication, world travel

Goals understand Golarion's past and present wonders by exploring important sites, recovering relics, chronicling what's found, and publishing findings

Allies few steadfast allies; countless minor alliances maintained by a region's venture-captains and agents, such as those with the governments of Magnimar, Mendev, Nirmathas, Osirion, and Sargava; Cyphermites; Magaambya

Enemies Aspis Consortium, Molthune, Razmiran, Red Mantis, Technic League

Rivals Aspis Consortium

The Pathfinder Society has humble roots, having grown organically from a network of like-minded adventurers who were as interested in telling a good tale as they were in uncovering new lore. Even after its formal creation, the Society resembled many other adventuring operations, albeit on a larger scale. It was only after publishing the first of the *Pathfinder Chronicles*, a printed folio of recent discoveries and studies by the Pathfinders, that the Society established a permanent base of operations known as the Grand Lodge in Absalom. The organization has grown in prestige, power, and academic relevance in the four centuries since, sending explorers across the world—and sometimes beyond—in daring pursuit of historical discoveries.

The story of the Society is told by its field agents, adventurers recruited from all walks of life. Most would-be agents undergo about 3 years of training at the Grand Lodge, overseen by three experienced deans: the Master of Scrolls, the Master of Spells, and the Master of Swords, each an expert in essential skills for studying and surviving abandoned ruins. Initiates become full members only after

demonstrating their abilities through a mission, publishing an academic treatise, or completing a personal challenge devised by their mentors. Much rarer are the Pathfinders who earn a field commission, an honorary yet full membership granted to established explorers who amaze the Society's leaders with a submitted report or perform some noteworthy service for agents abroad. Operatives of all types adhere to the same commitment to explore, report their findings, and cooperate with one another.

The Pathfinder Society's headquarters, the Grand Lodge, serves more as a symbolic home than as a command post. Most agents direct their own studies, visiting the Grand Lodge rarely to file reports, recruit help, or request supplies. The Society does not supply field operatives wages, and its leaders rarely compel members to perform tasks. Instead, the organization serves more as a network for directing capable agents toward research projects that suit their skills and

goals, allowing operatives to keep any spoils they recover in the course of their travels. Local leaders known as venture-captains oversee expeditions across large regions, maintaining specialized libraries and lodges. Operatives in good standing can stay at these lodges free of charge, in return helping the venture-captain explore new sites and document the area.

Presiding over the organization is the Decemvirate, a group of 10 enigmatic leaders who have maintained magical anonymity for centuries. When members of "The Ten" see fit to intervene directly in operatives' affairs, they act with stern pragmatism and decisiveness that earns them respect but little love. This hands-off style of leadership has allowed numerous factions to arise within the Society, each endeavoring to direct the Society's attention and resources to particular regions or initiatives. Despite periods of intense competition in the past, these factions have begun cooperating with one another while pushing agendas that are not mutually exclusive.



Kreighton Shaine (CG male elf diviner 7/lorekeeper 3): Few Pathfinders are so astute as the Master of Scrolls, the Forlorn elf Kreighton Shaine. He has dedicated his life to scholarship, encouraging his protégés to pursue whatever courses of study interest them most. Many find Kreighton an energetic mentor, for he has outlived empires, read countless texts, and absorbed esoteric facts about virtually every topic. Even so, he has a reputation for absentminded eccentricity; most Pathfinders have some anecdote about the Master of Scrolls leading a lecture while half-dressed, performing unscheduled magical experiments on a lawn, or engaging bewildered animals in one-sided philosophical debates.



Marcos Farabellus (CG male human fighter 6/rogue 4): Pathfinders are scholars first, but Master of Swords Marcos Farabellus knows that countless dangers await agents in the field. He trains his charges in combat techniques as well as a broader array of survival skills, such as breaking and entering, endurance training, and underhanded tricks for ending fights quickly. Many of these strategies he learned while hiring himself out as a mercenary commander in numerous conflicts—most notably in the border skirmishes between Nirmathas and Molthune. Thanks to his booming laugh and outwardly easygoing nature, Farabellus is popular among novices and experienced Pathfinders alike.



Sorrina Westyr (N female oread^{B2} cleric of Nethys 10): As a scholar trained in northern Garund's finest academies of magic, Sorrina Westyr proved to be an exceptional Pathfinder who dedicated herself to the study of *ioun stones* and *wayfinders* (see pages 148–149) as the Master of Spells. She disappeared more than a decade ago during an experiment, and Pathfinder agents have only recently rescued her from the deepest reaches of the Darklands, where her exposure to strange and potent elemental energies transformed her from a human into a stony-skinned oread—a phenomenon she finds endlessly fascinating. She has resumed her leadership role since returning, filling the vacancy left by her successor and predecessor, Aram Zey.

PATHFINDER DELVER (PRESTIGE CLASS)

Not all Pathfinders are concerned with cataloging their exploits. Some are most at home treading ground untouched in years or even centuries, in search of the next challenge, the next dungeon, or the next ancient treasure. Pathfinder delvers prefer to leave the journaling to others and set off on a new grand adventure before the ink dries on the chronicles of their last. Often they're accompanied by a cohort or other companion who might not have the bravery (or foolhardiness) to go it alone on a grand adventure, but is more than willing to chronicle the exploits and adventures of another. For many in the Pathfinder Society, the delvers represent a frustrating combination—on the one hand, their eagerness to explore helps the Society reach areas and learn secrets that may otherwise go undiscovered. On the other hand, their tendency toward poor documentation worries many Society members, who fear that the bulk of what a delver might discover will go unreported.

Pathfinder delvers run the gamut from dedicated archaeologists to thrill-seeking adventurers to unprincipled tomb robbers. Their choice of companionship is similarly varied; some travel with other Pathfinders, some take up with any who will join their quests, and some go it alone. Nearly all share a love of knowledge and history, though, and would go to great lengths to preserve a historic find that is at risk of being destroyed or lost forever.

Hit Die: d8.

Requirements

To qualify to become a Pathfinder delver, a character must fulfill the following criteria.

Skills: Acrobatics 5 ranks, Disable Device 4 ranks, Knowledge (history) 4 ranks, Perception 5 ranks.

Special: Must have recovered an object of historical significance from an ancient ruin or similar historic location. The nature of this object can vary, but it must be presented to a Pathfinder Lodge and be verified by an agent there. The object need not be handed over to the Society—in most cases, these objects are ancient magical items discovered in the course of adventuring and remain in the possession of the Pathfinder delver. *Ioun stones* are some of the more commonly presented items for this purpose.

Class Skills

A Pathfinder delver's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks Per Level: 8 + Int modifier.

Class Features

The following are class features of the Pathfinder delver prestige class.

Bardic Knowledge (Ex): This ability is identical to the bard class feature of the same name. Levels in this class stack with levels in any other class that grants bardic knowledge or a similar ability.

Master Explorer (Ex): A Pathfinder delver adds half his class level (minimum 1) as a bonus on all Disable Device and Perception checks. A Pathfinder delver can disable intricate and complex traps in half the normal amount of time (minimum 1 round) and open a lock as a standard action instead of a full-round action. He can always take 10 on Disable Device and Stealth checks, even if distracted or endangered, and he can use Disable Device to disarm magical traps.

Surefooted (Ex): At 2nd level, a Pathfinder delver can move through difficult terrain at his normal speed. Ground that



has been magically manipulated to impede motion still affects him normally.

Trap Sense (Ex): This ability functions as (and stacks with) the rogue class feature of the same name, save that a Pathfinder delver gains the bonuses at 2nd level and they increase every 3 levels thereafter.

Thrilling Escape (Ex): At 3rd level, a Pathfinder delver can attempt to delay a trap immediately after triggering it. To use this ability, he attempts a Disable Device check as an immediate action against the trap's Disable Device DC; if he's successful, the trap's activation is delayed until the end of his next turn. The Pathfinder delver can attempt this check even if the trap was triggered by a failed Disable Device check. The Pathfinder delver can do this once per day at 3rd level, twice per day at 7th level, and three times per day at 9th level.

Guardbreaker (Ex): At 3rd level, a Pathfinder delver's familiarity with the strange guardians often left in tombs allows him to attack them more effectively. He can treat his trap sense bonus as if it were a favored enemy bonus against constructs, oozes, and undead; this bonus stacks with any favored enemy bonuses gained from ranger levels or similar class features.

Resourceful Disabler (Ex): Pathfinder delvers are adept at making use of what's at hand. At 4th level, a Pathfinder delver can use the Disable Device skill without tools at no penalty.

Vigilant Combatant (Ex): At 4th level, a Pathfinder delver adds half his class level on initiative checks.

Left for Dead (Su): At 5th-level, a Pathfinder delver can cheat death once per day. If he would be killed by a melee attack, ranged attack, or effect that requires a saving throw, he is instead reduced to -1 hit points and knocked unconscious, but is stable. He appears dead (though a character who succeeds at a DC 25 Heal check or who uses an ability such as *deathwatch* can tell he is not) for 1 minute, after which he regains 1 hp and becomes conscious (unless healed sooner).

Fortunate Soul (Su): Once per day at 6th level, the Pathfinder delver can reroll any saving throw he has just attempted. He must choose to use this ability before the

PATHFINDER CHRONICLER

While this book presents three different prestige classes associated with the Pathfinder Society, a fourth prestige class is available. This class is the Pathfinder chronicler, detailed on pages 388–391 of the *Pathfinder RPG Core Rulebook*.

If you use the affiliation rules in this book, consider limiting the Pathfinder chronicler as a class option for only those characters who are affiliated with the Pathfinder Society. In this group, the chroniclers serve to keep records of Pathfinder expeditions, be they lone explorations into remote locations, classic excursions into the unknown made by a party of brave adventurers, or even major undertakings involving entire teams of explorers, archeologists, and field researchers. While anyone skilled at penning engaging nonfiction can do the job chronicling such events, the Society typically turns to Pathfinder chroniclers for such services. More-than-capable adventurers, the Pathfinder chroniclers exist to ensure that all missions undertaken by the Pathfinder Society are recorded, be they miserable failures or complete successes.

The Pathfinder chroniclers are generally well liked or even adored by other members of the Society, particularly by adventurers who don't have the time for (or interest in) tracking their own escapades. After all, it doesn't really matter what you manage to accomplish on an adventure if all anyone ever remembers of it is what your chronicler wrote! Woe be the unfortunate adventurer who arouses the anger or vengeful pen of a spurned Pathfinder chronicler!

results are revealed and must take the second result even if it's worse. He can use this ability twice per day at 10th level.

True Seeing (Sp): At 9th level, a Pathfinder delver can use *true seeing* once per day (CL = his class level).

Nick of Time (Ex): Once per day at 10th level, a Pathfinder delver can use an immediate action to perform an action that normally requires a standard action to perform.

PATHFINDER DELVER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+0	Bardic knowledge, master explorer
2nd	+1	+1	+1	+1	Surefooted, trap sense +1
3rd	+2	+1	+2	+1	Thrilling escape 1/day, guardbreaker
4th	+3	+1	+2	+1	Resourceful disabler, vigilant combatant
5th	+3	+2	+3	+2	Left for dead, trap sense +2
6th	+4	+2	+3	+2	Fortunate soul 1/day
7th	+5	+2	+4	+2	Thrilling escape 2/day
8th	+6	+3	+4	+3	Trap sense +3
9th	+6	+3	+5	+3	Thrilling escape 3/day, true seeing 1/day
10th	+7	+3	+5	+3	Fortunate soul 2/day, nick of time

PATHFINDER SAVANT (PRESTIGE CLASS)

Pathfinder savants are specialists in the theory and practice of magic, illuminating mysteries of the eldritch fabric that permeates existence. The path of the savant brings expertise in the lore of glyphs and sigils, knowledge of exotic spells, and the power to unlock the full potential of magical devices. This skill also makes savants quite valuable to adventuring parties, both in their mastery over ancient traps that utilize old magic and in their skill at identifying and utilizing magic items found in the field. Of course, with their focus on the intellectual portions of adventuring, Pathfinder

savants are often ill-equipped to handle the tougher, more excruciating parts of a typical dungeon delve; melee combat, wrenching open stuck doors, and enduring dangerous and unhealthy environments are not the savant's forte. As a result, they rarely undertake solo missions, instead allying with well-rounded groups of fellow adventurers in order to interact with history and strange archaic wonders without dealing with the grislier portions of exploration all on their own. To the Pathfinder savant, this is merely a logical extension of their preferred role in exploration, but that doesn't protect them from periodic sneers and veiled insults from more physically focused companions. Of course, most such associates are quick to beg forgiveness when, inevitably, the savant is needed to decipher the workings of a strange magical device or to call upon their significant magical power to solve problems that cannot be dealt with through brawn alone.

Hit Die: d6.

Requirements

To qualify to become a Pathfinder savant, a character must fulfill the following criteria.

Feats: Magical Aptitude, any one item crafting feat.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks.

Special: Ability to cast 2nd-level spells.

Class Skills

A Pathfinder savant's class skills (and the key ability for each skill) are Appraise (Int), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the Pathfinder savant prestige class.

Adept Activation (Ex): A Pathfinder savant can always take 10 on Use Magic Device checks, except when activating an item blindly. A Pathfinder savant does not automatically fail a Use Magic Device check if he rolls a natural 1 on the check.

Master Scholar (Ex): A Pathfinder savant adds half his class level (minimum 1) as a bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks. He can always take 10 on Knowledge (arcana) and Spellcraft checks, even if distracted or endangered.

Esoteric Magic (Ex): At each class level beyond 1st, the Pathfinder savant chooses a spell from any class's spell list and thereafter treats that spell as if it were on the spell list of the base spellcasting class for which he has the most levels; if this base spellcasting class could not normally cast that spell, it is treated as 1 level higher than it is on the original



PATHFINDER SAVANT

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Adept activation, master scholar	—
2nd	+1	+1	+1	+1	Esoteric magic, glyph-finding	+1 level of existing class
3rd	+1	+1	+1	+2	Scroll master	+1 level of existing class
4th	+2	+1	+1	+2	Quick identification	+1 level of existing class
5th	+2	+2	+2	+3	Sigil master	+1 level of existing class
6th	+3	+2	+2	+3	Analyze dweomer, silence master	+1 level of existing class
7th	+3	+2	+2	+4	Dispelling master	+1 level of existing class
8th	+4	+3	+3	+4	Symbol master	+1 level of existing class
9th	+4	+3	+3	+5	Spellcasting master	+1 level of existing class
10th	+5	+3	+3	+5	Item master	+1 level of existing class

class's spell list. If he could cast the spell using his base spellcasting class, the spell's level does not increase. The spell is cast as if its type (arcane, divine, or psychic) were that of his base spellcasting class, and save DCs function as normal for spells of that class. All other restrictions of his normal spellcasting class apply. This ability does not grant other spellcasters special allowance to prepare, cast, or use spell-trigger or spell-completion items of esoteric spells (such as a sorcerer using a *cure light wounds* scroll prepared by the Pathfinder savant).

Glyph-Finding (Ex): At 2nd level, a Pathfinder savant can use Spellcraft to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a rogue can use Perception to search for traps.

Scroll Master (Su): At 3rd level, a Pathfinder savant can use his own caster level instead of the item's caster level when using a scroll or other spell-completion item.

Quick Identification (Sp): At 4th level, a Pathfinder savant can use *identify* as a swift action (caster level equals his character level). He can do this once per day per 2 class levels.

Sigil Master (Su): A 5th level, a Pathfinder savant receives a bonus equal to his class level on saving throws against writing-based magical traps, and if he succeeds at the save, he does not trigger the trap. Such a trap is not disabled, and if he leaves the trap's area and then reenters it, the trap can trigger again. A Pathfinder savant also receives this bonus on saving throws against the effects of such traps triggered by others.

Analyze Dweomer (Sp): At 6th level, a Pathfinder savant can use *analyze dweomer* for up to 1 round per class level per day. He can use this ability in 1-round increments.

Silence Master (Su): A 6th-level Pathfinder savant can to activate spell-trigger, spell-completion, and command-word items silently, substituting a magical gesture for the necessary words. He cannot use this ability in circumstances where he could not cast a spell with somatic components. He must know how to activate the item normally for this ability to work.

Three times per day, he can cast a spell of 6th level or lower as if he were using a *silent metamagic rod*.

Dispelling Master (Su): At 7th level, if the Pathfinder savant prepares and casts spells like a wizard, he can

spontaneously convert any 3rd-level (or higher-level) prepared spell into *dispel magic* or any 6th-level (or higher-level) prepared spell into *greater dispel magic*, as a good-aligned cleric converts prepared spells into cure spells. If he casts spells spontaneously, he adds *dispel magic* and *greater dispel magic* to his list of spells known. Every time he successfully uses either of these spells to make a targeted dispel or counterspell, he heals a number of hit points equal to the caster level of the effect dispelled or counterspelled.

Symbol Master (Su): At 8th level, a Pathfinder savant gains power over magical symbol spells (such as *symbol of death*). When he casts any symbol spell, the save DC to resist its effects, the Perception DC to notice the symbol, and the Disable Device DC to remove the symbol increase by 2. Once per day as an immediate action, the Pathfinder savant can double the bonus granted by his sigil master ability when he attempts a saving throw against a symbol. He can activate this ability after he rolls the saving throw, but must do so before the results are revealed. A Pathfinder savant does not automatically fail a saving throw against a symbol effect on a natural 1.

Spellcasting Master (Ex): At 9th level, a Pathfinder savant can focus his mind three times per day as a swift action. Once he's focused in this way, any spells he casts for the remainder of that round do not provoke attacks of opportunity. Spells with a duration of concentration that he casts in this round persist for a number of rounds after the Pathfinder savant ceases concentrating equal to his Intelligence, Wisdom, or Charisma modifier (whichever is highest).

Item Master (Su): At 10th level, a Pathfinder savant can spend an hour focusing his energies on a single non-charged magic item that requires an action to activate. At the end of this hour, that item becomes attuned to the Pathfinder savant, and from that point on, that specific item can use the Pathfinder savant's caster level to resolve its effects rather than the item's caster level. A Pathfinder savant can change which item is attuned to him by repeating the attunement ritual, but he loses attunement to the previous item. A Pathfinder savant can have only one item attuned to him at a time.

STUDENT OF WAR (PRESTIGE CLASS) (UNAFFILIATED)

To hear most warriors talk, battles are won by sharp iron and mighty thews. Yet the student of war knows that the key to victory is the mind behind the mettle, the training that guides the blade, and the discernment of when and where to strike.

Any dedicated martial scholar can join this prestige class, but the Pathfinder Society draws the lion's share. The Society's libraries are a treasure trove to the aspiring student of war, home to obscure combat manuals, moldy bestiaries, and detailed histories of battle. Armed with these texts and hardened by constant drilling, the student of war fills her repertoire with tricks and techniques designed to exploit every weakness and negate every advantage of her foes.

The path of the student of war is particularly enticing to martially minded characters who seek to enhance and expand their mastery of skills. Students of war often pride themselves in studying topics that combat-focused types might not normally find value in, and their ability to draw upon unexpected lore and information has become something of a legend among their kind. This might be demonstrated by a heavily armored fighter's training in Acrobatics allowing her to outmaneuver an overly confident swashbuckler, a rugged barbarian masterfully manipulating a magic wand via Use Magic Device, or similar unexpected techniques.

Hit Die: d10.



Requirements

To qualify to become a student of war, a character must fulfill the following criteria.

Base Attack Bonus: +5.

Feats: Combat Expertise, Dodge, Skill Focus (any one Knowledge skill).

Proficiency: Must be proficient with two martial weapons.

Skills: Knowledge (any two) 4 ranks in each.

Special: Must have succeeded at Knowledge checks against five distinct creatures prior to defeating them.

Class Skills

A student of war's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Disable Device (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks Per Level: 6 + Intelligence modifier.

Class Features

The following are class features of the student of war prestige class.

Additional Skill: At 1st level and every 2 levels thereafter, a student of war gains a new class skill of her choice.

Know Your Enemy (Ex): As a move action, a student of war can study a foe she can see and attempt a Knowledge check appropriate to the creature's type (DC = 10 + the target's HD). Success grants her a +1 insight bonus against her enemy, which can be applied via one of the following stances (chosen when the check is attempted) to the indicated statistics and rolls.

Defensive Stance: The bonus applies to Armor Class and on saving throws against the target's attacks. At 6th level, the student of war is treated as having the Mobility feat when provoking attacks of opportunity from the studied foe. If she already has Mobility, the bonus she gains to her AC in this case increases to +6.

Martial Stance: The bonus applies on attack and damage rolls against the target. At 4th level, the student of war is treated as having the Critical Focus feat for the purpose of attacks against the studied foe. If she already has Critical Focus, the bonus she gains when confirming her critical hits in this case is +6 instead.

Tactical Stance: The bonus applies on combat maneuver checks and to CMD when initiating or defending against bull rush, disarm, grapple, overrun, and trip combat maneuvers. At 8th level, the student of war no longer provokes attacks of opportunity from a studied foe when attempting to bull rush, disarm, grapple, overrun, or trip that target; this does not affect attacks of opportunity made by any creature other than the studied foe.

A student of war can change her stance as a move action. The bonus lasts for 1 minute per class level or until the character uses this ability on another target. The bonus increases to +2 at 4th level and +3 at 7th level. At 7th level, the student can use this ability as a swift action rather than a move action.

Combat Feat: At 2nd, 5th, and 8th levels, a student of war gains a bonus combat feat.

Mind Over Metal (Ex): At 2nd level, when a student of war is using armor or a shield, she can use her Intelligence modifier in place of her Dexterity modifier for determining her Armor Class. The armor's normal maximum Dexterity bonus still applies (limiting how much of the character's Intelligence bonus she can apply to her AC).

Anticipate (Ex): At 3rd level, once per day as an immediate action, a student of war can ignore any damage and effects of a spell or ability she successfully saved against, such as the outlining effect of a *glitterdust* spell or the half damage from an *inflict serious wounds* spell. This ability has no effect against effects that do not allow saving throws (such as *darkness*, difficult terrain, etc.). This ability is usable one additional time per day for every 3 class levels beyond 3rd.

Telling Blow (Ex): At 6th level, a student of war can aim her blows at the weakest point in a studied foe's defense, ignoring up to 5 points of damage reduction. This does not apply to damage reduction without a type (such as DR 10/—). This ability cannot be used against creatures that are immune to critical hits or otherwise lack discernible weak points. This ability stacks with the Penetrating Strike feat.

Nemesis (Su): At 9th level, once per day as a swift action, a student of war can focus on a weapon she holds and render it anathema to her studied foe. The weapon gains the *bane* special ability against the creature for 1 minute or until the student of war uses know your enemy against a different foe.

Deadly Blow (Su): At 10th level, a student of war can find weak spots where none should exist. A student of war who uses her know your enemy ability and exceeds the Knowledge check DC by 10 or more can ignore the target's natural damage reduction and immunity to critical hits and

PATHFINDER CHRONICLES

All Pathfinders, be they of martial or magical bent, seek to make names for themselves in the *Pathfinder Chronicles*. Game statistics for how these tomes can aid adventurers appear on page 147, but some of the most notable volumes among the several dozen to have been published to date are briefly summarized below.

Volume 1: The premier *Pathfinder Chronicles* volume was first published 400 years ago, and features an account of Durvin Gest's exploration of the ruins of Azlant, details of Selmus Foster's race against a marid and an efreeti, and Gregaro Voth's adventures in the Mwangi Expanse.

Volume 5: The most mysterious volume of the series is notable not for its contents but its mystery, for Volume 5 of the *Pathfinder Chronicles* is the only installment to have been recalled by the Decemvirate. Supposedly chronicling the last of Durvin Gest's adventures, this volume's contents are unknown today.

Volume 11: This volume is notorious for being filled with misinformation on dragons. The errors were largely corrected in reprintings, but some unaltered copies still exist and command high prices from collectors.

Volume 14: This chronicle detailing expeditions to the outer planes features a record of Gilray Jandivan's journey to 23 Abyssal realms, a map of the fabled City of Brass, and 70 ribald songs gathered and transcribed over Rarick Dell's decade long stay in the First World of the fey.

Volume 27: This volume published never-before-seen accounts from long-missing (and presumed dead) original Pathfinder Durvin Gest, including a surprisingly complete chapter of his journey north to the Crown of the World.

Volume 44: Published about 10 years ago, this volume is notable as a detailed account of Koriah Azmeren's exploration of the Darklands, and at the time of its publication was the first glimpse into the realms below for many.

sneak attacks. This does not apply to immunities granted by spells, environmental effects, or equipment.

