



1 SPELLCASTERS



I don't care what it knows!"
Merisiel shouted. "I'm going to kill it!"

"With what?" Seltyiel replied.
"A knife? It already has plenty of holes. Besides, don't you want to get inside the tomb?"

"What I don't want is to end up inside our friend here!" Merisiel's dagger rose and fell, cutting deep furrows in the sludgelike flesh. The creature screamed, but the tentacle wrapped around the elf's waist didn't budge.

Seltyiel sighed and raised his hand. It would have been nice to question the thing first. Instead he drew the power to him, holding it tight in chest and fist. Then he let it burn...

SPELLCASTERS

The *Pathfinder RPG Core Rulebook* describes seven core spellcasting classes, from the traditional wizard and musical bard to classes like the paladin and ranger, whose spellcasting is only a minor aspect of their abilities. The *Pathfinder RPG Advanced Player's Guide* introduces five more magical base classes, such as the spontaneous-casting divine oracle and the not-technically-spellcasting alchemist. This book introduces a new spellcasting base class, the magus, as well as new abilities and archetypes for all 13 spellcasting base classes and a magical variant of the monk class.

Because this book is *Ultimate Magic*, its primary focus is on those characters who use magic, whether in the form of spells or other magical abilities. The material in this chapter doesn't deal at all with barbarians, cavaliers, fighters, or rogues, as with a few exceptions their class abilities are completely nonmagical. Look to *Pathfinder RPG Ultimate Combat* for an entire book on martial options for these character classes (as well as those classes who augment their magic use with more traditional martial mayhem).

THE MAGUS

The new magus base class presented in this book is equivalent in power to the 11 "core" base classes in the *Pathfinder RPG Core Rulebook* and the 6 base classes in the *Pathfinder RPG Advanced Player's Guide*. The magus blends both the mage's arts and the warrior's arms with devastating results, slicing apart foes and blasting them with eldritch flames—and along the way, presenting the potential for interesting new character backgrounds and roleplaying experiences.

Game Masters (GMs) are encouraged to allow players to choose freely from these classes and the other additional rules and options in this book, but each GM must make a personal decision about what is and isn't allowed in her campaign, as well as the relative prevalence of such character classes in her world. The new options presented in this book are intended to be a toolbox, not a straitjacket.

STARTING WEALTH

The following table lists the starting gold piece value for magus characters. In addition, each character begins play with an outfit worth 10 gp or less.

Class	Starting Wealth	Average
Magus	4d6 × 10 gp	140 gp

CLASS ARCHETYPES

Archetypes are a quick and easy way to specialize characters of a given class, adding fun and flavorful new abilities to already established adventurers. The class archetypes (and corresponding new abilities) listed below are all included in this chapter. Characters may take more than one archetype if they meet the requirements.

Alchemist: In addition to new alchemist discoveries, this section also includes the surgeon, clone master, internal alchemist, mindchemist, preservationist, psychonaut, reanimator, and vivisectionist archetypes.

Bard: This section introduces masterpieces—unusual bardic performances with special requirements—and includes the animal speaker, celebrity, demagogue, dirge bard, geisha, songhealer, and sound striker archetypes.

Cleric: This section introduces variant abilities for channeled energy, as well as the cloistered cleric, separatist, theologian, and undead lord cleric archetypes.

Druid: This section introduces new animal and terrain domains, and rules and base statistics for vermin companions. It also includes the dragon shaman, menhir savant, mooncaller, pack lord, reincarnated druid, saurian shaman, shark shaman, and storm druid archetypes.

Inquisitor: This section introduces domainlike inquisitions, and includes the exorcist, heretic, infiltrator, preacher, and sin eater archetypes.

Magus: This section includes the bladebound, hexcrafter, spellblade, and staff magus archetypes.

Monk: This section features monk vows and the high-fantasy qinggong monk archetype.

Oracle: In addition to new mysteries, this section also includes the dual-cursed oracle, enlightened philosopher, planar oracle, possessed oracle, seer, and stargazer archetypes.

Paladin: This section presents the oathbound paladin archetype, along with many oaths that customize the archetype's abilities.

Ranger: This section presents a category of simple magical traps that characters can easily build, as well as the trapper archetype.

Sorcerer: In addition to new bloodlines, this section also includes the crossblooded and wildblooded archetypes.

Summoner: This section presents the aquatic eidolon base form, eidolon models to quickly build thematic creatures, and new evolutions. It also includes the broodmaster, evolutionist, master summoner, and synthesisist archetypes.

Witch: This section presents new hexes and new patron themes, as well as the beast-bonded, gravewalker, hedge witch, and sea witch archetypes.

Wizard: This section introduces arcane discoveries—special magical abilities wizards can discover—as well as the metal elemental and wood elemental wizard schools and the scrollmaster wizard archetype.



MAGUS

There are those who spend their lives poring over ancient tomes and texts, unlocking the power of magic, and there are those who spend their time perfecting the use of individual weapons, becoming masters without equal. The magus is at once a student of both philosophies, blending magical ability and martial prowess into something entirely unique, a discipline in which both spell and steel are used to devastating effect. As he grows in power, the magus unlocks powerful forms of arcana that allow him to merge his talents further, and at the pinnacle of his art, the magus becomes a blur of steel and magic, a force that few foes would dare to stand against.

Role: Magi spend much of their time traveling the world, learning whatever martial or arcane secrets they can find. They might spend months learning a new sword-fighting style from a master warrior, while simultaneously moonlighting in the local library, poring through tomes of ancient lore. Most who take this path dabble in all sorts of lore, picking up anything that might aid them in their search for perfection.

Alignment: Any.

Hit Die: d8.

CLASS SKILLS

The magus's class skills are Climb (Str), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (planes) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the magus.

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

Spells: A magus casts arcane spells drawn from the magus spell list presented on page 13. A magus must choose and prepare his spells ahead of time.

To learn, prepare, or cast a spell, the magus must have an Intelligence score equal to at least 10 + the spell level. The

Difficulty Class for a saving throw against a magus's spell is 10 + the spell level + the magus's Intelligence modifier.

A magus can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table 1–1. In addition, he receives bonus spells per day if he has a high Intelligence score (see Table 1–3 on page 17 of the *Pathfinder RPG Core Rulebook*).

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

Spellbooks: A magus must study his spellbook each day to prepare his spells. He cannot prepare any spell not recorded in his spellbook except for *read magic*, which all magi can prepare from memory. A magus begins play with a spellbook containing all 0-level magus spells plus three 1st-level magus spells of his choice. The magus also selects a number of additional 1st-level magus spells equal to his Intelligence modifier to add to his spellbook. At each new magus level, he gains two new magus spells of any spell level or levels that he can cast (based on his new magus level) for his spellbook. At any time, a magus can also add spells found in other spellbooks to his own (see Chapter 9 of the *Core Rulebook*).

A magus can learn spells from a wizard's spellbook, just as a wizard can from a magus's spellbook. The spells learned must be on the magus spell list, as normal. An alchemist (see the *Pathfinder RPG Advanced Player's Guide*) can learn formulae from a magus's spellbook, if the spells are also on the alchemist spell list. A magus cannot learn spells from an alchemist.

Arcane Pool (Su): At 1st level, the magus gains a reservoir of mystical arcane energy that he can draw upon to fuel his powers and enhance his weapon. This arcane pool has a number of points equal to 1/2 his magus level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the magus prepares his spells.

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

At 5th level, these bonuses can be used to add any of the following weapon properties: *dancing*, *flaming*, *flaming burst*, *frost*, *icy burst*, *keen*, *shock*, *shocking burst*, *speed*, or *vorpal*. Adding these properties consumes an amount of bonus equal to the property's base price modifier (see Table 15–9 on page 469 of the *Core Rulebook*). These properties are added to any the weapon already has, but duplicates do not stack. If the weapon is not magical, at least a +1 enhancement



TABLE 1-1: MAGUS

Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Arcane pool, cantrips, spell combat	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Spellstrike	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Magus arcana	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Spell recall	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Magus arcana	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Knowledge pool, medium armor	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Magus arcana	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Fighter training	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Bonus feat, improved spell recall	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Magus arcana	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Heavy armor	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Greater spell combat	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Magus arcana	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Counterstrike	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Magus arcana	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Greater spell access	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True magus	5	5	5	5	5	5	5

bonus must be added before any other properties can be added. These bonuses and properties are decided when the arcane pool point is spent and cannot be changed until the next time the magus uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the magus.

A magus can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends.

Cantrips: A magus can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1–1 under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again.

Spell Combat (Ex): At 1st level, a magus learns to cast spells and wield his weapons at the same time. This functions much like two-weapon fighting, but the off-hand weapon is a spell that is being cast. To use this ability, the magus must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, he can make all of his attacks with his melee weapon at a –2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If he casts this spell defensively, he can decide to take an additional penalty on his attack rolls, up to his Intelligence bonus, and add the same amount as a

circumstance bonus on his concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. A magus can choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks.

Spellstrike (Su): At 2nd level, whenever a magus casts a spell with a range of “touch” from the magus spell list, he can deliver the spell through any weapon he is wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If the magus makes this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon’s critical range (20, 19–20, or 18–20 and modified by the *keen* weapon property or similar effects), but the spell effect only deals ×2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

Magus Arcana: As he gains levels, a magus learns arcane secrets tailored to his specific way of blending martial puissance and magical skill. Starting at 3rd level, a magus gains one magus arcana. He gains an additional magus arcana for every three levels of magus attained after 3rd level. Unless specifically noted in a magus arcana’s

description, a magus cannot select a particular magus arcana more than once. Magus arcana that affect spells can only be used to modify spells from the magus spell list unless otherwise noted.

