

PATHFINDER[®]

CAMPAIGN SETTING[™]



PATHS OF PRESTIGE

PRESTIGE CLASSES

ARCANA



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PATHS OF PRESTIGE

A Pathfinder Campaign Setting Supplement

This book works best with the *Pathfinder Roleplaying Game Core Rulebook*. Although suitable for play in any fantasy world, it is optimized for use in the Pathfinder campaign setting.



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CHOOSE YOUR PATH

The Pathfinder Roleplaying Game already offers a plethora of exciting character options to help make characters unique and flesh out their backstories. With the introduction of archetypes, players could explore an astonishing variety of skills and abilities while still staying true to the original class's intended role. With prestige classes, however, already established characters from various walks of life can use their diverse talents to enter and progress in an entirely unique field of adventuring. We've already presented numerous prestige classes in other Pathfinder products (see the Other Prestige Classes section on page 3), but with this book, we wanted to do something a little different—something tied not just to the rules, but to the campaign setting itself.

With *Paths of Prestige*, we went through the entire Inner Sea region and handpicked 30 of the most intriguing and flavorful factions, juntas, and sects from both Avistan and Garund (which was no small task!) and designed prestige classes that most accurately depict the flavor and powers of typical members of these organizations. The prestige classes presented in the following pages are fully capable of standing on their own in any setting, but are specifically intended for players and GMs who want to customize their characters to fit into a distinctly Inner Sea-flavored campaign or a Golarion-based character concept. From the learned Magaambyan arcanists of the Mwangi Expanse to Lastwall's highly disciplined Knights of Ozem, characters can explore a variety of possible classes that are both mechanically interesting and packed with flavor. The roads toward these prestige classes may open up countless adventuring opportunities in and of themselves—after all, the paths to prestige are fraught with both peril and wonder, and in the end, only the most valiant adventurers prevail in their pursuit of power.

IN THIS BOOK

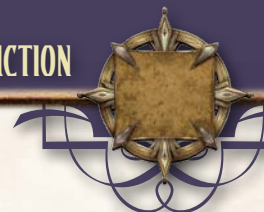
The 30 prestige classes in this book are presented in alphabetical order, and each follows an identical format. A full listing of the included prestige classes can be found on the inside front cover. While the format for each prestige class entry is similar to that of the base PC classes presented in the *Pathfinder RPG Core Rulebook*, a few notable differences set prestige classes apart from other classes, the most obvious being that a character must first meet a series of requirements before taking levels in a prestige class. The full rules for prestige classes can be found on page 374 of the *Core Rulebook*.

VILLAINOUS PRESTIGE CLASSES

While nearly all of the prestige classes presented in this book are intended to be usable by any player seeking to enhance a PC, a few of the more nefarious factions and groups make for better enemies than allies, particularly those whose class requirements include an evil alignment. Of these dastardly specialists, the Aspis agents, Blackfire Adepts, Daggermark poisoners, and Gray Gardeners are the most obvious choices for villains, though all of the prestige classes can help a GM surprise PCs who might not expect their adversaries to be trained shadow court agents from the lightless realm of Nidal or renegade shieldmarshals from the Grand Duchy of Alkenstar. While adding prestige classes to rank-in-file enemies might not be worth the effort, a reoccurring villain who employs a prestige class's distinctive abilities swiftly becomes all the more memorable. On the other hand, GMs who allow both good and evil PCs in their games should feel free to allow their players access to the prestige classes in this book typically reserved for enemies; who knows what kinds of roleplaying opportunities might arise when a benevolent champion of Irori has to team up with a cold-blooded winter witch? As with all supplemental material, a player should consult with his GM before working toward a particular prestige class to make sure that class is permitted.

CITATIONS

The prestige classes in *Paths of Prestige* draw inspiration from numerous abilities, feats, spells, and other character options presented in previous Pathfinder products. Some of these features show up in the descriptions of the prestige classes' abilities, while others are prerequisites for the prestige classes themselves. Character options from other books are denoted using a superscript citation, including the *Pathfinder RPG Advanced Player's Guide* (^{APG}), *Pathfinder RPG Bestiary* (^{B1}), *Pathfinder RPG Bestiary 2* (^{B2}), *Pathfinder RPG Bestiary 3* (^{B3}), *Pathfinder RPG Ultimate Combat* (^{UC}), *Pathfinder RPG Ultimate Magic* (^{UM}), *Pathfinder Campaign Setting: The Inner Sea World Guide* (^{ISWG}), and *Pathfinder Campaign Setting: Inner Sea Magic* (^{ISM}). In most cases, the exact page location of the character option in question should be easy to find, since most feats, spells, and so on are alphabetized in their own chapters. For character options that are not located in obvious spots, however, we have included full citations (including page numbers) as appropriate.



SPELLS PER DAY

Many prestige classes grant characters additional spells per day, depending on their level in that prestige class. This is noted in a separate column in the prestige class's table, under "Spells per Day." Unless noted otherwise in the class features section of the prestige class, the spells granted by these prestige classes adhere to the following rules.

At the indicated levels, a member of this prestige class gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. (Unless noted otherwise in the prestige class's table, this spellcasting class can be either arcane or divine.) He does not, however, gain other benefits of that class other than spells per day, spells known (if he is a spontaneous caster), and an increased effective level of spellcasting. If he had more than one spellcasting class before becoming a member of this prestige class, he must decide to which class he adds the new level for the purpose of determining spells per day.

OTHER PRESTIGE CLASSES

This book presents 30 new prestige classes, yet many more can be found in other Pathfinder accessories. The following table lists previously printed prestige classes compatible with the Pathfinder RPG.

Pathfinder Chronicler	Core Rulebook 388
Pathfinder Delver	Seekers of Secrets 58
Pathfinder Savant	Seekers of Secrets 60
Rage Prophet	Advanced Player's Guide 275
Red Mantis Assassin	The Inner Sea World Guide 282
Shadowdancer	Core Rulebook 391
Souldrinker	Horsemen of the Apocalypse 34
Stalwart Defender	Advanced Player's Guide 277
Steel Falcon	Andoran, Spirit of Liberty 22
Student of War	Seekers of Secrets 62

Prestige Class	Source
Agent of the Grave	Pathfinder #45 67
Arcane Archer	Core Rulebook 374
Arcane Trickster	Core Rulebook 376
Assassin	Core Rulebook 378
Battle Herald	Advanced Player's Guide 260
Bloatmage	City of Strangers 60
Cyphermage	Inner Sea Magic 44
Demoniac	Lords of Chaos 46
Diabolist	Princes of Darkness 44
Divine Scion	Inner Sea Magic 46
Dragon Disciple	Core Rulebook 380
Duelist	Core Rulebook 382
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Halfling Opportunist	Halflings of Golarion 28
Harrower	The Inner Sea World Guide 276
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Holy Vindicator	Advanced Player's Guide 263
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Inner Sea Pirate	Pirates of the Inner Sea 24
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Low Templar	The Inner Sea World Guide 280
Master Chymist	Advanced Player's Guide 267
Master Spy	Advanced Player's Guide 270
Mystic Theurge	Core Rulebook 387
Nature Warden	Advanced Player's Guide 272



ALDORI SWORDLORD

In the northern kingdom of Brevoiy, dueling is more than a fighting style or even an art form—it's a way of life. The nobles of this land consider maintaining one's honor as important as feeding one's family. Among the most highly respected duelists in this nation are the Aldori swordlords, who take their name after a man once known as Baron Sirian First. Long before Issia and Rostland's annexation by the forces of Choral the Conqueror, Sirian fled the country, shamed by his defeat in a duel with a bandit lord. He returned several years later as Baron

Aldori, and publicly defeated his previous opponent as well as thousands more challengers, quickly becoming known throughout the land as the "Sword Baron." It was with this prestige and renown that Sirian established the Aldori school of sword fighting, teaching his art to dedicated pupils who proved themselves worthy of the name. Aldori swordlords are highly talented melee combatants, and while their true mastery shows itself in dueling situations or whenever flashy combat is called for, they can still carry their weight in more conventional battles.

Many of an Aldori swordlord's abilities rely or build on rules presented in *Ultimate Combat*, which includes rules for duels. This prestige class also works well in conjunction with the Aldori swordlord archetype presented in *Pathfinder Player Companion: Inner Sea Primer*.

Hit Die: d10.

REQUIREMENTS

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

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

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

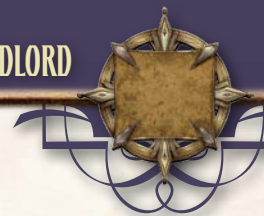
The following are class features of the Aldori swordlord prestige class. Unless stated otherwise, the following benefits only apply when a swordlord is wielding an Aldori dueling sword (*The Inner Sea World Guide* 290) and carrying nothing in his other hand.

Weapon and Armor Proficiency: An Aldori swordlord gains no additional weapon or armor proficiencies.

Aldori Dueling Mastery: An Aldori swordlord gains Aldori Dueling Mastery (*The Inner Sea World Guide* 284) as a bonus feat.

Deft Strike (Ex): An Aldori swordlord can add his Dexterity bonus (if any) on damage rolls made with an Aldori dueling sword instead of his Strength bonus. This





ALDORI SWORDLORD

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Aldori dueling mastery, deft strike
2nd	+2	+1	+1	+1	Display weapon prowess
3rd	+3	+1	+2	+1	Defensive parry
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	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

bonus on damage rolls applies whether the swordlord is wielding an Aldori dueling sword one-handed or two-handed, though the swordlord does not apply 1-1/2 times his Dexterity bonus on damage rolls while fighting two-handed. An Aldori swordlord cannot use this ability if he is wielding a shield or an off-hand weapon, including armor spikes, unarmed strikes, or natural weapons.

Display Weapon Prowess (Ex): At 2nd level, an Aldori swordlord adds a bonus equal to 1/2 his class level on Intimidate checks made while using Dazzling Display with an Aldori dueling sword. He also gains a +1 competence bonus on these Intimidate checks for each of the following feats he possesses with the Aldori dueling sword: Greater Weapon Focus, Greater Weapon Specialization, Improved Critical, Weapon Focus, Weapon Specialization.

When involved in a duel, an Aldori swordlord's mastery of elaborate strokes and stances grants a bonus equal to 1/2 his class level on performance combat checks (*Ultimate Combat* 154). These tricks are not merely for show, however, and are of great help in countering an enemy during a duel, granting a bonus equal to 1/2 his class level on rolls to make a dueling parry or use dueling resolve (*Ultimate Combat* 152).

Defensive Parry (Ex): At 3rd level, an Aldori swordlord gains a +1 bonus to AC when making a full attack with an Aldori dueling sword. This AC bonus increases by +1 for every four levels after 3rd. If an Aldori duelist is also a fighter with the Aldori swordlord fighter archetype (*Inner Sea Primer* 24), levels in this class stack with his fighter levels to determine 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 and/or using Combat Expertise by 1 at 4th level, increasing to 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 (with a DC equal to 10 + the opponent's base attack bonus).

If the check is successful, the swordlord can choose to gain a +2 circumstance bonus either on attack rolls or to AC against that creature until the beginning of his next turn.

Shatter Confidence (Ex): At 5th level, an Aldori swordlord can make 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 dueling sword. If his target is already shaken, he can attempt an Intimidate check to demoralize as a swift action after any successful melee attack or combat maneuver. If this check is successful, any morale bonuses the target possesses are suppressed for a number of rounds equal to the Aldori swordlord's class level. Suppressed effects are not dispelled, and 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 does not actually end rage or suppress any other effects of rage or rage powers that do not provide morale bonuses.

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 making Acrobatics or Climb checks. In addition, if he stands from prone he does not provoke attacks of opportunity from any creatures he hit while he was prone earlier on the same turn.

Greater Saving Slash (Ex): 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 a ranged critical hit, including those by 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 any competence or insight bonuses the target possesses.



ARCLORD OF NEX

The Arclords of Nex trace their lineage to the personal retinue of the archmage Nex, and though the demiurge has been missing for over four millennia, the Arclords still seek to enact his will. Whenever possible, they follow in the literal footsteps of Nex by looking to the wizard-king's diary entries, workbooks, and scrolls (with such resources often being of questionable legitimacy). Seizing political power in the years immediately after his disappearance, the Arclords reinitiated hostilities with rival Geb while instituting laws and social policies derived from hoarded scraps of Nex's personal correspondence and journals. This behavior led to their ouster and exile from Nex.

In the centuries since, most Arclords have pursued less radical methods of carrying out Nex's will. Arclords pioneered and refined the practical application of magical constructs, conjurations, and education, founding the legendary Arcanamirium in Absalom. In Quantium, the Arclords' ancient exile is long since forgotten. The Arclords' goal is as subtle as it is simple—to make themselves and their magic (and, in a broader sense, all magic) an indispensable and irreplaceable foundation of communities and societies across the face of Golarion. In this way, they have achieved positions of influence and leadership that eluded them when they tried to seize power directly, and their voice is loud and persuasive in courts throughout the Inner Sea.

Hit Die: d6.

REQUIREMENTS

To qualify to become an Arclord of Nex, a character must fulfill all of the following criteria.

Feats: Craft Construct, Craft Wondrous Item, Eye of the Arclord (*The Inner Sea World Guide* 286).

Skills: Diplomacy 5 ranks, Knowledge (arcana) 5 ranks, Knowledge (engineering) 5 ranks, Spellcraft 5 ranks.

Special: You must be able to cast *arcane sight*, and have at least two spells from every school of magic scribed in your spellbook.

Special: Arcane school class feature. You must have the ability to use hand of the apprentice or a different arcane school power that you can use a number of times per day equal to 3 + your Intelligence modifier. For Arclord of Nex abilities that require you to expend a number of uses of hand of the apprentice, if you can't use hand of the apprentice you can substitute an equivalent arcane school power you can use a number of times per day equal to 3 + your Intelligence modifier. If you do, you must expend one additional use.

CLASS SKILLS

The Arclord of Nex's class skills (and the key ability for each skill) are Diplomacy (Cha), Linguistics (Int), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Arclord of Nex prestige class.

Weapon and Armor Proficiency: An Arclord of Nex gains no additional weapon or armor proficiencies.

Mystic Pedagogue (Ex): An Arclord of Nex adds a bonus equal to 1/2 his class level on Spellcraft checks to learn a wizard spell or craft a magical item.

Third Eye (Su): An Arclord of Nex can use his Eye of the Arclord feat one additional time per day, plus one additional time per day for every two levels beyond 1st (three times per day at 3rd level, and so on). In addition, while the eye is open, the Arclord can use the aid another action to grant an adjacent wizard a +1 bonus to her caster level and a +2 circumstance bonus on concentration checks for the next wizard spell she casts before the beginning of the Arclord's next turn.

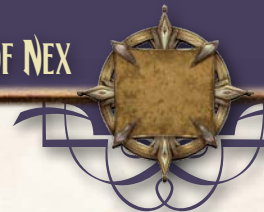
Artificer's Touch (Sp): At 2nd level, an Arclord of Nex can expend one use of his hand of the apprentice to use the Artifice domain's artificer's touch power, using his caster level as his cleric level.

Scholiast (Sp): At 3rd level, an Arclord of Nex can access the wizard school powers of another school of magic. He chooses a single arcane school spell-like ability that has a number of uses per day equal to 3 + his Intelligence modifier. Henceforth, he may use that ability (with a wizard level equal to his caster level) by expending two uses of his hand of the apprentice ability. A specialist wizard needs to expend two uses of his equivalent ability if using scholiast for hand of the apprentice, but still has to expend one additional daily use (for a total of three) to use it for a power of a different school.

At 6th level and again at 9th level, an Arclord of Nex can choose an additional arcane school spell-like ability to use with this ability.

Arcane Architect (Ex): At 4th level, an Arclord of Nex can create constructs with the Craft Construct feat in only half the time it would normally take. In addition, he can apply the Extend Spell and/or Widen Spell metamagic feats to conjuration (creation) spells he prepares, even if he doesn't possess those feats. If he does possess them, the level increase for applying Extend Spell to a conjuration (creation) spell is eliminated, and the level increase for





ARCLORD OF NEX

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Mystic pedagogue, third eye	+1 level of arcane spellcasting class
2nd	+1	+1	+1	+1	Artificer's touch	+1 level of arcane spellcasting class
3rd	+1	+1	+1	+2	Scholiast 1	+1 level of arcane spellcasting class
4th	+2	+1	+1	+2	Arcane architect	+1 level of arcane spellcasting class
5th	+2	+2	+2	+3	Improved third eye	+1 level of arcane spellcasting class
6th	+3	+2	+2	+3	Scholiast 2	+1 level of arcane spellcasting class
7th	+3	+2	+2	+4	Extradimensional extension	+1 level of arcane spellcasting class
8th	+4	+3	+3	+4	Call for aid	+1 level of arcane spellcasting class
9th	+4	+3	+3	+5	Scholiast 3	+1 level of arcane spellcasting class
10th	+5	+3	+3	+5	Greater third eye	+1 level of arcane spellcasting class

applying *Widen Spell* to a conjuration (creation) spell is reduced to 2.

Improved Third Eye (Sp): At 5th level, an Arclord can activate his *Eye of the Arclord* feat as a move action. An Arclord of Nex can expend two uses of his hand of the apprentice ability to add the effect of *arcane sight* or *see invisibility* to the benefits of his *Eye of the Arclord* for 1 minute (or until the duration of the *Eye* ends, whichever is sooner). He can add both effects by expending four uses of this ability.

Extradimensional Extension (Su): At 6th level, the duration of any spell cast by an Arclord of Nex that creates an extradimensional space (or demiplane) or moves creatures or objects through the *Ethereal Plane* is doubled as though affected by the *Extend Spell* feat, without altering the level of the spell. Applications of *Extend Spell* do not stack with this ability.

Call for Aid (Su): At 8th level, as a standard action, an Arclord of Nex can sacrifice a prepared spell of 2nd level or higher to call a creature bound to him, including an animal companion, eidolon, familiar, personally controlled construct or undead creature, creature telepathically linked to him (including by *telepathic bond*, *dominate person*, or *dominate monster*), or an outsider bound with a *planar binding* spell. The named creature appears adjacent to the Arclord, or in the nearest open space if all adjacent squares are occupied. This ability functions like *greater teleport*, except the range limit is determined by the level of the sacrificed spell: short (2nd–3rd), medium (4th–5th), long (6th–7th), unlimited (same plane) (8th), or unlimited (any plane) (9th).

Greater Third Eye (Sp): At 10th level, an Arclord can activate his *Eye of the Arclord* as a swift action. In addition, he can expend four uses of his hand of the apprentice while opening his third eye to gain *greater arcane sight* or *true seeing* until the beginning of his next turn. He gains both effects if he expends eight uses of this ability.



ASPIS AGENT

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

Aspis agents research ancient lore to discover long-lost treasures, then 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 themselves 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 all of 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 class features of the Aspis agent prestige class.

Weapon and Armor Proficiency: An Aspis agent gains no additional weapon or armor proficiencies.

Trapfinding (Ex): As 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.

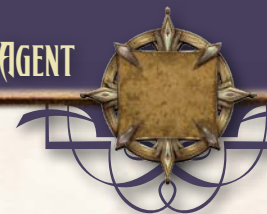
Trap Sense (Ex): An Aspis agent gains a +1 bonus to AC and on Reflex saves made to avoid traps; this bonus increases by +1 every 3 levels after 1st. Trap sense bonuses gained from multiple classes stack.

Agency Secrets: At 2nd level and every two 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.

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

Bonus Feat: An Aspis agent may 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), Whip Mastery^{UC}. She must meet the prerequisites of the selected bonus feat.





ASPIS AGENT

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

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

Exotic Performance: An Aspis agent with the bardic performance or 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.

Hidden Stash (Ex/Sp): An 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 *magic aura*.

Master Caster: An Aspis agent able to cast spells as a bard or inquisitor 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 both classes, she must choose which class to apply this increase to when she takes this agency secret.

Rogue Talent: An Aspis agent can select one rogue talent for which she qualifies. Her Aspis agent levels stack with rogue levels for any rogue talents she possesses with level-dependent effects, whether they were gained from this prestige class or another class.

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

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 may choose to be detected as any specific alignment she chooses or as no alignment. 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 making a Spellcraft check. If successful, she can assume a false alignment as an immediate action.

At 10th level, when an Aspis agent assumes a false alignment, 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.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at every third level (3rd, 6th, and 9th). If an Aspis agent gains a sneak attack bonus from another source, the bonuses on damage stack.

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 made 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 on the trap's attack rolls, and adds her sneak attack damage to the trap's damage if the target is flat-footed or otherwise denied its Dexterity bonus to AC.

Crucial Taunt (Ex): At 5th level, an Aspis agent can combine infuriating smugness and sneering mockery with Bluff checks to feint, Intimidate checks to demoralize, and dirty trick combat maneuvers (see the *Advanced Player's Guide*), gaining a bonus equal to 1/2 her class level on these checks. She may 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 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 on all saving throws made 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.





BELLFLOWER TILLER

Perhaps no group has done more to sow the seeds of freedom in devil-haunted Cheliox 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 Cheliox, from the darkened streets of Egorian and Westcrown to the wilds of the Whisperwood. 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 tillers is discouraged by the Bellflower Network's leadership, lest they risk exposing the organization to the authorities. Despite this, tillers 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 each other's chances of evading capture.

Nearly all bellflower tillers are halfling rogues, though some particularly zealous members are rogue/inquisitors, and savvy hunters among their ranks might be rogue/rangers. Non-halflings are usually only admitted after proving their allegiance to the anti-slavery movement and their friendliness toward halflings.

A bellflower tiller's duty relies in part on her ability to establish a believable and viable cover identity. Tillers often pose as traveling merchants or tinkerers—occupations that give them the freedom to travel where they need to, when they need to, and provide a solid excuse for their presence on the road should they be confronted by a Chelish patrol. Other 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 all of the following criteria.

Alignment: Chaotic good.

Feats: Any two teamwork feats (see the *Advanced Player's Guide*).

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

Special: Sneak attack +2d6.

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.

Weapon and Armor Proficiency: A bellflower tiller gains no additional weapon or armor proficiencies.