STUDENT OF WAR

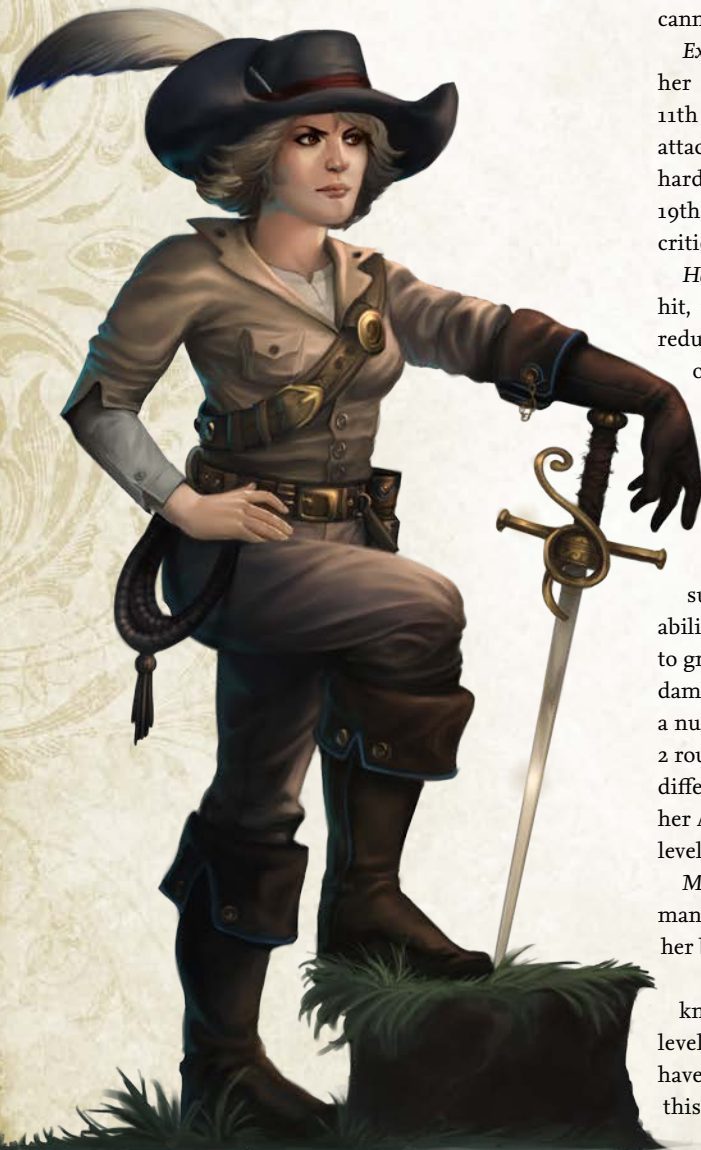
Level	Base Atk	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+0	+1	Additional skill, know your enemy +1 (move)
2nd	+2	+1	+1	+1	Combat feat, mind over metal
3rd	+3	+1	+1	+2	Additional skill, anticipate 1/day
4th	+4	+1	+1	+2	Know your enemy +2
5th	+5	+2	+2	+3	Additional skill, combat feat
6th	+6	+2	+2	+3	Anticipate 2/day, telling blow
7th	+7	+2	+2	+4	Additional skill, know your enemy +3 (swift)
8th	+8	+3	+3	+4	Combat feat
9th	+9	+3	+3	+5	Additional skill, anticipate 3/day, nemesis
10th	+10	+3	+3	+5	Deadly blow

LORE WARDEN (FIGHTER ARCHETYPE)

Quick wits and deceptive techniques can often succeed where brute force might not. A lore warden is the consummate warrior-scholar of the Pathfinder Society, outsmarting her competition even when locking blades with powerful foes. Outside of combat, a lore warden's extensive education also helps her document the past and survive great danger.

Scholastic (Ex): A lore warden gains 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Craft and Knowledge skills are class skills for lore wardens, as are Linguistics and Spellcraft.

This ability replaces the fighter's proficiency with medium armor, heavy armor, and shields.



Skill Over Strength (Ex): At 2nd level, a lore warden qualifies for feats and other abilities as though she had the Combat Expertise feat. At 6th level, she gains Combat Expertise as a bonus feat, even if she would not normally qualify for the feat. If she already has Combat Expertise, she instead gains any one combat feat that includes Combat Expertise as a prerequisite (and for which she otherwise qualifies). At 10th level, she can treat her base attack bonus as though it were 2 higher for the purpose of calculating the effects of Combat Expertise.

This ability replaces bravery and the fighter bonus feat gained at 2nd level.

Swords Secret (Ex): A lore warden learns specialized techniques that help her to quickly analyze and defeat her foes. At 3rd level, a lore warden gains one swords secret, and she gains an additional swords secret for every 4 fighter levels gained after 3rd. Except where noted, a lore warden cannot select the same swords secret more than once.

Exploit Weakness (Ex): The lore warden adds one-third her class level on attack rolls to confirm critical hits. At 11th level, whenever she confirms a critical hit, her weapon attacks ignore the first 5 points of damage reduction or hardness the target has until the end of her next turn. At 19th level, the lore warden can automatically confirm a critical hit once per round when she threatens a critical hit.

Hair's Breadth (Ex): Once per day when subject to a critical hit, the lore warden can attempt an Acrobatics check to reduce the damage as an immediate action. If the result of this Acrobatics check is greater than the opponent's confirmation roll, she negates the critical hit; the attack still hits and deals normal damage. The lore warden must be at least 11th level to select this swords secret. At 15th level she can use this secret one additional time per day.

Know Thy Enemy (Ex): When the lore warden succeeds at a Knowledge check to identify a creature's abilities and weaknesses, she can also use a standard action to grant herself a +2 insight bonus on all attack and weapon damage rolls made against that enemy. This bonus lasts for a number of rounds equal to half her class level (minimum 2 rounds), or until the lore warden uses this ability against a different creature. At 11th level, she also gains a +2 bonus to her AC against the creature when using this ability. At 19th level, the insight bonus increases to +3.

Maneuver Training (Ex): The lore warden gains a brawler's maneuver training class feature, treating her fighter level as her brawler level.

Swift Assessment (Ex): The lore warden can now use her know thy enemy swords secret as a move action. At 15th level, she can use this ability as a swift action. She must have the know thy enemy swords secret before choosing this swords secret.

This replaces armor training and armor mastery.

NAME-KEEPER (SHAMAN ARCHETYPE)

Pathfinders who perish in the pursuit of greater knowledge are commemorated on the Wall of Names, a curving monument of black glass at the Grand Lodge. Originally started as a humble memorial, the Wall of Names is now a moving testament to all those who have given their lives to further the cause of the Pathfinder Society, and for many agents, an expedition to Absalom is as much a chance to visit the Wall of Names and seek out a vanished loved one, relation, or departed friend as it is an opportunity to visit the place where it all began.

A decade ago, a small cadre of agents began studying the fallen names, correlating these adventurers with the quests they were on when they perished or went missing, and then took it upon themselves to finish these incomplete missions—but in so doing these agents made an unexpected discovery. In delving into the storied histories etched into the Wall of Names, these agents have discovered how to commune with the departed spirits of those whose names are memorialized on the monument. These mystical agents soon became known as name-keepers, and they pride themselves on helping their predecessors find peace while preventing other Pathfinders' names from being added to the wall.

Class Skills: A name-keeper gains Knowledge (engineering), Knowledge (history), and Linguistics as class skills, instead of Knowledge (nature), Knowledge (planes), and Survival.

This alters the shaman's class skills.

Inherited Wayfinder (Su): A name-keeper forms a powerful bond with a damaged *wayfinder* (see pages 148–149) inherited from another Pathfinder. It functions for her alone. This functions as a wizard's bonded object except it can be used to cast shaman spells (instead of wizard spells).

This ability replaces spirit animal.

Keeper Spirit Magic: The name-keeper adds the following spells to the list of spells she can cast using spirit magic: *stone shield*^{ARG} (1st), *object reading*^{OA} (2nd), *speak with dead* (3rd), *wall of stone* (4th), *breath of life* (5th), *stone tell* (6th), *vision* (7th), *word of recall* (8th), and *true resurrection* (9th).

This ability replaces the spirit magic spells gained from the shaman's spirit.

Pathfinders Past (Su): At 4th level, a name-keeper can form a temporary bond with a deceased Pathfinder who is commemorated on the Wall of Names. The name-keeper must make this selection each day when preparing her spells. While this feature is active, she gains one or more benefits tied to the Pathfinder's former focus in the Society: Scrolls, Spells, or Swords. Each allows her to select one or more options (such as a weapon or shaman spirit), and she can choose different options each time she forms this bond.

Scrolls: The name-keeper selects an oracle^{APG} mystery. She can use any of the mystery's associated skills untrained, and she treats them as class skills. For any of those skills that were already class skills, she instead gains a +2 sacred bonus on those checks. At 12th level, she gains Skill Focus for one of the associated skills as a bonus feat. At 20th level, she gains Skill Focus a second time as a bonus feat, and she always counts as having at least 10 ranks in those skills for calculating these temporary feats' benefits.

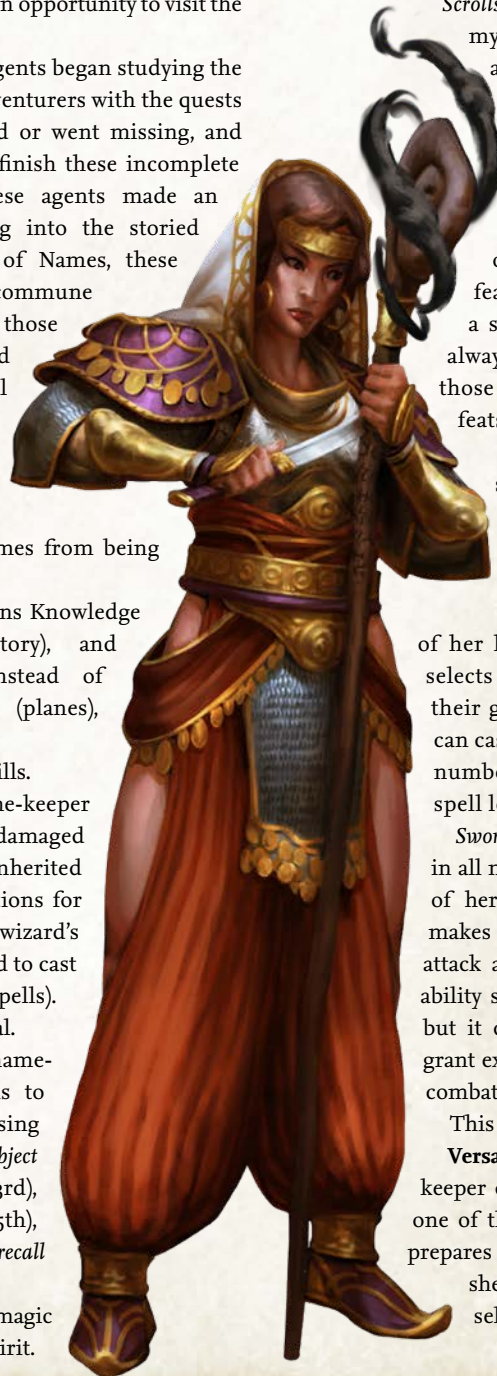
Spells: The name-keeper selects a second shaman spirit and adds the spells granted by that spirit to her list of spells that she can cast using spirit magic. She gains one additional spirit magic spell slot of her highest spell level. At 12th level, she selects two shaman spirits and adds both their granted spells to the list of spells she can cast using spirit magic. At 20th level, her number of spirit magic spell slots at each spell level increases to two.

Swords: The name-keeper gains proficiency in all martial weapons and one exotic weapon of her choice. At 12th level, whenever she makes a full attack, she gains one additional attack at her highest base attack bonus; this ability stacks with the extra attack from *haste*, but it doesn't stack with other abilities that grant extra attacks. At 20th level, she gains two combat feats for which she qualifies.

This ability replaces wandering spirit.

Versatile Hex (Su): At 6th level, a name-keeper can temporarily gain a shaman hex or one of the hexes that her spirit has when she prepares her spells, lasting until the next time she prepares spells. At 14th level, she can select two such hexes each day.

This ability replaces wandering hex.



PATHFINDER SOCIETY AFFILIATION

The Pathfinder Society is constantly on the lookout for new allies and agents beyond those who directly serve the organization as official members. While the Society is expansive, its members are spread far and thin, so gaining support and allegiance from other groups is important. Adventuring parties are among the most valuable of such allies, for even when they are not composed of Society members, their discoveries and accomplishments can often prove of value to the Pathfinders.

Example Affiliation Encounter: Most seek affiliation with the Pathfinders via submission of a field report. Such a report must be detailed and concise, and it must also feature information of interest to the Pathfinders. Any adventure in which a character gains an unusual magic item, learns of an ancient secret, or explores an unmapped or deadly region is of interest to the Pathfinders. The field report must be well written, and the character submitting the report must succeed at a DC 20 Craft (writing), Knowledge (any), Linguistics, or Profession (scribe) check to succeed at presenting the report in a way that catches the Society's attention enough to earn affiliation. At the GM's discretion, a particularly unusual discovery or the donation of an item of interest (such as information on a missing or dead Pathfinder, or the donation of an *ioun stone*) can supersede the need for a successful skill check.



INVESTIGATOR TALENTS

The following investigator talents are secrets of the Pathfinder Society, each closely integrated into the Pathfinders' training or their iconic tools of the trade.

Chronicler's Insight: The investigator can peruse a *Pathfinder Chronicle* as a standard action, applying its benefits as though he had studied it for the full 1d4 rounds. Upon studying a *Pathfinder Chronicle*, the investigator can expend one use of inspiration to apply the volume's benefits for a number of hours equal to his Intelligence modifier and gain an additional benefit based on the volume's associated Knowledge skill during that time. The investigator can have only one such ongoing benefit at a time, and activating a new benefit ends the first one.

Arcana, Nature, Planes, or Religion: When performing a studied strike, the investigator's attack overcomes damage reduction as if it were a weapon with the following property based on the associated Knowledge check: adamantite (arcana), chaotic (planes), cold iron (nature), evil (planes), good (planes), lawful (planes), silver (religion). He also gains a +1 insight bonus on saving throws against creatures identifiable by the associated Knowledge check (for example, outsiders for Knowledge [planes]).

Dungeoneering: The investigator can deal half his studied strike damage to creatures immune to sneak attacks.

Engineering: Whenever he uses his inspiration on Disable Device checks to open locks or on Perception checks to find hidden compartments, the investigator gains a circumstance bonus on the check equal to one-third his level.

Geography: The investigator increases any bonuses to AC and on Reflex saving throws he gains from partial cover, total cover, and improved cover by 1.

History: The investigator can study a foe using studied combat a second time in 24 hours as a full-round action without expending inspiration. Subsequent uses of studied combat require inspiration as normal.

Local: Whenever he uses his inspiration on Bluff checks to feint, Diplomacy checks to gather information, or Intimidate checks to improve a creature's attitude, the investigator gains a circumstance bonus on the check equal to one-third his level.

Nobility: Whenever he uses his inspiration on Bluff checks to lie, Diplomacy checks to request favors, or Intimidate checks to demoralize, the investigator gains a circumstance bonus on the check equal to one-third his level.

Didactic Strike: When the investigator activates his studied strike, he can end his studied combat and choose not to deal his studied strike damage. He is instead able to show any allies within 30 feet who can see him a weak spot on the target. Until the beginning of the investigator's next turn, each affected ally's first attack that hits the target deals additional damage equal to one-third the investigator's level. He can end this effect as an immediate action to instead cause an affected ally's first successful attack to deal the investigator's studied strike damage. This additional damage is precision damage and does not affect creatures that are immune to sneak attacks.

EQUIPMENT (UNAFFILIATED)

Members of the Pathfinder Society make use of the following equipment, some of which has dispersed naturally to unaffiliated adventuring groups.

NOSTALGIA OIL	PRICE 80 GP
	WEIGHT —

Pathfinders pride themselves on their camaraderie, and among the worst threats are those that can magically compel agents to fight among themselves. Nostalgia oil is a vial of concentrated aromatics that evoke positive memories of the Grand Lodge and common trials overcome during a Pathfinder's training. By dabbing this oil on her face, neck, or arms as a standard action, a Pathfinder gains a +2 alchemical bonus on saving throws against effects with the emotion^{UM} descriptor and on secondary saving throws made to resist *dominate person* and similar compulsion effects that would force her to harm her allies or betray her mission. Applied in this way, a vial of nostalgia oil remains potent for 8 hours or until washed off with soap and water. Nostalgia oil can also be thrown as a splash weapon, extending its benefits for 1 hour to any Pathfinder struck with a direct hit. Alternatively, a creature can mix it with a pint of lantern oil or piece of incense, which grants half the nostalgia oil's benefits to all Pathfinders within 20 feet of the lantern or censor for 1 hour; any strong wind (21+ mph) dissipates the aroma for 1 minute.

Crafting a vial of nostalgia oil requires a successful DC 25 Craft (alchemy) check. Although most nostalgia oil is mixed to benefit only Pathfinder agents, other mixtures might be created to benefit only members of another clan, neighborhood, or organization.

PATHFINDER CHRONICLE	PRICE 50 GP
	WEIGHT 1 lb.

Numerous volumes and editions of the *Pathfinder Chronicles* exist. When used as a reference (an action that takes 1d4 full rounds of searching the text), a *Pathfinder Chronicle* grants a +2 circumstance bonus on a specific Knowledge check. Each *Pathfinder Chronicle* grants this bonus to a different type of Knowledge. Regardless of which type that particular chronicle is focused on, the cost of the book remains the same.

MAGIC ITEMS

The following items are often used by agents and affiliates of the Pathfinder Society.

BANDS OF UNBREAKABLE CAMARADERIE		PRICE 5,000 GP
SLOT wrists	CL 11th	WEIGHT 1 lb.
AURA moderate divination		

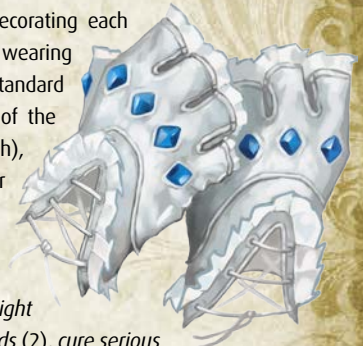
While worn, this pair of plain steel armbands limits the ability of the wearer to strike out against his comrades with weapon attacks, in the event he is unable to control his own actions (such as if confused or dominated) or unable to distinguish friends from foes (such as if blinded). The armbands grow heavier and hinder the wearer's momentum under these circumstances, causing him to take a -4 penalty on attack rolls against creatures he would otherwise consider allies.

Alternatively, two creatures can each wear one of the armbands, occupying the wrists slot for both. Under these conditions, the bands apply only half the normal penalty on attack rolls against allies. However, the two wearers ignore each other for any effects that would cause them to attack the closest creature, unless one wearer purposefully attacks the other. Even if the wearers do attack one another, their attacks take the full -4 penalty, always fail to confirm critical hits, and deal nonlethal damage only.

CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>battlemind link</i> ^{UM}	

FIRST AID GLOVES		PRICE 4,500 GP
SLOT hands	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		

These gloves have a sapphire decorating each finger, bearing 10 in all. While wearing a pair of *first aid gloves*, as a standard action the wearer can cast any of the following spells (caster level 9th), permanently expending a number of sapphires equal to the spell's level (as denoted in parentheses after each spell): *breath of life* (5), *cure critical wounds* (4), *cure light wounds* (1), *cure moderate wounds* (2), *cure serious wounds* (3), and *mass cure light wounds* (5). When casting a spell from the gloves, the wearer can't expend sapphires on different hands; thus only a full hand's worth of gems can be used to cast *breath of life* or *mass cure light wounds*. Regardless, both gloves must be worn to function. Once all of the sapphires are expended, a pair of *first aid gloves* becomes nonmagical.



CONSTRUCTION REQUIREMENTS	COST 2,250 GP
Craft Wondrous Item, <i>breath of life</i> , <i>cure critical wounds</i> , <i>cure light wounds</i> , <i>cure moderate wounds</i> , <i>cure serious wounds</i> , <i>mass cure light wounds</i>	

WAYFINDER		PRICE 500 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation		



A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power—see *Wayfinders and Resonance* on page 149.

CONSTRUCTION REQUIREMENTS	COST 250 GP
Craft Wondrous Item, <i>light</i>	

WAYFINDER, EBON		PRICE 18,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation and transmutation		

Favored by Pathfinders exploring dark and dangerous locales, the exterior of this *wayfinder* is constructed of panels of darkwood with ebony inlays. The panels slide apart to reveal platinum meshwork capable of holding one or two *ioun stones*. An *ebon wayfinder* grants the bearer darkvision with a range of 60 feet, and with a command word it can create *darkness* (as per the spell) once per day, centered on itself.

When one *ioun stone* is slotted into the device, its *darkness* ability no longer functions. When a second stone is placed in it, the darkvision ability no longer functions.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
Craft Wondrous Item, <i>darkness</i> , <i>darkvision</i>	

WAYFINDER, SHINING		PRICE 2,000 GP
SLOT none	CL 3rd	WEIGHT 1 lb.
AURA faint divination		

A *shining wayfinder* appears as a polished silver compass. In addition to the usual functions of a *wayfinder* (including the ability to create *light*) a *shining wayfinder* can be used to cast *detect evil*—when so used, its needle points not to the north but rather to the nearest source of evil within 60 feet. Once per day, a *shining wayfinder* can be used to cast *protection from evil* upon

the *wayfinder's* bearer. A *shining wayfinder* functions only for a creature that is good-aligned. When held by an evil creature, the *shining wayfinder's* needle spins in a frantic circle. When held by any creature that is both nonevil and nongood, the needle does not point to anything in particular (not even to the north).

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>detect evil</i> , <i>light</i> , <i>protection from evil</i>	

WAYFINDER, VANISHING		PRICE 8,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint illusion		

Vanishing wayfinders are crafted of ivory chased with gold and silver. In addition to the usual functions of a *wayfinder* (including the ability to create *light*), the bearer of a *vanishing wayfinder* can press a hidden catch as a standard action to become invisible (as the spell *invisibility*) for as long as she concentrates, up to a maximum duration of 5 minutes per day. These minutes need not be consecutive, but each activation uses 1 minute of duration, even if the user becomes visible by making an attack or by some other means before that minute is up.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
Craft Wondrous Item, <i>invisibility</i> , <i>light</i>	

WAYFINDER OF HIDDEN STRENGTH		PRICE 5,000 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation and transmutation		

This *wayfinder* is made of heat-treated bronze that seems to warp and shimmer in the light. It contains a single slot to store an *ioun stone* (*Pathfinder RPG Ultimate Equipment* 305), and the *wayfinder's* construction allows the bearer to overtax the *ioun stone's* magical properties once per day to create a special, short-term resonance effect based on the stone's shape. This process suppresses any other resonance effects the *ioun stone* might grant for 24 hours. The *ioun stone* is especially fragile during this time, crumbling to pieces if removed from the *wayfinder of hidden strength* before the 24-hour period has ended.

Ellipsoid: As an immediate action, the bearer can roll 1d6 after failing a saving throw against a spell or spell-like ability and add the result to the saving throw retroactively; if the bonus is high enough to turn the failure into a success, the save is successful. The bearer instead rolls 1d8+1 if the slotted *ioun stone* costs between 10,000 and 30,000 gp, or 1d10+2 if the *ioun stone* costs more than 30,000 gp.

Prism: As a free action before attempting any d20 roll, the bearer can roll two dice and choose which result to use.

Rhomboid: As a swift action, the bearer gains a number of temporary hit points equal to the slotted *ioun stone's* market price divided by 1,000 (maximum 25 temporary hit points). These temporary hit points last 1 hour.

Sphere: As an immediate action, the bearer can roll 2d4 after failing a skill check and add the result to the check retroactively; if the bonus is high enough to turn the failure into a success, the check is successful. The bearer instead rolls 3d4 if the slotted *ioun stone* costs between 10,000 gp and 30,000 gp, or 4d4 if the *ioun stone* costs more than 30,000 gp.

Spindle: As a full-round action, the bearer can restore 1d4 points of ability damage to one of her ability scores. If the slotted *ioun stone* costs more than 15,000 gp, she instead restores 1d6 points of ability damage.

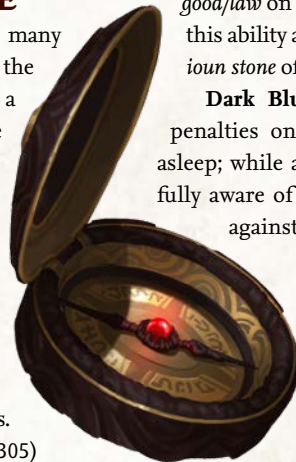
CONSTRUCTION REQUIREMENTS	COST 2,500 GP
Craft Wondrous Item, <i>gallant inspiration</i> ^{APG} , <i>light</i>	

WAYFINDERS AND RESONANCE

The Pathfinders have discovered and devised many varieties of magic items, yet none are so iconic as the *wayfinder*, a compact compass commonly used as a badge of office for the far-flung Pathfinders. The *wayfinder* is a Society invention, though it owes its existence and underlying theory to a handful of Azlanti artifacts from which scholars reverse-engineered the underlying principles that power the devices. Within each *wayfinder* lies a fine wire lattice of precious metals that serves as a conduit for the compass's magical energies. Many Pathfinders direct these energies in strictly utilitarian ways, such as to create light or invoke other minor effects. Those who own an *ioun stone* (*Ultimate Equipment* 305) can harness an even greater power: *ioun resonance*.