Arcane Accuracy (Su): The magus can expend 1 point from his arcane pool as a swift action to grant himself an insight bonus equal to his Intelligence bonus on all attack rolls until the end of his turn.

Broad Study (Ex): The magus selects another one of his spellcasting classes. The magus can use his spellstrike and spell combat abilities while casting or using spells from the spell list of that class. This does not allow him to cast arcane spells from that class's spell list without suffering the normal chances of arcane spell failure, unless the spell lacks somatic components. The magus must be at least 6th level and must possess levels in at least one other spellcasting class before selecting this arcana.

Close Range (Ex): The magus can deliver ray spells that feature a ranged touch attack as melee touch spells. He can use a ranged touch attack spell that targets more than one creature (such as *scorching ray*), but he makes only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

Concentrate (Ex): The magus can reroll any concentration check he has just made with a +4 bonus. He must use this ability after the roll is made, but before the roll's outcome is determined. The magus must take the second roll, even if it is worse. The magus can use this ability once per day.

Critical Strike (Su): Whenever the magus scores a critical hit with a melee weapon, he may cast a spell with a range of touch as a swift action, then make a touch attack with that spell against the target of the critical hit as a free action. The magus can use this ability once per day. The magus must be at least 12th level before selecting this arcana.

Dispelling Strike (Su): The magus can spend 1 or more points from his arcane pool as a swift action to imbue his weapon with a special power. If the weapon strikes a creature within the next minute, that creature is the subject of a targeted *dispel magic* using the magus's level as the caster

level, except that this effect cannot dispel a spell of a level higher than the number of arcane pool points expended to activate this ability (treat higher-level spells as if they do not exist and apply the dispel attempt to the remaining spells with the highest caster level). Once the strike is made, the power dissipates, even if the dispel attempt is unsuccessful. The magus must be at least 9th level before selecting this arcana.

Empowered Magic (Su): The magus can cast one spell per day as if it were modified by the Empower Spell feat. This does not increase the casting time or the level of the spell.



The magus must be at least 6th level before selecting this magus arcana.

Familiar (Ex): The magus gains a familiar, using his magus level as his effective wizard level. This familiar follows the rules for familiars presented in the arcane bond wizard class feature.

Hasted Assault (Su): The magus can expend 1 point from his arcane pool as a swift action to move more quickly. This functions as *haste*, but only targets the magus and lasts for a number of rounds equal to the magus's Intelligence bonus. The magus must be at least 9th level before selecting this magus arcana.

Maneuver Mastery (Ex): The magus has mastered one combat maneuver. He selects one maneuver when selecting this arcana. Whenever he is attempting the selected maneuver, he uses his magus level in place of his base attack bonus (in addition to any base attack bonus gained from other classes). A magus can select this magus arcana more than once. Its effects do not stack. Each time he selects this arcana, he selects another combat maneuver.

Maximized Magic (Su): The magus can cast one spell per day as if it were modified by the Maximize Spell feat. This does not increase the casting time or the level of the spell. The magus must be at least 12th level before selecting this magus arcana.

Pool Strike (Su): The magus can expend 1 point from his arcane pool as a standard action to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it releases the charge and deals 2d6 points of energy damage (acid, cold, electricity, or fire, chosen when he spends the arcane pool point to activate this ability). He can use this ability with the spellstrike class feature. If he misses with this attack, he can hold the charge for up to 1 minute before it dissipates. At 6th level, and every three levels thereafter, the amount of damage dealt by this attack increases by 1d6.

Quickened Magic (Su): The magus can cast one spell per day as if it were modified by the Quicken Spell feat. This does not increase the level of the spell. The magus must be at least 15th level before selecting this magus arcana.

Reflection (Su): The magus can sacrifice 1 or more points from his arcane pool as an immediate action to reflect a spell back at its caster. This functions as *spell turning*, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, they instead grant an insight bonus on any saving throws allowed by the spell, equal to the number of points spent. The magus must be at least 15th level before selecting this magus arcana.

Silent Magic (Su): The magus can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell.

Spell Blending (Ex): When a magus selects this arcana, he must select one spell from the wizard spell list that is of a magus spell level he can cast. He adds this spell to his spellbook and list of magus spells known as a magus spell of its wizard spell level. He can instead select two spells to add in this way, but both must be at least one level lower than the highest-level magus spell he can cast. A magus can select this magus arcana more than once.

Spell Shield (Su): The magus can expend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his Intelligence bonus until the end of his next turn.

Still Magic (Su): The magus can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell.

Wand Mastery (Su): Whenever The magus uses a wand, he calculates the DC for any spell it contains using his Intelligence modifier, instead of the minimum modifier needed to cast a spell of that level.

Wand Wielder (Su): The magus can activate a wand or staff in place of casting a spell when using spell combat.

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

Bonus Feats: At 5th level, and every six levels thereafter, a magus gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat, item creation, or metamagic feats. He must meet the prerequisites for these feats as normal.

Knowledge Pool (Su): At 7th level, when a magus prepares his magus spells, he can decide to expend 1 or more points from his arcane pool, up to his Intelligence bonus. For each point he expends, he can treat any one spell from the magus spell list as if it were in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. He can also cast spells added in this way using his spell recall ability, but only until he prepares spells again.

Medium Armor (Ex): At 7th level, a magus gains proficiency with medium armor. A magus can cast magus spells while wearing medium armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Improved Spell Combat (Ex): At 8th level, the magus's ability to cast spells and make melee attacks improves.



When using the spell combat ability, the magus receives a +2 circumstance bonus on concentration checks, in addition to any bonus granted by taking an additional penalty on the attack roll.

Fighter Training (Ex): Starting at 10th level, a magus counts 1/2 his total magus level as his fighter level for the purpose of qualifying for feats. If he has levels in fighter, these levels stack.

Improved Spell Recall (Su): At 11th level, the magus's ability to recall spells using his arcane pool becomes more efficient. Whenever he recalls a spell with spell recall, he expends a number of points from his arcane pool equal to 1/2 the spell's level (minimum 1). Furthermore, instead of recalling a used spell, as a swift action the magus can prepare a spell of the same level that he has in his spellbook. He does so by expending a number of points from his arcane pool equal to the spell's level (minimum 1). The magus cannot apply metamagic feats to a spell prepared in this way. The magus does not need to reference his spellbook to prepare a spell in this way.

Heavy Armor (Ex): At 13th level, a magus gains proficiency with heavy armor. A magus can cast magus spells while wearing heavy armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component.

Greater Spell Combat (Ex): At 14th level, the magus gains the ability to seamlessly cast spells and make melee attacks. Whenever he uses the spell combat ability, his concentration check bonus equals double the amount of the attack penalty taken.

Counterstrike (Ex): At 16th level, whenever an enemy within reach of the magus successfully casts a spell defensively, that enemy provokes an attack of opportunity from the magus after the spell is complete. This attack of opportunity cannot disrupt the spell.

Greater Spell Access (Su): At 19th level, the magus gains access to an expanded spell list. He learns and places 14 spells from the wizard's spell list into his spellbook as magus spells of their wizard level. He gains two of each of the following wizard spells not on the magus spell list: 0-level, 1st-level, 2nd-level, 3rd-level, 4th-level, 5th-level, and 6th-level. He can ignore the somatic component of these spells, casting them without the normal chance of spell failure.

True Magus (Su): At 20th level, the magus becomes a master of spells and combat. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the magus uses spell combat and his spell targets the same creature as his melee attacks, he can choose to either increase the DC to resist the spell by +2, grant himself a +2 circumstance bonus on any checks made to overcome spell resistance, or

grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn.

MAGUS SPELL LIST

Magi gain access to the following spells. While most of these spells are found in the *Core Rulebook*, those marked with an asterisk (*) appear in Chapter 5 of this book, and those marked with two asterisks (**) appear in the *Advanced Player's Guide*.

0-Level Magus Spells—*acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic, spark**.*

1st-Level Magus Spells—*burning hands, chill touch, color spray, corrosive touch*, enlarge person, expeditious retreat, feather fall, flare burst**, floating disk, frostbite*, grease, hydraulic push**, jump, magic missile, magic weapon, mount, obscuring mist, ray of enfeeblement, reduce person, shield, shocking grasp, silent image, stone fist**, true strike, unseen servant, vanish**.*

2nd-Level Magus Spells—*acid arrow, alter self, bear's endurance, blood transcription*, blur, bull's strength, burning gaze**, cat's grace, darkness, defensive shock*, elemental touch**, fire breath**, flaming sphere, fog cloud, frigid touch*, glitterdust, gust of wind, invisibility, levitate, minor image, mirror image, pyrotechnics, scorching ray, shatter, spider climb, stone call**, web.*

3rd-Level Magus Spells—*aqueous orb**, arcane sight, beast shape I, blink, cloak of winds**, daylight, dispel magic, displacement, elemental aura**, fireball, flame arrow, fly, force hook charge*, force punch*, gaseous form, haste, hydraulic torrent**, keen edge, lightning bolt, magic weapon (greater), major image, monstrous physique I*, phantom steed, ray of exhaustion, sleet storm, slow, stinking cloud, undead anatomy I*, vampiric touch, versatile weapon**, water breathing, wind wall.*

4th-Level Magus Spells—*arcana theft*, ball lightning**, beast shape II, black tentacles, detonate**, dimension door, dragon's breath**, elemental body I, enlarge person (mass), fire shield, firefall**, ice storm, invisibility (greater), monstrous physique II*, phantasmal killer, reduce person (mass), river of wind**, shout, solid fog, stonewall, vermin shape I*, wall of fire, wall of ice, wall of sound*.*

5th-Level Magus Spells—*acidic spray*, baleful polymorph, beast shape III, cloudkill, cone of cold, corrosive consumption*, elemental body II, fire snake**, geyser**, interposing hand, monstrous physique III*, overland flight, telekinesis, teleport, undead anatomy II*, vermin shape II*, wall of force, wall of stone.*

6th-Level Magus Spells—*acid fog, bear's endurance (mass), beast shape IV, bull's strength (mass), cat's grace (mass), chain lightning, contagious flame**, disintegrate, dispel magic (greater), elemental body III, flesh to stone, forceful hand, form of the dragon I, freezing sphere, mislead, monstrous physique IV*, sirocco**, stone to flesh, transformation, true seeing, undead anatomy III*, wall of iron.*

SPELLCASTING CLASS OPTIONS

From the studious wizard to the cryptic oracle, each base class in the Pathfinder Roleplaying Game draws upon a central archetype, a basic concept representing the commonly held idea of what a character of a certain class should be, and designed to be useful as a foundation to the widest possible array of characters. Beyond that basic concept, however, exists the potential for innumerable interpretations and refinements. A member of the paladin class, for example, might be a holy knight, a champion against undead, or a defender of the innocent, with each alternative refined by a player's choice of details, class options, and specific rules to better simulate the character she imagines and make that character more effective at pursuing her specific goals.