Bellflower Crop (Ex): As a standard action, a bellflower tiller may designate a number of allies up to 3 + her Charisma modifier as part of her bellflower crop. Members of a bellflower crop must remain within 30 feet of the bellflower tiller in order to gain the benefits granted by a bellflower tiller's other class abilities, detailed below; if they 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 may 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, a bellflower tiller is dedicated to ensuring the safety and success of those she guides. Whenever she uses the aid another action for a member of her bellflower crop, she grants a +3 bonus instead of the normal +2.

Scarecrow (Ex): At 2nd level, a bellflower tiller receives a +1 morale bonus on attack and damage rolls made against creatures that threaten members of her bellflower crop. At 4th level and every two 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 selected from those listed as teamwork feats, and the bellflower tiller must meet the prerequisites of the selected bonus feat. At 6th level and again at 10th, the bellflower tiller gains an additional bonus teamwork feat.



BELLFLOWER TILLER

Level	Base Attack Bonus	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

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every two levels (3rd, 6th, and 9th). 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 may leave a trail if she so desires).

Provided 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 again at 9th level, the bellflower tiller may 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 is considered any settlement consisting of 100 or more individuals. The community may be larger than this minimum. Outlying farms, fields, and houses are considered part of a community.



BLACKFIRE ADEPT

A loosely organized order of nihilistic alienists and demonologists, the Blackfire Adepts study the power of unmaking as it manifests throughout the multiverse. They focus their obsessive research on blackfire. This eldritch phenomenon burns away the fibers of reality wherever it touches, thinning the walls between planes—especially between the Material Plane and the dark and unholy pits of the evil Outer

Planes. Some pursue blackfire for purely academic purposes, but most seek to harness and wield its energy to loose the destructive power of the multiverse upon all creation.

The Riftwardens diametrically oppose the Blackfire Adepts. While Adepts seek to harness the might of the evil Outer Planes for their own, constantly opening planar gateways in hopes of catching glimpses of the elusive blackfire, Riftwardens instead attempt to close these portals. Because Riftwardens hinder the efforts of Blackfire Adepts, the summoners take whatever opportunities come their way to sabotage or corrupt these hated rivals.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Blackfire Adept, a character must fulfill all of the following criteria.

Alignment: Any non-good.

Feats: Augment Summoning, Spell Focus (conjunction).

Skills: Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast *summon monster III* as a spell or spell-like ability.

Special: Able to speak Abyssal and Infernal.

CLASS SKILLS

The Blackfire Adept's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

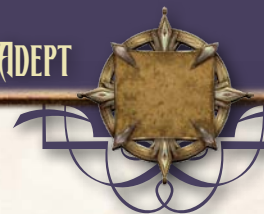
The following are class features of the Blackfire Adept prestige class.

Weapon and Armor Proficiency: A Blackfire Adept gains no additional weapon or armor proficiencies.

Sacred Summons: A Blackfire Adept gains Sacred Summons^{UM} as a bonus feat at 1st level, as if she had an evil aura (regardless of her actual alignment).

Blackfire Taint (Su): At 2nd level, as a standard action, a Blackfire Adept can corrupt the planar substrate into strands of blackfire that create a destructive resonance between herself and a target within 30 feet. She gains a +1 profane bonus on attack rolls and caster level checks against the target, and the target takes a –1 penalty on saving throws against the adept's attacks (or –2 if the attack is a conjuration effect). The taint lasts a number of rounds equal to her class level, though a successful Will save (DC 10 + the Blackfire Adept's class level + the Blackfire Adept's Charisma modifier) reduces this





BLACKFIRE ADEPT

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Sacred Summons	—
2nd	+1	+1	+1	+1	Blackfire taint	+1 level of spellcasting class
3rd	+1	+1	+1	+2	1st blackfire pact	+1 level of spellcasting class
4th	+2	+1	+1	+2	Blackfire eruption	+1 level of spellcasting class
5th	+2	+2	+2	+3	Breaching	—
6th	+3	+2	+2	+3	2nd blackfire pact	+1 level of spellcasting class
7th	+3	+2	+2	+4	Breaching legion	+1 level of spellcasting class
8th	+4	+3	+3	+4	Accursed sympathy	+1 level of spellcasting class
9th	+4	+3	+3	+5	3rd blackfire pact	—
10th	+5	+3	+3	+5	Riftward breaching	+1 level of spellcasting class

to 1 round. The effect immediately ends if the target moves more than 30 feet away from the Blackfire Adept.

The profane bonus and penalty become +2 and -2 (-3 against conjuration effects) at 6th level. They become +3 and -3 (-4 against conjuration effects) at 10th level.

Blackfire Pact (Su): At 3rd level, a Blackfire Adept may choose one evil outsider subtype from among the following: asura, daemon, demodand, demon, devil, div, kyton, oni, qliploth, or rakshasa. Against outsiders with that subtype, she gains a +1 profane bonus on saving throws, caster level checks, Charisma checks, and Charisma-based skill checks. When using the *planar ally* or *planar binding* spells, she can call 2 additional Hit Dice of outsiders with the chosen subtype, and those creatures gain temporary hit points equal to her class level, a +1 profane bonus on saving throws, and a +1 profane bonus to the caster level DC for effects that would banish, dismiss, or dispel them.

At 6th level and 9th level, the Blackfire Adept may select an additional evil outsider subtype for her blackfire pact. In addition, the bonus against any one of her selected subtypes (including the one just selected, if so desired) increases by +1.

Blackfire Eruption (Sp): At 4th level, a Blackfire Adept can sacrifice a prepared spell or spell slot of 4th level or higher, calling forth a searing ebon vortex in the spell's stead. A blackfire eruption acts as *unholy blight*, but its maximum damage is increased by 1d8 points (2d6 against good outsiders) per level of the sacrificed spell above 4th. A blackfire eruption ignores the hardness of objects, as it unravels their fundamental reality. A creature slain or an object destroyed by a blackfire eruption is reduced to ash, as by the *disintegrate* spell. This is a conjuration effect.

Breaching (Su): At 5th level, when a Blackfire Adept attempts to call or summon a creature from one of her blackfire pact subtypes into an area where summoning is blocked by a magical effect (such as *magic circle against evil*, *forbiddance*, or *dimensional lock*), or when a creature within 30 feet she has called or summoned from her blackfire pact would have its attacks against a creature blocked by such

an effect, as a swift action she can sacrifice a prepared spell or spell slot of the same level as the warding effect. If her caster level is higher than the caster level of the warding effect, it is immediately negated. If it is the same or lower, a caster level check (DC 11 + the caster level of the warding) is required to negate the warding effect.

At 10th level, a Blackfire Adept's breaching can penetrate and destroy an *antimagic field*, a *prismatic sphere*, or an extradimensional shelter like a *mage's magnificent mansion*, though a caster level check is always required regardless of the Blackfire Adept's caster level. She can summon creatures into a naturally magic-dead area (such as the Mana Wastes) with a successful DC 31 caster level check, but the magic-dead area is not negated.

Breaching Legion (Su): At 7th level, when a Blackfire Adept summons a creature from one of her blackfire pact subtypes, she can choose to allow that creature to use any innate summoning abilities it possesses. The creatures it summons are not under the Blackfire Adept's control. Once this decision is made, it cannot be reversed until the summoned creature is sent back to whence it came.

Accursed Sympathy (Su): At 8th level, whenever a Blackfire Adept or her called or summoned creature deals hit point damage to a target affected by her blackfire taint, as a swift action she can increase the damage dealt by the attack by 1 hit point per class level. If the target dies, the Blackfire Adept gains temporary hit points equal to 1/2 the target's total number of Hit Dice. These temporary hit points last 1 hour and do not stack.

Riftward Breaching (Su): At 10th level, whenever one or more creatures appear via a conjuration effect (including calling, summoning, or teleportation effects) within 30 feet of a Blackfire Adept, she can as an immediate action unleash a blackfire eruption that targets all such creatures within 30 feet (but does not affect other creatures). Creatures that fail their saving throws are immediately transported to a random plane in the evil Outer Planes as though affected by a *planeshift* spell.



BROTHER OF THE SEAL

In Kaer Maga, a city known for its secrets, one of the greatest mysteries is the massive eldritch seal hidden deep below Oriat. For centuries, this portal has been safeguarded by an order of monks known as the Brothers of the Seal, ensuring that none disturbed the mighty vault and unleashed what powers lay locked within. With the passage of time, however, the truth of what the seal hid was lost even to its guardians. As secret-keepers disappeared and records were lost, the Brothers of the Seal maintained their vigil but began to wonder what they guarded, and for whom, and realized that no one truly knew the answers anymore.

This realization and subsequent schism split the group into two factions. The Faithful believe they must keep the sacred trust of guardianship no matter who decreed it. The Scions, on the other hand, claim that promises to masters long gone need not be kept. Meanwhile, a marginalized third faction of the brotherhood has formed, composed of those who seek to unite their brethren once more.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Brother of the Seal, a character must fulfill all of the following criteria.

Alignment: Any lawful.

Feats: Improved Unarmed Strike, Stunning Fist.

Skills: Knowledge (arcana) 5 ranks.

Special: Flurry of blows class feature.

CLASS SKILLS

The brother of the seal's class skills (and the key ability for each skill) are Disable Device (Dex), Knowledge (engineering) (Int), Knowledge (history) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Brother of the Seal prestige class.

Weapon and Armor Proficiency: A Brother of the Seal gains no additional weapon or armor proficiencies.

Unarmed Combat (Ex): A Brother of the Seal's class levels stack with any monk levels for the purposes of determining his flurry of blows, stunning fist, and unarmed strike class features (including determining damage dealt by his unarmed strike attacks).

Water Splitting Stone (Ex): When attacking an object, a Brother of the Seal ignores 1 point of hardness per class level.

Gatekeeper (Sp): At 2nd level, a Brother of the Seal may select either *hold portal* or *arcane lock*, and he gains the ability to cast the selected spell once per day. Once made, this choice cannot be reversed. At 6th level, and again at 10th level, a Brother of the Seal may cast the selected spell an additional time per day.

Trapfinding (Ex): At 2nd level, a Brother of the Seal adds 1/2 his class level on Perception and Disable Device checks





BROTHER OF THE SEAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+1	+1	Unarmed combat, water splitting stone
2nd	+1	+1	+1	+1	Gatekeeper, trapfinding
3rd	+2	+2	+2	+2	Runefinding
4th	+3	+2	+2	+2	Awesome Blow
5th	+3	+3	+3	+3	Unsealing
6th	+4	+3	+3	+3	Domino strike
7th	+5	+4	+4	+4	Hands of stone
8th	+6	+4	+4	+4	Rapid slam
9th	+6	+5	+5	+5	Cascading strike
10th	+7	+5	+5	+5	Unraveling

made to find or disarm traps, and he can use Disable Device to disarm magical traps.

Runefinding (Ex): At 3rd level, a Brother of the Seal's trapfinding bonus becomes equal to his level while dealing with magical glyphs, symbols, runes, and writings. In addition, he gains the trap spotter rogue talent, but it applies only to trapped magical writings.

Awesome Blow (Ex): At 4th level, a Brother of the Seal gains Awesome Blow (*Bestiary* 314) as a bonus feat, even if he does not meet the prerequisites, adding his Wisdom modifier on awesome blow combat maneuver checks and dealing damage to his target equal to that dealt by his unarmed strike. Hardness ignored by the Brother of the Seal's water splitting stone ability applies when determining damage dealt to an obstacle while using an awesome blow combat maneuver.

A Brother of the Seal can expend 1 *ki* point or one use of Stunning Fist in conjunction with this ability to affect a creature of his own size with an awesome blow, or 2 *ki* points or two uses of Stunning Fist to affect a creature one size larger. Using Stunning Fist or *ki* points in this fashion has no effect other than increasing the size of creature he can affect with his awesome blow.

At 8th level, a Brother of the Seal can affect creatures up to his size with his Awesome Blow feat without expending a use of Stunning Fist or a *ki* point. In addition, he may affect a creature of any size larger than himself by spending 1 *ki* point or one use of Stunning Fist per size category of difference.

Unsealing (Su): At 5th level, a Brother of the Seal can attempt to breach magical wards or protections, including abjurations, glyphs, runes, symbols, and other magical writings. He must touch the warded object, creature, or area—which can be done as part of an unarmed strike for normal damage or as a melee touch attack that deals no damage—and expend one use of Stunning Fist to dispel the effect (as *dispel magic*, caster level equal to his character level). If the unsealing is successful, the effect is destroyed and the Brother of the Seal suffers no harm from it, even if it normally harms those who touch it. If the unsealing fails, the Brother

of the Seal suffers any normal effects for touching the warded area, object, or creature, and it remains intact unless it would normally be destroyed upon being interacted with.

Domino Strike (Ex): At 6th level, when a Brother of the Seal's awesome blow combat maneuver succeeds and knocks his target into an obstacle (including another creature), he adds his class level to the normal 1d6 points of damage taken by the target and the obstacle.

Hands of Stone (Su): At 7th level, a Brother of the Seal increases his unarmed strike damage as though he were a creature one size larger.

Rapid Slam (Ex): At 8th level, a Brother of the Seal can use his Awesome Blow feat once per round as part of a flurry of blows. Alternatively, he can make an awesome blow combat maneuver as part of a charge or as part of the same standard action he uses to perform another combat feat that involves an attack (such as Cleave or Vital Strike). He can still only make an awesome blow maneuver once per round regardless of how many attacks he makes.

Cascading Strike (Ex): At 9th level, when a Brother of the Seal's awesome blow maneuver succeeds and knocks the target into another creature of its size or smaller, the Brother of the Seal may attempt an awesome blow combat maneuver at a –2 penalty against this second creature. If successful, the Brother deals his unarmed strike damage to this second target (rather than the normal damage for striking an obstacle) and knocks that target back 10 feet. The Brother of the Seal can make additional awesome blow combat maneuvers each time a target strikes a creature behind it, with a cumulative –2 penalty for each additional target. All targets must be in a straight line. If a target is knocked simultaneously into several smaller creatures, the Brother can choose only one of them to affect with cascading strike.

Unraveling (Su): At 10th level, a Brother of the Seal's unsealing ability can destroy force effects and abjuration, conjuration, and evocation effects that create stationary barriers (such as *prismatic sphere*, *tiny hut*, or *wall of ice*), even if the effect cannot normally be subjected to *dispel magic*.



CHAMPION OF IRORI

The little-known champions of Irori give their lives in service to the perfection and uplift of society, their ultimate goal to create a safe and orderly world within which each person can find and perfect her true purpose in service to the whole. In their ethos, only through the accumulated perfection of each individual can societal transformation truly occur. Though Irori's core teachings apply equally to good, evil, and neutral individuals, champions of Irori focus on embodying and promulgating the virtues of hard work, discipline, and devotion to the

causes of justice, truth, and the pursuit of perfection. It is only through this pursuit that individuals can realize true joy and liberate themselves from the cycles of reincarnation to serve the Master of Masters in the life beyond life.

Hit Die: d8.

REQUIREMENTS

To qualify to become a champion of Irori, a character must fulfill all of the following criteria.

Alignment: Lawful good.

Deity: Must worship Irori.

Skills: Knowledge (religion) 5 ranks, 5 ranks total in Linguistics or other Knowledge skills.

Special: Smite evil class feature, still mind class feature.

CLASS SKILLS

The class skills of a champion of Irori (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the champion of Irori prestige class.

Weapon and Armor Proficiency: A champion of Irori gains no additional weapon or armor proficiencies.

Detect Chaos (Sp): This ability functions like a paladin's *detect evil* ability, but detects chaos instead of evil.

Martial Artist (Ex): The class levels of a champion of Irori stack with monk levels for determining the effect of his AC bonus, flurry of blows, stunning fist, and unarmed strike class features.

Smite Chaos (Su): At 1st level, a champion of Irori gains an additional use of his paladin's smite evil ability. In addition, he can choose to use his smite evil ability to smite chaos instead, affecting chaotic-aligned creatures and dealing 2 points of damage per class level on the first successful attack against outsiders with the chaotic subtype, chaotic-aligned aberrations, and fey. Levels in this class stack with paladin levels for the purpose of determining how much damage a paladin of Irori deals to targets of his smite. A champion of Irori cannot have both a smite evil and smite chaos effect active at the same time; using one while the other is active immediately ends the older effect. At 8th level, a champion of Irori gains an additional use of his smite evil ability.

Ki Pool (Su): At 2nd level, a champion of Irori gains a *ki* pool equal to 1/2 his class level + his Wisdom modifier;





CHAMPION OF IRORI

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+1	Detect chaos, martial artist, smite chaos
2nd	+2	+1	+1	+1	Ki pool, pursuit of knowledge
3rd	+3	+2	+2	+2	Sweeping smite (one target)
4th	+4	+2	+2	+2	Valiant stand
5th	+5	+3	+3	+3	Shield the weak
6th	+6	+3	+3	+3	Skill mastery, sweeping smite (multiple targets)
7th	+7	+4	+4	+4	Perfect opening
8th	+8	+4	+4	+4	One finger
9th	+9	+5	+5	+5	Perfect strike
10th	+10	+5	+5	+5	Whirlwind smite

this functions like the monk ability of the same name, and levels in this class stack with levels in other classes that grant a *ki* pool. In addition to the normal uses of this *ki* pool, a champion of Irori may expend 2 *ki* points to trigger either his lay on hands ability (if he has it) or his smite evil ability. His class levels stack with paladin levels when determining the effect of such abilities.

Pursuit of Knowledge (Ex): At 2nd level, a champion of Irori adds 1/2 his class level on all Knowledge checks and can make Knowledge skill checks untrained.

Sweeping Smite (Ex): At 3rd level, as a standard action, a champion of Irori can make a single unarmed strike while using his smite evil or smite chaos ability. If the attack hits, he can make another attack at the same bonus against an evil or chaotic creature adjacent to the first and also within reach. He gains the benefits of smite chaos or smite evil (whichever he was already using), except for additional damage for the first attack, against that creature until the beginning of his next turn. This does not require an additional daily use of smite evil or smite chaos.

At 6th level, a champion of Irori can use this ability to attack any number of opponents, as long as each is within his threatened area and adjacent to the previous target. This ability functions similarly to the Cleave and Great Cleave feats, but does not stack with them and does not result in an AC penalty.

Valiant Stand (Su): At 4th level, a champion of Irori gains a sacred bonus on attack rolls and to AC equal to 1/2 his class level when adjacent to more than one opponent. He does not gain this bonus if he is also adjacent to an ally.

Shield the Weak (Su): At 5th level, as an immediate action once per round, a champion of Irori can shield a number of adjacent allies equal to his Wisdom modifier from a burst, cone, line, or spread effect that allows a Reflex saving throw and which he and his allies are all affected by. The champion of Irori must forgo his own saving throw, but adjacent allies gain improved cover against the effect, providing a +4 bonus on Reflex saves and improved evasion against the effect.

Skill Mastery: At 6th level, a champion of Irori becomes well practiced in a certain number of his skills. This ability functions exactly like the skill mastery advanced rogue talent.

Perfect Opening (Ex): At 7th level, once per round a champion of Irori can make an attack of opportunity against an enemy he threatens when that enemy confirms a critical hit against the champion or an ally. The champion of Irori can make this attack of opportunity even if he would be killed or incapacitated by the critical hit, resolving the attack after the critical hit deals damage but before he falls unconscious or dies. If the champion of Irori's attack of opportunity hits, it is automatically a critical threat.

One Finger (Su): At 8th level, as a standard action, a champion of Irori can resolve a single unarmed attack as a melee touch attack.

Perfect Strike (Su): At 9th level, a champion of Irori can expend 1 point from his *ki* pool as a swift action to perfect the next unarmed attack he makes before the end of his turn. Attack and damage rolls are rolled twice and the champion of Irori selects which result to use.

Whirlwind Smite (Ex): At 10th level, as a full-round action, a champion of Irori can make one unarmed strike against every creature he threatens, as if he possessed the Whirlwind Attack feat (though he can use it only with unarmed strikes). He can also trigger either his smite evil or smite chaos ability while doing so, gaining its benefits against every creature he attacks for a number of rounds equal to his Wisdom bonus.

Code of Conduct: A champion of Irori embraces law and goodness as other paladins do, conducting himself with honor and protecting the innocent; he loses all class features if he ever willingly commits an evil act. A champion of Irori must avoid entanglements that would distract him from the pursuit of perfection, and may not incur debts nor give loans to others—though he is encouraged to give freely to those in need. He likewise turns away potential followers of any sort, and may not recruit (and must discharge from service, if already acquired) any cohort, follower, animal companion, familiar, special mount, or similar creature.



DAGGERMARK POISONER

Poison is a common weapon of cultures and nations across Golarion, but the craft reaches its acme in the city of Daggermark, the festering heart of the chaotic and war-torn River Kingdoms. Members of the Daggermark Poisoners' Guild and aspiring hopefuls experiment with their craft constantly, creating hundreds of potent toxins either to sell or use for their own nefarious purposes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Daggermark poisoner, a character must fulfill all of the following criteria.

Skills: Craft (alchemy) 5 ranks, Craft (traps) 5 ranks, Heal 5 ranks, Sleight of Hand 5 ranks.

Special: Poison use class ability. The character must craft at least 1,000 gp worth of poisons and donate them to the Daggermark Poisoners' Guild.

CLASS SKILLS

The Daggermark poisoner's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Daggermark poisoner prestige class.

Weapon and Armor Proficiency: A Daggermark poisoner gains no additional weapon or armor proficiencies.

Master Poisoner (Ex): A Daggermark poisoner adds 1/2 her level on Craft (alchemy) checks dealing with poison. In addition, she can use Craft (alchemy) to change the type of a poison with 1 hour of work and an alchemist's lab. If the Craft (alchemy) check (DC equals the poison's save DC) is successful, the poison's type changes to contact, ingested, inhaled, or injury; on a failed check, the poison is ruined.

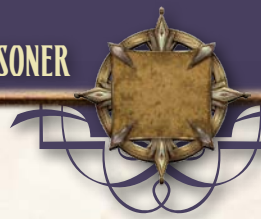
Poison Resistance (Ex): A Daggermark poisoner gains a +2 bonus on saves against poison, increasing to +4 at 4th level, +6 at 7th level, and total immunity at 9th level. Alchemist levels stack with Daggermark poisoner levels when determining the effect of this ability.

Quick Poisoning (Ex): A Daggermark poisoner can poison a weapon as a move action. She can create poisons with the Craft (alchemy) skill in half the normal amount of time.