Ioun stones rely on a complex combination of arcane forces that allow them to stay aloft, orbit a user's head, and transfer their magical benefits to their owners. Under most circumstances, these energies are virtually imperceptible. When contained within a *wayfinder's* wire lattice, these energies can create an eldritch resonance that imparts the *ioun stone's* conventional benefits as well as a secondary effect to the *wayfinder's* wearer. Creating these arcane harmonics requires placing the *ioun stone* in a tiny focal slot in the compass's center, where the resonance overrides the *wayfinder's* other magical abilities (the ability to cast *light* for most *wayfinders*). Attempting to slot two or more *ioun stones* almost always creates magical dissonance and cancels out all of the *ioun stones'* benefits, though several expensive variations on the *wayfinder* (such as the *wayfinder of hidden strength* detailed on page 148) have met with limited success in harnessing two *ioun stones* at once. Likewise, wearing multiple *wayfinders* with slotted stones causes irreconcilable interference.

Most forms of resonance provide a constant benefit, though a few known *ioun stones* instead allow the wearer to direct the resonance much like a use-activated magic item. In the latter case, activating the resonance overrides the *wayfinder's* other functions for the duration of the effect—



even preventing the wearer from slotting in a different *ioun stone*. Inserting or removing an *ioun stone* is a standard action that provokes an attack of opportunity.

Ioun Stone Resonant Powers

The resonant powers of the most common forms of *ioun stones* are listed below. If the power is a feat, the bearer gains that feat as a bonus feat even if he does not meet its prerequisites. Spell effects with uses per day are spell-like abilities. Other obscure or rarer types of *ioun stones* may have their own strange resonances with *wayfinders* at the GM's discretion.

Clear Spindle: The wearer can cast *protection from chaos/evil/good/law* on himself once per day (CL 12th). He can activate this ability as an immediate action, but doing so drains the *ioun stone* of its magic, turning it into a *dull gray ioun stone*.

Dark Blue Rhomboid: The wearer no longer takes penalties on Perception checks for being distracted or asleep; while asleep, the wearer can remain open-eyed and fully aware of his environment, though he is still helpless against undetected threats until he actually wakes up.

Deep Red Sphere: Improved Unarmed Strike.

Dull Gray (Burnt Out): *Read magic* 1/day for 10 minutes.

Dusty Rose Prism: +1 insight bonus on combat maneuver checks.

Incandescent Blue Sphere: Blind-Fight.

Iridescent Spindle: The wearer gains the constant effects of *endure elements* and takes only half damage from exposure to vacuum and underwater pressure.

Lavender and Green Ellipsoid: If the bearer is holding the *wayfinder*, he can use the stone's absorption ability as an immediate action instead of a readied action.

Orange Prism: Every time the bearer casts a spell, he rolls 1d4–2 and adds the result (as well as the +1 caster level granted by the normal power of the *ioun stone*) to his caster level.

Pale Blue Rhomboid: +1 bonus on Fortitude saves.

Pale Green Prism: Twice per day as a free action, the bearer can remove the fatigued condition from himself (or reduce the exhausted condition to fatigued).

Pale Lavender Ellipsoid: If the bearer is holding the *wayfinder*, he can use the stone's absorption ability as an immediate action instead of a readied action.

Pearly White Spindle: +2 sacred bonus on saves against death effects and attacks that rely on negative energy.

Pink and Green Sphere: +1 bonus on Will saves.

Pink Rhomboid: +1 bonus on Reflex saves.

Scarlet and Blue Sphere: +1 bonus on Will saves.

Vibrant Purple Prism: As a standard action, the bearer can expend a stored spell to refresh a cast spell of the same level as if using a *pearl of power*. The bearer can refresh up to 3 spell levels per day using this ability.



RED MANTIS

RED MANTIS

Notorious Cult of Deadly Assassins

Scope global

Alignment LE

Headquarters Ilizmagorti (public) and Crimson Citadel (hidden) (Mediogalti Island)

Values deadly efficiency, discretion, loyalty, professionalism, purity of focus, respect for the rule of rightful monarchies

Goals act as professional assassins—and only assassins—for any client willing to pay the price of a contract, honor the mantis god Achaekek through the sacred rite of assassination, never fail to fulfill an assassination contract

Allies Asmodeans, Besmarans, Calistrians, Gray Gardeners, Nethysians, pirates, rightful monarchs

Enemies Caydenites, Desnans, Eagle Knights, Iomedaeans, most Hellknight orders, Norgorberites, Pathfinder Society, Rahadom, River Kingdoms Outlaw Council, Sarenites, Shelynites

Rivals none

None outside of the Red Mantis know when the Inner Sea's most feared and most notorious assassins' guild was founded. It seems likely that they operated in secrecy for many years, if not centuries, in the shadows of the Rahadoumi city of Azir. There, the Red Mantis venerated Achaekek, the Mantis God, through the act of merciless contract killings in the deific assassin's honor. More than 2,100 years ago, the bloody Oath Wars in Rahadom came to an end with the rise of the Laws of Man, which outlawed all worship of the gods. For many hundreds of years, nothing was heard of the Red Mantis, and the assumption was they were eradicated. In truth the assassins escaped to the tropical island of Mediogalti, where, over quiet centuries, they constructed their hidden fortress, the Crimson Citadel. They also secretly aided the growth of Ilizmagorti, a city-port favored by pirates. It wasn't until over 13 centuries after their flight from Rahadom that the Red Mantis made their dramatic return with the assassination of Merivesta Olinchi of Nex. Red Mantis agents murdered her during the premiere of her masterpiece, *The Conception Exception*, simultaneously debuting their signature armor and sawtooth sabre fighting style.

Today, the Red Mantis continue to hold allegiance to Achaekek. Their assassinations span all races, regions, and religions. However, one type of contract its agents always refuse is that which targets a rightful monarch, as stipulated by their religious beliefs. Additionally, the Red Mantis decline contracts that attempt to solicit services beyond the singular act of killing. The group's agents are not mere saboteurs, informants, or thieves. They can, of course, be hired to aid in assassination plots or to act as advisors in such schemes—it is only in this capacity that those seeking to depose ruling monarchs can engage the assassins' services.

The price they extract from their clients varies just as much as the victims the Red Mantis claim. Sometimes the cost is a handful of coins; other times, it's a merchant's entire fortune. Or it could simply be a favor the society can call in at a future date. The assassins' reasoning behind the cost of a contract is as mysterious as their methods.

The Red Mantis are many things to many people. To a desperate merchant, a Red Mantis assassin is a way to eliminate a monopolizing rival. To a grieving father, the contract killers are tools of vengeance against those who butchered his family. And to an orphan who is downtrodden and alone in life, joining the Red Mantis is a way to prove herself and gain true power, so that no one can ever hurt her again.

Sometimes, when a mark proves too difficult to assassinate, the Red Mantis refund the fee and allow the target to go free. In the rare instances in which one of their own defects, an assassin's direct superiors are expected to hunt her down and either eliminate her or bring her back into the fold. If the defecting assassin survives this and defeats her onetime superior, she is granted clemency and allowed to live her life as she sees fit—provided she never again crosses paths with the Red Mantis or stands in the way of their goals.



Blood Mistress Jakalyn (LE female human cleric of Achaekek 9/Red Mantis assassin[†] 10/trickster^{MA} 3): The leader of the Red Mantis assassins, Jakalyn also rules all of Mediogalti Island and is technically the ultimate arbiter of all assassination activity. She alone has access to the Sarzari Library in the Crimson Citadel, supposedly one of Golarion's most comprehensive repositories of ancient and esoteric lore. Though she has been in power for several decades now, she still appears as a striking and stern woman in her midthirties. Many speculations as to the nature of her lasting youth persist, but the most popular theory is that she commands a secret method of absorbing youth from those she assassinates.



High Killer Dorel (LE male doppelganger monk 9/Red Mantis assassin[†] 3): Dorel is a master of disguise who oversees the training of assassins in the many arts of deception. In truth, Dorel is just one identity among many that this doppelganger assumes within the organization and beyond. The doppelganger's favorite persona is as a bald Mwangi man who serves as the enigmatic Mayor of Ilizmagorti, yet when it comes to interacting with the public, he takes pains to never appear as the same person twice, often posing as a lower-ranking administrator, diplomat, noble, or visiting pirate. In such events he has his own disguised agents stand in for other roles—this tactic has saved his life countless times when a body double fell to a blade meant for him.



High Priest Saviya (LE female elf cleric of Achaekek 15): Once a buccaneer and worshiper of the pirate goddess Besmara who served alongside a band of particularly ill-tempered buccaneers, Saviya caught her captain selling information about Mediogalti Island's defenses to agents from Rahadoum. Outraged at this betrayal, she informed the Red Mantis and begged to be allowed to participate in the assassination. Her request was granted, and after she assisted in the slaughter of her captain, she converted the whole crew to the worship of Achaekek and joined the assassins. She has since flourished within the Red Mantis's strict hierarchy, learning to summon and control ever-greater minions who themselves specialize in the art of slaying.

DEATH SLAYER (PRESTIGE CLASS)

Since their establishment, the Red Mantis have abided by the divine laws established by Achaek and the holy rituals of murder, including the law of reality that all things must die, in their time—or when a contract seals their fate. Even the gods themselves must face death, as evidenced by the death of the god Aroden a century ago. Creatures that attempt to avoid death through any means mock the order all living things must submit to, and as such mock the sacred act of assassination. Undead are particularly upsetting to some

members of the Red Mantis, and death slayers are trained as specialized agents for missions where the target of an assassination is undead, or when an assassinated target returns from death as one of the undead.

Just as Red Mantis assassins do not wantonly slaughter the living, death slayers don't indiscriminately seek out undead to destroy. They focus instead on eliminating specific targets they've been hired to destroy, and they take special satisfaction in destroying those who were assassinated in life by one of their colleagues. A death slayer may even take a contract from one undead client to destroy another, such as two vampires squabbling over territory that holds increasingly sparse human chattel. Death slayers also have a situational exception regarding the prohibition on targeting monarchs. Should a rightful monarch become an undead creature of any sort—whether intentionally (to extend his reign), via a curse, or by other means—this negates the monarch's previous divine mandate, and the death slayer is not restrained by the Red Mantis's taboo against killing rightful monarchs for this particular target. Of course, a monarch who becomes undead does not earn the enmity of the Red Mantis simply through the act of becoming undead: an outside agent must still hire the Red Mantis to take out the monarch.

While the majority of death slayers worship Achaek, worshipers of any deity can follow the teachings of the death slayer, provided those who take levels in the prestige class are themselves at least affiliated with the Red Mantis. Good or chaotic death slayers, while incredibly rare, are not impossibilities. Likewise, while most death slayers were once clerics, any divine spellcaster could, in theory, study to become a death slayer.

Hit Die: d8.

Requirements

To qualify to become a death slayer, a character must fulfill the following criteria.

Feats: Exotic Weapon Proficiency (sawtooth sabre), Great Fortitude, Weapon Focus (sawtooth sabre).

Skills: Knowledge (religion) 5 ranks, Perception 5 ranks, Stealth 5 ranks.

Spells: Ability to cast 3rd-level divine spells.

Class Skills

A death slayer's class skills are Disguise (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.



DEATH SLAYER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Channel energy 1d6, channel smite, gravegaze	—
2nd	+1	+1	+1	+1	Bonus feat, favored enemy +2	+1 level of existing spellcasting class
3rd	+2	+2	+1	+2	Channel energy 2d6, swift smite	+1 level of existing spellcasting class
4th	+3	+2	+1	+2	Infuse sabre 1/day	+1 level of existing spellcasting class
5th	+3	+3	+2	+3	Bonus feat, channel energy 3d6	+1 level of existing spellcasting class
6th	+4	+3	+2	+3	Deadly conviction, favored enemy +4	—
7th	+5	+4	+2	+4	Channel energy 4d6, infuse sabre 2/day	+1 level of existing spellcasting class
8th	+6	+4	+3	+4	Bonus feat, undead bane	+1 level of existing spellcasting class
9th	+6	+5	+3	+5	Channel energy 5d6	+1 level of existing spellcasting class
10th	+7	+5	+3	+5	Aura of life, infuse sabre 3/day	+1 level of existing spellcasting class

Class Features

The following are class features of the death slayer prestige class.

Channel Energy (Su): At 1st level, a death slayer gains the power to harm undead with positive energy. This ability functions as a cleric's ability to channel positive energy to deal damage to undead (but not to heal living creatures), and it counts as channel energy for the purposes of qualifying for feats or determining effects that rely on channel energy. A death slayer uses her class level as her effective cleric level when channeling energy. She can channel energy a number of times per day equal to 3 + her Charisma modifier. She deals 1d6 points of damage at 1st level and an additional 1d6 points of damage every 2 levels thereafter. Death slayer levels stack with levels in any class that grants channel energy (if any) for the purpose of determining the number of damage dice her channel energy ability deals to undead, but this channel energy can never do anything other than harm undead. An undead creature that takes damage from this channeled energy can attempt a Will save to halve the damage; the DC of this save is equal to 10 + the death slayer's class level + her Charisma modifier. The death slayer must be able to present either her holy symbol or a sawtooth sabre to use this ability.

Channel Smite: A death slayer gains Channel Smite as a bonus feat. If she already has this feat, she instead gains a different feat selected from those bonus feats normally available to her at 2nd level (see below).

Gravegaze (Su): A death slayer gains the benefits of *deathwatch* at all times.

Bonus Feats: At 2nd level and every 3 levels thereafter, a death slayer gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from the following: Extra Channel, Greater Channel Smite^{UC}, Guided Hand^{UC}, Improved Channel, Life Lure^{UM}, Quick Channel^{UM}, Shatter Control^{HA}, Thanatopic Spell^{UM}, Threnodic Spell^{UM}, or Turn Undead. The death slayer must meet the prerequisites of the selected bonus feat.

Favored Enemy (Ex): At 2nd level, a death slayer gains undead as a favored enemy. This ability functions as the

ranger class feature of the same name and stacks with similar bonuses from other classes. (This doesn't increase existing favored enemy bonuses against any other creature types.)

At 6th level, the death slayer's favored enemy bonus against undead increases to +4.

Swift Smite (Su): At 3rd level, a death slayer can use her Channel Smite feat an additional number of times per day equal to her death slayer level without expending a use of her total channel energy uses per day. She cannot use these additional uses of Channel Smite to use channel energy in the regular way. Whenever she uses Channel Smite, she can activate the ability as an immediate action after she rolls for a melee attack but before the result is revealed.

Infuse Sabre (Su): Once per day at 4th level, a death slayer can infuse a wielded sawtooth sabre with positive energy as a swift action. This infusion of energy lasts for 3 rounds. When brandishing an infused sabre, a death slayer's channeled energy damage increases by half (+50%), and undead take a -2 penalty on all saving throws against her channeled energy and against any spell she casts. At 7th level, she can infuse a sabre twice per day, and at 10th level she can do so three times a day, but she can have only one infused sabre at a time.

Deadly Conviction (Su): At 6th level, a death slayer gains a +4 morale bonus on saving throws against spells and effects created by undead creatures. Once per day, she can ignore 1 negative level that would otherwise affect her.

Undead Bane: At 8th level, one sawtooth sabre a death slayer wields functions as a *bane* weapon against undead creatures as long as the death slayer wields the weapon.

Aura of Life (Su): At 10th level, a death slayer can emit a 10-foot aura of positive energy that weakens undead creatures as a swift action. This creates a dim crimson glow around the death slayer. Each undead creature within the aura at the start of its turn takes 4d6 points of positive energy damage. While this aura is active, the death slayer has fast healing 10. A death slayer can activate this aura for up to 10 rounds per day. The duration need not be consecutive, and she can deactivate the aura as a free action.

RED MANTIS ASSASSIN (PRESTIGE CLASS)

Initiates of the Red Mantis usually begin their training as rogues, often with fighter or ranger levels, as stealth and skill at arms are both prerequisites to joining the order.

Hit Die: d8.

Requirements

To qualify to become a Red Mantis assassin, a character must fulfill the following criteria.

Alignment: Lawful evil.

Feats: Alertness, Exotic Weapon Proficiency (sawtooth sabre), Two-Weapon Fighting, Weapon Focus (sawtooth sabre).

Skills: Intimidate 5 ranks, Perception 5 ranks, Stealth 5 ranks.

Class Skills

The Red Mantis assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

The following are class features of the Red Mantis assassin.

Weapon and Armor Proficiency: A Red Mantis assassin is proficient with simple weapons, light martial weapons, and light armor, but not with shields. A Red Mantis assassin can cast Red Mantis assassin spells while wearing light armor without incurring the normal arcane spell failure.

Spells: A Red Mantis assassin casts illusion and transmutation arcane spells drawn from the sorcerer and wizard spell lists. She can cast any spell she knows without preparing it ahead of time. To cast a spell, she must have a Charisma score of at least 10 + the spell's level, and her bonus spells are based on Charisma. Saving throws against these spells have a DC of 10 + the spell's level + the caster's Charisma modifier (if any). At each Red Mantis assassin level, she gains one or more new spells as indicated on the table below. At 4th, 6th, 8th, and 10th level, she can learn a new spell in place of one she already knows, provided the new spell is of the same level as the one she is replacing.

As she gains levels, a small number of additional spells that are not otherwise available to her are added to her list. She does not automatically learn these spells when they become available—they must be selected as part of her total spells known. At 2nd level, she adds *obscuring mist* and *true strike* to her spell list. At 4th level, she adds *darkness* and *summon swarm* to her spell list. At 6th level, she adds *fog cloud* and *see invisibility* to her spell list. At 8th level, she adds *clairaudience/clairvoyance* and *hold person* to her spell list. At 10th level, she adds *dimension door* and *modify memory* to her spell list.

RED MANTIS ASSASSIN SPELLS KNOWN

Level	1st	2nd	3rd	4th
1st	2	—	—	—
2nd	3	—	—	—
3rd	4	—	—	—
4th	4	2	—	—
5th	4	3	—	—
6th	4	4	—	—
7th	5	4	2	—
8th	5	4	3	—
9th	5	4	4	—
10th	5	5	4	2

Sneak Attack (Ex): This functions as the rogue ability of the same name. The extra damage dealt is +1d6 at 1st level and increases by 1d6 every 3rd level thereafter. If the Red Mantis assassin gets a sneak attack bonus from another source, the damage bonuses stack.

Sabre Fighting (Ex): At 1st level, the Red Mantis assassin gains Weapon Specialization (sawtooth sabre) as a bonus feat and treats sawtooth sabres as a light weapon for all purposes, including being able to use a sawtooth sabre with Weapon Finesse. At 5th level, she gains Greater Weapon Focus (sawtooth sabre) as a bonus feat. At 7th level, she gains Greater Weapon Specialization (sawtooth sabre) as a bonus feat. She does not need to otherwise qualify for these feats by having the minimum number of fighter levels.

Prayer Attack (Su): At 2nd level, a Red Mantis assassin learns her signature assassination style. To initiate a prayer attack, she holds her sawtooth sabre (or sabres) out, point down, and weaves the blade in the air. She must be within 30 feet of and visible to her victim. Beginning a prayer attack is a standard action that causes her victim to be fascinated unless he succeeds at a Will save (DC = 10 + the Red Mantis assassin's class level + her Charisma modifier; if she's wielding two sawtooth sabres, the DC increases by 2). The fascination effect is a mind-affecting effect. She can maintain the fascination effect by concentrating. The victim can attempt a new save to escape this fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she can deliver a coup de grace to the target, provided the target is still fascinated; the Red Mantis assassin maintains this fascination effect while delivering a coup de grace. Activating or concentrating to maintain a prayer attack does not provoke an attack of opportunity.

Red Shroud (Su): At 3rd level, a Red Mantis assassin can create a veil of red mist a number of times per day equal to her Constitution modifier (minimum once per day) as a move action. The red shroud persists for 1 round per class level, granting the Red Mantis assassin a +1 dodge bonus to AC and fast healing equal to her Constitution modifier (minimum 1). This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or

RED MANTIS ASSASSIN

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+0	+0	+1	+1	Sneak attack +1d6, sabre fighting 1	1	—	—	—
2nd	+1	+1	+1	+1	Prayer attack	2	—	—	—
3rd	+2	+1	+2	+2	Red shroud	3	—	—	—
4th	+3	+1	+2	+2	Summon mantis, sneak attack +2d6	3	1	—	—
5th	+3	+2	+3	+3	Resurrection sense, sabre fighting 2	4	2	—	—
6th	+4	+2	+3	+3	Mantis form	4	3	—	—
7th	+5	+2	+4	+4	Sneak attack +3d6, sabre fighting 3	4	3	1	—
8th	+6	+3	+4	+4	Blood mantis form, fading	4	4	2	—
9th	+6	+3	+5	+5	Mantis doom	5	4	3	—
10th	+7	+3	+5	+5	Death mantis form, sneak attack +4d6	5	4	3	1

to disintegrate into a cloud of red mist that leaves behind only her gear, depriving her enemies of access to her remains.

Summon Mantis (Sp): Once per day at 4th level, a Red Mantis assassin can summon an advanced fiendish giant mantis, 1d3 fiendish giant mantises, or 1d4+1 giant mantises, as if using *summon monster V*. She can mentally direct the actions of these summoned vermin as a free action. All mantises summoned by this spell-like ability are blood red and gain no racial bonus on Stealth checks in forests.

Resurrection Sense (Su): At 5th level, a Red Mantis assassin senses if a creature she has slain within the last year has been restored to life, as long as they are both on the same plane.

Mantis Form (Su): At 6th level, a Red Mantis assassin can transform into a blood-red giant praying mantis once per day as a standard action, as if using *vermin shape II^{UM}* (caster level equals her class level). In addition to the normal adjustments to Strength, Dexterity, and natural armor provided by this spell effect, she gains the giant mantis's darkvision 60 feet; its grab ability; and its lunge, mandibles, and sudden strike extraordinary abilities, but not its immunity to mind-affecting effects or its racial modifiers to Perception and Stealth. If she wields a magical sawtooth sabre in her hand when she transforms, the magical enhancements on that weapon apply to her corresponding claw attack—if she wields two of them, then the enhancements each apply to their respective

claw attacks. As she gains levels, her mantis form gains additional powers, as detailed below.

Blood Mantis: At 8th level, her claw attacks deal 1d6 points of bleed damage on a hit. She also gains damage reduction 5/good while in this form.

Death Mantis: At 10th level, whenever she deals damage with a bite attack as part of her mandibles ability, she also inflicts 1 negative level. The save DC to remove each of these negative levels is equal to 20 + the Red Mantis assassin's Constitution modifier. Each negative level inflicted in this manner grants the Red Mantis assassin 5 temporary hit points that last for 1 hour. In addition, her damage reduction increases to DR 10/good while in this form.

Fading (Su): At 8th level, as an immediate action a number of times per day equal to her Constitution modifier (minimum 1), the Red Mantis assassin can become ethereal for an instant as she is attacked by a weapon or is forced to attempt a Reflex saving throw. She must choose to activate this ability before the weapon's attack roll or the spell's effects are adjudicated. This grants the Red Mantis assassin a 50% chance to avoid taking damage from the attack or effect.

Mantis Doom (Sp): At 9th level, a Red Mantis assassin can use *creeping doom* as a spell-like ability three times per day (with a caster level equal to her character level). This version of the spell summons swarms of venomous praying mantises, but the effects are otherwise the same as the spell.



CRIMSON CHYMIST (ALCHEMIST ARCHETYPE)

Red Mantis agents are easily identifiable by their iconic equipment. Yet some assassins believe even subtler killing methods can be employed while still honoring Achaekkek. These crimson chymists turn to the alchemical arts, infusing their bodies with the mutagenic essence of the Mantis God.

Crimson Discoveries (Su): A crimson chymist gains access to several additional unique discoveries, as detailed below.

This alters discovery.

Arms of Achaekkek: The small barbs that grow on the crimson chymist's arms when she drinks her mantis mutagen grow significantly in size, granting her two claw attacks as natural weapons. These claws deal damage as appropriate for her size (1d4 for Medium crimson chymists) and function as secondary attacks. These claws do not replace the chymist's hands, and she can still use her hands



to wield weapons, attack, hold objects, and otherwise use her hands with ease, but she cannot be wearing any item in the wrists slot or any armor—if she dons magic items that occupy the wrists slot or any armor, her claws shrink back to cosmetic barbs that can't be used in combat as long as the armor or wrist items are worn. A crimson chymist must be at least 6th level before selecting this discovery.

Blood Sight: When the crimson chymist is under the effects of her mantis mutagen, her eyes transform, becoming red and multifaceted. This change grants her darkvision to a range of 60 feet and the effects of *deathwatch* for the duration of her mutagen's effects. If the crimson chymist already has darkvision as a benefit of her race, the range of her darkvision increases by 30 feet while using blood sight.