Some archetypes, however, prove pervasive and exciting enough to see use in play time and time again. To help players interested in creating iconic fantasy characters, the following pages explore new rules, options, and alternate class features for each spellcasting base class. For example, while most alchemists dabble in potions and poison, some try to unlock the secrets of life and death.

While the types of options presented for each base class differ, each subsystem and archetype is customized to best serve that class, emulate the abilities and talents of classic fantasy tropes, and expand players' freedom to design exactly the characters they desire. Discoveries marked with a single asterisk (*) first appear in this book.

ALTERNATE CLASS FEATURES

The following pages include alternate class features for each class. When a character selects a class, he must choose to use the standard class features found in the *Core Rulebook* or *Advanced Player's Guide* or those listed in one of the archetypes presented here. Each alternate class feature replaces a specific class feature from its parent class. For example, the enhance healing class feature of the songhealer bard archetype replaces versatile performance from the standard bard class.

When an archetype includes multiple class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class and not mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate

class features can replace or alter the same class feature from the base class as another alternate class feature. For example, a druid could not be both a mooncaller and a shark shaman, since both archetypes replace the venom immunity class feature with something different.

If an archetype replaces a class ability that is part of a series of improvements or additions to a base ability (such as a barbarian's uncanny dodge or a ranger's favored enemy), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, when she reaches 5th level and gains a sneak attack bonus, her sneak attack doesn't jump from +1d6 to +3d6—it improves to +2d6, just as if she had finally gained the increase at 3rd level. This adjustment continues for every level at which her sneak attack would improve, until at 19th level she has +9d6 instead of the +10d6 of a standard rogue.

ADAPTING EXISTING CHARACTERS

Players with existing characters should talk with their GM about whether or not these alternate class features are available in her game, and if so, whether they can retroactively modify their characters to adopt them. As alternate class features are designed to be balanced with those in the base class, players who revise their characters shouldn't gain any special advantage over other party members. As long as the GM is comfortable with retroactively adjusting character specifics, there should be no disruption to future adventures. Typically, the best time for a player to adopt alternate class features and significantly revise his character is when leveling up between adventures, though he should always check with the GM before doing so, as she may wish to work significant changes to fit the revised character into the campaign.

While GMs might want to make concessions for players who didn't have these alternate class features available to them when creating their characters, PCs should be one of the most constant elements of a campaign. Constantly changing and recreating characters can prove problematic to a campaign. GMs should be willing to adapt and may allow players who grow bored with their characters to redefine them, but alternate class abilities shouldn't feel like exploitable options allowing players to build and rebuild their characters in whatever ways seem most advantageous at a given moment. Allowing players to remake characters in light of newly adopted rules may be desirable on occasion, but GMs shouldn't feel like they're being unfair or breaking any rule by not allowing players to rebuild characters or by disallowing certain options. While GMs should always strive to help players run the characters they want, ultimately they know what's best for their campaigns.



ALCHEMIST

The alchemist is a base class presented in the *Advanced Player's Guide*. Some alchemists focus on their ability to create destructive magical bombs, while others become masters of all poisons, and still others unlock secret powers tied to their ability-enhancing mutagens. Straddling the border between science and magic, explosions and Spellcraft, alchemists have a unique place among the character classes.

This section introduces new alchemist discoveries, which are followed by new alchemist archetypes. Spells marked with an asterisk (*) appear in Chapter 5.

DISCOVERIES

The following new discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs and are marked with a single asterisk (*) do not stack. Only one such discovery can be applied to an individual bomb.

Alchemical Simulacrum (Su): The alchemist gains the ability to create a lesser simulacrum. This works like the *lesser simulacrum** spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. An alchemist must be at least 8th level before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Alchemical Zombie (Su): The alchemist gains the ability to animate a relatively complete corpse as an alchemy-powered zombie. This process takes 1 hour and costs 100 gp in alchemical reagents per HD of the corpse being animated; the dead creature gains the zombie template. Zombies that are created in this manner count as undead created by *animate dead* for the purposes of determining how many undead the alchemist can control. An alchemist must be at least 8th level before selecting this discovery. The created zombie is a creature, not a supernatural effect.

Blinding Bomb (Su)*: When the alchemist creates a bomb, he can choose for it to detonate very brightly. Creatures that take a direct hit from a blinding bomb are blinded for 1 minute unless they succeed at a Fortitude save. Creatures in the splash area that fail their saves against the bomb are dazzled for 1 minute. This is a light effect. An alchemist must be at least 8th level before selecting this discovery.

Bottled Ooze (Su): The alchemist has learned how to preserve a sample of oozes in a sealed bottle, which he can prepare for use as an extract. When the alchemist activates the extract, he actually throws the bottle at a square

within 30 feet, releasing the ooze, which reconstitutes and attacks the closest creature. The ooze is not under the alchemist's control, but is otherwise treated as a summoned creature. The ooze remains for 1 round per caster level, and decays into powder when the duration expires. If the alchemist has the infusion discovery (see page 31 of the *Advanced Player's Guide*), another character can use the infused specimen. Creating a bottled ooze requires an extract with a level equal to the ooze's CR (so a CR 4 gray ooze requires a 4th-level extract). An alchemist must be at least 6th level before selecting this discovery.

Cognatogen (Su): The alchemist gains the ability to create a cognatogen, a mutagen-like mixture that heightens one mental ability score at the expense of a physical ability score. If the cognatogen enhances his Intelligence, it applies a penalty to his Strength. If it enhances his Wisdom, it applies a penalty to his Dexterity. If it enhances his Charisma, it applies a penalty to his Constitution. Otherwise, this ability works just like the mutagen ability (including the natural armor bonus). Anytime the alchemist would prepare a mutagen, he may instead prepare a cognatogen. All limitations of mutagens apply to cognatogens as if they were the same substance—an alchemist can only maintain one mutagen or cognatogen at a time, a cognatogen that is not in an alchemist's possession becomes inert, drinking a cognatogen makes a non-alchemist sick, and so on. When the effect of the cognatogen ends, the alchemist takes 2 points of ability damage to the ability score penalized by the cognatogen. The infuse mutagen discovery and the persistent mutagen class ability apply to cognatogens.

Confusion Bomb* (Su): The alchemist's bombs twist the target's perception of friend and foe. A creature that takes a direct hit from a confusion bomb takes damage from the bomb and is under the effect of a *confusion* spell for 1 round per caster level of the alchemist. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). An alchemist must be at least 8th level before selecting this discovery.

Doppelganger Simulacrum (Su): The alchemist learns how to create a simulacrum, a soulless duplicate of his body, into which he can project his consciousness. As a full-round action, he may shift his consciousness from his current body to any one of his available doppelganger simulacra, which must be on the same plane as the alchemist. If killed in a simulacrum, he transfers to his own body automatically; if killed in his own body, he is dead. Unused simulacra (including his abandoned original body) appear to be lifeless corpses, though they do not decay. Creating a duplicate costs 1,000 gp in alchemical materials and requires 1 week to grow. An alchemist must be at least 10th level and must have the

alchemical simulacrum discovery before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Grand Cognatogen (Su): The alchemist's cognatogen now grants a +6 natural armor bonus, a +8 alchemical bonus to one mental ability score (Intelligence, Wisdom, or Charisma), a +6 alchemical bonus to a second mental ability score, and a +4 alchemical bonus to a third mental ability score. The alchemist takes a –2 penalty to his Strength, Dexterity, and Constitution as long as the cognatogen persists, and takes 2 points of ability damage to each physical ability score when the cognatogen ends. An alchemist must be at least 16th level and must have the greater cognatogen discovery or class ability before selecting this discovery.

Greater Alchemical Simulacrum (Su): The alchemist gains the ability to create a simulacrum. This works like the *simulacrum* spell, except it costs 100 gp in alchemical materials per Hit Die of the simulacrum, requires 24 hours to grow, and decays into inert flesh rather than ice or snow if killed. An alchemist must be at least 14th level and must have the alchemical simulacrum discovery before selecting this discovery. The created simulacrum is a creature, not a supernatural effect.