Toxic Apothecary (Ex and Sp): At 2nd level, a Daggermark poisoner can use *detect poison* at will (range 5 feet, caster level equal to the Daggermark poisoner's class level) as a swift action. She gains a bonus equal to 1/2 her class level on Heal checks dealing with poison, and on a successful check she adds this bonus to the save bonus she provides her patient against the treated poison.

Toxic Trick: At 2nd level and every two levels thereafter, a Daggermark poisoner learns a toxic trick. She can use a number of toxic tricks each day equal to her Intelligence modifier + 1/2 her class level. The save DC of any saving throw called for by a toxic trick is equal to 10 + the





DAGGERMARK POISONER

Level	Base				Special
	Attack Bonus	Fort Save	Ref Save	Will Save	
1st	+0	+1	+0	+0	Master poisoner, poison resistance +2, quick poisoning
2nd	+1	+1	+1	+1	Toxic apothecary, toxic trick
3rd	+2	+2	+1	+1	Toxic manufactory, trapster +1
4th	+3	+2	+1	+1	Poison resistance +4, toxic trick
5th	+3	+3	+2	+2	Sneak attack +1d6, treacherous toxin
6th	+4	+3	+2	+2	Swift poisoning, toxic trick, trapster +2
7th	+5	+4	+2	+2	Poison resistance +6
8th	+6	+4	+3	+3	Instantaneous toxicology, toxic trick
9th	+6	+5	+3	+3	Poison immunity, trapster +3
10th	+7	+5	+3	+3	Sneak attack +2d6, toxic trick

Daggermark poisoner's class level + her Intelligence modifier. Spell-like abilities have a caster level equal to her class level.

Choking Bomb (Su): As the ninja trick (*Ultimate Combat* 15), but with a DC as noted above.

Combine Poison (Ex): A Daggermark poisoner can combine two different poisons without reducing their efficacy, applying them to the same weapon, object, or trap. A creature exposed to the poisons must save against both.

Concentrate Poison (Su): As the alchemist discovery (*Advanced Player's Guide* 29).

Launch Trap (Ex): As the ranger's trapper archetype class feature (*Ultimate Magic* 65).

Poison Bomb (Ex or Su): As the ninja trick (*Ultimate Combat* 15). A Daggermark poisoner must possess the smoke bomb toxic trick before selecting this trick.

Poison Conversion (Su): As the alchemist discovery (*Ultimate Combat* 24).

Poison Trap (Ex or Su): As the ranger trap (*Ultimate Magic* 64).

Slow-Acting Poison (Ex): When crafting a poison, a Daggermark poisoner may choose to create it with a delayed onset time. This delay must be at least 1 round but cannot be longer than 1 minute per class level.

Smoke Bomb (Ex or Su): As the ninja trick (*Ultimate Combat* 16), but no *ki* points are required.

Tailored Toxin (Ex): Choose one creature type (and subtype, for humanoids or outsiders). Poisons a Daggermark poisoner uses are particularly effective against creatures of this type, increasing the save DC by 2. This trick can be taken more than once; each time it applies to a different creature type (or subtype).

Toxic Magic (Sp): Choose one of the following spells or alchemical extracts as a spell-like ability: *accelerate poison*^{APG}, *delay poison*, *pernicious poison*^{UM}, *transmute potion to poison*^{APG}, or *venomous bolt*^{APG}. This trick can be taken more than once; each time it grants a different spell-like ability.

Toxic Manufactory (Ex): At 3rd level, when creating poisons or antitoxins a Daggermark poisoner can create a number of doses equal to her Intelligence modifier at one

time (minimum 1). These additional doses do not increase the time required, but do increase the raw material cost accordingly. In addition, she uses the item's gp value as its sp value when determining progress made with her Craft (alchemy) checks. If the Daggermark poisoner has the Master Alchemist^{APG} feat, she may create a number of doses of poison or antitoxin at one time equal to twice her Intelligence modifier and uses the item's pp value as its sp value when determining progress with her Craft (alchemy) checks.

Trapster (Ex): At 3rd level, a Daggermark poisoner adds her class level on Perception skill checks made to locate traps and on Craft and Disable Device checks made with poisonous traps. A Daggermark poisoner also adds a +1 bonus on attack rolls, save DCs, and Perception and Disable Device DCs for poisoned traps she creates. This bonus increases by 1 at 6th level and again at 9th level.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 at 5th level and again at 10th. If a Daggermark poisoner gets a sneak attack bonus from another source, the bonuses on damage stack.

Treacherous Toxin (Ex): At 5th level, when a Daggermark poisoner makes a sneak attack with a poisoned weapon, she may forgo some of her sneak attack damage to increase the save DC of her poison, increasing the poison's save DC by 1 for every 1d6 points of sneak attack damage she forgoes.

Swift Poisoning (Ex): At 6th level, a Daggermark poisoner can draw a vial of poison from her bag and apply it to a weapon as a swift action. This action does not provoke attacks of opportunity as long as she has at least one hand free.

Instantaneous Toxicology (Ex): At 8th level, a Daggermark poisoner can create a poison as a full-round action if she succeeds at the Craft (alchemy) check and has the appropriate resources on hand to pay the creation cost. Poisons crafted in this way last up 10 minutes per class level before losing their potency. In addition, she can instead create an unstable toxin. An unstable toxin costs 1/10 its normal price (rather than 1/3), but is ruined if not used by the end of her next turn.



DAWNFLOWER DISSIDENT

The church of Sarenrae is known across Golarion for its benevolence. In some regions, it is a faith that seeks little more than the succor and relief of suffering wherever it can be found, a warming and cleansing flame that banishes chill, darkness, and despair. Elsewhere, Sarenrae's faith is a flame that not only cleanses but scourges the wicked, seeing injustice and cruelty as a wound that must be cauterized. Perhaps unsurprisingly for a faith built upon such incandescent passion and verve, the servants of Sarenrae don't always agree on the best methods to carry out their goddess's will, and their disagreements become heated, often to the point of violent conflict.

Dawnflower dissidents arise to deal with schism and heresy within their own faith, seeking either to expunge or heal the divisions that plague their religion. In order to avoid identification by hostile eyes, Dawnflower dissidents must constantly work in secret, and eschew holy symbols for more discreet shows of faith, such as tattoos or well-hidden pieces of jewelry.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Dawnflower dissident, a character must fulfill all of the following criteria.

Deity: Must worship Sarenrae.

Feats: Dervish Dance (*The Inner Sea World Guide* 286), Weapon Finesse.

Skills: Bluff 5 ranks, Disguise 5 ranks, Knowledge (religion) 5 ranks, Sleight of Hand 5 ranks.

Spells: Able to cast *daylight* as a divine spell.

CLASS SKILLS

The Dawnflower dissident's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion)

(Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the Dawnflower dissident prestige class.

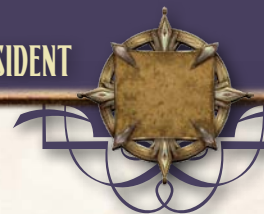
Weapon and Armor Proficiency: A Dawnflower dissident gains no additional weapon or armor proficiencies.

Divine Deception (Ex): A Dawnflower dissident adds a sacred bonus equal to 1/2 his level on Bluff or Sense Motive checks to send, interpret, or intercept coded messages, and increases the DC of Spellcraft checks made to identify his spells by the same amount. He also adds the following spells to his spell list: *illusion of calm*^{UC} (1st), *rope trick* (2nd), *nondetection* (3rd), *detect scrying* (4th), *mage's private sanctum* (5th), *veil* (6th), *mage's magnificent mansion* (7th), *screen* (8th), and *communal mind blank*^{UC} (9th). In addition, the duration of these spells doubles when they target worshipers of Sarenrae (including the caster). This does not affect the level of the spell or its casting time, and does not stack with feats or effects such as Extend Spell.

Eschew Materials: A Dawnflower dissident gains Eschew Materials as a bonus feat, and he can ignore any divine focus (holy symbol) components for his spells.

Secret Caster (Ex): At 2nd level, a Dawnflower dissident can disguise his spellcasting with a Bluff check (for spells with verbal components), opposed by the observer's Sense Motive check, and/or a Sleight of Hand check (for spells with somatic components), opposed by the observer's Perception check. Depending on the situation, the Dawnflower dissident's Bluff and/or Sleight of Hand check is modified according to the following table.





DAWNFLOWER DISSIDENT

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+1	+1	Divine deception, Eschew Materials	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Secret caster	+1 level of spellcasting class
3rd	+2	+1	+2	+2	Schismatic apostle	+1 level of spellcasting class
4th	+3	+1	+2	+2	Burning blade (flaming)	+1 level of spellcasting class
5th	+3	+2	+3	+3	—	+1 level of spellcasting class
6th	+4	+2	+3	+3	Shift blame	+1 level of spellcasting class
7th	+5	+2	+4	+4	—	+1 level of spellcasting class
8th	+6	+3	+4	+4	Burning blade (flaming burst)	+1 level of spellcasting class
9th	+6	+3	+5	+5	Morning light	+1 level of spellcasting class
10th	+7	+3	+5	+5	Flight of the phoenix	+1 level of spellcasting class

Penalty	Condition
–0	Spell has a range of personal
–5	During combat
–5	Spell has a range of touch
–10	Spell has a range longer than touch
–Spell level x2	Spell has a visible, audible, or otherwise observable effect
Automatic failure	Spell has an observable effect that clearly emanates from the caster

Casting a spell in this fashion increases its casting time to a full-round action (if normally a standard action or less), or doubles the casting time of spells with a casting time longer than a full-round action. A spell cast in this way does not provoke attacks of opportunity from observers that fail to recognize it for what it is. For spells with both verbal and somatic components, the spell still provokes attacks of opportunity from observers unless they fail both their Sense Motive and Perception checks.

Schismatic Apostle (Ex): At 3rd level, a Dawnflower dissident adds a +1 bonus to the DC of mind-affecting effects used against followers of both Sarenrae and Rovagug. If he is an inquisitor, any bonuses he gains from his judgment increase by 1 when used against followers of Sarenrae or Rovagug.

Burning Blade (Su): At 4th level, a Dawnflower dissident can expend one use of channel energy as a swift action to grant a scimitar he touches the *flaming* weapon special ability for 1 round per 1d6 points of damage the channeled energy would normally heal. If a worshiper of Sarenrae wields the scimitar and strikes another worshiper of Sarenrae, as a free action the wielder may choose to make all damage from the attack nonlethal, as if wielding a weapon with the *merciful* weapon special ability. An inquisitor may instead choose to expend one use of his judgment ability to imbue the scimitar with the *flaming* weapon special ability for a number of rounds equal to his caster level, or may use this ability in place of his bane ability.

At 8th level, this power grants the touched scimitar the *flaming burst* weapon special ability instead.

Shift Blame (Su): At 6th level, when a Dawnflower dissident provokes an attack of opportunity, he can attempt to deceive the creature making the attack of opportunity into believing the provoking action was performed by another creature as long as it is adjacent to the Dawnflower dissident and also threatened by the attacker. Doing so requires a Bluff check opposed by the attacker's Sense Motive check. The attacker gains a bonus equal to its base attack bonus on this Sense Motive check. If the Bluff check is successful, the attack of opportunity instead targets an adjacent creature chosen by the Dawnflower dissident, and the attacker must reroll her attack roll to see whether she hits this new target.

Morning Light (Su): At 9th level, a Dawnflower dissident can spend a full-round action reciting the litany of Sarenrae's renewing wisdom while expending two uses of channel energy or one use of his judgment ability. This grants each ally within 15 feet of him a new saving throw against any one ongoing condition or effect that allows a save. This does not affect instantaneous or permanent effects or effects that do not allow a saving throw. Allies that worship Sarenrae (including the Dawnflower dissident) can instead attempt a new saving throw against every ongoing condition or effect that allows a save.

Flight of the Phoenix (Su): At 10th level, when a Dawnflower dissident is killed his body is engulfed in a column of holy fire equivalent to a *flame strike* at his caster level. At the beginning of his next turn, his spirit returns in the form of a phoenix (*Pathfinder RPG Bestiary 227*) that fights as he directs for up to 1 minute and then disappears. This phoenix is not considered called or summoned. The Dawnflower dissident is reborn (as *resurrection*) 1d4 rounds after it disappears in a random location within 1 mile, with his gear intact but with two permanent negative levels. If the phoenix is killed before it disappears, the Dawnflower dissident cannot be reborn via this ability, though other methods of raising him still work.



GOLDEN LEGIONNAIRE

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 Legionnaires primarily guard Andoran's borders and watch over the country's untamed rural areas.

Within Andoran, 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. Golden Legionnaires develop specialized talents to counter specific types of threats found nearby. Angry fey in the Verduran Forest, tricky kobold traps near the Candlestone Caverns, or rabid 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 thwart spies and sinister agents from foreign powers, such as devious Taldan poisoners or Chelish diabolists and their infernal minions.

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 herself between those she protects and possible threats. An ambush or unprovoked attack incenses a Golden Legionnaire and propels her 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 freedom, justice, and equality, as well as obtain the written commendation from a senior Eagle Knight—or under unusual circumstances, the personal recommendation of a member of the People's Council.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Golden Legionnaire, a character must fulfill all of 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), 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 is proficient with all simple weapons and all martial weapons, and is proficient 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 1/2 her character level who are within 30 feet and can see, hear, and understand her. As long as at least one selected ally obeys the Golden Legionnaire's orders during that round, the Golden Legionnaire and each compliant ally all gain a +1





GOLDEN LEGIONNAIRE

Level	Base Attack Bonus	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	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

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 choose to 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, she may 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 she 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 she already possesses a feat, she can instead take any other combat feat she meets the prerequisites for.

Intercept (Ex): At 2nd level, a Golden Legionnaire gains a bonus equal to 1/2 her class level on combat maneuver checks when using the Stand Still feat, and gains the same bonus to her CMD when an opponent attempts an Acrobatics check to move through a square she threatens.

United Defense (Ex): At 2nd level, a Golden Legionnaire can select one ally as a swift action. While she is adjacent to this ally, the Golden Legionnaire takes a –1 penalty to her Armor Class and the selected ally receives a +2 dodge bonus to Armor Class for 1 round. At 6th level, and again at 10th 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 her attack an ally or any friendly creature, including herself, she

can select that attacker as a designated adversary. When a Golden Legionnaire does this, she gains a +1 morale bonus on attack rolls and weapon damage rolls against the designated adversary for a number of rounds equal to her class level. A Golden Legionnaire can have a number of designated adversaries up to 1/3 her class level. If she already has her maximum number of designated adversaries selected, she can end the effects of her allied retribution against one of her previously designated adversaries when she selects 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 her 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 the creature withdraws out of that area, it provokes an attack of opportunity from her.

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. She 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 Legionnaire, she may 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 GARDENER

A secretive society brought into being during the early days of the Red Revolution in Galt, the Gray Gardeners are unswerving executioners who maintain their anonymity behind hoods and veils made from gray silk. Wildly popular with the bloodthirsty mobs that periodically hunt for suspected traitors, the Gray Gardeners put the condemned to death in gory public spectacles using magical guillotines known as *final blades*.

Charged as justices and executioners by the Revolutionary Council, Gray Gardeners skillfully uncover and track down those marked as traitors to Galt. Gray Gardeners pierce obfuscation or mendacity by collaborators who might aid or abet a fugitive, and their presence provokes nervous trepidation from certain segments of Galt's populace. Their notorious questioning and interrogation techniques inexorably break many suspects.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Gray Gardener, a character must fulfill all of the following criteria.

Feats: Combat Reflexes.

Skills: Bluff 2 ranks, Diplomacy 2 ranks, Disguise 2 ranks, Intimidate 5 ranks, Perception 2 ranks, Sense Motive 5 ranks.

Spells: Able to cast 2nd-level divine spells.

Special: The character must publicly execute a tried and sentenced individual. Whether the victim is actually guilty or innocent is irrelevant.

CLASS SKILLS

The Gray Gardener's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (local) (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 Gray Gardener prestige class.

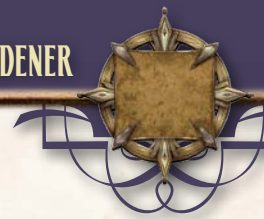
Weapon and Armor Proficiency: A Gray Gardener gains no additional weapon or armor proficiencies.

Anonymity (Ex): A Gray Gardener receives a morale bonus equal to his class level on Bluff and Disguise checks made to conceal his identity.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt starts at +1d6 and increases by +1d6 every four additional levels (5th, 9th). If a Gray Gardener gets sneak attack bonuses from other sources, the bonuses on damage rolls stack.

Harsh Judgment (Su): At 2nd level, a Gray Gardener can pronounce judgment on his enemies. This ability functions like the inquisitor judgment ability, except a Gray Gardener can choose only the destruction, piercing, purity, and smiting judgments. For the purpose of determining the bonuses provided by these judgments, a Gray Gardener's class levels stack with any levels in other





GRAY GARDENER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Anonymity, sneak attack +1d6	—
2nd	+1	+1	+1	+1	Harsh judgment 1/day, stern gaze	+1 level of divine spellcasting class
3rd	+2	+2	+1	+2	Bane, dramatic interrogation	+1 level of divine spellcasting class
4th	+3	+2	+1	+2	Execution feat, grim investigator, second judgment	+1 level of divine spellcasting class
5th	+3	+3	+2	+3	Improved bane, sneak attack +2d6	—
6th	+4	+3	+2	+3	Execution feat, harsh judgment 2/day	+1 level of divine spellcasting class
7th	+5	+4	+2	+4	Sinister bane	+1 level of divine spellcasting class
8th	+6	+4	+3	+4	Execution feat, slaying judgment	+1 level of divine spellcasting class
9th	+6	+5	+3	+5	Greater bane, sneak attack +3d6	—
10th	+7	+5	+3	+5	Execution feat, final demise, harsh judgment 3/day, true death	+1 level of divine spellcasting class

classes that grant the judgment ability. At 6th level, and again at 10th level, a Gray Gardener can use this ability one additional time per day.

Stern Gaze (Ex): At 2nd level, a Gray Gardener receives a morale bonus equal to 1/2 his class level on Intimidate and Sense Motive checks. A Gray Gardener's class levels stack with levels in other classes that grant the stern gaze ability.

Bane (Su): At 3rd level, a Gray Gardener can enhance his weapon so it excels against certain foes. This ability is identical to the inquisitor's bane ability, and he can use it for a number of rounds per day equal to his class level. These rounds don't need to be consecutive.

Dramatic Interrogation (Ex): At 3rd level, if a Gray Gardener threatens a helpless creature, he gains a +5 competence bonus on Diplomacy, Intimidate, and Perform checks to influence creatures that have a starting attitude of hostile, unfriendly, friendly, or helpful toward the helpless creature, including the helpless creature itself.

Execution Feats (Ex): At 4th level, and every two levels thereafter, the Gray Gardener gains a bonus feat in addition to those gained from normal advancement. These feats must be taken from the following list: Enforcer^{APG}, Gang Up^{APG}, Sidestep^{APG}, Vital Strike. At 8th level, the following feats are added to the list: Dastardly Finish^{APG}, Deadly Finish^{UC}. A Gray Gardener need not have any of the prerequisites normally required for these feats to select them.

Grim Investigator (Ex): At 4th level, a Gray Gardener can use Intimidate instead of Diplomacy to gather information. He can reroll any Sense Motive check that opposes someone's Bluff check before the results of the check are revealed, but must take the result of the reroll, even it's worse than the original.

Second Judgment (Su): At 4th level, whenever a Gray Gardener uses his judgment or harsh judgment ability, he selects two different judgments. This consumes only one use of this ability. As a swift action, he can change one of these judgments to another type.

Improved Bane (Su): At 5th level, whenever a Gray Gardener uses his bane ability, the damage dealt by the weapon against creatures of the selected type increases to 3d6.

Sinister Bane (Su): At 7th level, whenever a Gray Gardener uses the bane ability on a melee weapon, his weapon also gains the *menacing*^{APG} weapon special ability.

Slaying Judgment (Su): At 8th level, while using the judgment or harsh judgment ability, a Gray Gardener can declare a slaying judgment against a foe when he makes a melee attack (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the creature must make a Fortitude saving throw as if struck by a *slaying arrow* of its creature type. The DC of this save is equal to 10 + the Gray Gardener's class level + the Gray Gardener's Wisdom modifier. A Gray Gardener can use this ability once per day.

Greater Bane (Su): At 9th level, whenever a Gray Gardener uses his bane ability the damage dealt by the weapon against creatures of the selected type increases to 4d6.

Final Demise (Su): At 10th level, once per week, when a Gray Gardener kills a creature with a melee weapon, he can draw the soul out of the dead body and imprison it in his weapon as if using a *soul bind* spell (caster level equal to the Gray Gardener's character level). Destroying the weapon or dispelling this effect frees the soul. After spending 24 hours in the weapon, the captured soul escapes. However, by touching the weapon holding a captured soul to a *final blade*, the Gray Gardener can transfer the soul into the magical guillotine to remain trapped inside indefinitely. In addition, at 10th level, a Gray Gardener receives initiation in the secret rituals that can release a soul from a *final blade* (*The Inner Sea World Guide* 300).

True Death (Su): At 10th level, anyone slain by a Gray Gardener becomes more difficult to bring back from the dead. Attempts to use *raise dead* or similar magic to resurrect such a creature require a successful DC 25 caster level check, or the spell fails and any material components are wasted.





GREEN FAITH ACOLYTE

All followers of the Green Faith appreciate and respect nature, but for a Green Faith acolyte this admiration blossoms into a profound reverence for the power and infinite majesty of the natural world in all its aspects, both brutal and tender.

Green Faith acolytes seek balance, and hold that no single power can be too great for long. All things must ebb and flow, and nothing is exempt from the endless cycle of life, death, decay, and rebirth.

Adherents of the Green Faith follow a strict hierarchy that reflects their philosophy of ecological equilibrium. The top leadership comprises only a strict few individuals, their positions secured through a system of challenges made by lesser-ranked initiates against higher-ups in the same way a potential rival must challenge the alpha of an animal pack. The form a particular challenge takes depends on the terms the challenger and her opponent agree upon. Some are fierce battles to the death, and others melee duels or contests of spellcasting. Nonviolent challenges could be tests of biological knowledge, competitive hunts, racing events, or even challenges involving nurturing a rare plant or endangered animal.