Improved Arms of Achaekkek: The claws granted by the arms of Achaekkek discovery now function as primary weapons when the crimson chymist makes no attacks with manufactured weapons (the claws function as secondary weapons if the chymist attacks with a manufactured weapon). The damage die of the claws increases by one size category (to 1d6 for Medium crimson chymists), and attacks deal 1d4 points of bleed damage on a hit. A crimson chymist must be at least 10th level and have the arms of Achaekkek discovery before selecting this discovery.

Ingest Venom: Once per day as a standard action, the crimson chymist can ingest one dose of any poison without harming herself. The next time she imbibes her mutagen and uses

her arms of Achaekkek discovery, both claws are envenomed with a dose of the poison she ingested. An ingested venom remains latent in the alchemist's system until she activates her arms of Achaekkek discovery or until 24 hours have passed, whichever comes first. Additional doses of venom ingested during that time affect the alchemist normally. A crimson chymist must have the arms of Achaekkek discovery before selecting this discovery.

Mantis Mutagen (Su):

At 1st level, a crimson chymist discovers how to create a specialized mutagen that grants her aspects of a praying mantis. A mantis mutagen functions as an alchemist mutagen, save that it always enhances Dexterity and applies a penalty to Charisma. When imbibed, the mutagen causes the crimson chymist's flesh to grow red chitinous plates on her body as natural armor and a row of small, cosmetic barbed hooks along her arms.

This alters mutagen.

MANTIS ZEALOT (WARPRIEST ARCHETYPE)

Among the Red Mantis worshipers of Achaekkek, some hold such strong faith in their assassin god that they gain divine power. They forge themselves into perfect killers in honor of He Who Walks in Blood. These warpriests are a relatively recent addition to the Red Mantis arsenal, but in the few short decades they have served the assassins, they have quickly built a reputation for themselves as particularly fanatical devotees of the Mantis God. Their penchant for taking the faith's writings verbatim and for overwhelming and often destructive pedantry serves them well in matters of loyalty to Achaekkek (and particularly when it comes to drafting contracts for assassinations that favor the organization in financial and tactical ways), but it offers little room for complex cases that would benefit from bending the rules, making them unsuitable for missions that require diplomatic finesse. In addition, the rising incidence of mantis zealots accusing fellow worshipers of Achaekkek of heresy and blasphemy, resulting in internal accusations, exiles, and even full-blown assassinations, increasingly makes them objects of fear and distrust among even their own kind. Whether the rise of the mantis zealot presages a dramatic upcoming shift in the religion's hierarchy and methods, or whether the faction may be burning too bright for its own good and is hurtling toward self-annihilation, remains to be seen.

Mantis Sworn (Ex): A mantis zealot must choose Achaekkek as his deity, and he must be lawful evil in alignment. If he ever changes his deity, he loses this archetype and becomes a normal warpriest.

Weapon and Armor Proficiency: Mantis zealots are proficient with simple and martial weapons, as well as with the sawtooth sabre^{UE}. They are proficient with light armor but not with shields.

This replaces the warpriest's weapon and armor proficiencies.

Sneak Attack (Ex): At 4th level, a mantis zealot can make a sneak attack. This ability functions as the rogue class feature of the same name. At 4th level, his sneak attack damage is +1d6. This damage increases by 1d6 at 8th level and every 4 warpriest levels thereafter. If the zealot gets a sneak attack bonus from another source, the bonuses stack.

This ability replaces sacred weapon.

Sacred Reflexes (Su): At 7th level, a mantis zealot can emulate Achaekkek's grace and move with a supernatural fluidity. As long as he is wearing light or no armor, as a swift action he can gain uncanny dodge as per the rogue class feature. He can use this ability for a number of minutes per day equal to his warpriest level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. If he already has the uncanny dodge ability from another source, he instead gains improved uncanny dodge while this ability is active. At 10th level, when he uses this ability, he also gains evasion as per the monk class feature (or improved evasion if he already has evasion from another source). At 13th level, he gains improved uncanny dodge instead of uncanny dodge. At 16th level, he can activate this ability as part of making an initiative check, before rolling the die. At 19th level, he gains improved evasion instead of evasion.

This ability replaces sacred armor.

Aspect of the Mantis (Su): At 20th level, when using aspect of war, instead of moving at full speed regardless of his armor or encumbrance, a mantis zealot deals a number of points of bleed damage equal to his Dexterity modifier with each attack.

This ability alters aspect of war.



AFFILIATION WITH THE RED MANTIS

The Red Mantis are a secretive society that maintain a very public presence, a contradiction that sums up the complexities inherent in Golarion's most notorious assassins' guild. While they require oaths and the absolute loyalty of those who officially join their organization, the assassins are also quite comfortable in allowing their signature equipment, magic items, and spells out into the hands of non-members, since the spread of Red Mantis innovation only magnifies the group's presence.

Achaekkek is a lawful evil deity of assassinations, divine punishment, and the Red Mantis themselves. He grants access to the domains of Death, Evil, Law, Trickery, and War, and to the subdomains of Blood, Deception, Devil, Murder, Tactics, and Thievery. His favored weapon is the sawtooth sabre, and his symbol is a pair of crossed mantis arms.

Example Affiliation Encounter: One must seek out a member of the group and apply for affiliation. The Red Mantis accept all such requests if the prospective affiliate is willing to pay the price. These prices fall into one of two categories. The most common is the promise of aid in the future tailored to the affiliate's capabilities and position in society. This might eventually entail building a magic item for an assassin, delivering sensitive political secrets to one of the cult's agents, or even accompanying a group of Red Mantis assassins on a mission. An alternative price is for the prospective affiliate to provide a portion of her own body preserved with a dose of *unguent of timelessness* (the dose of unguent to be paid for and provided by the prospective affiliate). While this body part could well be only a fingernail or a hair clipping, most Red Mantis agents instead require a fingertip, an earlobe, a tooth, or another minor but painfully significant excision from the affiliate as a cruel token of intent. Once harvested, these body parts are placed in storage in the Crimson Citadel, in an ever-growing collection of parts that can be used as needed by the Red Mantis for their own needs, be it components for spells like *clone* or *simulacrum* or something more eldritch and sinister. In some cases, the affiliate dies before the body part is used, but in all cases the Red Mantis keep their options open for how to eventually utilize the offered flesh.

EQUIPMENT

The Red Mantis make use of the following equipment.

BREATH OF THE MANTIS GOD		PRICE 1,500 GP
TYPE inhaled	SAVE Fortitude DC 21	
FREQUENCY 1/minute for 6 minutes		
INITIAL EFFECT 1d4 bleed; see text		
SECONDARY EFFECT 1d3 Con damage	CURE 2 saves	

The Red Mantis exist in a world rife with healing magic and all manner of supernatural ways to dodge death. With the society's reputation based on its ability to bring death to any contracted

target, what good would it be if a kindly cleric or wealthy relative paid for a victim to be brought back to life? As a matter of professional pride (as well as religious fervor), the Red Mantis go to great lengths to ensure that their victims remain in the grave once they are placed there. Breath of the mantis god is just one tool they've crafted to assure such ends.

This toxin is made only by Red Mantis assassins to ensure a target's death, and the Red Mantis often task initiates with administering it to victims before their assassination. Once an affected creature fails its saving throw against this poison's initial effect, if the creature dies before this poison is cured or runs its course, any spellcaster who attempts to raise the creature from the dead must first succeed at a caster level check (DC = 10 + the dead creature's total Hit Dice), otherwise the spell fails.

SAWTOOTH SABRE			PRICE 35 GP
TYPE one-handed exotic melee			WEIGHT 2 lbs.
DMG (S) 1d6	DMG (M) 1d8	CRIT 19–20/×2	TYPE S

Crafted to evoke the barbed talons of the Mantis God himself, a sawtooth sabre may be used as a Martial Weapon (in which case it functions identically to a longsword). If you have the Exotic Weapon Proficiency (sawtooth sabre) feat, for the purpose of two-weapon fighting you can treat it as a light melee weapon; for all other purposes, it is a one-handed melee weapon.

MAGIC ITEMS

The Red Mantis use a wide range of custom magical items.

CRIMSON BLUFF		PRICE 65,575 GP
SLOT none	CL 11th	WEIGHT 2 lbs.
AURA moderate illusion		

With a blade crafted entirely out of black metal, this +2 *speed sawtooth sabre*^{UE} has only one hint of color: a red hilt. Once per day as a standard action, the wielder of the blade can utter a prayer to the god Achaekkek to create 1d4+3 illusory Red Mantis assassins that last for 1 hour. These illusions confound the wielder's enemies, allowing the wielder to flank an enemy with an appropriately positioned figment. The wielder can direct the movement of all figments as a single swift action, moving each of them up to 30 feet. Any creature interacting with (or being flanked by) an illusion can attempt a DC 16 Will save to disbelieve the effect. If an illusory assassin is hit by an attack, it disappears. (Use the wielder's touch AC as an illusion's AC.)

Three times per day as an immediate action, when the wielder of a *crimson bluff* is the target of an enemy's melee attack, she can swap places with an illusory assassin that is adjacent to her.

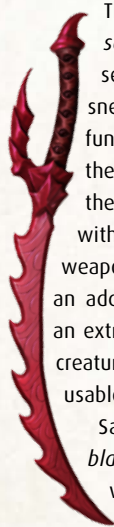
CONSTRUCTION REQUIREMENTS	COST 32,955 GP
Craft Magic Arms and Armor, creator must be an 11th-level cleric of Achaekkek or be able to cast <i>haste</i> , <i>mirror image</i> , and <i>mislead</i>	

EYE OF THE MANTIS		PRICE 2,000 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate divination		

This 1-inch red marble statue depicts a tiny praying mantis. When the command word is uttered, the mantis comes to life and moves as its owner instructs, as per a sensor eye from a *prying eyes* spell. The mantis remains animated for up to 9 hours or until it returns to the bearer and replays what it saw, at which point it reverts to statue form for 1 day. If the mantis is destroyed while animate, it reverts to statue form.

CONSTRUCTION REQUIREMENTS	COST 1,000 GP
Craft Wondrous Item, <i>prying eyes</i>	

MANTIS BLADE		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 2 lbs.
AURA strong evocation		
ALIGNMENT LE	EGO 16	
SENSES 60 ft., darkvision		
INTELLIGENCE 10	WISDOM 12	CHARISMA 14
COMMUNICATION telepathy		
SPECIAL PURPOSE slay all		
SPELL-LIKE ABILITIES (CL 20th, concentration +22) 3/day— <i>alter self</i> , <i>darkness</i> , <i>spider climb</i> , <i>true strike</i> ; 1/day— <i>clairaudience</i> / <i>clairvoyance</i> , <i>deeper darkness</i> , <i>dimension door</i> , <i>greater invisibility</i>		



The *mantis blade* is an intelligent +2 *axiomatic sawtooth sabre*^{ME} made of red chitin that forms a curved, serrated blade. It grants its wielder the ability to make a sneak attack that deals 1d6 points of damage. This ability functions as the rogue class feature of the same name, and the extra damage stacks with any sneak attack bonuses the wielder already has. When a creature is wounded with the blade, the wielder can activate the blade's *bane* weapon special ability as a swift action (granting the weapon an additional +2 enhancement bonus and causing it to do an extra 2d6 points of damage, but only against the type of creature struck). The *bane* ability lasts for 10 minutes and is usable once per day.

Sacred to the faith of the mantis god Achæek, a *mantis blade* also grants bonuses to a Red Mantis assassin who wields it. A Red Mantis assassin wielding a *mantis blade* gains a +2 bonus to the DC of her prayer attack and gains an additional use per day of both her red shroud and fading abilities.

To date, only one *mantis blade* is known to exist, after it was recovered from a lost city in the Mwangi Expanse, but ancient texts suggest others remain yet to be recovered.

DESTRUCTION
If a single wielder uses the <i>mantis blade</i> to slay nine rightful ruling monarchs, the weapon can be destroyed by a successful sunder combat maneuver.

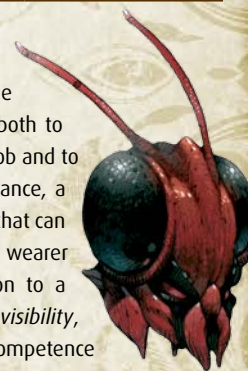
MANTIS EMBRACE		PRICE 50,000 GP
SLOT hands	CL 13th	WEIGHT 1 lb.
AURA strong evocation and necromancy		

These stylized red gloves are often employed by agents of the Red Mantis for stealthy assassinations. If the wearer successfully pins an opponent with a grapple combat maneuver, she can perform a special coup de grace attack the next round with the gloves, treating them as if they were sawtooth sabres (1d8 points of slashing damage, critical threat range of 19–20) for the purpose of this attack. Should the wearer of these gloves slay her opponent with this attack, the target's head erupts in a geyser of blood, preventing life-restoring spells that require an intact body. A creature that survives this coup de grace attack is immune to subsequent attempts from any *mantis embrace* for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
Craft Wondrous Item, <i>explode head</i> ^{DA} , <i>suffocation</i> ^{APG}	

MASK OF THE MANTIS		PRICE 6,000 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint divination		

A *mask of the mantis* is the traditional headgear of the Red Mantis assassin—a magical helm that evokes the eerie visage of a praying mantis. Designed both to mask the wearer's identity while on a job and to enhance the wearer's ferocious appearance, a mask of the mantis has 3 daily charges that can be used to gain additional bonuses. The wearer can spend a charge to gain darkvision to a range of 60 feet, the effects of *see invisibility*, the effects of *deathwatch*, or a +5 competence bonus on Perception checks. Once a charge is spent, the effect granted persists for 30 minutes before fading. Multiple effects can be active simultaneously. Charges expended from the mask replenish automatically in 24 hours.



CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, <i>darkvision</i> , <i>deathwatch</i> , <i>see invisibility</i>	

RED STALKER ARMOR		PRICE 3,035 GP
SLOT armor	CL 3rd	WEIGHT 15 lbs.
AURA faint enchantment		

This dark red +1 *leather armor* is modeled after the armor worn by the Blood Watch guards in Ilizmagorti, the home city of the Red Mantis assassins. Vented and airy, the armor is suitable for wearing in dense jungles, humid rainforests, and other formidable environments. The wearer also gains a +5 competence bonus on Bluff checks to feint.

CONSTRUCTION REQUIREMENTS	COST 1,598 GP
Craft Magic Arms and Armor, creator must have 5 ranks in Bluff	

SPELLS

Over the centuries, the Red Mantis assassins have developed numerous magical means to facilitate their death-dealing worship of Achaek. Below are a number of spells that casters within the society have created. Note that with the exception of *Sarzari shadow memory* (which is too high of a level for a Red Mantis assassin to learn), all of the following spells are available to Red Mantis assassins, being as they are illusion or transmutation spells on the sorcerer/wizard spell lists.

BONE FLEUSE

School transmutation; **Level** bloodrager 2, cleric 3, druid 3, inquisitor 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components M/F (a jagged shard of bone from a humanoid creature)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

Choose a creature that you can see. When that creature is struck by a weapon wielded by a member of the Red Mantis, a sawtooth sabre, or by the claw of a giant mantis, the bone nearest to the wound instantly sprouts jagged, razor-sharp spurs that flense the muscle and flesh from the inside out unless the target succeeds at a Fortitude save. The creature takes 1d6 points of piercing damage per caster level. While the bone returns to normal immediately after dealing damage, the creature takes 1d4 points of bleed damage for 1 round per 2 caster levels. The victim is sickened by the pain for the duration of the bleeding. If the target creature has no bones, this spell has no effect.

CRIMSON BREATH

School transmutation; **Level** alchemist 4, cleric 4, druid 4, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration instantaneous

Saving Throw Fortitude negates; **Spell Resistance** no

When you cast this spell, your salivary glands transform and instantly fill with potent venom. Make a ranged touch attack against a single target in range; if you hit, the target is affected by a dose of breath of the mantis god (see page 158). The Fortitude save DC for this poison is the same as the spell's DC, not the standard save DC for the poison.

MARK OF BLOOD

School transmutation [curse^{UM}]; **Level** bloodrager 2, inquisitor 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a drop of your blood)

Range touch

Targets one weapon touched

Duration 1 minute and permanent (see text)

Saving Throw Will negates; **Spell Resistance** yes

You place a drop of your blood on a weapon and charge it with magic so that you transfer a small amount of your life essence to the next living creature you strike with the weapon. Thereafter, you can spend a move action to know the direction and general distance of that creature. The target can negate this effect with a successful Will save. You must strike a creature within 1 minute of casting this spell or the magic is wasted, but once the mark of blood takes effect it is permanent until dispelled or removed via an effect like *remove curse*.

MIRROR MANTIS

School illusion (phantasm) [mind-affecting]; **Level** bard 1, cleric 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components S, F (a hand mirror stained with a dried drop of blood)

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration 1 hour/level

Saving Throw Will negates; **Spell Resistance** yes

Whenever the target of this spell looks into a mirror or other reflective surface where it can see its own visage clearly, it sees a Red Mantis assassin (in full armor, face hidden by a mantis mask) looking back at it. The reflection is harmless and mimics the target's motions perfectly; no one else can see this illusion. The first time the target sees the Red Mantis reflection, it must succeed at a Will save or be shaken and take a -2 penalty on saves against fear effects for as long as it can see the altered image and for 3 rounds thereafter. A new save must be attempted each time the creature views its reflection during the spell's duration. Once a creature successfully saves, it becomes immune to being shaken by the caster's *mirror mantis* spell for 24 hours, though it will still see the Red Mantis reflection until the spell ends.

SARZARI SHADOW MEMORY

School divination; **Level** bard 6, cleric 6, inquisitor 6, psychic 6, sorcerer/wizard 6, witch 6

Casting Time 1 hour

Components V, S, M (a work of art bearing your target's likeness worth at least 1,500 gp)

Range personal

Target you

Duration 1 month

Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

While casting this spell, you slowly destroy a piece of art bearing your victim's likeness and beseech Achaek to grant

you access to the knowledge and lore contained within the innermost sanctum of the Crimson Citadel, the Sarzari Library. This endows you with information that could facilitate the target's assassination by your hands. This information must be chosen from one of the three following categories—back doors, character, or weakness.

“Back doors” informs you of hidden passages and other means of navigation within your target's home. While inside your target's home, you gain a +10 insight bonus on Perception checks and gain the constant benefits of *detect secret doors* and *find traps*. You automatically see through any illusory walls in the target's home.

“Character” lets you know of a compromising detail about your target's personal life, giving you a +10 bonus on Bluff, Diplomacy, and Intimidate checks when attempting to gather information about your contracted victim from other people. Your target takes a –2 penalty on all saving throws against mind-affecting effects you generate, and you gain a +4 bonus on caster level checks you attempt to overcome the target's spell resistance.

“Weakness” grants you knowledge of physical vulnerabilities your target has, as well as information about the target's damage reduction, immunities, and other defensive abilities. If these vulnerabilities and defenses change during the spell's duration, you immediately know. You automatically confirm all critical threats against the target.

Once your victim is slain or a month has passed (whichever comes first), the information you gained from the spell fades. While you can recall certain elements of these memories, you no longer gain any of the benefits associated with the spell. You can only have one target affected by *Sarzari shadow memory* at any one time; if you cast this spell a second time while a previous casting is still active, the effects of the new spell replace the effects of the old one.

SAWTOOTH TERRAIN

School transmutation [earth];

Level cleric 5, druid 5,
sorcerer/wizard 5, witch 5

Casting Time 1 round

Components V, S, DF

Range close (25 ft. + 5 ft./2 levels)

Effect one 10-foot square of difficult
and damaging terrain

Duration 1 round/level

Saving Throw Reflex negates; **Spell**

Resistance yes

This spell targets an area of earth, metal, stone, or wood, causing long, serrated blades to shoot out from random points within the area of effect.

Any creature in the area when the spell is first cast must attempt a Reflex save to avoid taking 3d8 points of piercing damage from the blades and an additional 2d6 points of bleed damage. A creature that fails the save also has its speed reduced by half for 24 hours or until the injured creature benefits from a “cure” spell (which restores lost hit points as normal). Another creature can remove the penalty by succeeding on a Heal check against the spell's save DC as a standard action.

The lashing limbs remain active in the area for the remainder of the spell's duration, during which time the area is treated as difficult terrain, and any creature that moves into or through the area takes 1d8 points of piercing damage. The transformed area can be located on any visible surface within range, including floors, walls, doors, ceilings, or other generally flat surfaces.





RIVETHUN

RIVETHUN

Animists Harnessing Personal Struggles for Spiritual Growth

Scope regional

Alignment LN

Headquarters The Court of One Thousand, Larrad (Five Kings Mountains)

Values acceptance of others for who they are, open negotiation founded on mutual respect, personal introspection and growth, preservation of lore

Goals explore spiritual lore; foster balance between mortal needs and spiritual concerns; supply resources, information, and encouragement for personal growth

Allies Bellflower Network, deities of the dwarven pantheon, Desnans, Eagle Knights, followers of Arshea and other empyreal lords, Hellknights (Order of the Torrent only), Irorans

Enemies Duergar

Rivals none

Golarion's dwarves have faced countless existential threats throughout the ages, but they have always persevered—sometimes by embracing new ways, and other times by cleaving to the old. In the chaos spawned by Aroden's death, many dwarves found succor in the spirit- and ancestor-worshipping faith of their ancient forbearers, from times before the dwarven Quest for Sky brought them into contact with the surface world and humanity. The Rivethun are the most populous of these enduring, animist cults from long ago, having persisted for well over 10,000 years. They seek contact with various spirits—departed souls, elementals, fey, outsiders, and the undead—and negotiate for knowledge and favors, often serving as intermediaries between dwarven civilization and otherwise dangerous, “wild” forces of the world. The Rivethun approach their spiritualism as archivists, diplomats, and entrepreneurs rather than as obedient sycophants. Most dwarves see them as valuable for the power, knowledge, and favors they collect, but also as potentially untrustworthy because of their divided loyalties between mortal and spiritual interests.

Just as a hand worn raw is more sensitive to the grain in a vein of stone, so too is a soul worn raw more open to the subtleties of the spirit world. This sensitivity helps adherents cultivate a well of inner power to draw upon, sometimes in the form of magic, but in other cases the rage of inner strength or the focus of martial ki. The Rivethun teach adherents to draw strength from their most difficult experiences, and those most fully embracing the sect are often those who have dealt with chronic difficulties from a young age. Those who transition between genders are heavily represented among the tradition, so much so that in many dwarven cities the word “Rivethun” has become an informal term for anyone who transitions their gender. The Rivethun pass on a number of recipes, rituals, and formulae that ease such transitions, and even encourage members with no need to transition to do so on a temporary basis to broaden their perspective, mirroring the cult of the empyreal lord Arshea.

While not fully a religion, the Rivethun respect a hierarchy of spiritual entities culminating in the dwarven pantheon, with Torag at the top, honored not as a god but as the most powerful and influential spirit in dwarven culture. Some Rivethun also play roles in modern temples, but they more commonly operate alone or in small groups. A few dwarven cities, including Highhelm, Janderhoff, and Tar-Kazmukh, host ancient Rivethun courts—essentially monasteries and archives where neophytes train in magic, lore, and linguistics—but only Larrad and the Osirian city of Erekrus have maintained a legacy of Rivethun residents since the dwarves’ arrival on the surface. An equal number of Rivethun learn their art from immortal spirits who still remember the days when dwarves spoke to them as equals. Despite their roots in dwarven history, Rivethun eschew tradition for tradition’s sake, and the faith has seen some growth among humans, halflings, and especially half-orcs.



Nenakari Ougor (LN female venerable dwarf shaman^{ACG} 6/Rivethun emissary[†] 8): Old Ougor does not discuss her age, but she has overseen the Smoldering Court—Highhelm’s Rivethun monastery and nexus of spirit activity—for longer than anyone can recall. Her body displays countless scars from the adventuring days of her youth. While the Rivethun eschew formal ranks, measuring one another by secrets gleaned and favors owed, Ougor is essentially the high priestess of the faith, with connections and allies across the Five Kings Mountains and beyond. Having dealt with immortal and confused spirits for so long, she is rarely able to couch her knowledge and advice in simple or straightforward language.



Third Rent in the Basalt (LN shaitan bard 5): Unusual for a genie, Third Rent was born on the Material Plane and is a native outsider amid unusual circumstances even they don’t fully comprehend. They learned the ways of the Rivethun after Tar Taargadth’s collapse scattered many of the remaining faithful of the philosophy into the wilds, and ever since, they have carried many of the old traditions and names between various dwarven settlements and natural wonders. Born a spirit but raised among mortals, Third Rent finds Rivethun’s complex teachings a natural extension of their life experience and patiently teaches any they encounter who would learn more of this waning lore.



Xomar Glavit (LG male dwarf oracle^{APG} 8): Handsome, irascible, and charming, Xomar learned of the Rivethun while still just a young girl in Rolgrimmudr, and the order’s teachings helped him survive many tumultuous years to eventually find a place in a world in which he never quite fit. Filled with wanderlust, Xomar has spent years exploring the Darklands to recover lost bits of dwarven lore. In turn, several Rivethun enclaves fund his expeditions in exchange for the knowledge and maps he recovers. Much of the last century’s reclaimed lore traces back to Xomar’s efforts to retrace the Quest for Sky and make contact with the various entities the ancient dwarves parleyed with in their ascent.