Greater Cognatogen (Su): The alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one mental ability score (Intelligence, Wisdom, or Charisma), and a +4 alchemical bonus to a second mental ability score. The alchemist takes a –2 penalty on both associated physical ability scores as long as the mutagen persists, and takes 2 points of ability damage to both associated physical ability scores when the cognatogen ends. An alchemist must be at least 12th level and must have the cognatogen discovery or class ability before selecting this discovery.

Healing Touch (Ex): The alchemist gains the ability to heal other creatures. As a standard action, he may touch a creature and apply 1 round's effect of his spontaneous healing discovery to that creature; this counts toward his spontaneous healing limit for the day. The alchemist's daily limit for hit points healed by spontaneous healing increases to 5 × his alchemist level. This ability only functions if the target is the same type of creature (humanoid, undead, and so on) as the alchemist. An alchemist must be at least 6th level and must have the spontaneous healing discovery or class ability before selecting this discovery.

Lingering Spirit (Ex): The alchemist is familiar enough with the ties between his body and spirit that he lingers at death's door far longer than a normal person. He treats his Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills him (so an alchemist with a Constitution of 10 and this

discovery dies at –20 hit points instead of –10). Reducing him to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes him unconscious and comatose, but he is only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, the alchemist must be brought to –5 Constitution in order to be killed by these attacks). An alchemist must be at least 4th level before selecting this discovery.

Mummification (Ex): The alchemist has mastered preserving flesh and applied this knowledge to his own body, turning himself into an undeadlike creature. After learning this discovery, the alchemist must perform a 30-day regimen of a special diet, rigorous exercise, and drinking a mildly poisonous alchemical tea. At the end of this regimen, he falls unconscious for 24 hours, then awakens as a "living mummy." The alchemist's type does not change, but he becomes immune to cold, nonlethal damage, paralysis, and sleep. An alchemist must be at least 10th level and must have the preserve organs discovery before selecting this discovery.

Mutagen (Su): This discovery gives the alchemist the mutagen class ability, as described in the *Advanced Player's Guide*. (This discovery exists so alchemist archetypes who have variant mutagens, such as the mindchemist, can learn how to make standard mutagens.)

Parasitic Twin (Ex): The alchemist's vestigial limbs are part of a parasitic twin on his torso, consisting of a head, a torso, and two arms (from the vestigial limb discovery). Normally, the twin is mostly recessed within the alchemist's body, with the visible arms acting like the vestigial arm discovery, though the alchemist can manifest or hide the twin as a standard action. The twin is helpless, fully subservient to the alchemist, and cannot be targeted or harmed. Once per day, if the alchemist succumbs to a mental effect that would make him unconscious, helpless, or not in control of his own actions (such as *charm person*, *feeblemind*, or *hold person*), he can reroll his saving throw; success means the twin absorbs the effect and the alchemist can ignore it. Using this ability sickens the alchemist for the duration of the absorbed effect (removing the effect from the twin ends the sickened condition), and he cannot use the twin's limbs during that time, though passive effects (such as from rings worn on the vestigial limbs) continue normally. The alchemist must have selected the vestigial arm discovery twice before selecting this discovery.

Plague Bomb (Su)*: The effects of the smoke created by an alchemist's bomb duplicates the effects of *contagion* instead of *fog cloud*, filling an area equal to twice the bomb's splash area for 1 round per level. An alchemist must be at least 8th level and must have the smoke bomb discovery before selecting this discovery.



Preserve Organs (Ex): The alchemist learns how to preserve and protect his vital organs, reducing the chance of a mortal wound. When a critical hit or sneak attack is scored on the alchemist, there is a 25% chance that the critical hit or sneak attack is negated and damage is instead rolled normally. This does not stack with similar abilities that negate critical hits and sneak attacks (such as *fortification armor*). An alchemist can take this discovery up to three times; the effects stack, increasing this chance to 50% and then 75%.

Spontaneous Healing (Ex): The alchemist gains the ability to heal from wounds rapidly. As a free action once per round, he can heal 5 hit points as if he had the fast healing ability. He can heal 5 hit points per day in this manner for every 2 alchemist levels he possesses. If the alchemist falls unconscious because of hit point damage and he still has healing available from this ability, the ability activates automatically each round until he is conscious again or the ability is depleted for the day.

Strafe Bomb (Su): The alchemist can throw bombs that splash in a 40-foot line rather than affecting a radius. The line starts at the alchemist and extends away from him in the direction he chooses. The alchemist designates one creature in the squares affected by the line to be the target of the bomb and makes his attack roll against that creature; all other squares in the line take splash damage. If the alchemist has the explosive bomb discovery and throws an explosive strafe bomb, the line of splash damage is 80 feet long instead of 40 feet.

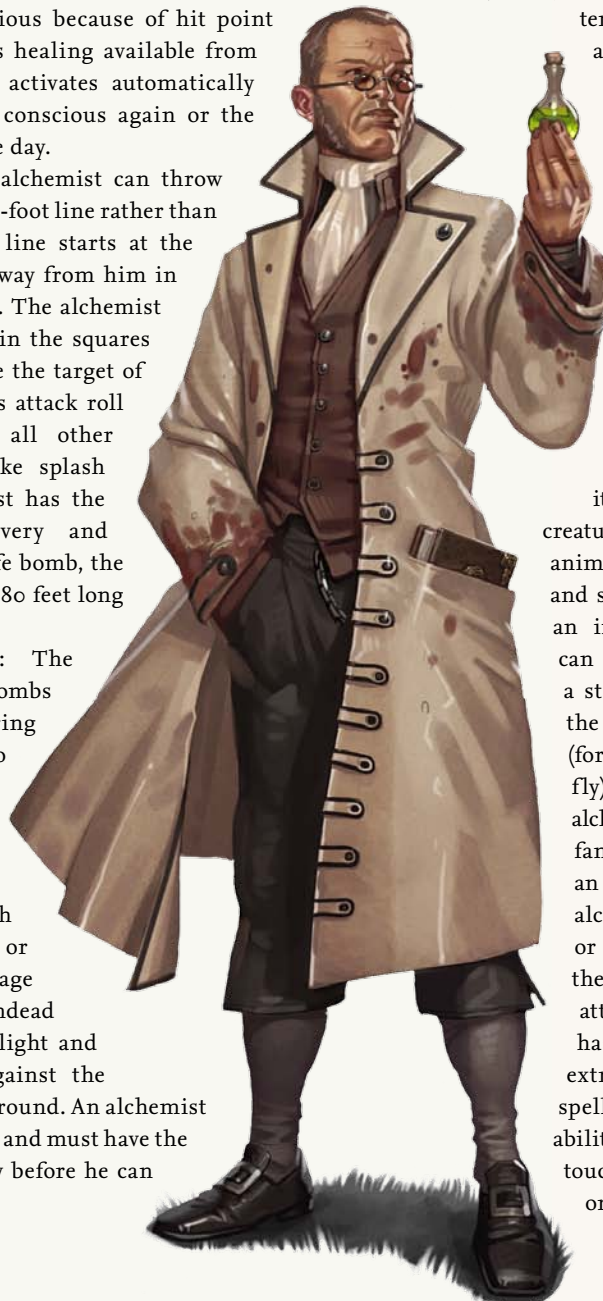
Sunlight Bomb (Su)*: The alchemist can throw bombs that explode with a searing radiance equivalent to that of sunlight and that act as blinding bombs. Undead, fungi, molds, oozes, slimes, and creatures to which sunlight is harmful or unnatural take +2 damage per die from the bomb. Undead that are harmed by sunlight and that fail their saves against the bomb are staggered for 1 round. An alchemist must be at least 10th level and must have the blinding bomb discovery before he can select this discovery.

Tanglefoot Bomb (Su)*: A creature that takes a direct hit from a tanglefoot bomb must save against the bomb's DC or be entangled and glued to the floor as if it had failed its save against a tanglefoot bag (see page 160 of the *Core Rulebook*). Creatures in the splash area that fail their saves are entangled but not glued to the floor; those who make this save are not entangled at all.

Tentacle (Ex): The alchemist gains a prehensile, arm-length tentacle on his body. The tentacle is fully under his control and cannot be concealed except with magic or bulky clothing. The tentacle does not give the alchemist any extra attacks or actions per round, though he can use it to make a tentacle attack (1d4 damage for a Medium alchemist, 1d3 damage for a Small one) with the grab ability (see page 301 of the *Pathfinder RPG Bestiary*). The

tentacle can manipulate or hold items as well as the alchemist's original arms can (for example, allowing the alchemist to use one hand to wield a weapon, the tentacle to hold a potion, and the third hand to throw a bomb). Unlike an arm, the tentacle has no magic item slots.

Tumor Familiar (Ex): The alchemist creates a Diminutive or Tiny tumor on his body, usually on his back or stomach. As a standard action, the alchemist can have the tumor detach itself from his body as a separate creature vaguely resembling a kind of animal suitable for a familiar (bat, cat, and so on) and move about as if it were an independent creature. The tumor can reattach itself to the alchemist as a standard action. The tumor has all the abilities of the animal it resembles (for example, a batlike tumor can fly) and familiar abilities based on the alchemist's caster level (though some familiar abilities may be useless to an alchemist). The tumor acts as the alchemist's familiar whether attached or separated (providing a skill bonus, the Alertness feat, and so on). When attached to the alchemist, the tumor has fast healing 5. An alchemist's extracts and mutagens are considered spells for the purposes of familiar abilities like share spells and deliver touch spells. If a tumor familiar is lost or dies, it can be replaced 1 week later



through a specialized procedure that costs 200 gp per alchemist level. The ritual takes 8 hours to complete.