Members of the Green Faith fiercely oppose the unnatural, including living or undead abominations that have no place in the natural order. Renowned for their impartiality, Green Faith acolytes commonly serve as judges, ambassadors, or mediators between opposing parties.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Green Faith acolyte, a character must fulfill all of the following criteria.

Alignment: Any neutral.

Feats: Green Faith Acolyte (*The Inner Sea World Guide* 287).

Skills: Handle Animal 5 ranks, Knowledge (nature) 5 ranks, Survival 5 ranks.

Spells: Able to cast 3rd-level divine spells.

CLASS SKILLS

The Green Faith acolyte's class skills (and the key ability for each skill) are Climb (Str), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Green Faith acolyte prestige class.

Weapon and Armor Proficiency: A Green Faith acolyte gains no additional weapon or armor proficiencies.

Companion Bond (Ex): At the indicated levels, a Green Faith acolyte increases her effective druid level by 1 for determining the abilities of her animal companion. If she has no animal companion, she instead gains a druid animal companion, treating her effective druid level as 1/2 her class level (minimum 1).

Wild Empathy (Ex): This ability is identical to the druid class ability. For the purpose of this ability, a Green Faith acolyte's class level stacks with levels in any other class that grants the wild empathy ability.

Wild Link (Su): At the indicated levels, a Green Faith acolyte increases her effective druid level by 1 for determining the powers and uses per day of her wild shape ability. If a Green Faith acolyte doesn't have the wild shape class ability, she instead gains the wild shape ability of a 4th-level druid when she has a wild link bonus of +4, increasing her effective druid level by 1 for each iteration of this ability beyond +4.

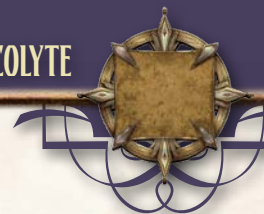
Hibernate (Su): At 3rd level, a Green Faith acolyte can enter a state of suspended animation as a full-round action. This state is similar to the effect of *sepia snake sigil*, except that the Green Faith acolyte is aware of changes in her surroundings or harm to her body as if deeply asleep. She can end this state at any time as a full-round action. If she remains in hibernation for at least a week before emerging, her body is renewed as if by both a *heal* spell and a *restoration* spell. A Green Faith acolyte can remain in this state for up to 1 week per class level, after which she must wait 1 day for each week spent hibernating before entering hibernation again.

Power over Nature (Su): At 4th level, when a Green Faith acolyte's divine spell deals hit point damage to or heals hit point damage for a creature of the animal, fey, or plant type, it deals or heals additional hit point damage equal to the spell's level.

Animal Covenant (Su): At 5th level, when casting a divine spell with an area affect, a Green Faith acolyte can choose a number of animals within the spell's area equal to her Wisdom or Charisma modifier, whichever is higher (minimum 1). These animals are excluded from the spell's effects. If the spell has a duration longer than instantaneous, the animals are protected against the spell for only a number of rounds equal to the Green Faith acolyte's class level.

Venom Immunity (Ex): At 6th level, a Green Faith acolyte gains immunity to all poisons.

Blighter of Abominations (Su): At 7th level, when a divine spell cast by the Green Faith acolyte affects a creature of



GREEN FAITH ACOLYTE

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Companion bond +1, wild empathy	+1 level of divine spellcasting class
2nd	+1	+1	+1	+1	Wild link +1	+1 level of divine spellcasting class
3rd	+2	+1	+1	+2	Companion bond +2, hibernate	+1 level of divine spellcasting class
4th	+3	+1	+1	+2	Power over nature, wild link +2	+1 level of divine spellcasting class
5th	+3	+2	+2	+3	Animal covenant, companion bond +3	+1 level of divine spellcasting class
6th	+4	+2	+2	+3	Venom immunity, wild link +3	+1 level of divine spellcasting class
7th	+5	+2	+2	+4	Blighter of abominations, companion bond +4	+1 level of divine spellcasting class
8th	+6	+3	+3	+4	Archdruid, wild link +4	+1 level of divine spellcasting class
9th	+6	+3	+3	+5	Companion bond +5, Great Druid, wild link +5	+1 level of divine spellcasting class
10th	+7	+3	+3	+5	Companion bond +6, Grand Druid, longevity, timeless body, wild link +6	+1 level of divine spellcasting class

the aberration type, she treats the spell as if it had been modified by the Sickening Spell^{APG} metamagic feat. When a divine spell cast by the Green Faith acolyte harms an undead creature, she treats the spell as if it had been modified by the Empower Spell metamagic feat. The spell affects other creature types normally. This ability doesn't increase the spell's casting time or spell level.

Archdruid: At 8th level, a Green Faith acolyte can become an Archdruid if there's a vacancy in her region, or if she seeks out and bests an existing Archdruid in hand-to-hand combat, a competition of spells, or some other formal contest. If, after gaining the title, she loses a similar challenge from a rival, she loses the title of Archdruid. She also gives up the title of Archdruid upon becoming a Great Druid. A Green Faith acolyte must attain the title of Archdruid before she can progress to 9th level.

Great Druid: At 9th level, a Green Faith acolyte can gain or lose the title of Great Druid in a manner similar to the way a Green Faith acolyte can gain or lose the title of Archdruid. She gives up the title of Great Druid upon becoming a Grand Druid. A Green Faith acolyte must attain the title of Great Druid before she can progress to 10th level.

Grand Druid (Su): At 10th level, a Green Faith acolyte can gain or lose the title of Grand Druid in a manner similar to the way a Green Faith acolyte can gain or lose the title of Archdruid. Each day, the Grand Druid can prepare a total of 10 additional spell levels of divine spells, or cast up to 10 additional levels of divine spells if she is a spontaneous spellcaster, chosen from spell levels she is already capable of casting. She loses this ability if she loses the title of Grand Druid.

Longevity (Ex): At 10th level, a Green Faith acolyte's maximum age increases by 20%.

Timeless Body (Ex): At 10th level, a Green Faith acolyte no longer takes penalties for aging. This functions exactly like the druid ability of the same name.





HELLKNIGHT SIGNIFER

Hellknight signifers form the spellcasting arm of the Hellknight orders. They serve as the faceless enforcers of the legal code, and use their magical powers to root out and punish criminals to the relentless 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 serves as the focus for several of his signifer powers.

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 own. 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.

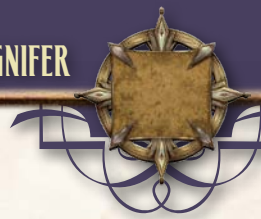
Weapon and Armor Proficiency: A signifer gains proficiency with heavy armor and with one of his order's favored weapons.

Aura of Law (Ex): The power of a Hellknight signifer's aura of law (see the *detect law* spell) is equal to his total character level.

Catechesis (Ex): If a Hellknight signifer has the Warrior Priest feat, his Hellknight signifer 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 signifer with the Warrior Priest feat gains Alignment Channel (chaos) as a bonus feat, and treats his Hellknight signifer levels as cleric levels when determining the amount of damage chaotic outsiders are either healed or dealt, and when determining their saving throw DCs to halve this damage.

Order: A Hellknight signifer chooses a Hellknight order to join.





HELLKNIGHT SIGNIFER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
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	<i>Discern lies</i>	+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

The most common Hellknight orders (and their favored weapon or weapons) are: Chain (flail), Gate (dagger), Godclaw (morningstar), Nail (lance or halberd), Pyre (glaive), Rack (longsword or whip), and Scourge (heavy mace or whip). See page 266 of *The Inner Sea World Guide* for more information on Hellknight orders.

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 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 signifer's mask into his new bonded item, which takes up the head slot. In this case, Hellknight signifer levels stack with levels from the class that grants the bonded item for determining what additional magical abilities can be added to the bonded item.

Arcane Armor Expertise: At 2nd level, if a Hellknight signifer has the Arcane Armor Training feat, he gains Arcane Armor Expertise as a bonus feat. At 5th level, the action required to use this feat changes from a swift action to an immediate action.

Signifer Armor Training: At 3rd level, while a Hellknight signifer wears 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 offsets 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 possesses for a number of

rounds per day equal to 1/2 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 them is equal to his character level.

Elucidation (Su): Discern each active spell on the target, including the spell's effect and caster level.

Morality (Sp): Determine whether the target is chaotic, evil, good, or lawful, as well as the strength of its aura as if having studied it for 3 rounds using *detect chaos*, *detect evil*, *detect good*, and *detect law*.

Scrutiny (Su): Discern whether the target has spell-like abilities and spellcasting abilities, whether the spellcasting ability is arcane or divine, and the strength (see *detect magic*) of the most powerful spell or spell-like ability the target currently has available.

Veracity (Sp): Observe the target as if using *true seeing*. A Hellknight signifer must be 7th level to select this ability.

Vigilance (Su): 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 plus his Charisma modifier. These rounds need not be consecutive. 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 the 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.



KNIGHT OF OZEM

Guardians of a sacred trust, the Knights of Ozem are a chivalrous order based out of Lastwall and dedicated to guarding against the return of Tar-Baphon, the dreaded Whispering Tyrant. They also fight against the schemes of all undead creatures and any plots to increase the power of undeath, especially those associated with the Whispering Way.

The order is deeply religious, composed of devoted worshippers of their current patron deity, Iomedae. At the height of the Shining Crusade, the Knights of Ozem venerated Aroden and summoned Arazni, demigod and warrior-herald of Aroden, to aid them in their battle against the Whispering Tyrant. Arazni's death at Tar-Baphon's hands and the demise of Aroden at the start of the Age of Lost Omens caused the order to transfer its allegiance to Aroden's inheritor—the goddess Iomedae, herself a heroine of the Shining Crusade. The Knights of Ozem hold a particular grudge against the ghostly wizard-ruler Geb, who stole Arazni's corpse and reanimated her as a lich, taking her as his Harlot Queen. They pursue Arazni in her new form, in hopes of destroying her and giving her soul eternal rest.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Knight of Ozem, a character must fulfill all of the following criteria.

Armor Proficiency: Must be proficient with heavy armor and shields (not including tower shields).

Deity: Must worship Iomedae.

Skills: Knowledge (religion) 5 ranks.

Weapon Proficiency: Must be proficient with the longsword.

CLASS SKILLS

The Knight of Ozem's class skills (and the key ability for each skill) are Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Knight of Ozem prestige class.

Weapon and Armor Proficiency: A Knight of Ozem gains no additional weapon or armor proficiencies.

Sentinel Against Undeath (Ex): A Knight of Ozem gains a bonus equal to 1/3 his class level (minimum +1)

on Perception and Sense Motive checks against undead. He also gains this bonus as a dodge bonus to his AC and CMD against attacks made by undead.

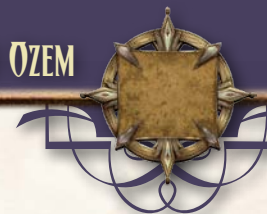
Teamwork Feat (Ex): At 2nd level, and every three levels thereafter, a Knight of Ozem gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The Knight of Ozem must meet the prerequisites of the selected bonus feat.

In addition, at these levels, a Knight of Ozem may choose to learn a new teamwork feat in place of a teamwork feat he has already learned. In effect, he loses the old teamwork feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability, and he can change only one teamwork feat at any given level.

Aegis Feat (Ex): At 3rd level, and every three levels thereafter, a Knight of Ozem gains a bonus feat from the following list: Bashing Finish^{APG}, Covering Defense^{APG}, Greater Shield Focus, Greater Shield Specialization^{APG}, Improved Shield Bash, Missile Shield^{APG}, Ray Shield^{APG}, Saving Shield^{APG}, Shield Focus, Shield Master, Shield Slam, Shield Specialization^{APG}. A Knight of Ozem must meet the prerequisites for these feats, but his class levels count as fighter levels for the purposes of meeting these prerequisites.

Favored Enemy (Ex): At 3rd level, a Knight of Ozem gains a favored enemy bonus of +2 against undead, or if the Knight of Ozem already has favored enemy (undead) from another class, increases his existing bonus by +2. (This doesn't increase existing favored enemy bonuses against any other creature types.) This otherwise functions as the ranger class ability.

Thwart Foul Magic (Ex): At 4th level, whenever a Knight of Ozem threatens an undead spellcaster, he gains the benefits of the Disruptive and Spellbreaker feats. He counts as having these feats for the purposes of qualifying for feats or other abilities. If he already possesses the Disruptive and/or Spellbreaker feats, the effects do not stack. When he threatens any spellcaster (not just an undead spellcaster), the concentration check DC increases by 2 if the spell being cast is from the necromancy school, has the death descriptor, or has the evil descriptor. For the purpose of this ability, the Knight of Ozem counts as having automatically identified the effect as if he had made a Spellcraft check. This increase only applies if the Knight of Ozem is aware of the spellcaster's location and is capable of making an attack of opportunity.



KNIGHT OF OZEM

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Sentinel against undead
2nd	+2	+1	+1	+1	Teamwork feat
3rd	+3	+2	+1	+1	Aegis feat, favored enemy (undead)
4th	+4	+2	+1	+1	Thwart foul magic
5th	+5	+3	+2	+2	Teamwork feat
6th	+6	+3	+2	+2	Aegis feat, blessed conviction
7th	+7	+4	+2	+2	Purge malevolence
8th	+8	+4	+3	+3	Teamwork feat
9th	+9	+5	+3	+3	Aegis feat, foil deathcaster
10th	+10	+5	+3	+3	Raiment of righteousness

Blessed Conviction (Su): At 6th level, a Knight of Ozem gains a +4 morale bonus on saving throws against spells and effects created by undead creatures.

Purge Malevolence (Su): At 7th level, a Knight of Ozem can attempt to dispel an ongoing spell effect from the necromancy school or one with the death or evil descriptor as part of a melee attack against a creature or object.

The Knight of Ozem must declare the attempt before making the attack, and if he misses, the attempt is wasted. If the attack hits, eligible effects on the target are subject to a targeted *dispel magic* effect (caster level equal to the Knight of Ozem's total character level). He can use this ability on any melee attack, but only once per round.

Foil Deathcaster (Ex): At 9th level, once per day as an immediate action, a Knight of Ozem can force an undead spellcaster he threatens to reroll a concentration check made to cast defensively. The spellcaster must take the lower result.

Raiment of Righteousness (Su): At 10th level, once per day as a standard action, a Knight of Ozem can transfigure his gear into the Iomedean embodiment of virtuous valor. His armor (if metallic) turns silver-gray, gaining the material properties of adamantine in addition to any other material properties it may have. His shield (if he wears one) glows like a torch and gains the *blinding* special ability in addition to any other special abilities it has. The shield's *blinding* ability has a saving throw DC of 19 (21 vs. undead). His cloak (if he wears one) turns bright red, becoming a *cloak of resistance +5* in addition to any other properties it has. His sword (if he wields one) acts as if it has a *holy sword* spell cast upon it with caster level equal to his

class level. These effects last for 1 minute, and only function while the Knight of Ozem wields or wears these items. A dropped or removed item ceases granting its abilities, but resumes if returned before the duration expires.



LANTERN BEARER

When the elves returned to Golarion from the realm of Sovyrian millennia after Earthfall, they found a world overrun with darkness and evil. However, the worst evil the elves discovered was what had become of their elven kin who remained behind in the Darklands in the wake of Earthfall. Corrupted by both demons and the strange energies within the bowels of Golarion, these elves were transformed into what are now known as the drow.

In response to these wicked threats, the returned elves

founded the Lantern Bearers. Members of this secretive organization state that their goal is “to be a light against the coming darkness.” In plainer terms, they seek to contain and eliminate the drow, and especially to conceal the shameful truth behind the birth of their corrupt relations.

Hit Die: d10.

REQUIREMENTS

To qualify to become a Lantern Bearer, a character must fulfill all of the following criteria.

Alignment: Any good.

Base Attack Bonus: +5.

Race: Elf or half-elf (a half-elf must be sponsored by an existing Lantern Bearer).

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.

Weapon and Armor Proficiency: A Lantern Bearer gains no additional weapon or armor proficiencies.

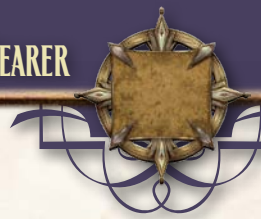
Lantern Arcana (Sp): A Lantern Bearer gains a series of spell-like abilities. The Lantern Bearer’s caster level for these effects is equal to her character level, and the save DC is equal to 10 + the spell’s level + her Intelligence modifier. To use a spell, she must have an Intelligence score equal to at least 10 + the spell-like ability’s spell level.

At will: dancing lights, light, and spark^{APG}.

A lantern bearer gains additional abilities as she advances in level. When she initially gains access to a set of spell-like abilities, she can use each spell-like ability once per day. For every two class levels after gaining 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 would be able to use *darkvision*, *delay poison*, and *see invisibility* each once per day, and *faerie fire*, *pass without trace*, and *protection from evil* each twice per day.)

1st level: *faerie fire*, *pass without trace*, and *protection from evil*.





LANTERN BEARER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Lantern arcana, numinous 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	<i>Aiudara</i> alignment
10th	+10	+5	+5	+3	Bringer of brightness

3rd level: *darkvision* (self only), *delay poison* (self only), and *see invisibility*.

5th level: *continual flame* (3rd-level spell, lasts up to 10 minutes/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).

Numinous Potency (Su): When casting spells from other classes or using lantern arcana spell-like abilities, a Lantern Bearer adds her class level on caster level checks for the purpose of overcoming spell resistance.

Bitter Armament (Su): At 2nd level, metal weapons that a Lantern Bearer wields are treated as being 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 exactly 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 may 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, webs, *solid fog*, 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 effects extend to magical effects as well, and the Lantern Bearer must announce she is using unbounded stride before it takes effect. She takes no damage from moving through barbed 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, or 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. 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* network (see *Pathfinder Player Companion: Elves of Golarion*) to teleport herself to an elf gate that she has studied carefully (see *teleport*). This functions as *word of recall* but the Lantern Bearer can only transport 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 formulae for caster level and save DCs as her lantern arcana.





MAGAAMBYAN ARCANIST

Magaambyan arcanists are students at one of the oldest academies of learning on Golarion, located in the heart of the Mwangi Jungle. The legendary Old-Mage Jatembe and his Ten Magic Warriors founded the school, known as the Magaambya, in one of the many exploits recounted in stories of the fabled mage. His goal was to reintroduce the light of learning to a world overcome by fear and despair after the cataclysm of Earthfall. A Magaambyan arcanist studies and follows traditions of

magic originally discovered by Old-Mage Jatembe himself, and utilizes these arcane secrets to continue Jatembe's quest to bring decency and integrity to civilization.

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.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Magaambyan arcanist, a character must fulfill all of the following criteria.

Alignment: Any good.

Feats: Scholar (*The Inner Sea World Guide* 288), 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.

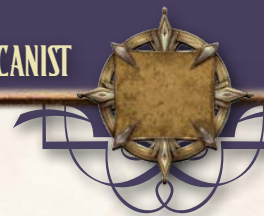
Weapon and Armor Proficiency: A Magaambyan arcanist gains no additional weapon or armor proficiencies.

Aura of Good (Ex): The power of a Magaambyan arcanist's aura of good (see the *detect good* spell) is equal to her class level.

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 two 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 learns this spell and adds it to her spellbook (or familiar if she is a witch).

Superior Spell Mastery (Ex): At 2nd level, by spending a total of 24 hours studying over a maximum of 3 days,





MAGAAMBYAN ARCANIST

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
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

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 have a maximum combined spell level total 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 to prepare the spell.

Intoned Recollection (Ex): At 3rd level, by performing a special ritual, a Magaambyan arcanist can prepare a spell into an open arcane spell slot with 1 minute of preparation. The open spell slot cannot have been one that was filled previously that day and was expended; it 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 in order 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 which 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 (caster level equal to her class level). If this 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 adds all the bonus spells from the Good cleric domain to the spell list of one of her arcane spellcasting classes. These spells become 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 they are within its area of effect, she can use this ability as an immediate action to 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 make all appropriate saving throws for each ally, possibly making multiple saving throws against the same spell or effect. She suffers all damage, conditions, and other effects that her allies would have taken, possibly taking these multiple times. Area effects with a non-instantaneous duration can still affect her allies normally at a later time.

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.





MAMMOTH RIDER

From the inhospitable arctic wastes of the far north comes the mighty mammoth rider—a fearsome warrior who has trained one of the great beasts that wander the chilly wilds to serve as her faithful steed. 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 all the following criteria.

Base Attack Bonus: +6.

Skills: Handle Animal 9 ranks, Ride 9 ranks, Survival 5 ranks.

Special: Animal companion class feature with an effective druid level of 6th or mount class feature that progresses as an animal companion with an effective druid level of 6th.

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.

Weapon and Armor Proficiency: A mammoth rider gains no weapon or armor proficiency.

Steed (Ex): A mammoth rider can choose from among the following animal companions to serve as her loyal steed: arsinotherium^{B2}, aurochs, baluchitherium^{B3}, camel, cat (big), elk^{B3}, horse, mastodon, megaloceros^{B2}, rhinoceros, triceratops, wolf, or woolly mammoth (use stats for a mastodon). 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. The mammoth rider's class levels stack with other classes that grant an animal companion to determine her effective druid level.

Gigantic Steed (Ex): A mammoth rider's steed increases to Huge size. The creature receives 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 two 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.

Wild Coercion (Ex): A mammoth rider gains the wild empathy ability; this is exactly like the druid ability of the same name. For the purposes of this ability, her class level stacks with all other classes with 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: At 2nd level and 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 make 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.

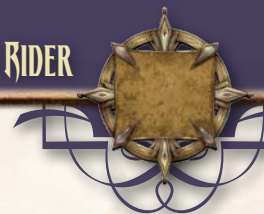
Rugged Steed (Ex): At 3rd level and every two levels thereafter, the natural armor bonus of a mammoth rider's steed increases by +1.

Mistrust of Magic (Ex): At 4th level, as long as a mammoth rider doesn't possess 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.

Undaunted (Ex): At 4th level, a mammoth rider adds her Strength bonus to the DC of Intimidate checks made 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 is exactly like the ranger ability of the same name. If she already has the quarry class



MAMMOTH RIDER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Gigantic steed (+2 Con, +2 Str), steed, wild coercion
2nd	+2	+1	+1	+1	Born survivor, colossus hunter +1
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 (+4 Con, +6 Str), 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	Colossus hunter +2, combined might
9th	+9	+5	+3	+3	Gigantic steed (+6 Con, +10 Str), pulverizing assault, rugged steed +4
10th	+10	+5	+3	+3	Mammoth lord

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, the 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 modifier to the damage roll

steed's Hit Dice + the steed's Str modifier) or be staggered for 1d4 rounds.