RIVETHUN EMISSARY (PRESTIGE CLASS)

Rivethun teachings cultivate strength and empathy through knowledge, self-control, and willpower. At their culmination lies the ability to invest pain and discord into a spirit companion, and to take in a portion of that spirit's burden in exchange. This process creates a powerful bond to the spirit realms, allowing the Rivethun emissary to sense and pacify otherworldly creatures, and to channel powerful outsiders into the physical form of her spirit animal, creating a powerful hybrid called an animus to guide, protect, and advise her. Rivethun emissaries develop much like shamans, but their powerful bond with a singular spirit guide stunts their ability to bond with any wayward spirits they encounter.

Few Rivethun emissaries still exist among the Five Kings Mountains, and many dwarves consider the art of mingling mortal soul with outsider quintessence to be an abomination. Most learn the art from long-discarded writings or ancient and powerful beings that haunt former sacred sites deep below the surface.

Hit Die: d8.

Requirements

To qualify to become a Rivethun emissary, a character must fulfill the following criteria.

Feats: Iron Will, Spirit Beacon[†].

Skills: Diplomacy 5 ranks, Knowledge (religion) 5 ranks.

Special: Must have a familiar or spirit animal.

Class Skills

The Rivethun emissary's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the Rivethun emissary prestige class.

Spirit Animal (Ex): A Rivethun emissary strengthens her bond to the spirit world by channeling additional divine power through her familiar or spirit animal. If she had a non-spirit-animal familiar before becoming a Rivethun emissary, she can select a single shaman spirit (*Pathfinder RPG Advanced Class Guide* 37). Her familiar gains the spirit animal ability associated with that spirit.

If the Rivethun emissary had the spirit animal class feature before becoming a Rivethun emissary, her spirit animal grows in power and begins to manifest unnatural traits. The spirit animal gains 2 evolution points as if it were an eidolon (see page 60 of *Pathfinder RPG Advanced Player's Guide*) and can use them to purchase eidolon evolutions from the following list: basic magic^{UM}, climb^{APG}, flight^{APG}, gills^{APG}, improved natural armor^{APG}, magic attacks^{APG}, minor magic^{UM}, skilled^{APG}, swim^{APG}, tail^{APG}, and unnatural aura^{UM}. At 5th level, the Rivethun emissary's spirit animal gains an additional evolution point. It can spend this point to gain an additional evolution, or it can freely reassign all of its points to purchase different evolutions. It also adds the following to its list of available evolutions: burrow^{APG}, damage reduction^{APG}, and major magic^{UM}.

Spirit Bond (Su): A Rivethun emissary's training creates a powerful bond with a specific spirit. Her Rivethun emissary levels stack with any shaman levels she has for the purpose



RIVETHUN EMISSARY

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Spirit animal, spirit bond, sixth sense (undead)	—
2nd	+1	+1	+1	+1	Animus (<i>summon monster IV</i>), sixth sense (fey)	+1 level of existing spellcasting class
3rd	+2	+1	+1	+2	Manifest will, sixth sense (outsiders)	+1 level of existing spellcasting class
4th	+3	+1	+1	+2	Animus (<i>summon monster V</i> , 2/day)	+1 level of existing spellcasting class
5th	+3	+2	+2	+3	Parley, spirit conduit (augment)	—
6th	+4	+2	+2	+3	Animus (<i>summon monster VI</i>), manifest will	+1 level of existing spellcasting class
7th	+5	+2	+2	+4	Spirit conduit (<i>recall</i>)	+1 level of existing spellcasting class
8th	+6	+3	+3	+4	Animus (<i>summon monster VII</i> , 3/day)	+1 level of existing spellcasting class
9th	+6	+3	+3	+5	Manifest will	—
10th	+7	+3	+3	+5	Animus (<i>summon monster VIII</i>), spirit conduit (<i>commune</i>)	+1 level of existing spellcasting class

of determining the effects of her spirit class ability, spirit magic class ability, what hexes she qualifies for, and the effects of any hexes with level-dependent abilities.

If a Rivethun emissary has neither the spirit class ability nor a spirit animal, she can select a single spirit from those available to the shaman upon gaining her 1st level of Rivethun emissary. She gains this spirit's spirit ability. At 8th level, she also gains this spirit's greater spirit ability.

Spirit bond does not affect a shaman's wandering spirit class ability.

Sixth Sense (Sp): A Rivethun emissary gains *detect undead* as a spell-like ability, usable a number of times per day equal to her Rivethun emissary level.

At 2nd level, this spell-like ability also detects creatures of the fey type. The Rivethun emissary must continue concentrating to discern which auras are undead and which are fey, gaining this knowledge as she learns the strength and location of each aura on her third round of concentration.

At 3rd level, this spell-like ability also detects creatures of the outsider type, also requiring concentration to distinguish between aura types.

Animus (Sp): At 2nd level, a Rivethun emissary learns to call down more powerful spiritual servants, using her spirit animal as the focus and conduit to create a hybrid creature called an animus. This ability functions as *summon monster IV*, except the Rivethun emissary can summon only a single creature at a time (though she can select a different creature each time and can always decide to summon a single creature from a lower-level list). This summoned creature appears in the spirit animal's location, replaces the spirit animal for the spell's duration, gains the familiar's spirit animal ability, and obeys the Rivethun emissary as if it were her spirit animal. An animus typically retains some superficial traits of the spirit animal used as a conduit in its summoning, but gains no other abilities normally associated with a familiar (such as share spells or evolution points). The Rivethun emissary must be within 30 feet of her spirit animal to use this ability.

The animus remains for 1 round per caster level; it vanishes once this duration expires or it is reduced to 0 or fewer hit points. The spirit animal reappears in the animus's last location and suffers none of the damage, status effects, or spells affecting the animus when it vanishes.

As the Rivethun emissary grows in power and prestige, the effective *summon monster* spell she can use to conjure an animus improves, as indicated on the table.

The Rivethun emissary can use this ability once per day. At 4th level, she can use it twice per day, and at 8th level, she can use it three times per day.

Manifest Will (Su): At 3rd level, spiritual energy flows both into and out of the Rivethun emissary, allowing her to overcome the limitations of her physical body by sheer force of will. The Rivethun emissary selects either Strength, Dexterity, or Constitution. As an immediate action, she can substitute her Wisdom modifier for her selected ability's modifier on a single ability check, attack roll, saving throw, or skill check. She can use this ability a number of times per day equal to her Charisma modifier + half her Rivethun emissary level.

At 6th level and again at 9th level, she can select one more physical ability score she can affect with this ability.

Parley (Sp): At 5th level, a Rivethun emissary gains the ability to cast *calm spirit*^{DA} three times per day as a spell-like ability (her caster level equals her character level). At 6th level, she can also use this spell-like ability to calm corporeal undead and creatures of the outsider type. At 7th level, she can use this spell-like ability to calm creatures of the fey type as well.

Spirit Conduit (Su): At 5th level, a Rivethun emissary's bond to an animus strengthens considerably. Any animus she summons is treated as if the Rivethun emissary had the Augment Summoning feat, gaining a +4 enhancement bonus to its Strength and Constitution.

At 7th level, when the animus vanishes, the Rivethun emissary can have her spirit animal appear in an empty square adjacent to herself instead of in the animus's location.

At 10th level, the bond allows the animus to leave parting insight when it vanishes, answering a single yes-or-no question for the Rivethun emissary as per *commune*.

GEMINATE INVOKER (BARBARIAN ARCHETYPE)

Geminate invokers are barbarians who use Rivethun traditions to invite spirits into their bodies. The spirits' aid enables them to overcome the distractions of the flesh—they can ignore pain, and even defy death. These ascetics make up much of the Rivethun martial forces.

Contemplative (Ex): A geminate invoker adds Knowledge (history), Knowledge (religion), and Linguistics to his list of class skills. Unlike most barbarians, a geminate invoker can be lawful, but must maintain a neutral element to his alignment. A geminate invoker who ceases to be neutral-aligned cannot activate his trance ability.

This alters the barbarian's class skills and alignment.

Trance (Ex): As a free action, a geminate invoker can enter a self-imposed trance, ignoring the physical limits of his body. This ability functions similarly to a barbarian's rage, except where noted below, and feats, spells, and abilities that affect a barbarian's rage (such as the Extra Rage feat) apply to an geminate invoker's trance. A geminate invoker gains rage powers as per a normal barbarian, but he can never gain totem rage powers (*Pathfinder RPG Advanced Player's Guide* 74) via this ability.

Instead of the normal rage bonuses and penalties, a geminate invoker in a trance gains a +4 morale bonus to his Constitution; gains a +2 morale bonus on Reflex and Will saving throws; takes no penalties to AC; can still use Dexterity-, Intelligence-, and Charisma-based skills; and gains Diehard as a bonus feat. The Constitution bonus increases to +6 and the save bonus increases to +3 when he gains greater rage, and they increase to a +8 Constitution bonus and a +4 bonus on saves when he gains mighty rage.

This ability alters rage.

Haunt Channeler (Su): At 3rd level, a geminate invoker gains the power to sense and absorb lingering spiritual energy. This functions identically to the medium class ability of the same name (*Pathfinder RPG Occult Adventures* 31), except the geminate invoker deals 1d6 points of damage to haunts for every 3 barbarian levels he has.

This ability replaces trap sense.

Spirit Conduit (Su): At 4th level, a geminate invoker can invite a spirit into his body each time he enters a trance, gaining a lesser totem rage power for the duration of his trance. He can select a new totem each time he enters his trance, though the GM might rule that certain totem spirits are simply not available in certain locations (such as channeling a celestial totem in an evil god's temple). Invoking a totem counter to his alignment (such as a neutral good character invoking a fiend totem) requires the geminate invoker to succeed at a DC 12 Charisma check each round to dominate the spirit. Failure indicates the spirit escapes, immediately ending the trance.

At 8th level, the geminate invoker gains a second totem rage power, though it must use the previously granted lesser totem rage power as a prerequisite. At 12th level, he also gains the greater totem rage power that uses the previously granted powers as prerequisites.

This ability replaces the rage powers gained at 4th, 8th, and 12th levels.



INVOLUTIONIST (SPIRITUALIST ARCHETYPE)

The Rivethun teach their followers to cultivate a well of inner power and to open themselves to the spiritual world, but on occasion—especially among neophytes who join the cult later in life—these processes overlap, and the acolyte invests her spiritual reservoir into some aspect of the world around her. Rather than bond with an existing spirit as most Rivethun eventually do, the involutionist creates a spirit from a piece of her own soul. The bond is deep, and it creates a powerful minion utterly loyal to her creator, but it also cuts off the involutionist's access to the wider spiritual world.

Divine Spellcasting: An involutionist is a divine spellcaster. Her spells use verbal components instead of thought components and somatic components instead of emotional components. An involutionist's spirit phantom is her conduit to the divine, and it serves as her divine focus; the involutionist must either be within 5 feet on her spirit phantom or absorb her phantom into her consciousness to cast spells that require a divine focus.

This ability alters spellcasting.

Spirit Phantom: An involutionist's phantom is manifested from her own psyche and invested into the spirit-stuff of the world around her. Rather than an emotional focus, the involutionist selects a spirit from those available to the shaman (*Pathfinder RPG Advanced Class Guide* 35). A spirit phantom always has good Fortitude and Reflex saves, and it gains a number of ranks equal to the phantom's Hit Dice in two skills depending on the spirit it represents, as summarized on the table below.

Spirit	Associated Skills
Battle	Intimidate and Sense Motive
Bones	Heal and Stealth
Flame	Acrobatics and Intimidate
Heavens	Acrobatics and Fly
Life	Diplomacy and Heal
Lore	Knowledge (arcana) and Linguistics
Nature	Knowledge (nature) and Survival
Stone	Appraise and Knowledge (engineering)
Waves	Diplomacy and Swim
Wind	Bluff and Sense Motive

When fully manifested, the involutionist's spirit phantom gains the special ability normally applied to a shaman's spirit animal. The spirit phantom also gains a single hex from the list of those provided by that spirit. At 7th, 12th, and 17th levels, the spirit phantom gains one additional hex from this list.

This ability alters phantom and replaces its emotional focus abilities.

Spirit Manifestation (Su): At 3rd level, when an involutionist uses her bonded manifestation ability, she can instead

manifest her spirit phantom's spirit animal special ability and use her spirit phantom's hexes as if they were her own. Hexes used during this manifestation count toward any limited number of uses per day.

This ability alters bonded manifestation.

Spirit Awareness (Sp): At 5th level, an involutionist gains great insight into the spiritual influence people invest into the world around them. She can cast *detect psychic significance*^{OA} as a spell-like ability at will and *analyze aura*^{OA} once per day as a spell-like ability (CL = her character level).

This ability replaces *detect undead*.

Involuate (Sp): At 11th level, an involutionist gains the ability to awaken the latent spiritual energy in inanimate objects. She gains the ability to cast *animate objects* as a spell-like ability once per day (CL = her character level). At 15th and 19th levels, she can use this ability one additional time per day.

This ability replaces the additional uses of calm spirit available at 11th, 15th, and 17th levels.



AFFILIATION WITH THE RIVETHUN

The Rivethun's teachings are more accepting than most dwarven traditions, and while the majority of those who follow the teachings are dwarves, it isn't unusual to encounter members of other races among the faithful or the affiliated.

Example Affiliation Encounter: Earning affiliation with the Rivethun is simple for those already steeped in the spiritual world—shamans and spiritualists, in particular, need only contact an agent of the Rivethun and convince the agent of their sincere interest in pursuing the group's beliefs and teachings with a successful DC 15 Diplomacy or Knowledge (religion) check. Other characters can do the same, but the DC for the check rises to 20.

CLASS OPTIONS

Adherents of the Rivethun have developed the following unique psychic discipline.

Rivethun (Psychic Discipline)

You have embraced those aspects of your body that cause you agony, respecting the perspective they grant you if not necessarily the roles they've condemned you to in life.

Phrenic Pool Ability: Charisma.

Bonus Spells: *Heightened awareness*^{ACG} (1st), *bear's endurance* (4th), *aura sight*^{ACG} (6th), *persistent vigor*^{ACG} (8th), *true seeing* (10th), *thought shield* ^{VOA} (12th), *mind blank* (14th), *iron body* (16th), *Akashic form*^{OA} (18th).

Discipline Powers: Your powers relate to your discipline and mastery of mind over matter.

Agitating Cognizance (Su): Whenever you are not maintaining an altered form via metamorphosis (including the 24 hours normally required to assume a new form), your maximum number of points in your phrenic pool increases by 1.

Metamorphosis (Su): By meditating for 1 hour, you can trigger a slow, physical metamorphosis that takes 24 hours to complete (during which you do not gain the benefits of this new form). This ability cannot change your type or subtype, grant new abilities or natural weapons, or change your size category, but otherwise allows you to transform your appearance into anything possible for creatures of your type and subtype. You gain a +1 enhancement bonus to one physical ability score of your choice (Strength, Dexterity, or Constitution) while in this altered form. This bonus increases by 1 for every 5 psychic levels you have. Your shape and ability score bonus persist until you assume a new form or your current altered form ends. When meditating to begin your metamorphosis, you can spend 1 point from your phrenic pool either to change your size category to Small or Medium, or to gain a new ability from those provided by the *alter self* spell. If you do so, your altered form lasts only 1 hour per level.

Spirit Channeling (Su): As your self-awareness expands, you become increasingly attuned to the spirit world

around you. At 5th level, as part of your meditation to initiate metamorphosis, you can invite a wandering spirit to share your body as if you were a shaman (*Pathfinder RPG Advanced Class Guide* 37). You gain the associated 1st-level spirit ability as long as you maintain your altered form, but your metamorphosis form also exhibits some aspect of the spirit you host, such as vivid red hair for a flame spirit or gauntness for a bone spirit.

Greater Spirit Channeling (Su): At 13th level, when you open your body to a wandering spirit, you also gain that wandering spirit's greater spirit ability as long as you are in a metamorphosed form.

EQUIPMENT

The following are alchemical remedies used by the Rivethun in various rituals, though many other races have developed their own versions.

ANDEROS SALVE AND MULIBROUS TINCTURE	PRICE 5 GP
	WEIGHT —

Anderos salve and mulibrous tincture are two very different alchemical concoctions with contrary but similar goals: refining the mortal body and quieting mental stresses. Anderos salve is a gray paste applied to the arms or chest that helps restore youthful vigor, while mulibrous tincture is a bitter, minty tea that eases pain and softens skin. If a dose of anderos salve is applied at least twice per week over a period of months, the user's feminine secondary sex characteristics are gradually reduced and masculine ones develop; imbibing mulibrous tincture in this way reduces the drinker's masculine secondary sex characteristics and feminine ones develop. Taking a dose of each concoction every week instead softens all secondary sex characteristics, causing the user to take on an androgynous appearance. After a period of 6 months, the transformation is permanent, with no further doses required to maintain the new form.

While these alchemical solutions do not cause as swift or extensive a change as magical alternatives, they are far more affordable, especially among the Rivethun, who often teach the process of their creation to their disciples.

PHANTOM ASH	PRICE 10 GP
	WEIGHT —

Many Rivethun who study the old ways to better manage a traumatic injury use this concoction. Despite its evocative name, phantom ash has little to do with spectral spirits. Instead, when applied dry or moistened into a salve, this black dust causes a sensation of warmth when smeared on skin, and it removes any lingering pain or distracting sensations associated with a chronic injury, such as a lost or paralyzed limb. For 1 hour after each application, the user gains a +1 alchemical bonus on all saving throws against phantasm effects and effects that inflict pain.

FEATS

Those who become affiliated with the Rivethun can use their teachings to broaden their insight.

SPIRIT BEACON

You are more aware of the supernatural forces that influence the world—and, consequently, are more easily noticed by them.

Prerequisites: Wis 15, Iron Will.

Benefit: Select one specific category of spirit: fey, outsiders, or undead (including haunts). You gain a +1 bonus on Perception and Sense Motive checks against those creatures. If you have 10 or more ranks in one of these skills, the bonus increases to +2 for that skill.

You also gain a +1 dodge bonus to your Armor Class against creatures of the chosen type, and a +1 insight bonus on Will saving throws against spells, spell-like abilities, and supernatural abilities of creatures of the chosen type. Any condition that causes you to lose your Dexterity bonus to AC also causes you to lose the AC and saving throw bonuses from this feat.

Special: You shine like a light to the eyes of spirits. Fey, outsiders, and undead creatures gain a +2 bonus on Perception checks to notice you.

You can select this feat up to three times. Each time you do, you must select a different creature type for this feat's benefit.

SPIRIT REBUKE

Your insight and force of will can tame dangerous spirits.

Prerequisites: Wis 17; Iron Will; Spirit Beacon¹; Diplomacy 5 ranks or Intimidate 5 ranks.

Benefit: Select one specific category of spirit (fey, outsiders, or undead). Once per day as a standard action, you can condemn these spirits with such force of will that you can drive them from hosts, unravel their magic, or damage them physically. A rebuke targets a single spirit you can see (or one that is possessing a creature you can see) within 30 feet.

Rebuking a spirit either functions as a targeted *dispel magic* spell or channels damaging energy directly into the creature, similar to a cleric's channel energy ability. To dispel a spirit's magic, attempt a dispel check, using your character level as your caster level (DC = 11 + spell level); if you're successful, that effect is dispelled. You can dispel only spells and spell-like abilities affecting the spirit itself or a creature it is currently possessing. If you use this dispel effect to end a spirit's possession of a creature or object, you

gain a +2 bonus on this check. Channeling damaging energy instead deals 1d6 points of damage for every 2 character levels you have. A successful Will saving throw (DC = 10 + half your character level + your Charisma modifier) halves this damage.

Special: You can select this feat up to three times. Each time you do, you must select a different category of spirit your rebuke can affect, and you can use the feat one additional time each day.

SPIRIT SIGHT

You fully open your mind to the spirit world, learning to perceive the hidden.

Prerequisites: Wis 15, Iron Will, Spirit Beacon¹.

Benefit: Invisible creatures of the fey, outsider, and undead types gain only concealment from you, rather than total concealment (though they can still gain total concealment from cover or use of the Stealth skill). Such creatures do not gain a bonus on attack rolls against you or ignore your Dexterity bonus to AC as normally granted by invisibility.





SILVER RAVENS

SILVER RAVENS

Rebels Against an Oppressive Regime

Scope regional (Western Avistan)

Alignment CG

Headquarters Kintargo (Chelixa)

Values artistic integrity and creativity, equality between the races, free trade, freedom of religion and speech, small government

Goals defend Kintargo and the archduchy of Ravounel from Chelish oppression, support regions oppressed by despotism and tyranny by providing them with aid and training

Allies Bellflower Network, Caydenites, Council of Thieves, Eagle Knights, Gray Maidens (Scarlet Rose), Sarenites, Shelynites

Enemies Asmodeans, followers of archdevils, Gray Maidens (Erinyes Company), Hellknights (primarily the Order of the Rack), House Thrune, Norgorberites, slavers

Rivals none

Two noteworthy groups of freedom fighters have used the name Silver Ravens over the course of Chelish history. The first of these was a band of adventurers founded just over a century ago by the elven folk hero known only as “Jackdaw.” These five Kintargan patriots defended their city from natural disasters, the depredations of monsters, and the ravages of the Chelish Civil War in the years following the death of Aroden. Their actions swiftly elevated them to the status of beloved folk heroes, and they became icons of Kintargan popular culture during an era when the citizens desperately needed heroes as inspiration.

It was during this tumultuous time that two members of the Silver Ravens—a talented bard by the name of Kyda and a devout cleric named Amyreid—developed the Silver Ravens’ strongest weapon in their battle against evil: the “Song of Silver.” This magical performance allowed the Silver Ravens to fend off four separate attacks by House Thrune, though it was ultimately unable to save the city from the conquering tyrants. Several of the Silver Ravens were slain in the final battle for control of Kintargo, and as a result, the group’s

leader, Jackdaw, surrendered herself into Thrune custody to spare the city further violence. In time, the Silver Ravens faded into obscurity, in no small part due to Thrune's aggressive redaction of historical documents. Within a few decades of Jackdaw's imprisonment, almost all knowledge of the Silver Ravens and their onetime reputation as heroes of the people had been snuffed from history.

Decades passed before the Silver Ravens would rise anew from the ashes. When the power-hungry Barzillai Thrune seized control of Kintargo, the so-called Silver City teetered on the edge of anarchy. A new band of heroes stood firm against Barzillai Thrune, and as they opposed his regime, they uncovered remnants of the Silver Ravens' legacy. Resurrecting the group and rescuing Jackdaw from a century spent in prison, the new Silver Ravens overthrew Barzillai Thrune and not only secured Kintargo's freedom but also established Ravounel as an independent state.

With the battle for Kintargo behind them, the modern Silver Ravens have turned their attention to Cheliah. Although Kintargo is ostensibly at peace and allied with Cheliah, the hearts of the Silver Ravens long for freedom and justice, not only for themselves, but for all those who suffer under tyrannical rule. The organization has dedicated itself to fostering rebellion among the other archduchies of Cheliah, aiding their neighbors to the east and south in the hopes that they too might find the strength to break away and forge destinies unencumbered by infernal rule.

This is not to say that the Silver Ravens count Cheliah as their sole enemy. All oppressors of the people are foes of the Silver Ravens, and agents from Kintargo now travel far and wide throughout the Inner Sea. In particular, they have turned their eyes to the city of Korvosa to the north and to Rahadoun to the south, where the oppression of minorities (be they Shoanti or those of faith) continues unabated.



Jackdaw (CG female middle-aged elf swashbuckler^{AG} 11): Jackdaw formed the original Silver Ravens over a hundred years ago, recruiting fellow adventures by the names of Amyreid, Ba, Brakisi, and Kyda to defend Kintargo during the Chelish Civil War. Jackdaw is the only surviving member of this original group, having spent the last century locked in Kintargo Keep as a prisoner of House Thrune. Upon being rescued by agents of the new Silver Ravens, Jackdaw rejoined the organization and helped overthrow Barzillai Thrune. Although no longer in her prime, Jackdaw has more experience fighting House Thrune than any other member of the Silver Ravens, making her an extremely valuable asset to the organization.



Rexus Victocora (NG male human aristocrat 2/sorcerer 9): One of the youngest leaders of the Silver Ravens, Rexus Victocora more than matches his elders in zeal for freedom of expression, artistic integrity, and being true to one's inner nature. He was instrumental in organizing a new band of heroes to stand against Barzillai Thrune and in tracking down clues that led to the resurrection of the Silver Ravens as a group of freedom fighters. Today, in a post-Barzillai Kintargo, he continues to expand his personal strength as a sorcerer and is well on his way to becoming one of Kintargo's most notable spellcasters. At the same time, he's worked tirelessly to rebuild his family estate, which burned to the ground during Barzillai's reign.