Vestigial Arm (Ex): The alchemist gains a new arm (left or right) on his torso. The arm is fully under his control and cannot be concealed except with magic or bulky clothing. The arm does not give the alchemist any extra attacks or actions per round, though the arm can wield a weapon and make attacks as part of the alchemist's attack routine (using two-weapon fighting). The arm can manipulate or hold items as well as the alchemist's original arms (for example, allowing the alchemist to use one hand to wield a weapon, another hand to hold a potion, and the third hand to throw a bomb). The arm has its own "hand" and "ring" magic item slots (though the alchemist can still only wear two rings and two hand magic items at a time). An alchemist may take this discovery up to two times.

Wings (Ex): The alchemist gains batlike, birdlike, or insectlike functional wings, allowing him to fly as the *fly* spell for a number of minutes per day equal to his caster level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments. An alchemist can select this discovery multiple times; each time he does so, he adds his caster level to the number of minutes per day that he can fly with the wings. This flight is an extraordinary ability. An alchemist must be at least 6th level before selecting this discovery.

CHIRURGEON (ARCHETYPE)

An alchemist who studies anatomy and uses this knowledge to heal is a surgeon. A surgeon has the following class features.

Infused Curative: At 2nd level, a surgeon's extracts of *cure* spells automatically act as infusions, and can be used by non-alchemists. When a surgeon prepares his extracts, he may choose to render any or all of his infused curatives inert and prepare other extracts to replace them (unlike infusions, which continue to occupy the alchemist's daily extract slots until consumed or used). This ability replaces poison use.

Anaesthetic: At 5th level, a surgeon learns how to supplement uses of the Heal skill with pain-killing drugs. He gains Skill Focus (Heal) as a bonus feat. Any use of the Heal skill that has a risk of harming the patient (such as extracting a barb) only deals the minimum damage when performed by a surgeon. This ability replaces poison resistance +4.

Power Over Death: At 10th level, a surgeon adds *breath of life* to his formula book as a 4th-level extract. His infused curative ability applies to this extract. This ability replaces poison immunity.

Discoveries: The following discoveries complement the surgeon archetype: elixir of life, healing touch*, infusion, and spontaneous healing*.

CLONE MASTER (ARCHETYPE)

Clone masters practice duplicating existing creatures in order to better understand how to create new life. A clone master has the following class features.

Bomb: A clone master's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This otherwise functions as and replaces the standard alchemist bomb class feature.

Lesser Simulacrum: At 7th level, a clone master adds *lesser simulacrum* to his formula book as a 3rd-level extract.

Rebirth: At 8th level, a clone master can prepare a clone of himself that awakens if he is slain. Creating the clone costs 5,000 gp, takes 1 week of work, and requires 3 additional weeks for the clone to grow to maturity. If he dies, the clone awakens as if the alchemist had used the *clone* spell on himself. He can have one inert of himself at a time. Unused clones created by a clone master do not rot. This ability replaces poison resistance +6 and poison immunity.

Simulacrum: At 13th level, a clone master adds *simulacrum* to his formula book as a 5th-level extract.

Clone: At 16th level, a clone master adds *clone* to his formula book as a 6th-level extract.

Discoveries: The following discoveries complement the clone master archetype: alchemical simulacrum*, doppelganger simulacrum*, preserve organs*, and parasitic twin*.

INTERNAL ALCHEMIST (ARCHETYPE)

An internal alchemist studies medicine, diet, and the living body to purify the self in the hope of gaining immortality by means of alchemical concoctions and controlling vital energy. Internal alchemists develop unusual physical abilities from heightened knowledge of how their bodies work. An internal alchemist has the following class features.

Breath Mastery: At 1st level, the internal alchemist can control his breath and the flow of vital energy within his body. Without preparation, he can hold his breath for a number of minutes equal to his Constitution score (after this, he must begin making Constitution checks or risk suffocation); by spending a full-round action preparing himself, he can increase this duration to 1 hour per point of Constitution. The alchemist can survive twice as long as normal without food or water before he starts to take penalties. He can put himself into a state of suspended animation as a move action, and is then unconscious and appears completely dead; he awakens at a preset time or in response to a condition set by him when he enters this state. This ability replaces Throw Anything.

Bonus Feats: An internal alchemist can select Alertness, Extra Ki, Great Fortitude, Improved Critical (unarmed strike), Improved Initiative, Improved



Unarmed Strike, Iron Will, Lighting Reflexes, Stunning Fist, or Weapon Focus (unarmed strike) in place of an alchemical discovery.

Disease Resistance: At 3rd level, an internal alchemist gains a bonus on all saving throws against disease equal to his alchemist class bonus against poison. When he gains the poison immunity alchemist class ability, he becomes immune to disease as well. This ability replaces swift alchemy.

Uncanny Dodge: Starting at 6th level, an internal alchemist can react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. However, he still loses his Dexterity bonus to AC if he is immobilized, or if an opponent successfully uses the feint action (see Bluff) against him. If the internal alchemist already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (as a rogue) instead. This ability replaces swift poisoning.

Discoveries: The following discoveries complement the internal alchemist archetype: cognatogen*, elixir of life, grand cognatogen*, greater cognatogen*, lingering spirit*, mummification*, and spontaneous healing*.

MINDCHEMIST (ARCHETYPE)

While most alchemists use mutagens to boost their physical ability at the cost of mental ability, some use alchemy for the opposite purpose—to boost the power of the mind and memory. A mindchemist can reach incredible levels of mental acuity, but suffers lingering debilitating effects to his physique. A mindchemist has the following class features.

Cognatogen: At 1st level, a mindchemist learns how to create a cognatogen, as per the cognatogen discovery. This ability replaces the mutagen class ability (a mindchemist cannot create mutagens unless he selects mutagen* as a discovery).

Perfect Recall: At 2nd level, a mindchemist has honed his memory. When making a Knowledge check, he may add his Intelligence bonus on the check a second time. Thus, a mindchemist with 5 ranks in Knowledge (history) and a +2 Intelligence bonus has a total skill bonus of +9 (5 + 2 + 2) using this ability. The mindchemist can also use this ability when making an Intelligence check to remember something. This ability replaces poison use.

Bonus Feats: A mindchemist may select Skill Focus (Disable Device, Disguise, Heal, any Knowledge skill, Sense Motive, or Spellcraft) in place of a discovery.

Languages: A mindchemist may learn three languages in place of a discovery.

Discoveries: The following discoveries complement the mindchemist archetype: grand cognatogen*, greater cognatogen*, infuse mutagen.

PRESERVATIONIST (ARCHETYPE)

Some alchemists are obsessed with collecting and preserving exotic creatures. These preservationists may use bottled animals and monsters as teaching tools, but some learn how to reanimate them for short periods to battle on the alchemist's behalf. A preservationist has the following class features.

Bottled Ally I: At 2nd level, a preservationist adds Handle Animal to his list of class skills. He adds *summon nature's ally I* to his formula book as a 1st-level extract. When he prepares that extract, he actually prepares a tiny, preserved specimen in a bottle (as with a caster casting the spell, the preservationist doesn't have to choose the creature until he uses the extract). When the alchemist opens the bottle, the specimen animates and grows to normal size, serving the preservationist as per the spell and otherwise being treated as a summoned creature. When the duration expires, the preserved creature decays into powder. If the preservationist has the infusion discovery, another character can use the infused specimen. The Augment Summoning feat can be applied to these specimens. This ability replaces poison use.

Bottled Ally II: At 5th level, a preservationist adds *summon nature's ally II* to his formula book as a 2nd-level extract. This ability replaces poison resistance +4.

Bottled Ally III: At 8th level, a preservationist adds *summon nature's ally IV* to his formula book as a 3rd-level extract. This ability replaces poison resistance +6.

Bottled Ally IV: At 10th level, a preservationist adds *summon nature's ally V* to his formula book as a 4th-level extract. This ability replaces poison immunity.

Bottled Ally V: At 14th level, a preservationist adds *summon nature's ally VII* to his formula book as a 5th-level extract. This ability replaces persistent mutagen.

Bottled Ally VI: At 18 level, a preservationist adds *summon nature's ally IX* to his formula book as a 6th-level extract. This ability replaces his 18th-level discovery.

Discoveries: The following discoveries complement the preservationist archetype: bottled ooze*, preserve organs*, tentacle*, vestigial arm*, and wings*.

PSYCHONAUT (ARCHETYPE)

A psychonaut uses his knowledge to explore altered states of consciousness and even other planes of existence. A psychonaut has the following class features.

Bomb: A psychonaut's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Precognition: At 5th level, a psychonaut adds *augury* to his formula book as a 2nd-level extract (this extract does not require a divine focus component). This replaces poison resistance +4.

Psychic Senses: At 8th level, a psychonaut adds *clairaudience/clairvoyance*, *detect scrying*, *scrying*, and *speak with dead* to his formula book as 3rd-level extracts (a *scrying* extract does not require a focus or divine focus component). When a psychonaut uses a *speak with dead* extract, he gains the power to hear the lingering spirit within a corpse rather than enabling the corpse to audibly speak, but the extract otherwise works as the spell. This ability replaces poison resistance +6.

Remote Consciousness: At 10th level, a psychonaut adds *dream*, *lesser astral projection*, *nightmare*, *plane shift*, *sending*, and *telepathic bond* to his formula book as 4th-level extracts (a *plane shift* extract does not require a focus component). This ability replaces poison immunity.

Greater Precognition: At 15th level, a psychonaut adds *moment of prescience* to his formula book as a 5th-level extract. This ability replaces the increase to bomb damage at this level.

Master Precognition: At 17th level, a psychonaut adds *foresight* to his formula book as a 6th-level extract. This ability replaces the increase to bomb damage at this level.