Mammoth Lord (Ex): At 10th level, a mammoth rider is unaffected by 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 successfully hit an opponent on the same initiative count, the foe must succeed at a Fortitude save (DC = 10 + 1/2 the steed's Hit Dice + the steed's Str modifier) or be stunned for 1 round. Whether or not the save is successful, an affected creature is immune to this ability for 24 hours thereafter.

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 use a constrict, powerful charge, or trample attack, then the first time that her steed deals damage with this attack this round, the target must make successful a Fortitude save (DC = 10 + 1/2 the





NOBLE SCION

Whether from a privileged upbringing or social elevation through worthy deeds, nobility is a station to which many aspire. To some noble scions, their mantle is one of responsibility and the duties of governance. To others, the privileges of rank are rewards to flaunt and lavish upon themselves, without consideration of the commoners, peasants, and other underlings who exist wholly beneath their notice.

The aristocracies of Golarion's many countries are as varied as the lands they reside within. A Taldan viceroy on his way to the opera, bedecked in spectacularly gaudy evening attire complete with an exquisitely jeweled codpiece, is a far cry from a Qadiran princess in riding apparel of finest silk astride a priceless thoroughbred stallion. That said, all scions of nobility have a number of features in common: power, servants, wealth, and the firm certainty that their place is at the apex of society.

Hit Die: d8.

REQUIREMENTS

To qualify to become a noble scion, a character must fulfill all of the following criteria.

Feats: Noble Scion (*The Inner Sea World Guide* 288) or Skill Focus (any skill that's a class skill for this prestige class).

Skills: Bluff 2 ranks, Diplomacy 2 ranks, Knowledge (nobility) 5 ranks, Sense Motive 2 ranks.

Special: Must have been granted noble rights, be part of the aristocracy, or have been born, married, or adopted into a noble family.

CLASS SKILLS

The noble scion's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Ride (Dex), and Sense Motive (Wis).

Skill Ranks at Each Level: 6 + Int modifier.

CLASS FEATURES

The following are class features of the noble scion prestige class.

Weapon and Armor Proficiency: A noble scion is proficient with all simple and martial weapons, as well as all forms of armor and shields (not including tower shields).

Affluent (Ex): At each level, a noble scion gains a stipend worth a number of gold pieces equal to 750 multiplied by his class level. (He gains 750 gp at 1st level, an additional 1,500 gp at 2nd level, and so on.)

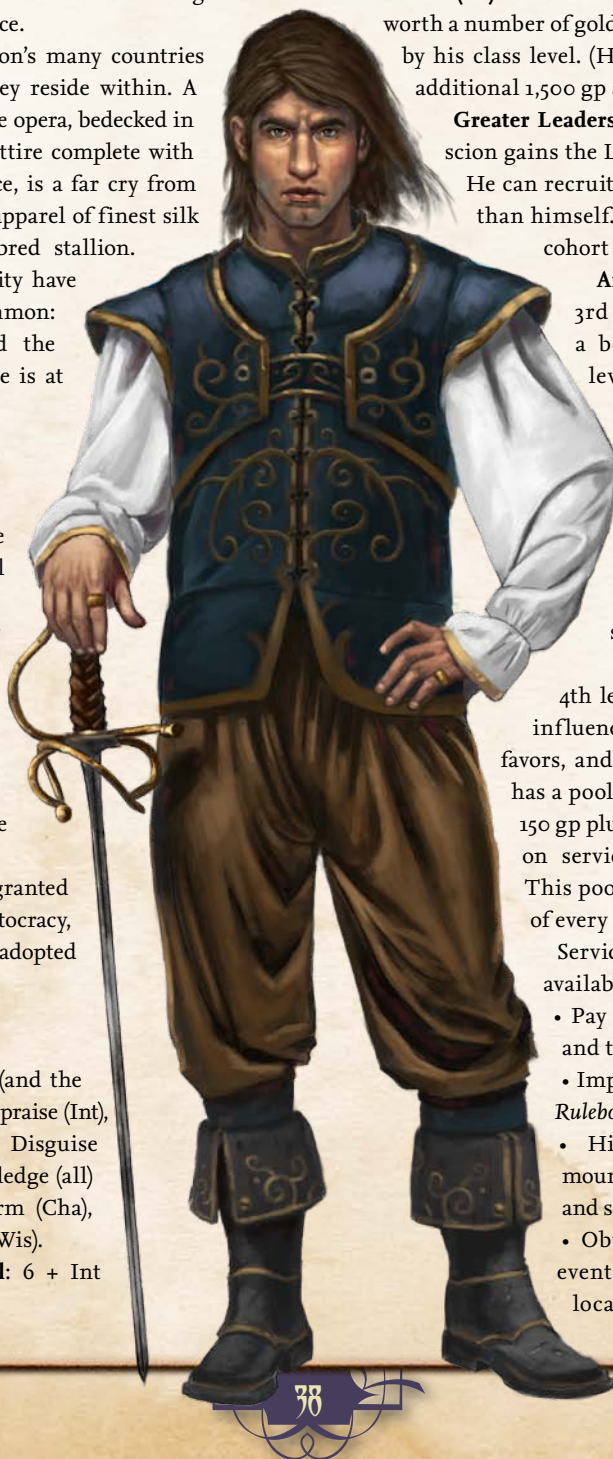
Greater Leadership (Ex): At 2nd level, a noble scion gains the Leadership feat as a bonus feat. He can recruit a cohort up to one level lower than himself. At 10th level, he can recruit a cohort of the same level as himself.

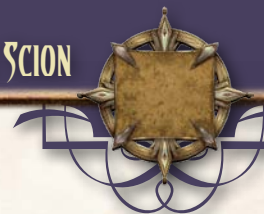
Aristocratic Erudition (Ex): At 3rd level, a noble scion gains a bonus equal to 1/2 his class level on Diplomacy, Knowledge (local), and Knowledge (nobility) checks. This ability also reduces the DCs of Diplomacy and Knowledge (local) checks others make to gather publicly known information about the noble scion by the same amount.

Prestigious Influence (Ex): At 4th level, a noble scion can use his influence to receive special treatment, favors, and other services. He effectively has a pool of virtual gold pieces equal to 150 gp plus 10 gp per class level to spend on services and non-material goods. This pool replenishes at the beginning of every week.

Services and nonmaterial goods available to a noble scion include:

- Pay for lodgings, stabling, taxes, and tolls.
- Improve his lifestyle quality (*Core Rulebook* 405).
- Hire entertainers, messengers, mounts, servants, transport, workers, and so on.
- Obtain invitations to exclusive events, or entry into privileged locations.





NOBLE SCION

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+1	Affluent
2nd	+1	+1	+1	+1	Greater leadership
3rd	+2	+1	+1	+2	Aristocratic erudition
4th	+3	+1	+1	+2	Prestigious influence, regional expertise
5th	+3	+2	+2	+3	Dilettante studies
6th	+4	+2	+2	+3	Regional expertise
7th	+5	+2	+2	+4	Servitor
8th	+6	+3	+3	+4	Regional expertise
9th	+6	+3	+3	+5	Dilettante studies
10th	+7	+3	+3	+5	Peerless patrician

- Spread rumors or start a whispering campaign.
- Purchase spellcasting services.
- Employ an expert hireling to make a skill check with a check bonus of +10 plus his class level (50 gp).

A noble scion cannot permanently gain goods or wealth from this ability; boons attainable from this ability are generally only available in settlements of 5,000 people or more. The exact benefits available in a location are subject to GM discretion.

Regional Expertise (Ex): At 4th level, and again at 6th and 8th level, a noble scion gains a bonus feat from one of the lists below, depending on where he is from. These feats must be taken from the same list at each level (except for feats under the “general” category, which can be taken by nobles from any region). A noble scion need not meet the prerequisites for these feats. At their discretion, GMs may add other feats to these regions or create lists for other regions.

Brevoy: Exotic Weapon Proficiency (Aldori dueling sword^{ISWG}), Flanking Foil^{UC}, Step Up, Weapon Focus (Aldori dueling sword^{ISWG}).

Chelixa: Careful Speaker^{ISWG}, Enforcer^{APG}, Intimidating Prowess, Skill Focus (Knowledge [planes]).

Jalmeray: Improved Unarmed Strike, Skill Focus (Perform [dance]), Voice of the Sibyl^{UM}, Weapon Focus (unarmed strike).

Kyonin: Agile Maneuvers, Breadth of Experience^{APG}, Skill Focus (Knowledge [nature]), Weapon Focus (longbow).

Nidal: Blind-Fight, Diehard, Shadow Strike^{APG}, Stealthy.

Osirion: Exotic Weapon Proficiency (khopesh^{APG}), Self-Sufficient, Skill Focus (Knowledge [history]), Weapon Focus (khopesh^{APG}).

Qadira: Animal Affinity, Quick Draw, Skill Focus (Appraise), Weapon Focus (scimitar).

River Kingdoms: Improved Dirty Trick^{APG}, Improved Steal^{APG}, Ironguts^{APG}, Skill Focus (Knowledge [local]).

Taldor: Dazzling Display, Exotic Weapon Proficiency (falcata^{APG}), Skill Focus (Bluff), Weapon Focus (falcata^{APG}).

Ustalav: Combat Reflexes, Focused Discipline^{ISWG}, Skill Focus (Knowledge [nobility]), Stoic^{ISWG}.

General: Acrobatic, Additional Traits^{APG}, Alertness, Antagonize^{UM}, Athletic, Cosmopolitan^{APG}, Deceitful, Deft Hands, Fleet, Improved Initiative, Persuasive, Prodigy^{UM}, Rhetorical Flourish^{UC}, Run, Scholar^{ISWG}.

Dilettante Studies: At 5th level, a noble scion chooses two different dilettante studies from the list below. At 9th level, he again chooses two different dilettante studies to add to his repertoire. If either of these are duplicates of those chosen at 5th level, the bonuses stack.

Dilettante Performer (Su): A noble scion treats his effective bard level as two higher for the purpose of the bardic performance class ability. He must have the bardic performance class ability to choose this dilettante study.

Dilettante Scholar (Su): A noble scion gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class (see page 3).

Dilettante Scoundrel (Ex): A noble scion gains a +1d6 sneak attack bonus as per the rogue class ability. If a noble scion gets a sneak attack bonus from another source, the bonuses on damage stack.

Dilettante Warrior (Ex): A noble scion gains a +1 bonus on attack and damage rolls.

Servitor (Ex): At 7th level, a noble scion gains a faithful NPC servitor of the same level as his cohort granted by the Leadership feat. This servitor can only have levels in NPC classes (*Core Rulebook* 446) and comes equipped with gear appropriate for a character 1 level lower than the servitor’s actual level. The servitor does not follow the noble scion as would a cohort or follower, but instead can run various errands for his master while the noble scion is adventuring, such as delivering messages or maintaining the scion’s manor in his stead.

Peerless Patrician (Ex): At 10th level, once per round a noble scion can roll twice on any Bluff, Diplomacy, Intimidate, Knowledge (nobility), or Sense Motive check and take the better roll. Once per day, instead of rolling one of these skill checks, he can assume the roll resulted in a natural 20.



PIT FIGHTER

Any good pit fighter will tell you, it doesn't matter how well you fight—all the crowd cares about is blood, and they don't care if it's yours or the other guy's. So if you want to survive your time in the pit, make sure the people get their blood, and lots of it. If you're lucky enough, the audience will be on your side, you'll feel the roar of the crowd pounding in your chest, and nothing can stop you.

This simple philosophy is what separates a true pit fighter from the rest of the castoffs and washed-up

gladiators found in arenas all across Golarion. Whether battling beasts in the filthy pits of Belkzen, or combating summoned fiends in the coliseums of Westcrown, a true pit fighter makes sure the audience sees the difference.

While pit fighters' lives might seem defined by their profession, some do manage to escape the pits, either by winning their freedom in battle or by breaking their chains in the night. Though they may no longer be pit fighters by profession, they will always be pit fighters at heart, and often long for the excitement of battle and the roar of the crowd years after they've officially retired.

Hit Die: d10.

REQUIREMENTS

To qualify to become a pit fighter, a character must fulfill all of the following criteria.

Alignment: Any nonlawful.

Feats: Dazzling Display.

Skills: Intimidate 5 ranks; Perform (act), Perform (comedy), or Perform (dance) 3 ranks.

Special: Orc ferocity racial trait or the rage class feature.

CLASS SKILLS

The pit fighter's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Escape Artist (Dex), Intimidate (Cha), and Perform (Cha).

Skill Ranks at Each Level:
2 + Int modifier.

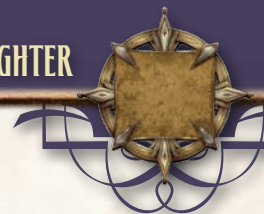
CLASS FEATURES

The following are class features of the pit fighter prestige class.

Weapon and Armor Proficiency: Pit fighters are proficient with all simple and martial weapons with the performance quality, as well as with light and medium armor and shields (excluding tower shields).

Poor Equipment (Ex): Pit fighters are often forced to fight with poorly maintained equipment. At 1st level, a pit fighter can spend a swift action to ignore the broken condition of a single weapon or piece of armor he wields or wears for the remainder of the encounter. The selected weapon or piece of armor is treated in all ways as though it did not have the broken condition, though its hit points remain unchanged. The pit fighter can affect only one item at a time with this ability; if he





PIT FIGHTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+0	Poor equipment, showmanship 1/day
2nd	+2	+1	+1	+1	Arena weapon expertise +1
3rd	+3	+2	+1	+1	Weapon trick
4th	+4	+2	+1	+1	Showmanship 2/day
5th	+5	+3	+2	+2	Arena weapon expertise +2, roar of the crowd
6th	+6	+3	+2	+2	Tricky assault
7th	+7	+4	+2	+2	Showmanship 3/day
8th	+8	+4	+3	+3	Arena weapon expertise +3
9th	+9	+5	+3	+3	Brutal trick
10th	+10	+5	+3	+3	Greater roar of the crowd, showmanship 4/day

selects a second item, the first immediately regains the broken condition.

Showmanship (Ex): Once per day at 1st level, a pit fighter can treat a regular combat as a performance combat (*Ultimate Combat* 153), with the crowd's starting attitude being indifferent. He makes performance checks, may use performance feats, and takes bonuses or penalties based on the crowd's reaction as normal, even if there is no crowd actually watching the fight. Only the pit fighter is affected by this ability. Activating this ability is a swift action. The encounter's CR determines the DC of the pit fighter's performance checks, as summarized in the table below.

Starting or Current Attitude	DC to Improve Attitude
Hostile	15 + CR
Unfriendly	10 + CR
Indifferent	5 + CR
Friendly	10 + CR
Helpful	15 + CR

The pit fighter can use this ability one additional time per day at 4th level and every three levels thereafter (to a maximum of four times per day at 10th level).

Arena Weapon Expertise (Ex): At 2nd level, when using a weapon with the performance quality, a pit fighter gains a +1 bonus on damage rolls and on attack rolls made to confirm critical hits. This bonus increases to +2 at 5th level and to +3 at 8th level.

Weapon Trick (Ex): At 3rd level, a pit fighter gains Improved Dirty Trick^{APG} as a bonus feat, and can use any weapon with the performance quality to perform a dirty trick combat maneuver (*Advanced Players Guide* 320). Once per round when the pit fighter performs a dirty trick maneuver against an enemy, he may deal damage to the enemy as if he had struck it with his normal melee attack. The pit fighter must be wielding a weapon and have at least one hand free to use this ability.

Roar of the Crowd (Ex): At 5th level, the roar of applause spurs a pit fighter on to greater acts of violence and brutality. When fighting a performance combat, the pit fighter can enter a rage (as per the barbarian class ability) during any round in which the crowd's attitude toward him is helpful. This is in addition to the normal bonuses the crowd's attitude provides. The pit fighter can maintain his rage each round so long as the crowd's attitude toward him remains helpful. If the crowd's attitude ever drops below helpful, the pit fighter's rage immediately ends (though if he possesses the rage ability from another class, he may expend a round of his rage to continue the effect as normal for that class feature). If, after using this ability, the crowd's attitude ever drops to unfriendly or hostile, the pit fighter becomes fatigued. He remains fatigued for as long as the crowd remains unfriendly or hostile or until the end of the combat, whichever comes first.

Tricky Assault (Ex): At 6th level, a pit fighter gains Quick Dirty Trick^{UC} as a bonus feat. This allows the pit fighter to perform a single dirty trick combat maneuver in place of one of his melee attacks on his turn. He must choose the melee attack with the highest base attack bonus to make the dirty trick combat maneuver.

Brutal Trick (Ex): At 9th level, a pit fighter gains Greater Dirty Trick^{APG} as a bonus feat. In addition, a creature that spends a standard action to remove a condition applied by the pit fighter's dirty trick combat maneuver provokes an attack of opportunity from the pit fighter.

Greater Roar of the Crowd (Ex): At 10th level, the crowd's effect on a pit fighter grows even more pronounced. The pit fighter may enter and maintain a rage so long as the crowd's attitude toward him is friendly or better. If the crowd's attitude is helpful, the morale bonus to the pit fighter's Strength and Constitution increases to +6 and the morale bonus on his Will saves increases to +3. Additionally, after using this ability, the pit fighter does not become fatigued until the crowd's attitude becomes hostile.





PROPHET OF KALISTRADÉ

Any fool off the street can earn a few copper pieces for his labor, but the white-gloved leaders of Druma know that the only true path to success is that set forth in the Prophecies of Kalistrade, a series of directives that detail a strict regimen believers must follow in order to achieve wealth and prosperity. Such prohibitions include abstaining from several kinds of meat, most sexual activity, and virtually all physical contact with other people (wearing full-length white gloves in public to avoid inadvertent touching).

Despite their eccentric ways, none can deny that in many cases the strictures of Kalistrade seem to lead their adherents to great wealth. The intense strength of will needed to follow the Prophecies of Kalistrade seems to shape the prophets into preternaturally calm and focused individuals who are as ruthless in the market as they are skilled at twisting words and formulating elaborate loopholes in contracts.

Hit Die: d8.

REQUIREMENTS

To qualify to become a prophet of Kalistrade, a character must fulfill all of the following criteria.

Alignment: Lawful neutral.

Skills: Knowledge (local) 5 ranks, Profession (merchant) 5 ranks, Sense Motive 2 ranks.

Special: Must follow the Prophecies of Kalistrade.

CLASS SKILLS

The prophet of Kalistrade's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the prophet of Kalistrade prestige class.

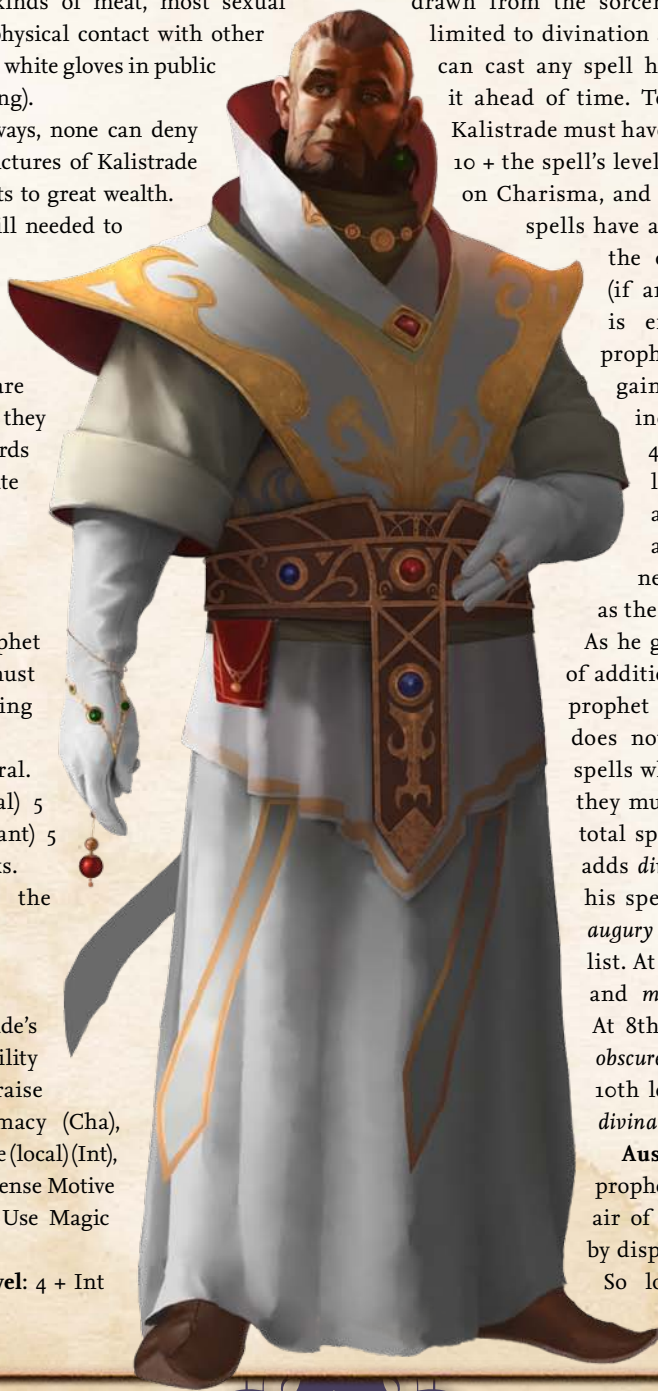
Weapon and Armor Proficiency: A prophet of Kalistrade gains no additional weapon or armor proficiencies.

Spells: A prophet of Kalistrade casts arcane spells drawn from the sorcerer/wizard spell list, but is limited to divination and enchantment spells. He can cast any spell he knows without preparing it ahead of time. To cast a spell, a prophet of Kalistrade must have a Charisma score of at least 10 + the spell's level. His bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level +

the caster's Charisma modifier (if any). His selection of spells is extremely limited—at each prophet of Kalistrade level, he gains one or more new spells, as indicated on the table on page 43. At 4th, 6th, 8th, and 10th level, he can choose to learn a new spell in place of one he already knows, provided the new spell is of the same level as the one he is replacing.