Shensen (CG female half-elf bard 8/fighter 4): Shensen has long fought against the machinations of House Thrune and the church of Asmodeus on her own, but after heroes rescued her from the clutches of Barzillai Thrune during his occupation of Kintargo, she took on the mantle of leader of the newly resurrected Silver Ravens and joined a greater cause. Since then, she's split her time and resources between organizing new rebellions throughout Cheliah and beyond, rebuilding and supporting the growth of the Sarenite faith in Kintargo, and working to bolster that city's reputation as a stronghold of fine art and music. Yet her sense of adventure and mischievous personality have never left, and she often takes the time to strike out on short, sometimes scandalous, missions of her own design.

ARGENT DRAMATURGE (PRESTIGE CLASS)

The city of Kintargo has a long and proud association with the arts, particularly the theater and the opera. The fascination with operatic performances is well established throughout the nation of Cheliah, yet in Kintargo the lack of direct meddling from the government or the church of Asmodeus (a luxury afforded by the city's relative distance from the Chelish heartland) allowed for performers in Kintargo to lace their works with anti-Throne metaphors and themes of freedom and individuality that would have swiftly resulted in arrests or even executions had artists dared to perform them elsewhere in the nation.

It was from such traditions that Kintargan performers began to build powerful, magical performances, the most famous of which today is the "Song of Silver." The potent magic of this song has inspired some Silver Ravens to delve into the secrets and lore of magical performances. These talented performers study not only the history of the songs and plays popular among bards, but also the underlying structures and themes from which these performances derive their magical potential. Using this knowledge, these argent dramaturges subtly alter their bardic performances to make them more effective against the forces of House Throne and Cheliah.

Hit Die: d6.

Requirements

To qualify to become an argent dramaturge, a character must fulfill the following criteria.

Feat: Skill Focus (Perform).

Skills: Knowledge (arcana) 2 ranks, Knowledge (history) 2 ranks, Perform (sing) 6 ranks, Spellcraft 6 ranks.

Spells: Able to cast spells, including at least one 2nd-level spell with the language-dependent descriptor or the sonic descriptor.

Class Skills

The argent dramaturge's class skills are Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perform (all) (Cha), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the argent dramaturge prestige class.

Argent Performance: An argent dramaturge can use Perform (sing) to create special magical effects that hinder outsiders (particularly those affected by silver, such as devils) as per the bardic performance bard class feature. She can use this ability for 2 rounds per day for each argent dramaturge level she has, and can use rounds of bardic performance gained from bard levels to perform argent performances and vice-versa. Starting an argent performance is a move action, but it can be maintained each round as a free action.

An argent performance cannot be disrupted, but ends immediately if the argent dramaturge is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. An argent performance counts as a bardic performance when determining how many performances the argent dramaturge can have in effect at one time. An argent performance has audible components but not visual components. The save DC against an argent dramaturge's performance is equal to 10 + the argent dramaturge's level + her Charisma modifier.

At 13th level, an argent dramaturge can start an argent performance as a swift action if she chooses.

The performance abilities that an argent dramaturge gains are noted below.

Song of Silver (Su): The recovery of the lost lyrics and melody of the famed "Song of Silver" aided the Silver Ravens immeasurably in their fight against the Chelish tyrant Barzillai Throne. While the true "Song of Silver" must be performed in the Kintargo Opera House by a skilled performer, argent dramaturges have learned to create a lesser version of the "Song of Silver" that can take effect when performed in any location.

When the argent dramaturge uses her argent performance to create the "Song of Silver," all weapons (both natural and manufactured) within a 30-foot radius of the argent dramaturge are treated as if they were silver for the purpose of overcoming damage reduction, and a number of targets equal to the argent dramaturge's



ARGENT DRAMATURGE

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+1	+1	Argent performance (“Song of Silver”)	+1 level of existing class
2nd	+1	+1	+1	+1	Dramaturgical flourish	+1 level of existing class
3rd	+1	+1	+2	+2	Argent performance (anchoring aria)	+1 level of existing class
4th	+2	+1	+2	+2	Dramaturgical flourish	+1 level of existing class
5th	+2	+2	+3	+3	Argent performance (60-ft. radius, <i>breath of life</i>)	+1 level of existing class
6th	+3	+2	+3	+3	Dramaturgical flourish	+1 level of existing class
7th	+3	+2	+4	+4	Argent performance (swift)	+1 level of existing class
8th	+4	+3	+4	+4	Dramaturgical flourish	+1 level of existing class
9th	+4	+3	+5	+5	Argent performance (righteous chord)	+1 level of existing class
10th	+5	+3	+5	+5	Dramaturgical flourish	+1 level of existing class

Charisma modifier (minimum 1 target) become immune to fear effects and gain a +4 sacred bonus on saving throws against charm and compulsion effects.

At 5th level, once per day as an immediate action, an argent dramaturge can grant a single ally who is currently benefiting from the saving throw bonus from the “Song of Silver” the effects of a *breath of life* spell (CL = the argent dramaturge’s character level). Granting this effect immediately ends the “Song of Silver” performance, and the argent dramaturge must wait 3 rounds before activating a new “Song of Silver” (but she can activate other argent or bardic performances in the meantime).

At 5th level, the “Song of Silver” affects a 60-foot-radius area around the argent dramaturge.

Anchoring Aria (Su): At 3rd level, the argent dramaturge can use her knowledge of the magical melodies woven into the Song of Silver to block the dimensional travel of fiends. As long as she maintains the aria, any evil outsider that attempts to use spells or spell-like abilities of the teleportation subschool within a 30-foot radius of the argent dramaturge must succeed at a caster level check (DC = 11 + her character level) or else the spell or spell-like ability fails. An evil outsider that uses a teleportation effect to appear within this 30-foot-radius area or that is summoned into this area must succeed at a Will saving throw or it is staggered for 1 round. At 5th level, this argent performance affects a 60-foot-radius area around the argent dramaturge.

Righteous Chord (Sp): At 9th level, as a standard action that costs 2 rounds of argent or bardic performance, the argent dramaturge can affect a single evil outsider within 60 feet as per the spell *banishment*, treating her character level as her caster level. As a free action, the argent dramaturge can attempt a Perform check with a DC equal to 10 + the HD of the targeted outsider. If successful, she is treated as having presented the targeted outsider with one object or substance the target fears or hates for the purpose of determining the effects of the *banishment* spell. Activating this argent performance does not end a currently active argent or bardic performance.

Dramaturgical Flourish (Su): At 2nd level and every 2 levels thereafter, an argent dramaturge’s studies into the history and structure of stories grant her access to secret performances, allowing her to select an option from the list of dramaturgical flourishes below. Unless otherwise noted, an argent dramaturge cannot select a dramaturgical flourish more than once.

Heartening Song: An argent dramaturge’s countersong functions against mind-affecting effects that rely on negative emotions (such as *crushing despair*, *rage*, or fear effects) as well as sonic and language-dependent effects. An argent dramaturge must have the countersong bardic performance to select this dramaturgical flourish.

Masterpiece: The argent dramaturge gains a bardic masterpiece (*Pathfinder RPG Ultimate Magic* 21) without needing to sacrifice a feat or spell known. She must still meet the prerequisites of the masterpiece. An argent dramaturge can take this flourish more than once, but must select a new bardic masterpiece each time she does so.

Reactive Performance: The argent dramaturge can activate her countersong or distraction bardic performance as an immediate action. When she does so, she must expend 2 rounds of bardic performance rather than 1. An argent dramaturge must have the countersong and distraction bardic performances to select this dramaturgical flourish.

Sudden Competence: An argent dramaturge can activate her inspire competence bardic performance as an immediate action by spending 2 rounds of bardic performance. She can even use this ability after an ally has failed a skill check. If the check would have been successful with the inspire competence bonus, the character attempting the check instead succeeds at that check. An argent dramaturge must have the inspire competence bardic performance to select this dramaturgical flourish.

Ultimate Courage: Allies who are affected by the argent dramaturge’s inspire courage bardic performance gain double the normal morale bonuses on saving throws against fear and charm effects. An argent dramaturge must have the inspire courage bardic performance to select this dramaturgical flourish.

ARGENT VOICE (BARD ARCHETYPE)

As much as the Silver Ravens are freedom fighters, they are also patrons of the arts. Perhaps owing to the strong ties between the organization's leadership and the Kintargo Opera House, the Silver Ravens are particularly active in the theater community and count many of Chelixa's finest singers among their recruits. In part, this is mere shrewdness, as actors and performers are often invited into the halls of the wealthy and powerful, where a rebellion can do the most damage.

However, there is another reason for the Silver Ravens to recruit singers from the Chelish opera. The Silver Ravens rely on talented voices to deploy their most powerful weapon in the defense of Kintargo—the “Song of Silver.” While specially trained argent dramaturges can create lesser versions of this song, the true “Song of Silver” must be performed in Kintargo. Those among the Silver Ravens who dedicate themselves to the study of this magical performance are known as argent voices, and through practice and experience, these bards are able to modulate their own bardic performance abilities to reflect some measure of the power found in the “Song of Silver.”

For this reason, argent voices are among the most respected and treasured of the Silver Raven's agents. While some argent voices travel the Inner Sea, fighting tyranny and oppression, many others remain in Kintargo, ready to activate the city's defenses should the need arise.

Argent voices who wish to further explore the magic and power of the “Song of Silver” often further focus their training so that they can become argent dramaturges (see page 172).

Bardic Performance: An argent voice gains the following bardic performances. The argent voice must use Perform (sing) with these performances.

Limning Verse (Su): At 1st level, the argent voice can sing a song that causes fiends to glow with an aura of silvery light. Outsiders with the evil subtype within 10 feet of the argent voice are affected as per *faerie fire*. At 4th level and every 4 levels

thereafter, the range of this ability increases by 10 feet, to a maximum of 60 feet at 20th level. Any defense that prevents the detection of alignment or evil also prevents limning verse from outlining a creature.

This replaces fascinate.

Shattering Crescendo (Sp): At 6th level, the argent voice learns to sing at frequencies capable of shattering magical effects. As a full-round action, an argent voice can use 2 rounds of bardic performance to attempt to dispel a single evil spell or enchantment spell cast by an evil creature. This functions as per *dispel magic*, using the bard's level as his caster level. At 18th level, this ability can be used on effects that can be removed by the spell *break enchantment*.

This replaces suggestion and mass suggestion.

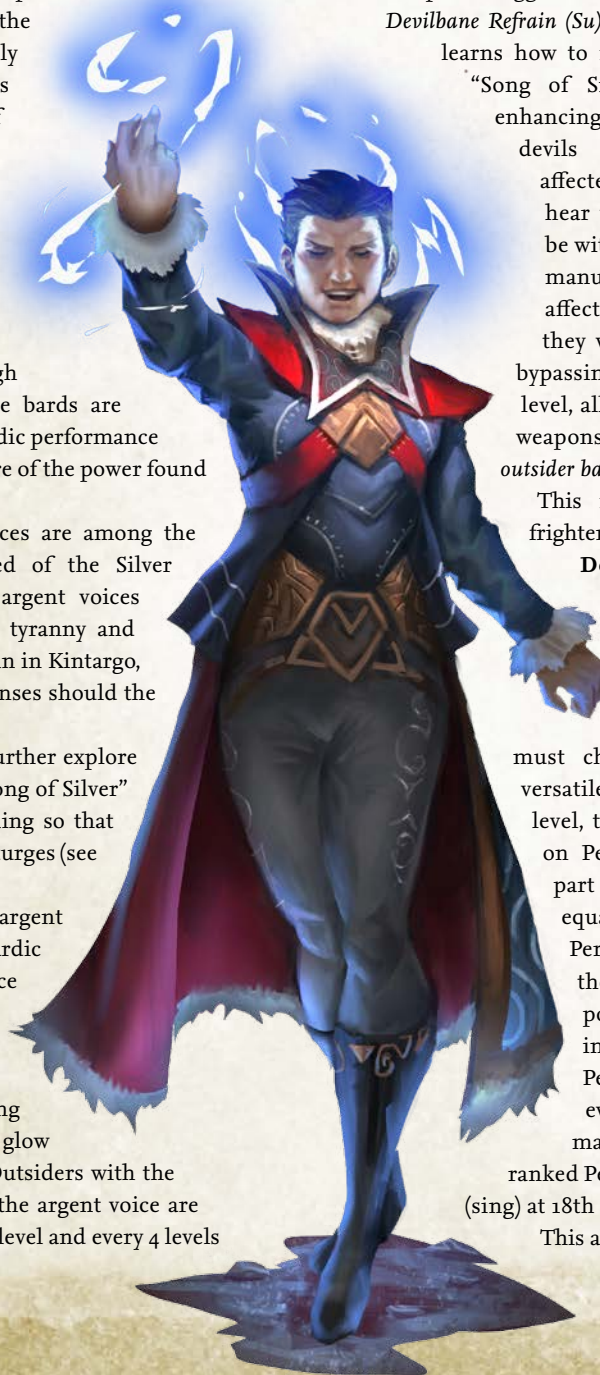
Devilbane Refrain (Su): At 8th level, the argent voice learns how to mimic aspects of the magical “Song of Silver” with his performance, enhancing his allies' ability to combat devils and similar fiends. To be affected, a creature must be able to hear the argent voice's singing and be within 30 feet of him. Natural and manufactured weapons wielded by affected allies are treated as though they were silver for the purpose of bypassing damage reduction. At 14th level, allies' natural and manufactured weapons also gain the benefit of the *evil outsider bane* weapon special ability.

This replaces dirge of doom and frightening tune.

Dedicated Performance (Ex):

An argent voice can call upon the training of the Chelish opera to influence and scrutinize his foes. At 2nd level, an argent voice must choose Perform (sing) as his versatile performance skill. At 6th level, the argent voice gains a bonus on Perform (sing) checks made as part of a versatile performance equal to the number of additional Perform skills in which he has the maximum number of ranks possible at his level. This bonus increases by 1 per maximized Perform skill at 10th level and every four levels thereafter, to a maximum of a +4 bonus per fully ranked Perform skill other than Perform (sing) at 18th level.

This alters versatile performance.



RAVEN MASTER (RANGER ARCHETYPE)

While the Silver Ravens adopted their name as a way to honor the group of adventurers who defended Kintargo during the Chelish Civil War, some Silver Ravens have gone even farther, breeding and training actual ravens to serve both as living symbols of the organization and as fearsome weapons against House Thrune and its diabolic servants. These rangers, known as raven masters, eschew a ranger's usual connection to the natural world to form a mystic bond with their birds and to grant both animal and master a number of specialized abilities. Over time, the feathers of these raven companions take on a silvery sheen, causing them to resemble the birds produced by the *figurines of wondrous power*, which served as the original Silver Ravens' namesake.

Raven masters serve as messengers and spies for the Silver Ravens, using their ravens to scout the border between Ravounel and Cheliax and report any suspicious Thrune troop movements. Outside of Cheliax, raven companions alight on the rooftops and window ledges of palaces and keeps to eavesdrop on tyrants and dictators, feeding these precious secrets to the raven master so that she can more efficiently foment and organize rebellion.

Class Skills: A raven master adds Bluff, Disguise, and Sleight of Hand to her list of class skills. She does not gain Climb, Heal, Intimidate, Ride, or Swim as class skills.

This alters the ranger's class skills.

Avian Empathy (Ex): A raven master's wild empathy affects only birds. This alters wild empathy.

Raven Companion (Ex): At 4th level, a raven master earns the trust and companionship of a particularly large, powerful, and intelligent raven. This ability functions like the druid animal companion ability, except that the raven master's effective druid level is equal to her ranger level – 3. The raven master must select a bird as her animal companion. The raven companion starts with an Intelligence score of 3 and can speak one language known by the raven master. In addition to the normal abilities an animal companion gains as the raven master increases in level, the raven companion gains the following abilities.

This ability alters hunter's bond and replaces specific ranger abilities as indicated below.

Silver Champion (Ex): At 7th level, the raven companion takes on a silvery, metallic appearance. It treats all of its natural attacks as though they were magic and silver for the purpose of bypassing damage reduction.

This ability replaces woodland stride.

Mimic Figurine (Su): At 8th level, once per day as a standard action, the raven

master can transform her raven companion into a token similar to a *figurine of wondrous power*. Any gear worn by the raven melds into its body as part of this transformation, but held items do not. The raven can remain in this form indefinitely, or until the raven master spends a standard action to activate the statuette as though it were a *figurine of wondrous power*.

This ability replaces swift tracker.

Cheat Death (Sp): At 12th level, once per week, when a raven companion would otherwise be slain by an attack, spell, or effect, it can turn into a *figurine of wondrous power* as per its mimic figurine ability as an immediate action. Once transformed this way, the raven companion cannot transform back into a raven until the raven master next prepares spells.

This ability replaces camouflage.

Argent Magic: A raven master casts spells as do most rangers, but her spell list is somewhat expanded from the normal options most rangers can choose from, for her association with the bards and other talented performers among the Silver Ravens allows her to add a limited number of bard spells to her spell list. These spells function as divine spells, and are cast and prepared in the same manner as her other ranger spells.

At 6th level, the raven master selects one 1st-level bard spell of her choice and adds it to her spell list as a 1st-level ranger spell. At 9th level she does the same but for a 2nd-level bard spell. She adds a 3rd-level bard spell at 12th level, and adds a 4th-level bard spell at 15th level.

This ability alters the ranger's spellcasting.



AFFILIATION WITH THE SILVER RAVENS

The Silver Ravens are wary of inviting strangers into their fold, for their enemies are quite skilled in the arts of trickery and subterfuge. Yet when the Silver Ravens do identify potential allies, they welcome them into their circle of trust readily, especially if the ally seeks aid and advice regarding fostering revolutions or freedom-fighting endeavors in far-flung lands suffering under cruel regimes.

Example Affiliation Encounter: In order to earn the trust of the Silver Ravens, a prospective affiliate must first arrange a meeting with an agent of the semisecret group. Doing so requires a successful DC 20 Bluff check to send a secret message in an area where the Silver Ravens are active; this Bluff check takes 1 hour to perform and must be done in a public area. On a successful check, the Silver Ravens send an agent to interview the prospective affiliate within 24 hours, and the would-be affiliate must agree to imbibe an *elixir of truth* during the meeting. The Silver Raven agent uses this opportunity to determine the affiliate's actual interests in the group and reasons for seeking aid, and the agent also ensures that the prospect is not secretly an agent of an opposing group, such as House Throne, the church of Asmodeus or Norgorber, or some other enemy faction. After such an interview, the Silver Ravens generally accept all who are not obviously enemies.

FEATS

The Silver Ravens have developed the following feats to aid in the defense of their homes.

DEVIL SENSE

You instinctively sense the presence of fiends.

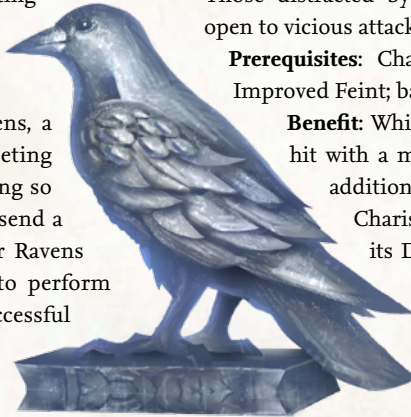
Prerequisites: Wis 13, ability to cast *detect evil* as a spell or spell-like ability.

Benefit: At the beginning of your turn each round, if you are within 60 feet of an outsider with the evil subtype, you instinctively sense that something unholy is near. You may experience this sense as an unpleasant smell or taste (such as sulfur), as gooseflesh on your arms or neck, or as an ineffable sense of dread. This sense does not alert you to the direction of the outsider. Anything that can thwart or mislead *detect evil* can likewise block this sense.

DIVA ADVANCE (COMBAT)

You stride forward with confidence, trusting your performance to protect you as much as your arms and armor.

Prerequisites: Cha 17, Combat Expertise Diva Strike[†], Diva Style[†], Improved Feint, base attack bonus +11 or bard level 11th.



Benefit: While using Diva Style, you do not provoke attacks of opportunity from creatures you have successfully feinted against. Additionally, you can feint against a creature using Diva Style from up to 30 feet away.

DIVA STRIKE (COMBAT)

Those distracted by your performance leave themselves open to vicious attacks.

Prerequisites: Cha 15; Combat Expertise; Diva Style[†]; Improved Feint; base attack bonus +7 or bard level 7th.

Benefit: While using Diva Style, the first time you hit with a melee weapon in a round, you deal an additional amount of damage equal to your Charisma modifier to a target that is denied its Dexterity bonus to AC. This damage is precision-based, and is not multiplied on a critical hit.

DIVA STYLE (COMBAT, STYLE)

You employ song, dance, or some other method of performance to distract your enemies from the battle at hand.

Prerequisites: Cha 13; base attack bonus +1 or bard level 1st.

Benefit: While using this style, you can use any Perform skill in place of Bluff to feint in combat. You can attempt a Perform check to feint as a move action when you begin a bardic performance.

SPELLS

The following spells are often used by spellcasting agents of the Silver Ravens.

INSTANT PORTRAIT

School conjuration (creation); **Level** bard 1, cleric 1, inquisitor 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Effect a monochromatic illustration up to 1 square foot in area

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You touch a surface and produce a painted portrait of either yourself or a creature you can see without needing to attempt a Craft (painting) check. The surface to be affected must be relatively flat, such as a piece of paper or a wall. The image can be any color of your choice, but is monochromatic. While it is of too poor a quality to sell, it is otherwise accurate enough to recognize the subject or to serve as a target for the *enter image* spell. The portrait reflects your perception of the creature depicted, including any disguises, magical or mundane, that the subject is wearing at the time of the painting's creation.

The portrait is only as durable as normal paint and can be removed by mundane means.

WALL OF SILVER

School abjuration [good]; **Level** bard 5, cleric 6, inquisitor 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Effect transparent wall 20 ft. high by up to 20 ft. long/level

Duration 1 round/level

Saving Throw see text; **Spell Resistance** yes

You create a wall of translucent silver energy that hums and vibrates at the slightest touch. Objects and nonevil creatures can pass through this wall without difficulty. However, spells and effects with the evil descriptor treat this barrier as a *wall of force*, which blocks line of effect.

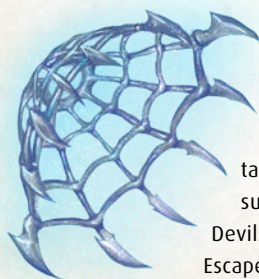
Evil creatures that pass through the wall take 3d6 points of damage + 1 point of damage per caster level (maximum 3d6+20) and are blinded for 1 round. Creatures of any alignment that are particularly vulnerable to silver (such as those with damage reduction bypassed by silver, like devils or lycanthropes) instead take 1d6 points of damage per caster level (maximum 15d6), are staggered for 1 round, and are permanently blinded. A creature that succeeds at a Will save reduces the damage by half and negates the blinding and staggering effects.

If you create a *wall of silver* so that it appears where creatures are, each creature takes damage as if passing through the wall. Each such creature can avoid the wall (ending up on the side of its choice) and thus take no damage by succeeding at a Reflex save.

MAGIC ITEMS

In addition to the classic *silver raven figurine of wondrous power* (Pathfinder RPG Core Rulebook 513), the Silver Ravens are known to utilize the following specialized items.

DEVIL CATCHER		PRICE 30,320 GP
SLOT none	CL 7th	WEIGHT 6 lbs.
AURA moderate abjuration and divination		

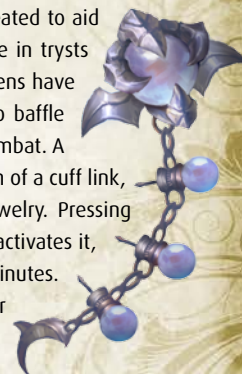


This *+1 net* is made from fine silvery cords rather than simple rope. The net prevents extradimensional travel, affecting any creature entangled by it as per *dimensional anchor* for as long as it remains entangled. Additionally, any invisibility effects targeting a creature entangled by the net are suppressed so long as it remains entangled. Devils take a -4 penalty on Strength checks and Escape Artist checks to free themselves from a devil catcher.

CONSTRUCTION REQUIREMENTS	COST 15,320 GP
Craft Magic Arms and Armor, <i>dimensional anchor</i> , <i>invisibility purge</i>	

DISCRETION CHARM		PRICE 3,500 GP
SLOT none	CL 10th	WEIGHT —
AURA moderate illusion		

These magical baubles were originally created to aid Chelish nobles in slipping away to engage in trysts with fellow partygoers, but the Silver Ravens have seized upon them as an excellent way to baffle foes in public areas without resorting to combat. A *discretion charm* usually comes in the form of a cuff link, an earring, or another small piece of jewelry. Pressing the face of the charm (a standard action) activates it, after which it remains active for up to 5 minutes.