Discoveries: The following discoveries complement the psychonaut archetype: confusion bomb*, eternal potion, extend potion, lingering spirit*, and madness bomb.

REANIMATOR (ARCHETYPE)

A reanimator is an alchemist who has discovered how to infuse a corpse with a semblance of life. Many work in tandem with necromancers to explore the fine border between the worlds of the living and the dead. A reanimator has the following class features.

Bomb: A reanimator's bombs deal damage one die step lower than normal (regular bombs deal d4s, concussive bombs deal 1d3s, and so on). This ability otherwise functions as and replaces the standard alchemist bomb class feature.

Simple Reanimation: At 7th level, a reanimator adds *lesser animate dead** to his formula book as a 3rd-level extract. When he uses that extract, rather than drinking it, he injects it into the corpse he intends to animate, which rises as an undead creature under his control 1 hour later. The extract can only create zombies (including variant zombies). This ability replaces the increase to bomb damage at this level.

Create Undead: At 13th level, a reanimator adds *create undead* to his formula book as a 4th-level extract. When he uses that extract, rather than drinking it, he injects it into the corpse he intends to animate, which rises as an uncontrolled undead 1 hour later. The extract can only create corporeal undead. This ability replaces the increase to bomb damage at this level.

Create Greater Undead: At 15th level, a reanimator adds *create greater undead* to his formula book as a 5th-level

extract. This otherwise acts similarly to a *create undead* extract. This ability replaces the increase to bomb damage at this level.

Discoveries: The following discoveries complement the reanimator archetype: alchemical zombie*, elixir of life, eternal potion, mummification*, and preserve organs*.

VIVISECTIONIST (ARCHETYPE)

A vivisectionist studies bodies to better understand how they function and how their parts interact. Unlike a surgeon, a vivisectionist's goals are not related to healing, but rather to experimentation and knowledge that most people would consider evil. A vivisectionist has the following class features.

Sneak Attack: At 1st level, a vivisectionist gains the sneak attack ability as a rogue of the same level. If a character already has sneak attack from another class, the levels from the classes that grant sneak attack stack to determine the effective rogue level for the sneak attack's extra damage dice (so an alchemist 1/rogue 1 has a +1d6 sneak attack like a 2nd-level rogue, an alchemist 2/rogue 1 has a +2d6 sneak attack like a 3rd-level rogue, and so on). This ability replaces bomb.

Torturer's Eye: At 2nd level, a vivisectionist adds *deathwatch* to his formula book as a 1st-level extract.

Cruel Anatomist: At 3rd level, a vivisectionist may use his Knowledge (nature) skill bonus in place of his Heal skill bonus.

Torturous Transformation: At 7th level, a vivisectionist adds *anthropomorphic animal* to his formula book as a 2nd-level extract. When he uses this extract, he injects it into an animal as part of a 2-hour surgical procedure. By using multiple doses of this extract as part of the surgery, he multiplies the duration by the number of extracts used.

At 9th level, a vivisectionist adds *awaken* and *baleful polymorph* to his formula book as 3rd-level extracts. When he uses the *awaken* or *baleful polymorph* extract, he injects it into the target (not a plant) as part of a 24-hour surgical procedure. He can make *anthropomorphic animal* permanent on a creature by spending 7,500 gp.

At 15th level, a vivisectionist adds *regenerate* to his formula book as a 5th-level extract.

Bleeding Attack: A vivisectionist may select the bleeding attack rogue talent in place of a discovery.

Crippling Strike: At 10th level or later, a vivisectionist may select the crippling strike rogue talent in place of a discovery.

Discoveries: The following discoveries complement the vivisectionist archetype: alchemical simulacrum*, concentrate poison, doppelganger simulacrum*, feral mutagen, parasitic twin*, preserve organs*, tentacle*, tumor familiar*, vestigial arm*, and wings*.



BARD

Bards bring news of the outside world, entertain kings, act as cultural diplomats, and pass along rich oral traditions to commoners and nobility alike. Some call them jacks-of-all-trades, saying that they are generalists, never specialists, but this isn't true. Bards specialize as repositories of histories and carriers of legend, versed in the mythologies of lands across the world. Their knowledge brings them power, but their greatest power derives from their understanding of the intricacies of art—whether that art is musical, dramatic, or comedic, bards understand the power and allure of story, song, and dance, and tap into this knowledge to create supernatural powers that fashion legends of their own.

This section introduces masterpieces—specialized uses of the bardic performance class ability that allow a bard to do amazing things. Following the masterpieces are new bard archetypes.

MASTERPIECES

Talented bards can learn or create masterpieces, unusual applications of the bardic performance ability requiring special training. Masterpiece descriptions adhere to the following guidelines.

Masterpiece Name: In addition to the name of the masterpiece, this line indicates which Perform skill or skills the masterpiece relies upon.

Prerequisites: Like feats, masterpieces have prerequisites that a bard must meet in order to learn them. Only bards may learn masterpieces.

Cost: Each masterpiece has an associated cost to learn it. Typically, a bard must spend one of his bard spells known of a specific spell level or select it in place of a feat. The bard can spend a bard spell known of a level higher than the listed level to learn a masterpiece (for example, spending a 4th-level spell known to learn a masterpiece that requires spending a 3rd-level spell known).

Effect: This brief description summarizes what occurs when a bard performs the masterpiece. Unless otherwise stated, a masterpiece's effects are supernatural. Unwilling creatures may attempt a Will save against the effect of a masterpiece; the save DC for masterpieces is equal to $10 + 1/2$ the bard's level + the bard's Charisma bonus. Masterpieces that duplicate spells use the bard's caster level for the spell's caster level.

Use: This line specifies how many bardic performance rounds the bard must use to activate the masterpiece. In some cases, the bard can extend the duration of the masterpiece by expending additional rounds of bardic

performance, just as if it were any other use of bardic performance. The bard expends the listed number of bardic performance rounds when he starts performing the masterpiece; if he is interrupted, the attempt fails and the spent performance rounds are lost.

Action: This line indicates the type of action performing the masterpiece requires. If it only requires a standard action to activate, being able to activate a bardic performance more quickly (at 7th level, activation is a move action, and at 13th, it becomes a swift action) applies to the masterpiece as well.

Unless otherwise stated, effects or feats that extend the duration of bardic performance (such as the Lingered Performance feat in the *Advanced Player's Guide*) do not apply to masterpieces.

GMs can use these masterpieces to inspire their own ideas for other masterpieces. Masterpieces should generally be no more powerful than a cleric or sorcerer/wizard spell available to a caster of the same level as the minimum level needed to select the masterpiece (a masterpiece requiring 7 ranks in Perform requires a 7th-level bard, and thus should not be more powerful than a 4th-level cleric or sorcerer/wizard spell).

At the Heart of It All (String, Wind)

Your song pierces to the heart of a creature's identity, weakening it against you.

Prerequisite: Perform (string) or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This haunting melody teases at the veils of understanding and drills into the bedrock of truth. Upon completing this performance, the target attempts a Will save. Failure means you understand the target's primal nature; you gain a +4 bonus on Charisma-based checks to influence the target, and the DCs of your abilities and spells that would influence the creature or its actions (including charm and compulsion effects) increase by +2. These bonuses last for 1 day.

You must have an idea of who the creature is when you begin to play the song, either through researching the creature or by observing it directly from no farther than 100 feet.

Use: 5 rounds of bardic performance.

Action: 5 full rounds.

The Cat-Step (Dance)

Your agile dancing allows you and others to fall safely and land gracefully.

Prerequisite: Perform (dance) 5 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: This quick dance is a series of small steps culminating in a series of leaps. When you complete the performance, for the next 10 minutes you treat any distance fallen as if it were a number of feet shorter equal to half

your bard level × 5. You may spend the first minute of this effect demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece for the remainder of its duration.

Use: 4 bardic performance rounds.

Action: 4 full rounds.

The Dance of 23 Steps (Dance)

This complex dance makes you difficult to strike.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: The shuffling steps, bends, and leaps of this intricate dance make you a difficult target to hit, but also make it more difficult for you to perform other actions. When using this masterpiece, you take a –2 penalty on melee attack rolls and combat maneuver checks, and you must make a concentration check to cast any spell (DC 15 + the spell's level), but you gain a +2 dodge bonus to your Armor Class. When you have 8 ranks in Perform (dance), and every 4 ranks thereafter, the penalty increases by –1 and the dodge bonus increases by +1. You can combine this masterpiece with fighting defensively and Combat Expertise, but not total defense. When you use this masterpiece, it lasts until the start of your next turn. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece; this allows you to get multiple rounds of its benefit (and its penalties) at the cost of only 1 round of bardic performance.

Use: 1 bardic performance round.

Action: 1 free action.

The Depths of the Mountain (Percussion, Wind)

Your drumming skills can break solid rock.

Prerequisite: Perform (percussion) 15 ranks or Perform (wind) 15 ranks.

Cost: Feat or 5th-level bard spell known.

Effect: Like a singer shattering a wine glass with a perfect note, your music cracks stone, shivering solid rock until it snaps. When you complete the performance, you create a tremor identical to an *earthquake* spell.

For each round you continue to expend bardic performance rounds, the area experiences a round-long aftershock, which has the following effects.

Caves, Caverns, or Tunnels: Smaller collapses cause 4d6 points of damage (Reflex DC 5 half) and pin any creatures caught inside.

Cliffs: More cliffs crumble, creating a landslide that travels half as far horizontally as it falls vertically. Any creature in the path takes 4d6 points of bludgeoning damage (Reflex DC 5 half) and is pinned beneath the rubble.