As he gains levels, a small number of additional spells are added to the prophet of Kalistrade's spell list. He does not automatically learn these spells when they become available—they must be selected as part of his total spells known. At 2nd level, he adds *divine favor* and *floating disk* to his spell list. At 4th level, he adds *augury* and *zone of truth* to his spell list. At 6th level, he adds *arcane lock* and *make whole* to his spell list. At 8th level, he adds *glibness* and *obscure object* to his spell list. At 10th level, he adds *discern lies* and *divination* to his spell list.

Auspicious Display (Ex): A prophet of Kalistrade projects an air of confidence and inviolability by displaying his wealth and status. So long as the prophet wears 1,000 gp worth of purely





PROPHET OF KALISTRADE

Level	Base				Special	1st	2nd	3rd	4th
	Attack Bonus	Fort Save	Ref Save	Will Save					
1st	+0	+0	+0	+1	Auspicious display +1	1	—	—	—
2nd	+1	+1	+1	+1	Purchase spells	2	—	—	—
3rd	+2	+1	+1	+2	—	3	—	—	—
4th	+3	+1	+1	+2	Auspicious display +2, business acumen	3	1	—	—
5th	+3	+2	+2	+3	—	4	2	—	—
6th	+4	+2	+2	+3	Mystical contacts	4	3	—	—
7th	+5	+2	+2	+4	Auspicious display +3	4	3	1	—
8th	+6	+3	+3	+4	Prophet's chest	4	4	2	—
9th	+6	+3	+3	+5	Planar contacts	5	4	3	—
10th	+7	+3	+3	+5	Auspicious display +4	5	4	3	1

decorative jewelry, clothing, or other adornments, he gains a +1 dodge bonus to AC and a +1 morale bonus on saving throws. This bonus (and the necessary value of his accoutrements) increases as he gains levels, to +2 for 4,000 gp at 4th level, +3 for 9,000 gp at 7th level, and +4 for 16,000 gp at 10th level.

Purchase Spells (Su): Starting at 2nd level, a prophet of Kalistrade can cast spells not normally available to him by expending a certain amount of gold. A prophet of Kalistrade can spontaneously cast any 1st-level spell he knows—even if he has expended all of his spells for that day—by sacrificing 500 gp worth of currency (gp, sp, and so on) or gems. If the spell has a material component cost, it is added to the base cost of this ability. Currency or gems used in this way must be on the prophet's person, and goods other than standard currency or precious gems cannot be sacrificed to use this ability. Casting a spell in this way does not expend any of the prophet's uses of spells for that day, and once sacrificed, the currency spent to use this ability cannot be retrieved in any way—the money has effectively disappeared forever.

At 4th level, the prophet of Kalistrade can cast a 2nd-level spell he knows by sacrificing 1,500 gp. At 7th level, he can cast a 3rd-level spell by sacrificing 3,000 gp. At 10th level, he can cast a 4th-level spell by sacrificing 5,000 gp.

Business Acumen (Ex): At 4th level, a prophet of Kalistrade can treat settlements as one size category larger when determining their base values and purchase limits. At 7th level, this ability improves so that the prophet can treat settlements as two size categories larger. At 10th level, the prophet can treat settlements as four size categories larger.

Mystical Contacts (Ex): At 6th level, once per week a prophet of Kalistrade can call in favors from his trading partners to purchase a spellcasting service at half its normal price. The prophet must still find a spellcaster capable of casting the spell he desires (which usually means finding a large enough settlement), and must provide any expensive material components required by the spell at their full price.

Prophet of Kalistrade 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

Prophet's Chest (Sp): At 8th level, a prophet of Kalistrade can hide a chest on the Ethereal Plane, as per the spell *secret chest*, except that the prophet does not need an expensive chest or replica—any chest will do. The prophet can summon the chest back to the Material Plane as a standard action up to three times per day. So long as the prophet accesses the chest once every month, it suffers no chance of being lost on the Ethereal Plane. A prophet of Kalistrade can have only one chest on the Ethereal Plane in this way.

Planar Contacts (Su): At 9th level, a prophet of Kalistrade can purchase an outsider's services for half the normal cost when he casts a *planar ally* spell or is within 30 feet of an ally who casts a *planar ally* spell. When negotiating with a creature called by a *planar binding* spell (either his own or an ally's), the prophet gains a +4 bonus on any opposed Charisma checks.

EX-PROPHETS OF KALISTRADE

A prophet who ceases to be lawful neutral, or who violates the dietary and sexual prohibitions set forth in the Prophecies of Kalistrade, loses all class features (except weapon, armor, and shield proficiencies), and cannot progress further in levels as a prophet of Kalistrade. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell description), as appropriate.





RAZMIRAN PRIEST

Those who live within the boundaries of Razmir's holy lands know the power of the Living God. He makes his presence felt through demands of fealty, ever-increasing tithes, and the less-than-gentle hands of his most devout subjects. Of these devotees, it is Razmir's clergy that most accurately represents the fervor of their lord. They roam the lands spreading word of the power of Razmir, and using that power to convince the unfaithful of their misplaced loyalties in other gods and governments.

The Razmiran priest, one of the most powerful of Razmir's servants, brings the Living God's gifts to the common folk and his wrath to his enemies. From behind his mask, the priest judges all he sees, meting out harsh justice in the name of his deity. Many doubt the powers of the clergy, and some would even dare to call Razmir "false." These fools soon learn the error of their ways when the Razmiran priest pays them a visit, using the gifts of the god to smite such heretics.

A devotee who wishes to become one of Razmir's most trusted priests must undergo a lengthy ritual in the capital of Thronestep. It is said that Razmir himself conducts the final steps of the ritual, blessing the new priest and judging his purity. Those who are found worthy emerge from this secret, mysterious process as absolute believers, while those deemed inadequate are never seen again. A new Razmiran priest finds himself on a quick path to power, prestige, and wealth, as the hierarchy of Razmir's faith treats most priests as superiors. Indeed, many Razmiran priests find themselves quickly rising in rank to become Heralds of the Eighth Step or possessors of even greater power in short order.

Hit Dice: d8.

REQUIREMENTS

To qualify to become a Razmiran priest, a character must fulfill all of the following criteria.

Alignment: Any nongood.

Feat: False Casting (*Inner Sea Magic* 10).

Skills: Bluff 5 ranks, Use Magic Device 5 ranks.

Spells: Able to cast 3rd-level arcane spells.

Special: Must travel to Thronestep to undergo a special ritual whereby the character's faith in Razmir will be tested.

CLASS SKILLS

The Razmiran priest's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Sense Motive (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

All the following are class features of the Razmiran priest prestige class.

Weapon and Armor Proficiency: A Razmiran priest gains no additional weapon or armor proficiencies.

Domain of Razmir: A Razmiran priest may select one of the following domains: Charm, Evil, Law, or Trickery. A Razmiran priest gains the granted powers of that domain, using his arcane spellcaster level as his cleric level and his Intelligence or Charisma modifier (whichever is higher) in place of his Wisdom modifier. He does not gain any domain spells from this domain.

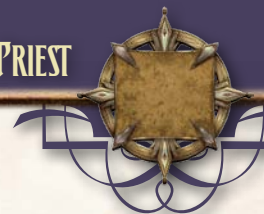
At 5th level, a Razmiran priest may select a second domain from those listed above and may use the granted powers of that domain as well.

First Ritual (Su): At 1st level, a Razmiran adds both *bleed* and *cure light wounds* to one of his arcane spell lists, but treats them as if they were 2nd-level spells. If he is a spontaneous caster, they are also added to his list of spells known. Whenever he casts *cure light wounds* using this ability, the hit points healed are instead treated as temporary hit points that last 10 minutes per Razmiran priest level, although the subject of the spell does not notice this difference until the duration expires. Temporary hit points from this (and any subsequent cure spells) do not stack.

In addition, whenever a Razmiran priest uses False Casting to cast a 0- or 1st-level spell on the cleric spell list, he receives a +10 circumstance bonus on any opposed Bluff check made when casting the spell.

False Channel (Su): Starting at 2nd level, a Razmiran priest can channel positive energy to heal living creatures like a cleric, healing 1d6 points of damage, plus 1d6 points of damage for every two Razmiran priest levels after 2nd. He can use this ability a number of times per day equal to 3 + his Intelligence or Charisma modifier (whichever is higher). The hit points healed by this ability are treated as temporary hit points, and last for 10 minutes per Razmiran priest level. These hit points do not stack with themselves (although they do stack with those from *cure light wounds* cast using the first ritual class feature). This ability does not count for the purposes of meeting any prerequisites that call for the ability to channel energy. This ability cannot be used to harm undead creatures.

Master of Lies (Ex): At 3rd level, a Razmiran priest adds his class level to any Bluff check made as part of a lie or deception. In addition, whenever he is subject to a spell or special ability that can discern whether or not he is telling the truth, he is automatically aware of such magic. He is



RAZMIRAN PRIEST

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Domain of Razmir, first ritual	—
2nd	+1	+1	+1	+1	False channel 1d6	+1 level of arcane spellcasting class
3rd	+2	+1	+1	+2	Master of lies	+1 level of arcane spellcasting class
4th	+3	+1	+1	+2	False channel 2d6	+1 level of arcane spellcasting class
5th	+3	+2	+2	+3	Domain of Razmir, second ritual	—
6th	+4	+2	+2	+3	False channel 3d6	+1 level of arcane spellcasting class
7th	+5	+2	+2	+4	Conversion	+1 level of arcane spellcasting class
8th	+6	+3	+3	+4	False channel 4d6	+1 level of arcane spellcasting class
9th	+6	+3	+3	+5	Third ritual	—
10th	+7	+3	+3	+5	False channel 5d6, true pretender	+1 level of arcane spellcasting class

not immune to such spells or abilities, but he can choose to remain silent or avoid answering questions.

Second Ritual (Su): At 5th level, a Razmiran priest adds *cure moderate wounds* and *spiritual weapon* to one of his arcane spell lists, but treats them as if they were 3rd-level spells. If he is a spontaneous caster, they are also added to his list of spells known. As with the first ritual, any hit points gained from *cure moderate wounds* are temporary hit points. Finally, whenever a Razmiran priest uses False Casting to cast a 2nd- or 3rd-level spell on the cleric spell list, he receives a +10 circumstance bonus on any opposed Bluff check made when casting the spell.

Conversion (Su): At 7th level, whenever a Razmiran priest heals himself using false channel, the effect heals damage, instead of granting temporary hit points. This has no effect on others in the area of effect.

Third Ritual (Su): At 9th level, a Razmiran priest adds *cure serious wounds* and *prayer* to one of his arcane spell lists, but treats them as if they were 4th-level spells. If he is a spontaneous caster, they are also added to his list of spells known. As with the first ritual, any hit points gained from *cure serious wounds* are temporary hit points. Finally, whenever a Razmiran priest uses False Casting to cast a 4th- or 5th-level spell on the cleric spell list, he receives a +10 circumstance bonus on any opposed Bluff check made when casting the spell.

True Pretender (Su): At 10th level, a Razmiran priest attains true power. Whenever he uses false channel, he can spend two uses of that ability to heal damage to all living creatures in the area, instead of granting temporary hit points. In addition, when determining what spell trigger and spell completion magic items he can use, he acts as though all cleric spells were on his spell list. This makes it so that he does not need to make a Use Magic Device skill check when using such items, but he must still make Bluff skill checks when using False Casting with such spells.





RIFTWARDEN

Guardians of the Great Beyond's integrity and stability, the Riftwardens can be found virtually anywhere throughout the multiverse combating their hated foes, the Blackfire Adepts. They travel throughout the Great Beyond as guides and wardens, sworn to protecting the boundaries between planes and punishing evildoers who would seek to use planar gateways for their own nefarious purposes.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Riftwarden, a character must fulfill all of the following criteria.

Alignment: Any nonevil.

Feats: Spell Focus (abjuration), Spell Penetration.

Skills: Knowledge (planes) 5 ranks.

Special: Able to speak Abyssal and Infernal.

Spells: Able to cast *magic circle against evil* as a spell or spell-like ability.

CLASS SKILLS

The Riftwarden's class skills (and the key ability for each skill) are Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Riftwarden prestige class.

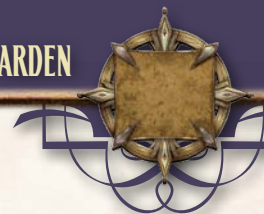
Weapon and Armor Proficiency: A Riftwarden gains no additional weapon or armor proficiencies.

Counter-Summons (Su): A Riftwarden can ready an action to use a *summon monster* spell or spell-like ability as a counterspell, even though the casting time for a *summon monster* spell is 1 full round. When used this way, the *summon monster* spell is treated as though quickened to a swift action via the Quicken Spell metamagic feat, though its spell level is not increased, and it can be used only to counterspell. When used to counterspell, a *summon monster* spell can counter any conjuration (summoning) spell or spell-like ability of its level or lower, including an outsider's *summon* ability.

At 5th level, this ability can be used as an immediate action, without the need to ready an action beforehand.

Planar Guide (Ex): At 1st level and every three levels thereafter, a Riftwarden chooses one of the following benefits. She may choose each benefit more than once, each time applying to a different





RIFTWARDEN

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Counter-summons, planar guide	—
2nd	+1	+1	+1	+1	Planar channel	+1 level of spellcasting class
3rd	+2	+2	+1	+2	Eradication +1	+1 level of spellcasting class
4th	+3	+2	+1	+2	Counterport, planar guide	+1 level of spellcasting class
5th	+3	+3	+2	+3	Planar scourge	—
6th	+4	+3	+2	+3	Eradication +2	+1 level of spellcasting class
7th	+5	+4	+2	+4	Improved counterport, planar guide	+1 level of spellcasting class
8th	+6	+4	+3	+4	Planar purge	+1 level of spellcasting class
9th	+6	+5	+3	+5	Eradication +3	—
10th	+7	+5	+3	+5	Greater counterport, planar guide	+1 level of spellcasting class

plane or outsider subtype. These bonuses stack with similar bonuses from other classes, but unlike with a ranger's abilities, these bonuses do not escalate when new enemies or terrains are selected.

Favored Enemy: Choose one outsider subtype as a favored enemy (as the ranger class feature).

Favored Terrain: Choose one plane other than the Material Plane as favored terrain (as the ranger class feature).

Terrain Mastery: Choose one plane to gain terrain mastery (as the horizon walker class feature; *Advanced Player's Guide* 265). A Riftwarden must have the appropriate plane as a favored terrain before gaining terrain mastery with it.

Planar Channel (Su): At 2nd level, a Riftwarden can channel baneful energies against creatures with the extraplanar subtype, regardless of alignment or plane of origin, as the cleric's channel energy ability. The Riftwarden deals damage as a cleric of a level equal to her highest caster level. This energy can only harm, not heal. This ability cannot be used with feats, magic items, or other effects that modify channel energy. A Riftwarden can use this ability a number of times per day equal to 3 + her bonus for the relevant ability of the spellcasting class she selected.

Eradication (Su): At 3rd level, a Riftwarden gains a +1 sacred bonus on saving throws against the spells and spell-like, supernatural, and extraordinary abilities of outsiders. In addition, she increases by 1 the save DC and caster level of any spell or spell-like or supernatural ability that she uses against outsiders, or that counters, dispels, or prevents planar travel or teleportation. These bonuses increase by +1 for every three levels after 3rd.

Counterport (Su): At 4th level, a Riftwarden can ready an action to counterspell a teleportation effect that allows a creature to enter or exit an area within 30 feet of her. She can use Spellcraft to identify a teleportation effect immediately as creatures arrive and can counter the teleportation effect with an identical spell or with any

conjunction spell of at least 1 spell level higher, returning teleporting creatures to their point of origin.

Planar Scourge (Su): At 5th level, an extraplanar creature that fails its save against the Riftwarden's planar channel gains the panicked, sickened, or staggered condition, chosen by the Riftwarden, for 1d4 rounds.

Improved Counterport (Su): At 7th level, a Riftwarden can use her counterport ability to forcibly redirect a creature using a teleportation effect within 30 feet to a new valid destination within 30 feet of her. The wrenching redirection deals 1d6 points of damage per class level to the redirected creature. A successful Fortitude save (DC 10 + the Riftwarden's character level + the Riftwarden's Cha modifier) halves the damage and negates the redirection. In addition, when a conjunction effect causes a creature to appear in a square threatened by the Riftwarden, that creature provokes an attack of opportunity from the Riftwarden.

Planar Purge (Su): At 8th level, an extraplanar creature that fails its save against a Riftwarden's planar channel is banished to its home plane (as the *banishment* spell; no save). Extraplanar creatures with Hit Dice greater than twice the Riftwarden's class level are unaffected by this ability, but still take damage from planar channel as normal.

Greater Counterport (Su): At 10th level, a Riftwarden can counter a teleportation effect as an immediate action, without the need to ready an action beforehand. In addition, as a full-round action, the Riftwarden can expend two uses of her planar channel ability to forcibly recall a creature that used teleportation to exit an area within 30 feet of the Riftwarden since the end of the Riftwarden's last turn. Planar channel deals damage equal to the amount normally dealt by one use of planar channel. This damage affects only that target, and affects it regardless of its current distance from the Riftwarden. If the target fails its save, the teleportation effect is reversed and the creature returns to the point from which it teleported (or the nearest available space, if that space is now occupied by another creature).

SHIELDMARSHAL

Shieldmarshals are the chief law enforcement officials of the Grand Duchy of Alkenstar, gunsmithing capital of the Inner Sea. They conduct both overt and discreet investigations of crimes within Alkenstar, as well as events elsewhere in the world that might threaten Alkenstar's monopolistic domination of the gun trade. Smuggling, industrial espionage, and sabotage greatly concern the Ironmaster and Alkenstar's ruling parliament, and the shieldmarshals are their chief weapon to

combat such felonious behavior. The sheer skill with which they wield their favored firearms makes shieldmarshals a force to be reckoned with, and their silver crossed-rifle shield-badges are enough to open virtually any door in the Grand Duchy and to hold any citizen to account.

Hit Die: d10.

REQUIREMENTS

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

Feats: Gunsmithing, Quick Draw.

Skills: Diplomacy 5 ranks, Intimidate 5 ranks, Knowledge (local) 5 ranks, Perception 5 ranks, Sense Motive 5 ranks.

Special: Must have a grit pool of at least 1 grit point and proficiency with at least two firearms.

CLASS SKILLS

The shieldmarshal's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the shieldmarshal prestige class.

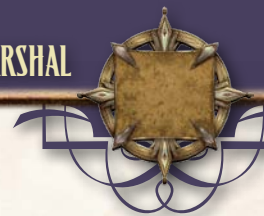
Weapon and Armor Proficiency: A shieldmarshal gains no additional weapon or armor proficiencies.

Eye for Detail (Ex): A shieldmarshal adds his Intelligence bonus as well as his Wisdom bonus on Perception and Sense Motive checks. In addition, he gains a bonus equal to 1/2 his level on Perception checks opposed by another creature's Disguise or Sleight of Hand checks.

Legal Judgment (Ex): A shieldmarshal can pronounce legal judgment upon his foes as a swift action, providing a bonus or ability based on the type of judgment made. Once activated, the ability lasts until the combat ends. If the shieldmarshal is dazed, frightened, panicked, paralyzed, stunned, unconscious, or otherwise unable to participate in combat, the effect does not end but provides no benefit until he is again able to participate in combat. As a swift action, the shieldmarshal can change his legal judgment to another type.

This ability can be used once per day, plus once for every three levels beyond 1st. It is equivalent to an inquisitor's judgment ability for the purpose of feats, magic items,





SHIELDMARSHAL

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Eye for detail, legal judgment 1/day
2nd	+2	+1	+1	+1	Danger sense, gunmarshal
3rd	+3	+1	+2	+2	Labyrinthine cunning
4th	+4	+1	+2	+2	Legal judgment 2/day
5th	+5	+2	+3	+3	Urban commando
6th	+6	+2	+3	+3	Gunhunter
7th	+7	+2	+4	+4	Legal judgment 3/day
8th	+8	+3	+4	+4	Double jeopardy
9th	+9	+3	+5	+5	Quarry
10th	+10	+3	+5	+5	High shieldmarshal, legal judgment 4/day

or other game effects that affect the judgment ability; however, levels in the two classes do not stack.

Bulletproof: A shieldmarshal gains DR 1/— against ranged attacks. Starting at 4th level, this DR is equal to 1/2 the shieldmarshal's class level. A shieldmarshal must be wearing armor or using a shield to use this judgment.

Destruction: A shieldmarshal gains a +1 competence bonus on attack rolls with firearms or light blades, increasing to +2 at 5th level and +3 at 10th level. This bonus is doubled on critical hit confirmation rolls.

Evasive: A shieldmarshal gains the evasion, uncanny dodge, and improved uncanny dodge abilities as a rogue of her class level. If he possesses rogue levels, these levels stack.

Justice: A shieldmarshal gains a +1 bonus on damage rolls with firearms or light blades. Starting at 4th level, this bonus is equal to 1/2 the shieldmarshal's class level.

Lucky Dodge: A shieldmarshal gains a +1 dodge bonus to Armor Class, increasing to +2 at 5th level and +3 at 10th level. This bonus is doubled against attack rolls made to confirm critical hits against him.

Quick Recovery: A shieldmarshal recovers quickly from injury, gaining fast healing 1, increasing to fast healing 2 at 5th level and fast healing 3 at 10th level.

Sharpshooter: A shieldmarshal ignores 1 point of any AC bonus granted by cover per shieldmarshal level. This does not allow the shieldmarshal to ignore total cover.

Sure Shot: A shieldmarshal reduces his miss chance with firearms due to concealment, *blink*, *blur*, or similar effects by 5% per two shieldmarshal levels (to a maximum reduction of 25% at 10th level). He must still target the correct square to hit a creature with concealment. This judgment can't decrease his miss chance to lower than 0%.

Danger Sense (Ex): At 2nd level, a shieldmarshal gains a bonus on initiative checks equal to 1/2 his level, and can always act during a surprise round even if unaware of opponents.

Gunmarshal (Ex): Starting at 2nd level, a shieldmarshal gains deeds as a gunslinger of half his level. If he also has

gunslinger levels, these levels stack. In addition, within the Grand Duchy of Alkenstar, he gains a bonus on all Charisma-based skill checks equal to 1/2 his shieldmarshal level if he openly displays his shieldmarshal's badge.