Once it has been activated, the wearer can drop the charm as a free action to render herself invisible, as per *vanish*. Simultaneously, the dropped charm generates an illusory duplicate of the user in the square, as per *programmed image*. This image repeats whatever activities the user performed between the time the charm was activated and the time it was dropped. Unlike *programmed image*, the illusory duplicate of the user can react to external stimuli to a limited degree. It can turn to face those who speak to it and respond by nodding and smiling, but otherwise cannot say anything that it did not record before being dropped. If the charm was dropped less than 1 minute after being activated, anyone interacting with the illusion gains a +5 bonus on the Will save to disbelieve the *programmed image* effect.

This illusory duplicate lasts for 10 minutes, whereas the *vanish* effect on the user lasts only 5 rounds. Once the illusion effect ends, the *discretion charm* loses its powers and becomes a worthless, nonmagical piece of costume jewelry.

CONSTRUCTION REQUIREMENTS	COST 1,750 GP
Craft Wondrous Item, <i>programmed image</i> , <i>vanish</i> ^{ARG}	

STERLING SALT		PRICE 1,500 GP
SLOT none	CL 7th	WEIGHT 1 lb.
AURA faint transmutation		

This coarse-grained salt is flecked with bands of silver running through each crystal. A spellcaster can include this salt as a material component when casting a spell, even if the spell does not normally require material components. Any bludgeoning, slashing, or piercing damage dealt by a spell enhanced by *sterling salt* is treated as good and silver for the purpose of overcoming damage reduction and suppressing regeneration, in addition to its normal type. If a creature that is adversely affected by silver (such as a devil or lycanthrope) is affected by a spell augmented by *sterling salt*, that creature takes a -1 penalty on its saving throw to resist or negate the effects of the spell (if a saving throw is allowed).

CONSTRUCTION REQUIREMENTS	COST 750 GP
Craft Wondrous Item	



STORM KINDLERS

STORM KINDLERS

Storm-Seeking Devotees of Gozreh

Scope regional (western Garund)

Alignment CN

Headquarters decentralized; dozens of small strongholds and temples spread throughout the flooded realms of the Sodden Lands

Values enlightenment, fearlessness, freedom, unity of consciousness, worship of Gozreh

Goals merge with the consciousness of the god Gozreh, understand and know the Eye of Abendego, recover and reclaim lost lore from previous generations of Storm Kindlers

Allies druids of the Green Faith, Gozrens, hermits, madmen, Magaambya, vagabonds, wanderers

Enemies heretics of Gozreh, humanoid tribes (Blackbruise Brood boggards, Mireborn lizardfolk), pirates, scavengers of the Sodden Lands

Rivals none

The Storm Kindlers represent the latest generation of a loose-knit congregation of fanatical Gozreh worshipers who, enticed by the mystique of their forebears, revere the eternal hurricane known as the Eye of Abendego as a manifestation of their god. Others often describe Storm Kindlers as dangerously impulsive and rash, yet the Storm Kindlers know that when one of them displays wrath, it is never born of spontaneous anger; just as one can predict a storm, the wise and observant should be able to anticipate the wrath of those who kindle storms. A Storm Kindler's actions are decisive and matter of fact. This attitude lies grounded in the organization's primary tenet that all knowledge comes from the storm and leaves with it when it passes—one cannot separate fury from the calm, or the wind from the wave.

The Storm Kindlers first rose to prominence not long after the Eye of Abendego manifested at the outset of the Age of Lost Omens. This first generation of Storm Kindlers was impulsive, passionate, and reckless. As they harnessed the Eye's potential, they grew swiftly in power, but they underestimated the true extent of the storm's savagery.

They were wiped out, leaving behind only fragments of lore and numerous magical *goz masks* (see page 185). For the next several decades, new incarnations of the Storm Kindlers attempted to establish power, but time and time again they failed to do so—until recently.

The latest incarnation of Storm Kindlers is the most successful yet. Building upon lore scavenged from previous false starts, the current group displays the potential for a lasting presence in the swampy Sodden Lands. They are more cautious and deliberate in their study of the Eye of Abendego, though they are still regarded as reckless and mad by those who do not understand their methods.

As worshipers of Gozreh, the Storm Kindlers embrace the Eye of Abendego as one of their faith's grand mysteries. They treat its intemperate power with greater caution than the first generation, whose foolish hubris wrought their downfall. Eschewing formal rules or goals, the Storm

Kindlers instead gather to confirm beliefs acquired through self-actualization. They view themselves as individuals first, whose personal journey or path to enlightenment inevitably must (much like a gathering storm) mesh with others who have experienced similar revelations in order to build power. All must find their own paths to Gozreh. The cryptic wail of every storm is unique and intended to be interpreted only by those individuals to whom that storm was gifted.

Storm Kindlers spend most of their lives wandering, though they maintain a small number of hurricane-battered sacred sites along the coast. Changing tides and weather draw them to these locations at similar times, during which they informally congregate to participate in group ceremonies. This wandering often brings them into conflict with other denizens of the Sodden Lands, but with each major clash and Storm Kindler victory, word of their power spreads throughout the region.



Joba (CN male human druid 6/Storm Kindler† 10): Though still relatively young, Joba stands as perhaps the most influential member of the current incarnation of the Storm Kindlers, and for good reason. Rumor tells that as a young child, he alone survived a brutal hurricane that destroyed his small fishing village. The following day, Storm Kindlers found him amid the sodden wreckage of his ruined home town in a trancelike state. He thereafter recounted that he'd dreamed of the storm the night before it struck land. During the adolescent years that followed, Joba had similar dreams and predictions. He claims his visions are divine insights gifted by Gozreh and has since begun teaching other Storm Kindlers.



Myra Treachleback (CG female human ranger 10/Storm Kindler† 2): A former buccaneer and raider, Myra fled the pirate-ruled island realm of the Shackles following her ill-fated mutiny against Captain Ras Bloodbeard after he keelhauled her lover in a misguided attempt to earn Myra's favor. Fleeing in a rowboat, Treachleback survived the month-long voyage north guided by Gozreh's hand to avoid storms and secure food and water. A near-fearless captain, she has an intimate knowledge of the waters, winds, and currents around the Eye. Since joining the Storm Kindlers, she has miraculously navigated over a dozen journeys into the Eye's depths, but keeps the memory of Bloodbeard's treacherous act close to heart—an act she hopes to someday avenge tenfold.



Vazith Stormblade (CN male human barbarian 3/druid 6/Storm Kindler† 4): Vazith's origins remain a mystery even to those who count him as a close friend. He claims only to come from a race of people that live across the western ocean, but refuses to elucidate further on any details as to the nature of his people or his mysterious homeland. Several of his curious habits and seemingly ageless physique further confound his peers. Undoubtedly somewhat mad, he believes that he can absorb the power of the Eye of Abendego, which he then claims to unleash during combat. While raging, he enters a trance state in which he becomes wholly unpredictable and dangerous, and his whirling axe fails to discriminate between enemies and allies.

STORM KINDLER (PRESTIGE CLASS)

Those who focus their studies on the Eye of Abendego can unlock and master potent techniques to augment their already impressive command of storm and wind. These scions of the hurricane take the name of Storm Kindler as more than merely the organization they belong to—they seek to develop not only power to manipulate storms, but also the ability to awaken the storms within their own bodies, physically transforming into vortexes of destruction.

The first to learn these secrets were among the original members of the organization that braved the Eye of Abendego a century ago. For generations, the methods of kindling storms in this way were lost, but the current

incarnation of the organization has recovered those secrets, and today the lore has spread far and wide—many of those who join the Storm Kindler sect seek to gain power as actual Storm Kindlers.

While some of those who successfully take levels in this prestige class arrogantly proclaim themselves the true heart of the Storm Kindler organization, most instead view themselves as embodying the spirit of the storm but understand that, just as no two storms are alike, no two members of their organization need be identical in outlook or power. Their more open-minded approach and willingness to work with diverse groups frustrates and worries the traditionalists among their kind, and a powerful and vocal minority increasingly threatens to force a schism on the organization as a whole.

Hit Die: d8.

Requirements

To qualify to become a Storm Kindler, a character must fulfill the following criteria.

Alignment: Any neutral.

Deity: Must worship Gozreh.

Feat: Storm-Lashed (see page 184).

Skills: Fly 3 ranks, Knowledge (history) 6 ranks, Knowledge (nature) 6 ranks, Swim 3 ranks.

Spells: Able to cast 2nd-level spells.

Class Skills

The Storm Kindler's class skills (and the key ability for each skill) are Fly (Dex), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

The following are class features of the Storm Kindler prestige class.

Oceanic Spirit (Su): A Storm Kindler gains a bonus equal to her class level on Fly and Swim checks, and never needs to attempt concentration checks because of natural weather. She gains resistance to electricity 5 and sonic 5. At 5th level, her resistance to electricity and sonic increases to 10. At 9th level, these resistances increase to 20.

Seasight (Su): At 2nd level, a Storm Kindler can see through fog, smoke, and other obscuring vapors as if they did not exist. This ability functions underwater as well, allowing the Storm Kindler to see through thick silt and other aquatic precipitates.

Storm Shape (Su): At 2nd level, a Storm Kindler becomes a physical embodiment of the fury of the storm. As a standard action, she



STORM KINDLER

Level	Base Atk	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+1	+0	+1	Oceanic spirit	—
2nd	+1	+1	+1	+1	Seasight, storm shape (20 ft., Small)	+1 level of spellcasting class
3rd	+2	+2	+1	+2	Aura of calm (5 ft.)	+1 level of spellcasting class
4th	+3	+2	+1	+2	Storm shape (30 ft., Medium), wave breaker	+1 level of spellcasting class
5th	+3	+3	+2	+3	Aura of calm (10 ft.), thunderstruck	—
6th	+4	+3	+2	+3	Storm shape (40 ft., Large), weather's fury 3d6	+1 level of spellcasting class
7th	+5	+4	+2	+4	Aura of calm (15 ft.), eye of the storm	+1 level of spellcasting class
8th	+6	+4	+3	+4	Fickle winds, storm shape (50 ft., Huge), weather's fury 4d6	+1 level of spellcasting class
9th	+6	+5	+3	+5	Aura of calm (20 ft.), echoing thunder	—
10th	+7	+5	+3	+5	Storm mastery, storm shape (60 ft., Huge), weather's fury 5d6	+1 level of spellcasting class

can transform herself into a whirlwind (as per the universal monster rule, *Pathfinder RPG Bestiary* 306) for a number of minutes per day equal to her Storm Kindler level. These minutes need not be consecutive, but must be spent in 1-minute increments. If the Storm Kindler is underwater when she uses this ability, she instead transforms into a vortex of the same size (this functions identically to the whirlwind ability, but can form only underwater and can't leave the water). The Storm Kindler can breathe water while in vortex form. If the Storm Kindler does not have a fly or swim speed, she gains one (as appropriate to her new form) equal to her base land speed while in storm shape. With a fly speed, she has average maneuverability.

As a swift action, the Storm Kindler can change the height of her whirlwind form from a minimum of 10 feet tall to a maximum of 20 feet tall. At 4th level and every 2 levels thereafter, the maximum height of the whirlwind increases by 10 feet, to a maximum of 60 feet tall at 10th level.

The Storm Kindler can damage and trap Small or smaller creatures caught in her whirlwind, dealing lethal damage equal to her unarmed strike damage to each such creature that fails a Reflex save (DC = 10 + the Storm Kindler's class level + the Storm Kindler's Strength modifier) and lifting it into the air if it fails a second Reflex save. At 4th level and every 2 levels thereafter, the size of creatures the Storm Kindler can affect increases by one step, to a maximum of Huge at 8th level.

Aura of Calm (Su): At 3rd level, allies within 5 feet of a Storm Kindler (including herself) are treated as one size category larger for the purpose of wind effects (this stacks with the bonus from Storm-Lashed), and they gain a +2 competence bonus on all saving throws to resist spells and effects with the air or water descriptors. At 5th level and every 2 levels thereafter, the Storm Kindler's aura of calm extends by 5 feet (to a maximum of 20 feet at 9th level). At 7th level, allies in the Storm Kindler's aura are treated as two size categories larger for the purpose of wind effects, and the bonus on saving throws doubles to +4.

Wave Breaker (Su): At 4th level, a Storm Kindler gains a swim speed equal to twice her base land speed. She can breathe water for a number of hours per day equal to her Storm Kindler level. This time need not be consecutive, but must be spent in 1-hour increments.

Thunderstruck (Su): At 5th level, a Storm Kindler becomes immune to the deafened condition.

Weather's Fury (Su): At 6th level, a Storm Kindler can deal additional damage with her storm shape. In addition to her unarmed strike damage, she deals 3d6 points of electricity damage (while in whirlwind form) or cold damage (while in vortex form) to each creature that fails its Reflex saves. This damage increases to 4d6 at 8th level, and 5d6 at 10th level.

Eye of the Storm (Su): At 7th level, a Storm Kindler becomes immune to damage and detrimental effects from nonmagical wind and waves. In addition, she receives a +4 insight bonus on saving throws and to AC against spells and effects with the air or water descriptors.

Fickle Winds (Sp): At 8th level, as a swift action, a Storm Kindler can call the winds to her defense, protecting her as per the spell *fickle winds*^{APG} for a number of rounds per day equal to her level. These rounds need not be consecutive.

Echoing Thunder (Su): At 9th level, anytime a Storm Kindler resists electricity or sonic damage with her oceanic spirit ability, she can spend an immediate action to redirect the damage to another creature within 30 feet. The creature must succeed at a Reflex save (DC = 10 + the Storm Kindler's class level + the Storm Kindler's Wisdom modifier) or take an amount of electricity or sonic damage equal to the amount the Storm Kindler resisted.

Storm Mastery (Su): At 10th level, a Storm Kindler becomes one with the relentless fury of the storm, allowing her to use her storm shape ability at will. In addition to this, she gains a fly speed equal to double her base land speed, and gains the aquatic subtype and the amphibious special quality. The Storm Kindler never takes the normal penalties on her attack or damage rolls for fighting underwater.

STORM DREAMER (MEDIUM ARCHETYPE)

Storm dreamers serve the Storm Kindlers by communing with their mystical predecessors. They serve as spiritual advisors for the organization, and are valued for the lore and wisdom they gain during their trances. During such a trance, a single storm dreamer can easily protect and defend a temple—or at the very least, provide suitably threatening defensive displays.

Mediums who become storm dreamers select their spirits normally, but the spirits with which they bond are supernatural remnants of the first Storm Kindlers—those reckless explorers who established the tradition but succumbed to their own arrogance and were consumed by the Eye of Abendego.

Some storm dreamers, though, become incapable of retaining their own personality and values, and transform into unpredictable forces of nature. Storm dreamers refer to this condition as being “stormcursed” and view these lost brothers and sisters with a mix of pity and horror. The stormcursed do not maintain ties with the Storm Kindlers, and in many cases their departure from the organization is violent and destructive. They are not viewed as heretics of Gozreh by the Storm Kindlers, but neither are they sought after as allies. They are typically treated as dangerous and unpredictable agents of the storm and allowed to dwell in relative peace in the remote locations where the stormcursed dreamers choose to dwell in. The exact cause of this condition is hotly debated among the storm dreamers themselves, for it seems to afflict their members almost randomly. Some believe these storm dreamers brushed too close to the “slumbering mind” of the Eye of Abendego, while others theorize that the mediums’ souls simply got pulled away and replaced with some of the half-mad fragments the dreamers speak to in trance. The truth, whatever it is, may never be fully understood.

Gozreh’s Domain (Su): All storm dreamers are deeply religious and select one of the domains granted by Gozreh: Air, Animal, Plant, Water, or Weather. The storm dreamer gains the 1st-level granted power from her chosen domain, but never gains the second power at higher level. When determining the effect of the granted power, the storm dreamer’s effective cleric level is equal to her storm dreamer level. The 1st- through 6th-level bonus spells from this domain are added to her spell list. Despite her faith, these spells are cast normally, as psychic spells, by the medium.

This ability replaces spirit surge.

Storm Trance (Su): A 3rd-level storm dreamer can enter a meditative trance during which she fuses her mind to the Eye of Abendego, mentally becoming one with the great storm. Entering the trance is a full-round action that doesn’t provoke attacks of opportunity, but once in a storm trance, the storm dreamer can maintain the trance as a free action for a number of minutes per day equal to her storm dreamer class level + her Charisma modifier. These minutes need not be consecutive, but they must be spent in 1-minute increments. While in a storm trance, the storm dreamer gains energy resistance 5 against cold and electricity, treats wind as one step less severe, and gains a bonus equal to her Charisma modifier on all saving throws against wind effects, spells with the air or electricity descriptors, and effects that deal electricity damage.

This ability replaces haunt channeler.

Dream Storm (Sp): At 5th level, a storm dreamer’s thoughts can cause magical weather effects to manifest. While in a storm trance, she can cast *call lightning*, *sleet storm*, and *wind wall* as spell-like abilities (CL = her character level). Each time she casts one of these spell-like abilities, she reduces the number of remaining minutes for her storm trance by 1 minute; she can’t use these spell-like abilities if she has less than 1 minute remaining for the day to use her storm trance.

This ability replaces location channel.

Storm Seer (Su): At 7th level, a storm dreamer gains a supernatural link to the weather and can sense her surroundings more clearly. While in her storm trance, she gains blindsense 10 feet and cannot be flanked. If the weather conditions are stormy, these senses become blindsight with a range of 30 feet.

This ability replaces connection channel.



TEMPEST DRUID (DRUID ARCHETYPE)

Many of the druids who train under the aegis of the Storm Kindlers focus on different areas of nature than those classically paid homage to by their kind. These so-called tempest druids see the personification of nature in the fury of the storm alone and to some extent eschew the veneration of plant or animal life, and the nature of their powers shifts accordingly. They still understand the place of plants and animals in the natural order, however; they simply view such entities—and indeed, all forms of life—as subservient to the true power found in the storms that lash the world.

Alignment: The beliefs held by tempest druids are inherently more chaotic than those held by most druids, and as a result, tempest druids must be chaotic neutral.

This alters the druid's alignment.

Armor and Weapon Proficiencies: A tempest druid is proficient with the trident, in addition to the druid's normal armor and weapon proficiencies.

This alters the druid's armor and weapon proficiencies.

Spontaneous Domain Casting: A tempest druid can channel stored spell energy into domain spells that he has not prepared ahead of time. He can "lose" a prepared spell to cast any domain spell of the same level or lower.

This replaces the druid's normal ability to spontaneously cast summon spells.

Nature Bond (Ex): As a result of his beliefs, a tempest druid has little connection to the spirituality of animals or plants. He can't choose an animal companion, and must instead select a domain or subdomain from the following list when he gains the nature bond ability: Air, Aquatic^{UM}, Cloud^{APG}, Storm^{APG}, Swamp^{UM}, Weather, or Wind^{APG}.

This alters nature bond.

Sodden Shore Sense (Ex): A tempest druid gains a +4 bonus on Knowledge (nature) and Survival checks in coastal or marshy lands.

This ability replaces nature sense.

Electrical Resistance (Ex): At 3rd level, a tempest druid gains electricity resistance 5. As a standard action, he can transfer this resistance to another creature for 1 hour, after which time it reverts to him.

This ability replaces trackless step.

Eyes of the Storm (Ex): At 4th level, a tempest druid can see through 10 feet of magical fog, mist, rain, wind, or similar inclement weather conditions, ignoring any concealment such conditions might grant. This distance increases by 5 feet for every 4 levels beyond 4th.

This ability replaces resist nature's lure.

Bend Bolt (Su): At 9th level, a tempest druid can redirect nearby electrical attacks. As an immediate action, the druid can shift the area or target of an electricity attack by 5 feet in any direction. If the electricity affects an area, the druid selects one square to be unaffected and an adjacent square to be affected. If the adjacent square is already in the area, this has no additional effect in that square. If the electricity affects a target, the druid selects an adjacent target. For example, if he were in the line of a wizard's *lightning bolt*, he could have the spell skip his square and instead affect an adjacent square, even if this meant the spell did not form a continuous line. If another druid attacked him with *call lightning*, he could shift the called bolt to an adjacent square, affecting a creature in that square (if any).

He can't redirect electricity damage conducted to him by physical contact with an object or creature (such as a *shocking grasp* or a *shock* weapon). He can use this ability a number of times per day equal to his Wisdom bonus.

This ability replaces venom immunity.



STORM KINDLER AFFILIATION

The Storm Kindlers are very much aware of their group's legacy of destruction, and they are very careful about selecting allies. Yet those they deign to trust with their secrets become valued agents, for it is primarily through affiliated agents that the Storm Kindlers spread their teachings to realms beyond the Sodden Lands.

Example Affiliation Encounter: Earning affiliation with the Storm Kindlers can be difficult. Typically, one must display devout faith in the storm by braving the elements of the Eye of Abendego for several days to earn affiliation. Since such a task requires securing a vessel to enter the storm, exposure to murderous winds and lightning, and the threat of sea monsters or other dangers, very few sailors agree to such a journey, leaving the securing and piloting of such a ship to a small crew of devoted (and perhaps foolhardy) risk-takers. In game terms, this should consist of 1d4+2 days spent in storm-wracked waters, with at least three encounters with dangerous sea creatures, each of which should be a significant challenge to the party (CR equal to the average party level + 1 to 3).

FEAT (UNAFFILIATED)

Many Storm Kindlers make use of the following feat, although it is not universally affiliated with the group.

STORM-LASHED

A life spent enduring gales and storms has hardened your body to the elements.

Benefit: You can ignore many of the effects of severe weather. In rainy conditions, your visibility is reduced by only one-quarter (not by half) and you take only a –2 penalty on Perception checks. You are treated as if you were one size category larger for the purpose of wind effects, and halve any penalty on Perception checks caused by high winds. Finally, you gain a +2 bonus on saving throws against effects with the electricity descriptor or that deal electricity damage.

SPELL

The following spell has become something of a signature of spellcasting Storm Kindlers.

STORM SIGHT

School divination (scrying); **Level** cleric 2, druid 2, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 round

Components V, S, F (a storm, either natural or magical)

Range personal

Target you

Duration 1 minute/level (D)

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You step into any magical or naturally occurring storm and commune

directly with the power of the wind and rain. This spell allows the storm's power to fill you, granting you knowledge and images of what else lies within its reach. As long as you remain within the storm, you can concentrate on it for 1 minute to determine whether or not other living creatures with an Intelligence score of 3 or higher are caught in the storm within 400 feet of you. Due to the nature of the spell, you do not need to attempt concentration checks against violent wind or storms when casting the spell, but other elements that might disrupt spellcasting require checks as normal. While the spell is in effect, you no longer need to attempt concentration checks as a result of wind or storms for spells you cast or concentrate on.

Once you've sensed creatures with this spell by concentrating for 1 minute, you can continue concentrating to learn more. After you concentrate for 1 additional round, the spell reveals to you via winds and rain the presence of any Small or larger living creature with an Intelligence of 3 or higher within 400 feet of you. After 2 consecutive rounds of concentration, you learn the approximate distance to the detected life forms from your current location. After 3 rounds of concentration, the rain and winds allow you to determine the approximate direction of each life form. Once you've concentrated in this way for 3 rounds, you gain a bonus equal to half your caster level on your next initiative check during the spell's duration.

MAGIC ITEMS

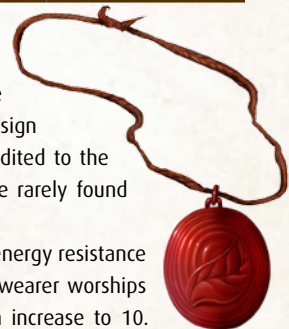
Many of the magic items valued by the Storm Kindlers were first created by their predecessors. Those who explore the Sodden Lands can sometimes find these items in creatures' lairs or ancient ruins, but the Storm Kindlers take offense when those who aren't at least affiliated with them claim such items as their own.

AMULET OF THE STORM		PRICE 36,000 GP
SLOT neck	CL 11th	WEIGHT —
AURA moderate abjuration		

Carved from a single piece of reddish coral, this small amulet is shaped into a swirling, counterclockwise spiral centered behind a leaf. The design and creation of these amulets is credited to the original Storm Kindlers, and they are rarely found outside of Garund.

When worn, the amulet provides energy resistance 5 against cold and electricity. If the wearer worships Gozreh, the energy resistances both increase to 10. The wearer automatically identifies spells with the air, electricity, or water descriptor that are cast in her presence, as if she had succeeded at a Spellcraft check to do so.

Once per day as an immediate action, the wearer of an *amulet of the storm* can attempt to counterspell any spell containing the air, electricity, or water descriptor as if the wearer were

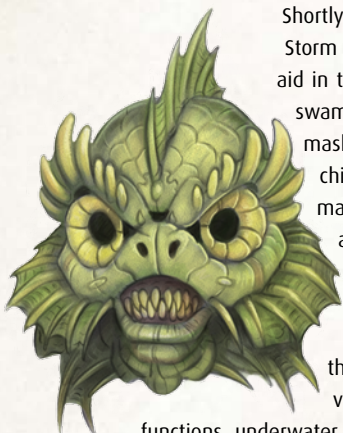


casting *dispel magic*. If this counterspell attempt is successful, it redirects the magical energy back at the caster in the form of bolts of lightning, dealing 1d6 points of electricity damage per level of the spell that was countered to the spell's original caster. A successful DC 18 Reflex save halves this damage.