Open Ground: Each creature standing in the area must make a DC 5 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25% chance of falling into one (Reflex DC 10 to avoid a fissure). The fissures are 20 feet deep, and these fissures remain open at the end of the quake.

Pinned Beneath Rubble: Any creature pinned by the effects of the aftershock takes 1d3 points of nonlethal damage per minute while pinned. If a pinned character falls unconscious, she must make a DC 5 Constitution check or take 1d3 points of lethal damage each minute thereafter until freed or dead.

Rivers, Lakes, or Marshes: The area drained away by the earthquake remains drained for the duration of the aftershock.

Spellcasting: The concentration DC to cast during an aftershock is 15 + the spell's level.

Structure: Any structure standing on open ground takes 50 points of damage. A collapsing structure deals 4d6 points of bludgeoning damage to creatures inside it (Reflex DC 5 half), and the creatures inside are pinned beneath the rubble.

Use: 10 rounds of bardic performance, +1 round for each round of aftershocks.

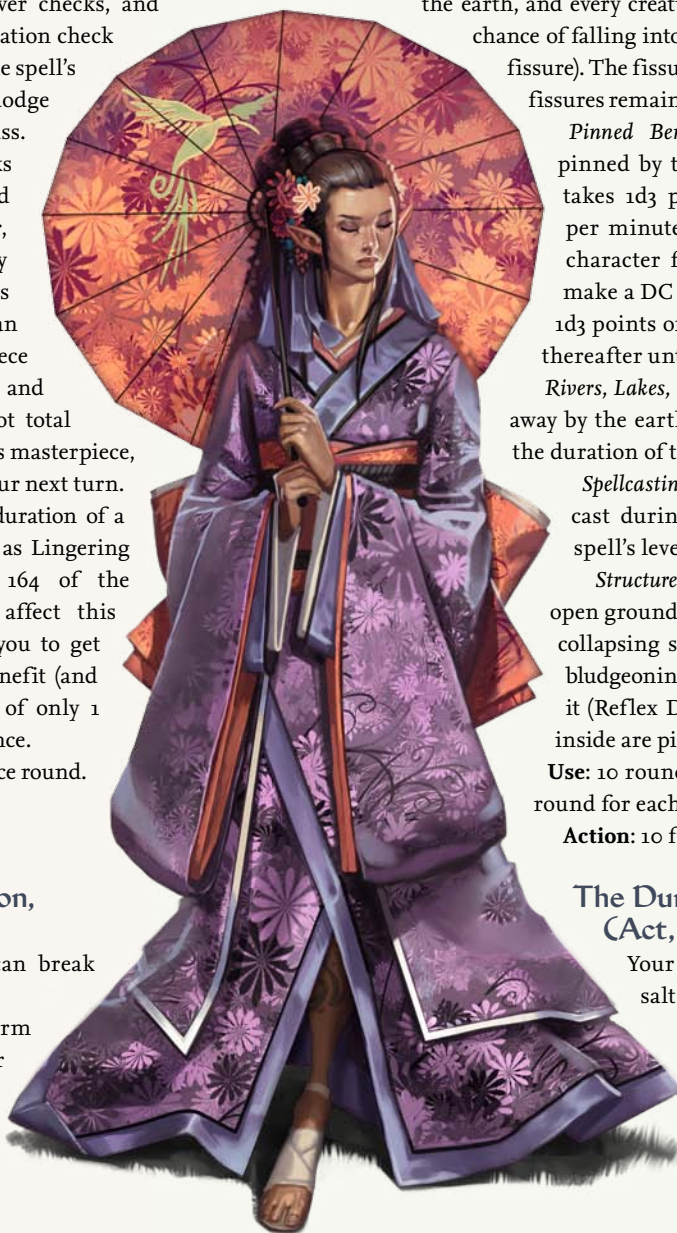
Action: 10 full rounds.

The Dumbshow of Gorroc (Act, Comedy)

Your acting conjures hellfire and salt to destroy plants.

Prerequisite: Perform (act) or Perform (comedy) 6 ranks.

Cost: Feat or 2nd-level bard spell known.





Effect: This pantomime tells the tale of Gorroc, a foolish farmer who failed to control the weeds that grew so quickly upon his land. In desperation, Gorroc bargained with a devil, who blasted the earth with salt and withering heat, leaving the fertile land desolate for a century. When you complete the performance, you can create a 30-foot cone or a 60-foot line that is blasted with scorching air and hot salt. Plants and oozes in this area take 1d6 points of damage per bard level (maximum 10d6); half this damage is fire damage, half is piercing damage. A Reflex save reduces the damage by half. Creatures other than plants or oozes take half damage, or no damage on a successful save.

Use: 2 bardic performance rounds.

Action: 1 full round.

The House of the Imaginary Walls (Act)

You can trap opponents with the power of your acting.

Prerequisite: Perform (act) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: You silently mime building an invisible wall, flattening your hands along linear planes to indicate its location and orientation. This “wall” is only real for creatures that see you perform this masterpiece (Will negates); you and your allies may automatically fail your saves if you want to treat the wall as real (for example, if you want to use the wall as a bridge to cross a chasm). For creatures who believe the wall is real, it has hardness 8, 90 hit points, and a break DC of 30 (multiple believing creatures can attack the walls, breaking through it more quickly as if they were all attacking a real wall rather than each attacking separate mental constructs). This is an illusion (phantasm) effect. Because the wall is a mental image, it blocks incorporeal creatures that fail their saves (because they perceive it as a magical barrier that excludes them), though they can still go around the wall or through the floor or ceiling to bypass it. It does not affect objects or creatures immune to mental effects (which can result in situations like an archer firing through the wall but unable to physically cross it).

You can create one 10-foot-square wall per use of this ability; over several rounds you can extend this square or create other walls, all of which persist until you stop using bardic performance rounds to sustain them. The wall is immobile once created. Part of the wall must be in or along the edge of your space, and you cannot create a wall that extends beyond your natural reach (though you can create a wall, move, and create another by using this ability again). Once created, the wall exists until you end your performance or affected creatures “break” it. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece.

Use: 1 bardic performance round per round.

Action: 1 standard action per 10-foot square.

Legato Piece on the Infernal Bargain (String)

Your skilled playing can conjure up supernatural servants.

Prerequisite: Perform (string) 11 ranks.

Cost: Feat or 4th-level bard spell known.

This fast-paced tune harmonizes with the magical frequencies of another plane, allowing you to draw an extraplanar creature to you and bargain for its service. When you complete this performance, you call one or more outsiders as if using *planar ally*. Unlike with *planar ally*, the creature is not necessarily associated with your deity, and has an initial attitude of “indifferent” toward you. Because it is intrigued by your performance, it remains for up to 1 minute to hear the service you are requesting and the payment you are offering. If you succeed at an opposed Charisma check against the creature (with a +0 to +6 bonus on your roll based on the nature of the service and the offered reward), it agrees to perform the service. This ability otherwise works like *planar ally*.

Though the best-known version of this masterpiece refers to an infernal bargain, it can be used to conjure any sort of extraplanar creature (such as an archon, elemental, or protean). Other versions and arrangements of this masterpiece may have different names but otherwise identical effects.

Use: 10 bardic performance rounds.

Action: 10 minutes.

The Lullaby of Ember the Ancient (Sing)

You can put powerful creatures to sleep with the power of your song.

Prerequisite: Perform (sing) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: When you activate this soothing performance, one target within close range falls asleep as if affected by *deep slumber* as long as you maintain the performance. Unlike the spell (which affects weaker creatures first), this masterpiece targets a specific creature of your choice. Although this lullaby does have words, it is not a language-dependent effect.

Use: 1 bardic performance round per round.

Action: 1 round.

Minuet of the Midnight Ivy (Dance)

Your winding, twisting dance is helpful in dodging obstacles and climbing.

Prerequisite: Perform (dance) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: As ivy climbs walls and spills across even the rockiest and most uneven of terrain, so too does your dance propel you across broken stone and up walls. As long as you maintain the performance, whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain; this allows you



to take a 5-foot step into difficult terrain. As long as you move laterally at least 10 feet, you may climb as if you had a climb speed equal to your base speed. You may spend the first round of this performance demonstrating the dance to up to one creature per two bard levels; if these students succeed at a DC 15 Perform (dance) check, they also gain the benefits of this masterpiece as long as you maintain the performance.

Use: 1 bardic performance round per round.

Action: 1 full round.

The Quickening Pulse (Percussion, Wind)

Your driving notes cause unnatural heart rates in your opponents.

Prerequisite: Perform (percussion) 7 ranks or Perform (wind) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You create a musical tempo that first mirrors your enemies' heartbeats, and then quickens them to dangerous levels. When you complete the performance, all enemies within 30 feet who can hear your performance must save or take 1d6 points of damage as their pounding heart causes them to sweat blood. Creatures that are immune to critical hits are unaffected by this ability.

Each round that you continue the performance adds another round to the bleed effect. Abilities that extend the duration of a bardic performance (such as Lingering Performance; see page 164 of the *Advanced Player's Guide*) affect this masterpiece.

Use: 1 bardic performance round per round of bleed.

Action: 1 standard action.

The Requiem of the Fallen Priest-King (Oratory, Sing)

Your performance reveals ways to cheat time itself.