Labyrinthine Cunning (Ex): At 3rd level, a shieldmarshal never becomes lost in urban terrain, and he never takes penalties to movement for poor visibility in urban terrain, even while temporarily blinded. A shieldmarshal can open or close doors as a swift action instead of a move action.

Urban Commando (Ex): At 5th level, a shieldmarshal treats urban areas as his favored terrain, as the ranger class feature. At 10th level, his favored terrain bonus increases to +4 but he does not gain a second favored terrain. If he already has a favored terrain bonus in urban terrain from another class, these bonuses stack but do not affect bonuses in other terrain types.

Gunhunter (Ex): A shieldmarshal is well versed in covert operations, especially in urban settings. At 6th level, the shieldmarshal can move through crowds and difficult terrain without impediment in urban terrain. He can use Stealth to hide in urban terrain even without cover or concealment; if he has cover or concealment, he gains a bonus on Stealth checks equal to 1/2 his class level.

Double Jeopardy (Ex): At 8th level, whenever a shieldmarshal uses his legal judgment ability, he selects two different judgments, instead of one. This consumes only one use of his legal judgment ability. As a swift action, he can change one of these effects to another type.

Quarry (Ex): At 9th level, a shieldmarshal can declare one target within his line of sight as his quarry. This ability functions exactly like the ranger ability of the same name.

High Shieldmarshal (Ex): At 10th level, a shieldmarshal attains the highest rank among his order. He can expend one use of his legal judgment ability to create a nonmagical effect equivalent to *discern lies* (caster level equal to his class level; DC = 20 + the shieldmarshal's Wisdom modifier), or expend one use as part of an initiative check or Charisma-based skill check to take 20 on that check.



SKYSEEKER

Perhaps no event so shaped dwarven history or culture as the legendary Quest for Sky. Spurred by the words of their prophets, the ancient dwarves abandoned their homes deep within the subterranean realm of Nar-Voth and began the perilous search for the sky over 5 millennia ago. For 300 years, the dwarves fought their way upward, driving their hated enemies—the orcs—before them. When they finally breached the surface, these legendary heroes built 10 grand fortresses across the face of Golarion—the 10 magnificent Sky Citadels.

In many ways, dwarven culture has been in decline since their fateful emergence. Four of the fabled Sky Citadels were lost to history or destroyed, and a fifth is now held by the orc hordes in the Hold of Belkzen. Many dwarves long for a return to their days of glory, when they stood upon the surface of Golarion as champions of both the surface and the Darklands below.

Those dwarves who commit themselves to making this dream a reality are known as the skyseekers. They travel the width and breadth of Avistan as well as Garund, unearthing every scrap of dwarven history and lore they can find. Many form expeditions to explore the dwarven ruins left behind by their ancestors during the migration, often battling the foul creatures that lurk beneath Golarion's surface in their search for knowledge. Others hope to rediscover or retake one of the fabled Sky Citadels lost in the eons since the Quest for Sky.

Hit Die: d10.

REQUIREMENTS

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

Skills: Knowledge (dungeoneering) 5 ranks, Knowledge (history) 5 ranks.

Special: Favored enemy (giant, goblin, or orc) class feature.

Spellcasting: Able to cast 2nd-level divine spells.

Traits: Any dwarf racial trait or the adopted social trait (see the *Advanced Player's Guide*, pages 331 and 329 respectively).

CLASS SKILLS

The skyseeker's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 4 + Int modifier.

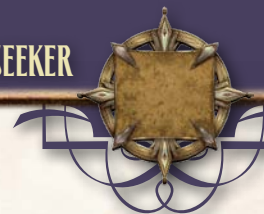
CLASS FEATURES

The following are class features for the skyseeker prestige class.

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

Ancestral Weapon (Su): By inscribing ancient dwarven runes upon his weapon, a skyseeker forges it into a reflection of the legendary weapons his ancestors bore





SKYSEEKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Ancestral weapon +1d6, citadel keeper	—
2nd	+2	+1	+1	+1	Rune-carved armor	+1 level of divine spellcasting class
3rd	+3	+2	+1	+2	<i>Commune</i> 1/week	+1 level of divine spellcasting class
4th	+4	+2	+1	+2	Ancestral weapon +2d6, dwarven armor training	+1 level of divine spellcasting class
5th	+5	+3	+2	+3	Darkvision	—
6th	+6	+3	+2	+3	Runes of resistance	+1 level of divine spellcasting class
7th	+7	+4	+2	+4	Ancestral weapon +3d6, darkvision +30 ft.	+1 level of divine spellcasting class
8th	+8	+4	+3	+4	Paths of the ancients	+1 level of divine spellcasting class
9th	+9	+5	+3	+5	Stalwart	—
10th	+10	+5	+3	+5	Ancestral weapon +4d6, call to arms	+1 level of divine spellcasting class

during the Quest for Sky. When wielded by the skyseeker against a creature with the giant, goblin, or orc subtype, the weapon deals an additional 1d6 points of damage on a successful hit. As a free action, the skyseeker may also identify the weapon by name when making an Intimidate check against such creatures, granting him a competence bonus on his Intimidate check equal to 1/2 his class level (minimum +1).

At 4th level and every three levels thereafter, the extra damage dealt by the ancestral weapon increases by 1d6, to a maximum of 4d6 at 10th level. Forging a link between a weapon and the legendary weapons of old requires a 24-hour-long ritual, and only one weapon can be designated as an ancestral weapon at a time.

Citadel Keeper (Sp): A skyseeker has spent so much time studying the known Sky Citadels that he has memorized their locations by heart. He can determine the direction to the nearest known Sky Citadel at will, as though using the spell *know direction*.

Rune-Carved Armor (Su): At 2nd level, a skyseeker learns how to imbue his armor with a small semblance of the magical resistance his dwarven ancestors were renowned for. Against spells and spell-like abilities, he gains a deflection bonus to touch AC equal to his armor bonus. This bonus can't exceed his skyseeker level. This ability functions only while the skyseeker wears armor.

Commune (Sp): At 3rd level, a skyseeker's bond with the spirits of his ancestors grows stronger, allowing him to use the spell *commune* once per week as a spell-like ability (caster level equal to the skyseeker's class level).

Dwarven Armor Training (Ex): By studying the arts of his ancestors, the skyseeker learns the secret techniques of his forebears' forges and fighting styles. At 4th level, the skyseeker gains heavy armor proficiency, and he still benefits from his ranger combat style (if he has one) while wearing heavy armor.

Darkvision (Ex): At 5th level, a skyseeker grows more comfortable operating in the lightless depths of the

dwarven ancestral homelands. He gains darkvision out to a range of 60 feet. If he already has darkvision, the range increases by 30 feet. At 7th level, the range of the skyseeker's darkvision increases by an additional 30 feet.

Runes of Resistance (Su): At 6th level, a skyseeker can use his armor to shrug off all manner of magical attacks for a short period of time. As a move action, the skyseeker can gain spell resistance equal to 5 + his Hit Dice if wearing light armor or 10 + his Hit Dice if wearing medium or heavy armor. Dismissing this ability is a swift action. A skyseeker can use this ability for a number of rounds per day equal to his class level. These rounds need not be consecutive.

Paths of the Ancients (Ex): Other labyrinths pale in comparison to the tangled maze of tunnels left behind by the ancient sky-seeking dwarves. At 8th level, a skyseeker gains immunity to the *maze* spell and cannot become lost while exploring subterranean environments.

Stalwart (Ex): At 9th level, a skyseeker has honed his mental resiliency to avoid certain attacks. If he succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can be used only if the skyseeker is wearing light armor, medium armor, or no armor. A helpless skyseeker does not gain the benefit of the stalwart ability.

Call to Arms (Sp): At 10th level, a skyseeker grows so attuned with the spirits of his ancestors that he can channel them into the physical world to battle his enemies. Once per day as a full-round action, he can summon up to 1d4+1 ghostly dwarven allies, who must appear within 60 feet of the skyseeker. These dwarves function exactly as an ally produced by the spell *spiritual ally*^{APG} (caster level equal to the skyseeker's class level), except that they always appear as dwarves wielding warhammers and they share the skyseeker's favored enemy and favored terrain bonuses (if any). On subsequent turns the skyseeker can direct a single dwarven ally to move as a swift action, or he can direct multiple allies to move simultaneously as a move action.

SLEEPLESS DETECTIVE

Although it operates mainly in the mist-shrouded principality of Ustalav, the Sleepless Agency provides unscrupulous security and investigative services to clientele all across Avistan. Whether guarding aristocrats in Taldor, protecting relics on their way to the markets of Absalom, or infiltrating the insular gangs of Kaer Maga, Sleepless agents reliably execute their contracts

with the utmost professionalism and efficiency. Yet of all the Sleepless Agency's personnel, its detectives are the most widely known and respected. Famous the world over for their astounding powers of logic and observation, Sleepless detectives solve some of the strangest, most impenetrable mysteries ever to trouble the citizens of the Inner Sea region—as long as someone has the coin to pay for such investigations.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Sleepless detective, a character must fulfill all the following criteria.

Feats: Alertness.

Skills: Craft (alchemy) 5 ranks, Knowledge (local) 2 ranks, Perception 5 ranks, Sense Motive 5 ranks.

CLASS SKILLS

The Sleepless detective's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Perception (Wis), and Sense Motive (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Sleepless detective prestige class.

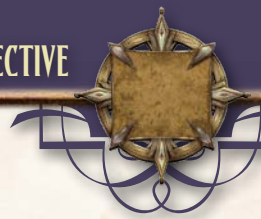
Weapon and Armor Proficiency: A Sleepless detective gains no additional weapon or armor proficiencies.

Canny Sleuth (Ex): A Sleepless detective adds her Intelligence bonus (if any) on all Perception and Sense Motive checks, as well as on Diplomacy checks made to gather information, in addition to adding her Wisdom or Charisma modifier as normal.

Forensic Thaumaturgy (Su): A Sleepless detective can cast *detect magic* at will as a spell-like ability (caster level equal to her class level). When using *detect magic* (or spells that function as *detect magic*, such as *arcane sight*), the detective treats recently ended magical effects as though they were one category stronger when determining how long a lingering aura remains, and by concentrating for an additional round can determine exactly how long the lingering aura has been there (effectively allowing the Sleepless detective to learn when the spell or magic item that caused the aura was cast or destroyed, respectively).

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 for every three levels beyond the first. If a Sleepless





SLEEPLESS DETECTIVE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+1	+1	Canny sleuth, forensic thaumaturgy, sneak attack +1d6
2nd	+1	+1	+1	+1	Follow clues
3rd	+2	+1	+2	+2	Deductive examination 3/day
4th	+3	+1	+2	+2	Eye for detail, sneak attack +2d6
5th	+3	+2	+3	+3	Hematomancy 3/day
6th	+4	+2	+3	+3	Thoughtful reexamination
7th	+5	+2	+4	+4	<i>Discern lies</i> , sneak attack +3d6
8th	+6	+3	+4	+4	Predictive riposte
9th	+6	+3	+5	+5	Pierce deception
10th	+7	+3	+5	+5	Reconstruction, sneak attack +4d6

detective gets a sneak attack bonus from another source, the bonuses on damage stack.

Follow Clues (Ex): At 2nd level, a Sleepless detective can use Perception to follow tracks as per the Survival skill, as though she possessed the follow clues rogue talent (*Advanced Player's Guide* 130). If the detective already has this ability from another class, she can move at her normal speed while tracking with the Perception skill without taking the usual -5 penalty on her Perception checks.

Deductive Examination (Sp): At 3rd level, the Sleepless detective can use the spell *residual tracking*^{APG} three times per day as a spell-like ability (caster level equal to her class level).

Eye for Detail (Ex): At 4th level, a Sleepless detective's keen eye for detail helps her notice hidden traps, doors, and clues. The detective is entitled to an immediate Perception check to notice such features whenever she passes within 10 feet of them, whether or not she is actively looking. This check should be made in secret by the GM. If the detective would already receive such a check because of an ability from some other source (such as the trap spotter rogue talent), the GM should roll the Perception check twice whenever the Sleepless detective is within 10 feet of a trap and use the higher result.

Hematomancy (Sp): At 5th level, a Sleepless detective learns to extract information from blood and other bodily fluids through extensive alchemical analysis. The detective can use the spell *blood biography*^{APG} three times per day (caster level equal to her class level). When using this ability, any type of bodily fluid or part of a creature's body will suffice in place of blood.

Thoughtful Reexamining (Ex): At 6th level, a Sleepless detective can reach new conclusions by reexamining the facts of her investigation. This functions as the advanced rogue talent of the same name (*Advanced Player's Guide* 132). If the detective has the thoughtful reexamining ability from another class, she can use the ability one additional time per day.

Discern Lies (Sp): At 7th level, a Sleepless detective can use *discern lies*, as the spell, for a number of rounds per day

equal to her class level (caster level equal to her class level). These rounds need not be consecutive. Activating this ability is an immediate action.

Predictive Riposte (Ex): At 8th level, a Sleepless detective's insight into human nature allows her to predict and counter her opponents' attacks. As a standard action, she can designate an opponent within 30 feet as the target of her predictive riposte, gaining a +4 insight bonus to AC against that opponent's attacks. Once per round, after a melee attack from the designated target misses her, the detective can spend an immediate action to make a single melee attack against that opponent as long as it is within her threatened area. This counts as her attack of opportunity for this round. If the detective's attack hits, she may add her sneak attack bonus on her damage roll. The bonuses from this ability last until the end of combat, or until the detective designates a new target of her predictive riposte.

Pierce Deception (Sp): At 9th level, a Sleepless detective can see as though under the effect of the spell *true seeing* for a number of rounds per day equal to her class level (caster level equal to her class level). These rounds need not be consecutive. Activating this ability is a free action.

Reconstruction (Su): At 10th level, once per day a Sleepless detective can combine her investigative insight with her magical senses to mentally reconstruct the recent history of an item or place. The detective must be able to examine the item or area for 10 minutes, after which she can view the events of the past 24 hours as though she had a scrying sensor present when those events took place. This ability shows her any events which took place within 60 feet of the examined area, or any creature or object that physically touched the item or area in question. Her vision is not obstructed by concealment, and she can see and identify magical auras as though under the effect of *arcane sight*. A reconstruction shows creatures and objects as they actually are, unobscured by even powerful illusion magic such as *screen*, though transmuted creatures and objects appear in their altered forms.





STORM KINDLER

When the massive hurricane known as the Eye of Abendego formed off the northwestern coast of Garund a century ago, Gozreh worshipers from across Golarion flocked to the region to worship the mighty storm. These splinter-cults, known collectively as the Storm Kindlers, saw the mighty hurricane as a manifestation of their god, and sought to plumb its mysterious depths with the help of powerful magic. Yet the Storm Kindlers were arrogant, and failed to anticipate the true extent of the storm's fury and savagery. The cult was wiped out, leaving only the cultists' enchanted *goz masks* in its wake.

Now, 100 years later, a new generation of Gozreh-worshipping explorers rises to meet the challenge of the Eye of Abendego. These new Storm Kindlers have learned from the mistakes of their forebears and developed new techniques and strategies to weather the dangers of the Sodden Lands. While none have yet pierced the center of the storm and unlocked the secrets of the Eye's formation, few have any doubts that with both time and the blessings of Gozreh they will succeed in their endeavor.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Storm Kindler, a character must fulfill all the following criteria.

Alignment: Any neutral.

Deity: Must worship Gozreh.

Feats: Storm-Lashed (*The Inner Sea World Guide* 289).

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.

Weapon and Armor Proficiency: A Storm Kindler gains no additional weapon or armor proficiencies.

Oceanic Spirit (Su): A Storm Kindler gains a bonus equal to her class level on Fly and Swim checks, and never needs to make 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.

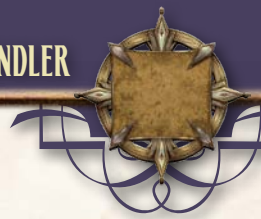
Seasight (Su): At 2nd level, a Storm Kindler can see through fog, smoke, and other obscuring vapors as if they did not exist. This ability functions underwater as well, allowing the Storm Kindler to see through thick silt and other aquatic precipitates.

Storm Shape (Su): At 2nd level, a Storm Kindler becomes a physical embodiment of the fury of the storm. As a standard action, she can transform herself into a whirlwind (as the universal monster rule, *Bestiary* 306) for a number of minutes per day equal to her class level. This time need not be consecutive, but must be spent in 1-minute increments.

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 again every two levels thereafter, the maximum height of the whirlwind increases by 10 feet, to a maximum of 60 feet tall at 10th level. 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 possess a fly or swim speed, she gains one (as appropriate to her new form) equal to her base land speed when in storm shape. With a fly speed, she has average maneuverability.

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 one 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 again every two 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 made to resist spells and effects with the air or water descriptors. At 5th level, and every two 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 their saving throws doubles to +4.



STORM KINDLER

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
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 creatures), 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

Wave Breaker (Su): At 4th level, a Storm Kindler gains a swim speed equal to twice her base land speed. She may breathe water for a number of hours per day equal to her class 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 (while in whirlwind form) or cold (while in vortex form) damage to creatures that fail their 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, against spells and effects with the air or water descriptors, she receives a +4 insight bonus on saving throws and to AC.

Fickle Winds (Sp): At 8th level, as a swift action, a Storm Kindler can call the winds to her defense, protecting her as 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, any time a Storm Kindler resists electricity or sonic damage with her oceanic spirit ability, she can spend an immediate action to redirect the resisted damage to another creature within 30 feet. The creature must make 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 storm, allowing her to use her storm shape ability at will. Additionally, 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 penalties on her attack or damage rolls because of fighting underwater.





TATTOOED MYSTIC

The tattooed mystics of Varisia are renowned throughout Avistan for both the artistry with which they adorn their bodies and the powerful magic they summon from these markings. Many learn the ways of tattooing from their forebears, the craft having been passed down through generations of Varisian wanderers and fortune-tellers. Others are born with what the Varisians call “birth tattoos”—incredibly elaborate and colorful

birthmarks; those so blessed almost always grow up to become tattooed mystics. Regardless of how their fascination with the art begins, those seeking the powers of the tattooed mystic invariably turn to the runes of ancient Thassilon and the study of magic, combining the two into an elaborate and dangerous form of spellcraft.

Hit Die: d6.

REQUIREMENTS

To qualify to become a tattooed mystic, a character must fulfill all the following criteria.

Feats: Varisian Tattoo (*The Inner Sea World Guide* 289).

Skills: Craft (tattoo) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast 2nd-level spells.

Special: Able to speak Thassilonian.

CLASS SKILLS

The tattooed mystic’s class skills (and the key ability for each skill) are Knowledge (arcana) (Int), Knowledge (history) (Int), Linguistics (Int), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the tattooed mystic prestige class.

Weapon and Armor Proficiency: A tattooed mystic gains no additional weapon or armor proficiencies.

Familiar Tattoo (Su): This ability is exactly like the tattooed sorcerer ability of the same name (*Inner Sea Magic* 40).

Mystic Tattoo (Su): A tattooed mystic inscribes ancient symbols of power on his skin to enhance his spellcasting. At 2nd level and every two levels thereafter, the mystic inscribes a new tattoo on his body, chosen from the list below. Mystic tattoos do not occupy magic item or tattoo slots on his body. The mystic can select each tattoo more than once; the effects of multiple tattoos are noted in their descriptions.

Binding Trine: This triangular design allows the mystic to transform a hostile spell affecting him into a magical tattoo, similar to a *reservoir tattoo* (*Inner Sea Magic* 16). When the mystic fails a saving throw against a spell of 3rd level or lower that targets only him, he gets a chance to identify it with a Spellcraft check (DC 15 + spell level). If he succeeds at this check, he can sacrifice a prepared spell or spell slot of equal or higher level as an immediate action to bind the spell, suppressing its effects and suspending its duration for a number of rounds





TATTOOED MYSTIC

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Familiar tattoo	—
2nd	+1	+1	+1	+1	Mystic tattoo	+1 level of spellcasting class
3rd	+1	+1	+1	+2	Magical tattoo artist	+1 level of spellcasting class
4th	+2	+1	+1	+2	Mystic tattoo	+1 level of spellcasting class
5th	+2	+2	+2	+3	Skillful tattooist	—
6th	+3	+2	+2	+3	Mystic tattoo	+1 level of spellcasting class
7th	+3	+2	+2	+4	Tattoo mastery	+1 level of spellcasting class
8th	+4	+3	+3	+4	Mystic tattoo	+1 level of spellcasting class
9th	+4	+3	+3	+5	Potent tattoos	—
10th	+5	+3	+3	+5	Mystic tattoo	+1 level of spellcasting class

equal to his level. Only spells with a duration longer than instantaneous can be bound this way, and only one spell can be held at a time. While bound, the spell can be dispelled or removed as normal. The maximum spell level this tattoo can bind increases by 2 each time it's selected, to a maximum of 9th level.

Blistering Bands: These glowing, angular markings encircle the mystic's arms. Whenever the mystic casts an evocation spell that deals energy damage, he can spend a swift action to surround himself with an aura of that same energy until the beginning of his next turn. Creatures adjacent to the mystic when he activates the ability or that end their turns adjacent to him take 1d6 points of damage of the same energy type as the evocation spell. If the spell deals more than one type of energy damage, the mystic must choose which of those types of damage his aura deals. Selecting this tattoo additional times increases the damage dealt by 2d6, to a maximum of 7d6.

Flickering Eye: The skin beneath this stylized eye seems partially translucent and insubstantial. When the mystic spends a standard action to concentrate on an ongoing illusion effect created by one of his spells, he gains concealment (20% miss chance) until the beginning of his next turn. Effects that negate invisibility negate this miss chance. When this tattoo is chosen a second time, the miss chance increases to 50%. When it's chosen a third time, the mystic instead becomes invisible, as per the spell *invisibility*, until the beginning of his next turn.

Pouncing Beasts: These bestial pictographs seem poised to leap off the mystic's skin. The mystic can cast *summon monster* and *summon nature's ally* spells of up to 3rd level as a standard action, rather than a full-round action, provided all the creatures summoned enter play adjacent to him. The maximum spell level the tattoo can affect increases by 2 each time it's selected, to a maximum of 9th level.