CONSTRUCTION REQUIREMENTS	COST 18,000 GP
----------------------------------	-----------------------

Craft Wondrous Item, *dispel magic*, *protection from energy*, creator must be a worshiper of Gozreh

GOZ MASK		PRICE 8,000 GP
SLOT head	CL 8th	WEIGHT 1 lb.
AURA moderate transmutation		



Shortly after the Eye of Abendego began, the Storm Kindlers created enchanted masks to aid in the navigation of the often storm-lashed swamps. Today, many of these distinctive masks remain, now worn by humanoid chieftains and Koboto witch doctors. The masks are often defaced, with their original appearance twisted into monstrous or demonic visages. Their new owners refer to them as *goz masks*.

A *goz mask* allows the wearer to see through fog, smoke, and other obscuring vapors as if they did not exist. This ability functions underwater as well, allowing the wearer to see through thick silt and other aquatic precipitates. Additionally, the wearer is treated as one size category larger and gains a +4 bonus on all saving throws made to resist the effects of wind. A *goz mask* allows its wearer to breathe water for 60 minutes per day—these minutes need not be consecutive, but must be expended in 10-minute increments.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
----------------------------------	----------------------

Craft Wondrous Item, *control winds*, *water breathing*

JAR OF LIGHTNING		PRICE 800 GP
SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation		

This clear glass jar has a stone lid held fast against a leather sealing ring by a hinged metal clamp. A marble-sized orb of crackling electricity flits within the jar. A *jar of lightning* can be activated only once in one of two ways—it can be thrown, or it can be opened. In either case, once activated, the *jar of lightning* is expended.

If the jar is thrown, it behaves as a splash weapon that deals 5d6 points of electricity damage on a direct hit, and deals 1d6 points of electricity damage to adjacent targets as splash damage.

When the jar is merely opened, the trapped sphere of lightning floats up and out of the jar to hover in the space in which it was released. When a creature or metal object enters the square in which the ball of lightning is floating, the

ball detonates. If it detonates on the first round after its release, the ball of lightning deals 2d6 points of electricity damage to the creature or metal object that detonates it. This damage increases by 2d6 for each additional round after its release, until it reaches its maximum damage potential of 10d6 points of electricity damage on the fifth round. Creatures in adjacent squares take half this damage. If the ball of lightning hasn't detonated by the end of the fifth round, it fades away harmlessly. Any creature damaged in this way can attempt a DC 15 Reflex save for half damage. An arrow shot into or through the square in which the ball hovers is sufficient to detonate the sphere.



CONSTRUCTION REQUIREMENTS	COST 400 GP
----------------------------------	--------------------

Craft Wondrous Item, *call lightning* or *lightning bolt*

STORM KINDLER'S ROD		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 4 lbs.
AURA strong evocation		

Among the varied items crafted by the earliest Storm Kindlers were these potent rods. Very few *Storm Kindler's rods* have been recovered, and today's Storm Kindlers suspect that many of these potent magical rods have been lost forever, for when they are wielded by those not of the Storm Kindler sect, they grow fragile. The current generation of Storm Kindlers have been unsuccessful in determining how their predecessors created these powerful minor artifacts, making the discovery of existing *Storm Kindler's rods* all the more important to the society.

A *Storm Kindler's rod* acts as a +4 *shocking burst spell storing club*, but its spell storing capabilities can store only druid spells. While carried in one hand, the rod grants its wielder immunity to cold and electricity. The rod's other powers are as follows.

- **Invoke Lightning:** Up to three times per day as a swift action, the wielder can call down a stroke of lightning from the skies. This functions as *flame strike*, save that the damage dealt is half electricity and half from divine power.
- **Summon Lightning Elemental:** Once per day as a standard action, the wielder can summon an elder lightning elemental, 1d3 greater lightning elementals, or 1d4+1 huge lightning elementals (*Pathfinder RPG Bestiary 2* 116–117). This functions as per *summon monster VIII*, except that it requires a standard action instead of a full round.
- **Unleash Storm:** Once per day, the wielder can call upon a devastating storm. This functions as *storm of vengeance*, save that on the second round, the storm creates freezing rain that deals cold damage rather than acid damage.

DESTRUCTION

A *Storm Kindler's rod* can be destroyed as easily as a typical +4 *shocking burst spell storing club* after it has been carried for at least 24 hours by someone not part of or affiliated with the Storm Kindlers.

RULES INDICES

The following indices gather all of the new rules elements and player options presented in this book, a number of which are named after specific characters, organizations, and locations from the Pathfinder campaign setting. Such elements are followed by an alternative, setting-neutral name set in parentheses. If you're playing in a campaign that's set somewhere other than Golarion, perhaps in a world of your own design, you can use the setting-neutral variant for your game without having to assume direct ties to Golarion.

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Extra Spontaneous Spell Mastery	Magaambyan arcanist spontaneous spell mastery class feature	Gain one additional use of spontaneous spell mastery	124
Falcon's Cry	Cha 13, affiliated with Steel Falcons	Bolster allies' chances of escape	76
Fanged Crown Massacre	Bodyguard, Combat Reflexes, Perform (oratory) 3 ranks, any evil alignment	Grant a female ally a +2 bonus on an attack roll with a DC 10 Perform (oratory) check	84
Garen's Discipline* (Duelist's Discipline)	Alertness, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Focus (Aldori dueling sword), base attack bonus +4	Gain a bonus to a saving throw when fighting defensively	26
Gray Maiden Initiate (Scar Soldier Initiate)	Female, must be taken at 1st level	Become affiliated with Gray Maidens and gain two benefits of your choice	84
Horse Whisperer	—	+2 Handle Animal and Ride with horses	15
Improved Horse Whisperer	Horse Whisperer, Handle Animal 5 ranks, Ride 5 ranks	Can speak with horses	15
Improved Mounted Archery	Mounted Archery, Mounted Combat, Ride 1 rank	Become better at mounted archery	15
Legionnaire's Inspiration	Affiliated with Golden Legion	Grant allies +1 morale bonus to AC	76
Mounted Blade	Mounted Combat, Ride-By Attack, Ride 3 ranks	Attack an adjacent foe with Ride-By Attack	15
Mounted Onslaught	Mounted Combat, Trample, Ride 5 ranks	Overrun multiple creatures	15
Nameless One	—	Abandon identity to gain protection	124
Mask Focus	Extend Spell, Nameless One, ability to cast 3rd-level arcane spells	Use your mask as a focus component or to extend spells	124
Masked by Fear	Nameless One; base Will save +6 or bravery class feature	Fear effects are less effective against you	124
Masked Intent	Nameless One	Your intentions become more difficult to read	124

Feat	Prerequisites	Benefit	Page
Ritual Mask	Nameless One, ability to cast one or more occult rituals	Spirit class feature and ritual use bolstered	125
Purifying Channel	Cha 15, Selective Channeling, channel energy class feature	Burn a foe when you heal allies	15
Redistributed Might*	Con 13 or Wis 13; Exotic Weapon Proficiency (Aldori dueling sword); Iron Will; base attack bonus +4	Apply bonuses to your Strength to your Dexterity instead	26
Rugged Northerner	Con 13, Survival 1 rank	You are less harmed by cold environments	133
Scarlet Rose Devotion (Scar Soldier Devotion)	Bodyguard, Combat Reflexes, Perform (oratory) 3 ranks, any good alignment	Grant a female ally a +2 bonus on a saving throw with a DC 10 Perform (oratory) check	85
Scholar	—	+2 on checks with two Knowledge skills	125
Sinister Reputation	Cha 13; Intimidate 5 ranks; Persuasive or renown social talent	Establish a fearsome reputation in a settlement	35
Sirian's Masterstroke* (Duelist's Masterstroke)	Exotic Weapon Proficiency (Aldori dueling sword), Weapon Focus (Aldori dueling sword), base attack bonus +6	Deal bonus precision damage to a foe you successfully feint against	26
Spirit Beacon	Wis 15, Iron Will	Gain bonuses against one category of spirit	169
Spirit Rebuke	Wis 17; Iron Will; Spirit Beacon; Diplomacy 5 ranks or Intimidate 5 ranks	Dispel magical spirit effects or damage spirits	169
Spirit Sight	Wis 15, Iron Will, Spirit Beacon	See invisible spirits more easily	169
Storm-Lashed	—	Take fewer penalties from bad weather	184
Tribal Scars	—	Gain a benefit linked to your tribe	133
Twilight Tattoo	Wis 13, affiliated with Twilight Talons	Gain a magic tattoo that grants benefits	76
Unbreakable*	Con 13, Endurance, fighter level 4th	Gain additional hp from favored classes	86

Animal Companion Feat	Prerequisites	Benefit	Page
Al-Zabriti-Trained Horse (Nomad-Trained Horse)	Horse	Learn bonus tricks, can be trained easier	15
Forceful Charge	Improved Bull Rush, Power Attack, animal companion	Bull rush a foe it charges	16
Improved Forceful Charge	Forceful Charge, Improved Bull Rush, Power Attack, animal companion	Bull rush and potentially trip larger foes when it charges	16

Style Feat	Prerequisites	Benefit	Page
Aldori Style* (Duelist Style)	Alertness, Exotic Weapon Proficiency (Aldori dueling sword) Weapon Finesse, Weapon Focus (Aldori dueling sword)	Gain a +2 bonus on damage when fighting defensively or using Combat Expertise	24
Aldori Style Aegis* (Duelist Style Aegis)	Aldori Style, Alertness, Combat Reflexes, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword)	Parry an attack made by a single focused target	24
Aldori Style Conquest* (Duelist Style Conquest)	Aldori Style, Aldori Style Aegis, Alertness, Combat Reflexes, Exotic Weapon Proficiency (Aldori dueling sword), Weapon Finesse, Weapon Focus (Aldori dueling sword)	Take no penalties on attack rolls when using Aldori Style Aegis to parry an attack	25
Diva Style	Cha 13; base attack bonus +1 or bard level 1st	Use Perform instead of Bluff to feint	176
Diva Strike	Cha 15; Combat Expertise; Diva Style; Improved Feint; base attack bonus +7 or bard level 7th	Deal additional damage to a target that is denied its Dex bonus to AC	176
Diva Advance	Cha 17; Combat Expertise; Diva Strike; Diva Style; Improved Feint; base attack bonus +11 or bard level 11th	You don't provoke attacks of opportunity from foes you feinted against	176
Perfect Style*	Wis 13; base attack bonus +5 or monk level 5th	Gain energy resistance 5	106
Unblinking Flame Feint* (Flame Feint)	Int 13; Wis 13; Combat Expertise; Perfect Style; base attack bonus +9 or monk level 9th	Use Wis mod instead of Cha mod to feint	106
Unblinking Flame Fist* (Flame Fist)	Int 13; Wis 13; Combat Expertise; Perfect Style; Stunning Fist; Unblinking Flame Feint; base attack bonus +13 or monk level 13th	Stunning fist save DC is +2 vs. flat-footed foes	106
Unfolding Wind Strike* (Wind Strike)	Dex 13; Wis 13; Perfect Style; Quick Draw; base attack bonus +9 or monk level 9th	Double range increment of thrown weapons	106

Style Feat	Prerequisites	Benefit	Page
Unfolding Wind Rush* (Wind Rush)	Dex 13; Wis 13; Dodge; Mobility; Perfect Style; Quick Draw; Unfolding Wind Strike; base attack bonus +13 or monk level 13th	Move and make a full attack with thrown weapons	106
Untwisting Iron Strength* (Iron Strength)	Str 15; Wis 13; Perfect Style; base attack bonus +9 or monk level 9th	Ignore some of target's hardness	107
Untwisting Iron Skin* (Iron Skin)	Str 15; Wis 13; Perfect Style; Toughness; Untwisting Iron Strength; base attack bonus +13 or monk level 13th	Gain DR/adamantine, and gain DR/— when you break certain objects	106
Sisterhood Style*	Cha 13, Shield Focus, Weapon Focus (longsword), base attack bonus +2	+1 on Reflex and Will saves and use teamwork feats more easily	86
Sisterhood Rampart*	Cha 13, Shield Focus, Shield Wall, Sisterhood Style, Weapon Focus (longsword), base attack bonus +4	Grant adjacent female allies greater protection from Shield Wall	85
Sisterhood Dedication*	Cha 13, Shield Focus, Shield Wall, Sisterhood Rampart, Sisterhood Style, Weapon Focus (longsword), base attack bonus +6	Sisterhood Style bonuses increase, use teamwork feats more easily	85

Teamwork Feat	Prerequisites	Benefit	Page
Tag-Team Interrogation	Intimidating Prowess or Persuasive; Diplomacy 1 rank; Intimidate 1 rank	Work with an ally to adjust a creature's attitude	36
Tribal Hunter*	Animal Affinity	Flank larger foes more easily with allies	133

*This is a combat feat and can be selected as a fighter bonus feat.

MAGIC ITEMS

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<i>Amulet of the storm</i>	184	<i>Maiden's aegis</i>	87
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<i>Banner of the Scarlet Rose (banner of the scar knight)</i>	86	<i>Maiden's promise</i>	87
<i>Banshee's howl</i>	114	<i>Mammoth hide</i>	134
<i>Caparison of resistance</i>	16	<i>Mammoth lance</i>	134
<i>Cloak of heavenly fire</i>	16	<i>Mantis blade</i>	159
<i>Crimson bluff</i>	158	<i>Mantis embrace</i>	159
<i>Devil catcher</i>	177	<i>Mask of the mantis</i>	159
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<i>Discretion charm</i>	177	<i>Mountainshaper's girdle</i>	107
<i>Dust of hex hiding</i>	36	<i>Red stalker armor</i>	159
<i>Eagle Knight dress uniform (knight dress uniform)</i>	76	<i>Ring of retreat</i>	115
<i>Efreeti horns</i>	107	<i>Rose knight's blade (knight's blade)</i>	87
<i>Elven vengeance</i>	115	<i>Rastland edge (duelist's edge)</i>	26
<i>Erinyes Company cloak (erinyes cloak)</i>	86	<i>Signifer's fist (infernal knight's fist)</i>	97
<i>Eye of the mantis</i>	159	<i>Sterling salt</i>	177
<i>First aid gloves</i>	147	<i>Storm Kindler's rod (storm rod)</i>	185
<i>Gelugon plate</i>	97	<i>Subtle slippers</i>	45
<i>Gloves of unfolding wind</i>	107	<i>Swordlord's cloak (duelist's cloak)</i>	26
<i>Golden eagle epaulets</i>	77	<i>Talonsstrike sword</i>	77
<i>Goz mask (storm mask)</i>	185	<i>Tiller's pendant</i>	45
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SPELLS

The spells listed in the index below are organized by class and level. The page number each spell appears on is in parentheses following the spell. Setting-neutral spell names, which can be used in games set outside of the Pathfinder campaign setting, are listed in brackets.

Alchemist Spells

2nd-Level Spells: *Aldori alacrity* [*duelist's alacrity*] (27).

4th-Level Spells: *Crimson breath* (160).

5th-Level Spells: *Mask from divination* (125).

Antipaladin Spells

1st-Level Spells: *Haunting reminder* (37).

Bard Spells

1st-Level Spells: *Deivon's parry* [*duelist's parry*] (27), *detect charm* (77), *instant portrait* (176), *mirror mantis* (160), *rune trace* (61).

2nd-Level Spells: *Aldori alacrity* [*duelist's alacrity*] (27), *contest of skill* (27), *haunting reminder* (37), *hidden knowledge* (61), *obscured script* (37), *rune of rule* (62), *slave to sin* (62), *suppress charms and compulsions* (77), *sympathetic aura* (37), *Tieldlara's feint* [*duelist's feint*] (27).

3rd-Level Spells: *Sunstalker* (17).

4th-Level Spells: *Absorb rune I* (60), *brightest light* (115).

5th-Level Spells: *Deceptive redundancy* (37), *wall of silver* (177).

6th-Level Spells: *Absorb rune II* (61), *dirge of the victorious knights* (98), *Sarzari shadow memory* [*shadow memory*] (160).

Bloodrager Spells

2nd-Level Spells: *Bone flense* (160), *mark of blood* (160), *sun's disdain* (17).

4th-Level Spells: *Mask from divination* (125), *summon flight of eagles* (77).

5th-Level Spells: *Mass sun's disdain* (17).

Cleric Spells

1st-Level Spells: *Detect charm* (77), *instant portrait* (176), *mirror mantis* (160), *rune trace* (61).

2nd-Level Spells: *Preserve grace* (115), *shackle* (99), *storm sight* (184), *sun's disdain* (17), *suppress charms and compulsions* (77).

3rd-Level Spells: *Bone flense* (160), *contest of skill* (27), *detoxify* (115), *infernial challenger* (98), *planar inquiry* (125), *slave to sin* (62), *sunstalker* (17).

4th-Level Spells: *Absorb rune I* (60), *blade of light* (16), *brightest light* (115), *crimson breath* (160).

5th-Level Spells: *Cleansing fire* (17), *mass sun's disdain* (17), *sawtooth terrain* (161).

6th-Level Spells: *Absorb rune II* (61), *Sarzari shadow memory* [*shadow memory*] (160), *wall of silver* (177).

7th-Level Spells: *Frost mammoth* (134).

9th-Level Spells: *Absorb rune III* (61).

Druid Spells

1st-Level Spells: *Burning sands* (16).

2nd-Level Spells: *Storm sight* (184).

3rd-Level Spells: *Bone flense* (160), *detoxify* (115), *planar inquiry* (125).

4th-Level Spells: *Brightest light* (115), *crimson breath* (160).

5th-Level Spells: *Invoke primal power* (134), *sawtooth terrain* (161).

6th-Level Spells: *Summon flight of eagles* (77).

7th-Level Spells: *Frost mammoth* (134).

Inquisitor Spells

1st-Level Spells: *Brand of conformity* (97), *detect charm* (77), *instant portrait* (176), *preserve grace* (115).

2nd-Level Spells: *Brand of hobbling* (98), *haunting reminder* (37), *mark of blood* (160), *shackle* (99), *sun's disdain* (17).

3rd-Level Spells: *Bone flense* (160), *detoxify* (115), *planar inquiry* (125), *slave to sin* (62).

4th-Level Spells: *Blade of light* (16), *brand of tracking* (98), *brightest light* (115), *cleansing fire* (17).

5th-Level Spells: *Mass sun's disdain* (17), *wall of silver* (177).

6th-Level Spells: *Sarzari shadow memory* [*shadow memory*] (160).

Magus Spells

- 1st-Level Spells:** *Deivon's parry* [*duelist's parry*] (27).
2nd-Level Spells: *Aldori alacrity* [*duelist's alacrity*] (27), *contest of skill* (27).
3rd-Level Spells: *Bone flense* (160), *tactical adaptation* (27).
4th-Level Spells: *Absorb rune I* (60), *brightest light* (115).
5th-Level Spells: *Mask from divination* (125).
6th-Level Spells: *Absorb rune II* (61).

Medium Spells

- 1st-Level Spells:** *Detect charm* (77).
2nd-Level Spells: *Hidden knowledge* (61).

Mesmerist Spells

- 1st-Level Spells:** *Detect charm* (77), *instant portrait* (176), *mirror mantis* (160).
2nd-Level Spells: *Haunting reminder* (37), *hidden knowledge* (61), *obscured script* (37), *slave to sin* (62), *suppress charms and compulsions* (77), *sympathetic aura* (37).
5th-Level Spells: *Deceptive redundancy* (37).

Occultist Spells

- 1st-Level Spells:** *Detect charm* (77), *instant portrait* (176), *mirror mantis* (160), *rune trace* (61).
2nd-Level Spells: *Hidden knowledge* (61), *obscured script* (37), *rune of rule* (62), *sympathetic aura* (37).
4th-Level Spells: *Absorb rune I* (60), *brightest light* (115).
6th-Level Spells: *Absorb rune II* (61).

Paladin Spells

- 1st-Level Spells:** *Detect charm* (77), *preserve grace* (115).
2nd-Level Spells: *Contest of skill* (27), *slave to sin* (62), *suppress charms and compulsions* (77).
3rd-Level Spells: *Detoxify* (115).
4th-Level Spells: *Blade of light* (16), *brightest light* (115), *cleansing fire* (17).

Psychic Spells

- 1st-Level Spells:** *Detect charm* (77), *instant portrait* (176), *mirror mantis* (160), *rune trace* (61).
2nd-Level Spells: *Haunting reminder* (37), *hidden knowledge* (61), *obscured script* (37), *suppress charms and compulsions* (77), *sympathetic aura* (37).
5th-Level Spells: *Deceptive redundancy* (37).
6th-Level Spells: *Sarzari shadow memory* [*shadow memory*] (160).

Ranger Spells

- 1st-Level Spells:** *Burning sands* (16).
2nd-Level Spells: *Detoxify* (115), *shackle* (99).
4th-Level Spells: *Brightest light* (115), *summon flight of eagles* (77).

Shaman Spells

- 1st-Level Spells:** *Burning sands* (16), *detect charm* (77).
2nd-Level Spells: *Storm sight* (184), *sun's disdain* (17), *suppress charms and compulsions* (77).
3rd-Level Spells: *Detoxify* (115), *planar inquiry* (125).
4th-Level Spells: *Brightest light* (115).
5th-Level Spells: *Mask from divination* (125), *mass sun's disdain* (17).
6th-Level Spells: *Summon flight of eagles* (77).
7th-Level Spells: *Frost mammoth* (134).

Sorcerer/Wizard Spells

- 1st-Level Spells:** *Burning sands* (16), *detect charm* (77), *instant portrait* (176), *mirror mantis* (160), *rune trace* (61).
2nd-Level Spells: *Haunting reminder* (37), *hidden knowledge* (61), *mark of blood* (160), *obscured script* (37), *rune of rule* (62), *shackle* (99), *storm sight* (184), *sun's disdain* (17), *suppress charms and compulsions* (77), *sympathetic aura* (37).
3rd-Level Spells: *Bone flense* (160), *infernal challenger* (98), *planar inquiry* (125), *slave to sin* (62), *sunstalker* (17).
4th-Level Spells: *Absorb rune I* (60), *brightest light* (115), *crimson breath* (160).
5th-Level Spells: *Deceptive redundancy* (37), *mask from divination* (125), *mass sun's disdain* (17), *sawtooth terrain* (161).
6th-Level Spells: *Absorb rune II* (61), *Sarzari shadow memory* [*shadow memory*] (160), *summon flight of eagles* (77), *wall of silver* (177).
7th-Level Spells: *Frost mammoth* (134).
9th-Level Spells: *Absorb rune III* (61).

Spiritualist Spells

- 1st-Level Spells:** *Detect charm* (77).

Summoner Spells

- 1st-Level Spells:** *Instant portrait* (176).
2nd-Level Spells: *Shackle* (99).
3rd-Level Spells: *Infernal challenger* (98), *planar inquiry* (125).
6th-Level Spells: *Frost mammoth* (134), *summon flight of eagles* (77).

Witch Spells

- 1st-Level Spells:** *Burning sands* (16), *detect charm* (77), *instant portrait* (176).
2nd-Level Spells: *Mark of blood* (160), *rune of rule* (62), *storm sight* (184), *sun's disdain* (17).
3rd-Level Spells: *Bone flense* (160), *detoxify* (115), *planar inquiry* (125), *slave to sin* (62).
4th-Level Spells: *Crimson breath* (160).
5th-Level Spells: *Mask from divination* (125), *mass sun's disdain* (17), *sawtooth terrain* (161).
6th-Level Spells: *Sarzari shadow memory* [*shadow memory*] (160), *summon flight of eagles* (77).

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Being an adventurer is a dangerous line of work, but the rewards are well worth the risk. The smartest adventurers never go it alone—they not only bring allies to help explore the dangerous reaches of the world, but also seek aid in the form of support, supplies, and secrets from powerful organizations. With such a group to serve as a guide, an adventuring party's chances for success have never been better!

Pathfinder RPG Adventurer's Guide presents several such organizations, each with its own suite of benefits and boons to grant those affiliated with it. Designed for the Pathfinder RPG Roleplaying Game and drawing upon the rich traditions of the official Pathfinder campaign setting, this indispensable guide for adventurers provides a wealth of new character options for your game.

Pathfinder RPG Adventurer's Guide includes:

- ▶ Details on 18 different organizations that use adventurers to further their goals, including the law-enforcing Hellknights, the sinister assassins of the Red Mantis, and of course, the world-renowned Pathfinder Society itself.
- ▶ A wealth of new player options, including feats, spells, magic items, prestige classes, archetypes, and new abilities and powers for a wide range of classes.
- ▶ Rules and advice on how to incorporate the new options found in this book into your own game, whether it takes place in the official Pathfinder campaign setting or in a world of your own choice or design.
- ▶ Notes on the movers and shakers of each organization—nonplayer characters who can come alive in your game as allies and advisors for the player characters.
- ▶ AND MUCH, MUCH MORE!



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