Rune of Fangs: These jagged runes cover the mystic's face, giving him a bestial expression. While polymorphed or otherwise transformed into a form with natural attacks,

the mystic gains an enhancement bonus on his attack and damage rolls equal to 1/2 his level with one natural attack, chosen when he assumes that form. Each time he selects this tattoo, he can choose one additional natural attack to apply the bonus to.

Swallowing Glyph: This ornate, shadowy glyph absorbs the souls of those the mystic slays. Any time the mystic slays a creature with a necromancy spell, he can spend a swift action to gain a number of temporary hit points equal to the spell's level. Temporary hit points gained from subsequent uses of this ability do not stack. The second time this tattoo is selected, the number of temporary hit points increases to double the spell's level. The third time it's selected, the number increases to triple the spell's level.

Twisting Script: The indistinct shapes that form this spiral tattoo twist into legible text when scrutinized. Creatures within 30 feet of the mystic that can see him are affected by his language-dependent enchantment spells, even if they do not understand the language he speaks. Creatures without a language are immune to this effect. The range of the effect increases by 30 feet each time this tattoo is selected, to a maximum of 150 feet.

Magical Tattoo Artist: At 3rd level, a tattooed mystic gains *Inscribe Magical Tattoo* (*Inner Sea Magic* 16) as a bonus feat.

Skillful Tattooist (Ex): At 5th level, as long as a tattooed mystic is using his Craft (calligraphy, paintings, or tattoos) skill to craft magical tattoos on his own body, he can do so in half the time it would normally take (see page 91 of the *Core Rulebook*).

Tattoo Mastery (Ex): At 7th level, a tattooed mystic can use his own ability score modifier and relevant feats to set the DC for *spell tattoos* he crafts, and can use his own caster level if it is higher than that of the *spell tattoo* he is crafting (similar to a caster using a staff).

Potent Tattoos (Ex): At 9th level, when a tattooed mystic uses his caster level to determine the DC of one the *spell tattoos* he has crafted, he does so at +1 caster level.



UMBRAL COURT AGENT

Zon-Kuthon's agents in the mortal realm preserve the god's grip on the shadowy nation of Nidal through darkness and horror. The rare few Kuthites gifted with the right to rule are known as the Umbral Court, and Umbral Court agents are their enforcers. Officially, Umbral Court agents operate primarily in the blasted city of Ridwan or the capital of Pangolais. In truth, however, Umbral Court agents operate throughout all of Nidal and its neighboring nations. Some work in the open as diplomats and consuls, others in secret as spies, agitators, and agents provocateur. Most agents in Nidal spend their time hunting down apostates and heretics, seeking to purge the nation of inappropriate influences. Those acting abroad seek out positions in rival nations' halls of power. Regardless of their methods, all serve the greater glory of Nidal—and the will of their dark god—with blind devotion.

Umbral Court agents' loyalty to their overlords and ideals does not extend to other agents. Many an agent has fallen to a poisoned dagger from a rival seeking greater power. These minor treacheries are overlooked, or even rewarded, by superiors, so long as they do not interfere with the relative peace and order of Nidal. Agents who thirst for power often make deals with dark entities in order to stay one step ahead of their so-called allies, and in Pangolais it is not uncommon for agents to transform themselves into vampires or other types of undead.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Umbral Court agent, a character must fulfill all of the following criteria.

Alignment: Lawful evil.

Deity: Must worship Zon-Kuthon.

Feats: Deceitful.

Skills: Bluff 5 ranks, Knowledge (nobility) 7 ranks, Knowledge (religion) 7 ranks.

Spells: Able to cast 2nd-level spells.

CLASS SKILLS

The Umbral Court agent's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Umbral Court agent prestige class.

Weapon and Armor Proficiency: An Umbral Court agent gains proficiency with the spiked chain.

Blessings of Darkness: An Umbral Court agent gains the Darkness domain at 1st level, using his class level as his effective cleric level to determine the effects of its granted powers. If he already possesses the Darkness domain from another class, his Umbral Court agent levels stack with levels in that class when determining the effects of his Darkness domain powers. The Umbral Court agent does not receive bonus spells or domain spell slots from his Umbral Court agent levels.

Tenebrous Magic: An Umbral Court agent receives Tenebrous Spell (*Inner Sea Magic* 15) as a bonus feat at 1st level, and can apply its effects to his spells without increasing their effective spell level or casting time. In addition, if the spell has the darkness or shadow descriptor or is of the illusion (shadow) subschool, the spell's effective caster level and any associated save DCs are increased by 2 (instead of 1), and any attempts at dispelling the spell in darkness or dim light take a –4 penalty on the dispel check (instead of –2).

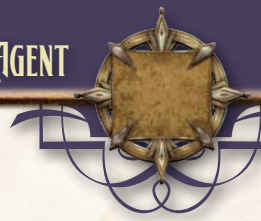
Umbral Courtier (Ex): An Umbral Court agent gains a competence bonus on Bluff, Diplomacy, and Knowledge (nobility) checks equal to his class level.

Darkvision (Ex): At 2nd level, an Umbral Court agent gains darkvision out to a range of 60 feet. If he already has darkvision, the range increases by 30 feet. At 7th level, the range of the Umbral Court agent's darkvision increases by an additional 30 feet.

Shadow Chains (Sp): At 3rd level, an Umbral Court agent can use his touch of darkness ability one additional time per day. When using the touch of darkness ability, the Umbral Court agent manifests shadowy chains that increase the reach of his melee touch attack by 5 feet. A creature struck by these chains must succeed at a Reflex save (DC 10 + the Umbral Court agent's level + the Umbral Court agent's Wisdom modifier) or be entangled for 1d4 rounds in addition to the normal effects of the ability.

Shadow Jump (Su): At 4th level, an Umbral Court agent gains the ability to supernaturally travel between shadows. This ability functions exactly like the shadowdancer ability of the same name.

Unnerving Gaze (Su): At 5th level, an Umbral Court agent gains a gaze attack similar to the kyton ability of the same name. Creatures within 30 feet of the Umbral Court agent must succeed at a Will save (DC 10 + the Umbral Court agent's level + the Umbral Court agent's Wisdom modifier) or be shaken for 1 round. The Umbral Court agent can use this ability for a number of rounds per day equal to his level;



UMBRAL COURT AGENT

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+1	+0	+1	Blessings of darkness, shadow courtier, tenebrous magic	—
2nd	+1	+1	+1	+1	Darkvision	+1 level of spellcasting class
3rd	+2	+2	+1	+2	Shadow chains	+1 level of spellcasting class
4th	+3	+2	+1	+2	Shadow jump (40 ft.)	+1 level of spellcasting class
5th	+3	+3	+2	+3	Unnerving gaze (shaken 1 round)	—
6th	+4	+3	+2	+3	Grasping darkness, shadow jump (80 ft.)	+1 level of spellcasting class
7th	+5	+4	+2	+4	Darkvision +30 ft., unnerving gaze (shaken 1d4 rounds)	+1 level of spellcasting class
8th	+6	+4	+3	+4	Shadow jump (160 ft.)	+1 level of spellcasting class
9th	+6	+5	+3	+5	Unnerving gaze (staggered 1 round)	—
10th	+7	+5	+3	+5	Crushing umbra, shadow jump (320 ft.)	+1 level of spellcasting class

these rounds do not need to be consecutive. Activating this ability is a swift action. The Umbral Court agent is immune to the unnerving gaze of kytons (whether or not his own unnerving gaze is active). This is a mind-affecting fear effect that follows all the normal rules for a gaze attack.

As the Umbral Court agent gains levels, his unnerving gaze grows more potent. At 7th level, creatures that fail their save are shaken for 1d4 rounds. At 9th level, they are staggered for 1 round and shaken for 1d4 rounds after.

Grasping Darkness (Sp): At 6th level, an Umbral Court agent can use his touch of darkness ability an additional time per day, and the reach provided by his shadow chains ability increases by 5 feet (to a total 10 foot increase). In place of entangling the target, the Umbral Court agent can attempt to grapple the target without provoking an attack of opportunity, using his Wisdom modifier in place of his Strength modifier for the purpose of determining his CMB. If both the Umbral Court agent and his target are in an area of dim or darker light, he gains a +5 bonus on this grapple check. The Umbral Court agent does not gain the grappled condition when using his shadow chains this way. He may make combat maneuver checks to maintain the grapple for as long as the effect of his touch of darkness ability persists.

Crushing Umbra (Sp): At 10th level, an Umbral Court agent can use his touch of darkness ability at will, and the reach provided by his shadow chains increases by another 10 feet (to a total 20 foot increase). When he successfully grapples a creature with his shadow chains, the Umbral Court agent can begin constricting his victim as a free action, dealing 5d6 points of damage whenever

he makes a successful grapple check. Creatures constricted in this way are also considered strangled, and cannot speak or cast spells with verbal components.



VEILED ILLUSIONIST

Many who seek to master the art of illusion turn to Sivanah, goddess of mysteries, reflections, and veils. She awards powerful insights into the nature of illusion and deception to those who are especially devout in their worship, possess exceptional skill in a craft, or simply manage to catch her eye. These rare few are known as veiled illusionists, the favored disciples of the Seventh Veil.



While skilled in all forms of illusion, veiled illusionists primarily excel at casting glamers—spells that alter or conceal the illusionist's true form. Most veiled illusionists are uncomfortable with maintaining one disguise for an extended period of time. Instead, they prefer to change their appearance from day to day, or even from hour to hour. This makes it difficult for veiled illusionists to integrate fully into society, so most end up wanderers, taking on a new face with each new town they visit.

Hit Die: d6.

REQUIREMENTS

To qualify to become a veiled illusionist, a character must fulfill all the following criteria.

Feats: Spell Focus (illusion).

Skills: Bluff 5 ranks, Disguise 5 ranks, Knowledge (arcana) 2 ranks.

Spells: Able to cast three different illusion spells, one of which must be of 2nd level or higher.

CLASS SKILLS

The veiled illusionist's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

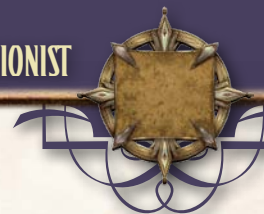
The following are class features for the veiled illusionist prestige class.

Weapon and Armor Proficiency: A veiled illusionist gains no additional weapon or armor proficiencies.

Veil Pool (Sp): A veiled illusionist draws power from a reserve of magical energy to strengthen her illusions. This veil pool has a number of points equal to her class level + her Wisdom, Intelligence, or Charisma modifier (the character makes this choice at 1st level, after which it cannot be changed). The pool refreshes once per day when the veiled illusionist prepares her spells or regains spell slots.

As a standard action, the veiled illusionist can spend 1 point from her veil pool to alter her appearance as per the spell *disguise self*. This is a glamor effect that lasts a number of hours equal to the veiled illusionist's class level. The DC to disbelieve the effect is equal to 15 + the number of points remaining in the veiled illusionist's veil pool.

At 3rd level, the veiled illusionist can alter her perceived audible (sound) properties when she assumes her disguise. At 5th level, the veiled illusionist can also alter her



VEILED ILLUSIONIST

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Sivanah's veil (human), veil pool	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Sivanah's veil (halfling)	+1 level of spellcasting class
3rd	+1	+1	+1	+2	Veil pool (auditory)	+1 level of spellcasting class
4th	+2	+1	+1	+2	Sivanah's veil (elf)	+1 level of spellcasting class
5th	+2	+2	+2	+3	Quick veil (move), veil pool (tactile)	+1 level of spellcasting class
6th	+3	+2	+2	+3	Sivanah's veil (gnome)	+1 level of spellcasting class
7th	+3	+2	+2	+4	Quick veil (swift)	+1 level of spellcasting class
8th	+4	+3	+3	+4	Sivanah's veil (cyclops)	+1 level of spellcasting class
9th	+4	+3	+3	+5	Veil pool (extraordinary senses)	+1 level of spellcasting class
10th	+5	+3	+3	+5	Sivanah's veil (naga), true veil	+1 level of spellcasting class

perceived tactile (touch) properties, and can imitate any voice with which she is familiar. At 9th level, the veiled illusionist's veil fools even extraordinary senses, such as scent, blindsight, or tremorsense.

Sivanah's Veils: A veiled illusionist learns to cloak herself in the forms favored by the goddess Sivanah—human, halfling, elf, gnome, cyclops, and naga. Once the veiled illusionist learns a veil, she can expend 1 point from her veil pool to disguise herself as a member of that veil's race as though using *disguise self*, even if doing so would exceed the limitations of *disguise self*. When disguising herself as one of these races, she gains an additional bonus on her Disguise check equal to her class level. Each veil also grants the illusionist an additional power. Assuming a different veil while still under the effects of her *disguise self* spell-like ability is a free action, and does not expend any additional points from her veil pool.

Human: At 1st level, a veiled illusionist may select an illusion spell from the sorcerer/wizard spell list of a level she can cast and add it to her class spell list at the same level. If the spell is already on her spell list, she adds it to her spellbook, familiar, or list of spells known. Each time the illusionist gains a level, she may select an additional illusion spell.

Halfling: At 2nd level, a veiled illusionist can spend 1 point from her veil pool as a free action while casting an illusion spell to disguise her spellcasting. Creatures attempting to identify the spell as it's being cast must succeed at a Will save (DC 15 + the number of points remaining in the illusionist's veil pool) or misidentify the spell as a spell of the illusionist's choice. The illusory spell must be the same level as the true spell, and must be one the illusionist can cast.

Elf: At 4th level, a veiled illusionist can spend 1 point from her veil pool as an immediate action to reroll a caster level check made to bypass spell resistance. She must use this ability before the results of the first roll are revealed, and must accept the second roll, even if it's worse.

Gnome: At 6th level, a veiled illusionist can spend 1 point from her veil pool to concentrate on a glamor or figment as a swift action, rather than a standard action.

Cyclops: At 8th level, a veiled illusionist can spend 1 point from her veil pool as a free action to gain the benefits of the spell *true seeing* until the beginning of her next turn.

Naga: At 10th level, as a free action while casting an illusion spell, a veiled illusionist can spend 1 point from her veil pool to coil the illusion upon itself. Any creature that disbelieves the illusion sees a second illusion within the translucent outline of the first, as if the illusionist had cast the spell a second time. Effectively, after a creature disbelieves the first illusion, it sees a second illusion in its place, which it must attempt to disbelieve separately. The veiled illusionist must determine the features of the second illusion as she casts the first. If the second illusion is especially similar to the first one, creatures that study or interact with it receive a +4 bonus on the save to disbelieve the effect.

Quick Veil: At 5th level, a veiled illusionist can assume or alter her disguise with her veil pool ability as a move action. At 7th level, the action is reduced to a swift action.

True Veil: At 10th level, a veiled illusionist can spend 1 point from her veil pool to imbue her disguise with a measure of reality. The veiled illusionist's *disguise self* spell-like ability is treated as a polymorph effect, though it retains the illusion school and gains the shadow descriptor. Other creatures no longer get a Will save to recognize the effect as an illusion, though they can still make Perception checks to realize the veiled illusionist is using a disguise.

If disguised as a humanoid using her veil pool ability, the veiled illusionist gains the benefit of *alter self*. If disguised as a cyclops or naga, she gains a +4 size bonus to Strength, a –2 penalty to Dexterity, a +4 natural armor bonus, and any of the following abilities possessed by the creature whose form she has taken: burrow 30 feet, climb 90 feet, fly 90 feet (good maneuverability), swim 90 feet, darkvision 60 feet, low-light vision, ferocity, guarded thoughts, poison, and spit. The effect lasts for a number of minutes equal to the veiled illusionist's level if she is disguised as a humanoid, or rounds per level if disguised as a cyclops or naga.





WINTER WITCH

In the minds of the folk of the arctic north, the otherworldly powers of winter witches are inextricably linked with the frozen realm of Irrisen and its cruel aristocracy. These rulers, the *jadwiga*, have the bitter blood of Baba Yaga running through their veins, and possess unique abilities that make them unparalleled in their power over ice, snow, and cold.

Not all winter witches have a blood connection to the nobility of Irrisen. Some have their craft passed down to them by wizened mentors, and others hear their calling in the howling winds of a freezing winter's night. Of those winter witches who live outside Irrisen, many subsist on the fringes of civilization or in the wild, often concealing their powers lest they be seen as Irrisen spies. This is particularly true in the lands of the Linnorm Kings, where memories of the Winter War with Irrisen fuel long-held hatreds, as well as in the Realm of the Mammoth Lords, whose superstitious tribespeople deeply distrust most forms of arcane magic.

Hit Die: d6.

REQUIREMENTS

To qualify to become a winter witch, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

Spells: Able to cast at least three different spells with the cold descriptor, one of which must be of 3rd level or higher.

Special: Must have a patron and the ice magic class feature (*Inner Sea Magic* 43).

CLASS SKILLS

The winter witch's class skills (and the key ability for each skill) are Bluff (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (nobility) (Int), Survival (Wis), and Use Magic Device (Cha).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

The following are class features of the winter witch prestige class.

Weapon and Armor Proficiency: A winter witch gains no additional weapon or armor proficiencies.

Hyperboreal Patronage: A winter witch's patron reveals an icy aspect, granting her the following spells as patron spells at the following class levels: 1st—*ice spears*^{ISM}, 3rd—*wall of ice*, 5th—*icy prison*^{UM}, 7th—*freezing sphere*, 9th—*fire storm* (deals cold damage instead of fire). These replace any patron spells a winter witch might receive from a previous class.

Winter Witchcraft: Levels of the winter witch prestige class stack with witch levels for determining a winter witch's spells per day, spells gained at each level, the effect of her hexes and other witch class abilities (including archetype abilities), the abilities of her witch's familiar, and the level at which she can select major hexes or grand hexes.

Freeze and Thaw (Su): At 2nd level, a winter witch can freeze water or melt ice and snow with a touch. As a standard action, a winter witch can melt an adjacent 5-foot cube of ice or a 10-foot cube of snow. Melting snow produces a volume of water equal to 10% the snow's volume. Alternatively, a winter witch can freeze 5 cubic feet of water into solid ice. This freezing takes place gradually over 1 round, making it almost impossible to trap a creature unless it's helpless. This cannot affect water within a creature. One cubic foot of ice contains roughly 8 gallons of water and weighs about 60 pounds.

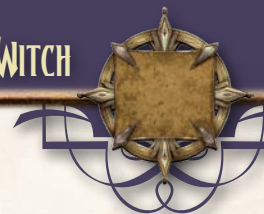
This ability works on fresh water and saltwater, but has no effect on water creatures; on liquids (frozen or otherwise) other than water; or on magical water, ice, or snow. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Unnatural Cold (Su): At 3rd level, whenever a winter witch's spell, spell-like ability, or supernatural ability deals cold damage, treat affected creatures as having half their normal cold resistance when determining damage dealt.

Sculpt Ice and Snow (Sp): At 4th level, a winter witch can sculpt ice and snow into any shape that suits her purpose (as *stone shape*, except that it works with ice). This ability also works on snow, doubling the volume affected. At 7th level, this ability functions on ice or snow like the *fabricate* spell, increasing the volume manipulated and allowing a higher degree of craftsmanship. The winter witch must succeed at appropriate Craft checks to form complex items or ones with fine detail. Items created by the *fabricate* version of this ability solidify into ultra-hard ice (hardness 5, 10 hit points per inch of thickness) that resists normal melting but takes double damage from fire. The ice remains in this ultra-hard state for 1 hour per class level before returning to normal ice. A winter witch can use this ability a number of times per day equal to 1/2 her class level.

Bonus Hexes: At 5th level and every two levels thereafter, a winter witch gains the following major hexes in addition to those gained from normal advancement: 5th—*ice tomb*^{UM}, 7th—*hoarfrost*^{UM}, 9th—*numbing chill* (see below). If a winter witch already has this hex, she may instead gain any other hex she meets the prerequisites for.

Numbing Chill (Su): Whenever the winter witch casts a spell that deals cold damage, she can imbue the spell with



WINTER WITCH

Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Hyperboreal patronage, winter witchcraft	—
2nd	+1	+1	+1	+1	Freeze and thaw	+1 level of witch class
3rd	+1	+1	+1	+2	Unnatural cold	+1 level of witch class
4th	+2	+1	+1	+2	Sculpt ice and snow	+1 level of witch class
5th	+2	+2	+2	+3	Bonus hex (ice tomb)	+1 level of witch class
6th	+3	+2	+2	+3	Blizzard sight	+1 level of witch class
7th	+3	+2	+2	+4	Bonus hex (hoarfrost)	+1 level of witch class
8th	+4	+3	+3	+4	Unearthly cold	+1 level of witch class
9th	+4	+3	+3	+5	Bonus hex (numbing chill)	+1 level of witch class
10th	+5	+3	+3	+5	Iceglide, inexorable cold	+1 level of witch class

a debilitating eldritch chill as a swift action. She chooses one of the spell's targets or a creature within the spell effect. If that creature takes cold damage from the spell, it must also succeed at a Fortitude save or take 1d4 points of Dexterity damage and be staggered for 1 round. The creature need only make this saving throw once per spell, even if the spell deals damage multiple times. If the target saves successfully, it is immune to this hex for 1 day. This is a cold effect.

Blizzard Sight (Su): At 6th level, a winter witch can see normally in natural or magical rain, sleet, hail, fog, snowstorms, blizzards, and similar weather conditions.

Unearthly Cold (Su): At 8th level, a winter witch's spells, spell-like abilities, and supernatural abilities that deal cold damage become horrendously cold. Half the cold damage caused by these effects comes from an otherworldly power and is not subject to being reduced by resistance or immunity to cold-based attacks.

Iceglide (Su): At 10th level, a winter witch can move effortlessly at her base land speed through ice or snow. This leaves behind no tunnel or hole, and doesn't create any ripple or other sign of passage. While icegliding, a winter witch can breathe normally. A *control water* spell cast on an area containing an icegliding winter witch flings her back 30 feet in a random direction, stunning her for 1 round unless she succeeds at a DC 15 Fortitude save. A winter witch can use this ability for 10 minutes per day. This time need not be consecutive, but must be spent in 1-minute increments. Activating this ability is a swift action.

Inexorable Cold (Su): At 10th level, a winter witch casts spells with the cold descriptor at +1 caster level. In addition, she gains a +1 bonus on caster level checks to counterspell, dispel, or penetrate spell resistance with these spells, and the DC to counterspell or dispel these spells increases by +1.



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