Prerequisite: Perform (oratory) 10 ranks or Perform (sing) 10 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This piece tells the story of a mighty priest-king who seemed to defy time by snatching near-victory from an overwhelming number of enemies. When you complete the performance, you gain the ability to accelerate time once, which must be used in the next 10 minutes. When you perform this masterpiece, you gain the ability to spend a swift action to perform a nonmagical action that normally requires a move action or a standard action. For example, you could make a full attack, then spend a swift action to take a normal move, load a light crossbow, or draw a weapon in the same round. You must use this extra action within 10 minutes of performing the masterpiece; otherwise the benefit is lost.

This ability does not stack with other effects that increase your speed (such as *haste*) or alter time (such as *time stop*).

Your allies may benefit from this masterpiece, but they must listen to it intently (to the exclusion of all other activities) for the duration of the performance, and you must expend 1 round of bardic performance for each ally other than yourself whom you want to gain the ability to accelerate time (for example, affecting yourself and five others requires expending 11 rounds of bardic performance). This is a language-dependent effect.

Use: 5 bardic performance rounds, +1 round per additional person affected.

Action: 1 minute.

Stone Face (Comedy, Oratory)

Your antics can soften even the hardest visage.

Prerequisite: Perform (comedy) or Perform (oratory) 7 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: You tell an old and humorous tale about a woman who refused to smile at anything, no matter how funny. Through a series of increasingly unlikely events involving a cart of horse manure, a king, and a flying carpet, her legendary frown broke at last. When you complete the performance, the target is affected by *stone to flesh*.

Use: 2 bardic performance rounds.

Action: 1 minute.

Toccata and Fugue of the Danse Macabre (Keyboard, Wind)

Your spooky music blurs the boundaries between life and death, confusing the senses of undead creatures.

Prerequisite: Perform (keyboard) or Perform (wind) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: The complex notes and layered repetitions of this masterpiece bring to mind the countless dead of ages past and suffuse those who listen to it with a subtle melancholia and grim acceptance of the temporary nature of life. Starting with a trio of notes, repeated frequently and with ever-greater insistence, it becomes a whirling, head-spinning vortex of sound. Upon completing the performance, you and up to one ally per level within listening range become hidden from undead, as if under the effects of a *hide from undead* spell.

As with *hide from undead*, one creature breaking the effect ends the benefit of the performance for all recipients. But by spending an additional round of bardic performance when you perform or maintain the masterpiece, you can dedicate a refrain to a particular ally; even if one ally breaks the *hide from undead* effect, the ally receiving the dedication remains hidden so long as he does not break the effect himself. You can dedicate a refrain multiple times in the performance (up to once per round) as long as you spend 1 round of bardic performance each time for the ally receiving a dedication.



Use: 1 bardic performance round per round of the performance, +1 round per ally affected, +1 round per dedicated refrain.

Action: 1 minute.

Triple Time (Percussion, String, Wind)

Your lively cadence puts a spring in the step of weary marchers.

Prerequisite: Perform (percussion) 3 ranks, Perform (string) 3 ranks, or Perform (wind) 3 ranks.

Cost: Feat or 1st-level bard spell known.

Effect: This bright and spritely tune mimics the sound of human feet, slowly building to a steady, ground-eating pace. When you complete this performance, you affect one ally in hearing range per bard level. This masterpiece increases the affected target's base land speed by 10 feet for 1 hour. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Use: 1 bardic performance round.

Action: 1 minute.

The Winds of the Five Heavens (Act, Oratory)

You control the wind by telling a tale demonstrating the hubris of mortals.

Prerequisite: Perform (act) or Perform (oratory) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: This short monologue tells the story of a village priest who thought to command the gods. This so annoyed the gods of the weather that they gave him exactly what he wished for, and the priest's long-winded sermons tore apart his temple and scattered his parishioners. When you complete the performance, you conjure a great wind as if you had cast *control winds*.

Use: 3 bardic performance round.

Action: 3 full rounds.

ANIMAL SPEAKER (ARCHETYPE)

An animal speaker focuses not on the ears and minds of humans, but on the creatures of the wild and those in the underbellies of cities.

Animal Friend: An animal speaker selects a particular kind of animal, such as apes, badgers, bears, boars, cats, snakes, and so on. The bard gains a +4 bonus on Handle Animal checks to influence animals of his chosen kind. Animals of this kind have a starting attitude of at least "indifferent" toward the bard and never attack him unless he attacks them first.

Animal companions and magically controlled animals of the bard's chosen kind can be directed to attack the bard if the controlling creature wins an opposed Charisma check

against the bard (this check can be made once per round until it succeeds, after which no further checks are needed). Supernatural versions of animals (such as animals with the fiendish template) can attempt an opposed Charisma check against the bard with a +4 bonus on its roll to overcome this hesitation. This ability has no effect on creatures other than animals. This ability replaces fascinate.

Nature's Speaker: At 5th, 11th, and 17th level, the animal speaker selects another kind of animal friend. The bard can use *speak with animals* at will on animals of his selected kinds. This ability replaces well-versed.

Bardic Performance: An animal speaker gains the following types of bardic performance.

Soothing Performance: At 3rd level, an animal speaker can use bardic performance to influence animals. This works like the druid ability wild empathy, except he expends 1 round of bardic performance and makes a Perform check. If the bard already has wild empathy from another class, he adds the class levels that provide wild empathy to the result of his Perform check to influence an animal. This ability replaces inspire competence.

Attract Rats: At 6th level, the animal speaker can use bardic performance to summon 1d3 rat swarms; they remain as long as he continues performing. At 11th level, he summons 2d3 swarms instead of 1d3 and the swarms have the advanced creature simple template. At 17th level, the number of swarms he summons increases to 3d3. This ability replaces *suggestion*.

Summon Nature's Ally: At 1st level, the animal speaker adds *summon nature's ally I* to his bard spell list and bard spells known as a 1st-level spell. At 4th level (when he gains access to 2nd-level spells) he adds *summon nature's ally II* to his spell list and spells known as a 2nd-level spell, and so on every 3 levels thereafter, until 16th level when he adds *summon nature's ally VI* to his 6th-level spell list and spells known. This replaces mass suggestion.

CELEBRITY (ARCHETYPE)

Known for being known, a celebrity bard is a master of performance who captures the imagination and attention of his audience. He trades on his charisma, his wit, and his exploits to build his renown—and that of his companions.

Famous: At 1st level, a celebrity bard may choose a region where he is famous, and within that region, the locals are more likely to react favorably toward the bard. The bard gains a bonus on Diplomacy and Intimidate checks in that area and to influence people from that area.

At 1st level, this region is a settlement or settlements with a total population of 1,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +1. As the celebrity grows more famous, additional areas learn of him (typically places where he has lived or traveled, or

settlements adjacent to those where he is known) and his bonuses apply to even more people. At 5th level, the region is a settlement or settlements with a total population of 5,000 or fewer people, and the modifier on Diplomacy and Intimidate checks is +2. At 9th level, the region is a settlement or settlements with a total population of up to 25,000 people, and the modifier on Diplomacy and Intimidate checks is +3. At 13th level, the region is a settlement or settlements with a total population of up to 100,000 people, and the modifier to Diplomacy and Intimidate is +4. At 17th level and above, the bard's renown has spread far, and most civilized folk know of him (GM's discretion); the bard's modifier on Diplomacy and Intimidate checks is +5.

This ability replaces inspire courage.

Bardic Performance: A celebrity gains the following type of bardic performance.

Gather Crowd (Ex): At 5th level, the celebrity is skilled at drawing an audience to his performances. If he is in a settlement or populated area, he can shout, sing, or otherwise make himself noticed in order to attract an audience to his impromptu stage. The size of the crowd depends on the local population, but typically is a number of people equal to $1/2$ the bard's class level \times the result of the bard's Perform check. The crowd gathers over the next 1d10 rounds. If the bard fails to engage the crowd (such as by performing, kissing babies, trying to use fascinate, and so on), it disperses over the next 1d10 rounds. This ability replaces lore master.

Shining Star (Su): At 8th level, the celebrity has learned how to focus attention on himself so thoroughly that even the presence of danger does not distract his adoring crowd. When using fascinate, a target making a save to break the effect because of a potential threat takes a -4 penalty on that save, and even obvious threats require a save rather than automatically breaking the effect. Creatures affected by the bard's fascinate ability ignore the shaken condition. The ability replaces dirge of doom.

DEMAGOGUE (ARCHETYPE)

Not content with providing amusing and occasionally instructive performances, the demagogue seeks to inflame and ignite his audience, driving them toward a specific purpose with carefully chosen words and tones that may spark momentous change.

Famous: At 1st level, a demagogue is famous in a particular region. This works like the famous ability of the celebrity bard archetype, except the demagogue's skill bonuses apply to Bluff and Intimidate instead of Diplomacy and Intimidate. This ability replaces inspire courage +1.

Bardic Performance: A demagogue gains the following type of bardic performance.

Gather Crowd (Ex): At 5th level, the demagogue gains the ability to quickly gather a crowd. This is identical to the gather crowd ability of the celebrity bard archetype. This ability replaces lore master.

Incite Violence (Ex): At 6th level, the demagogue can use his performance to fan the fury of a crowd of people he has fascinated. Using this ability does not disrupt the fascinate effect, but does require a standard action to activate (in addition to the free action to continue the fascinate effect). The bard selects a number of targets equal to his level, who must make Will saves (DC $10 + 1/2$ the bard's level + the bard's Charisma modifier) or be affected by *rage* for a number of rounds equal to the bard's level. The bard indicates who is the intended target of violence (either after using this ability or as part of the performance leading to it) and the enraged members of the crowd immediately attack the target if possible. The target does not need to be present ("kill the king" is a suitable choice) and can be an object instead of a person ("destroy the prison!" is likewise appropriate). Other members of the crowd may follow suit, though they do not gain the benefits of *rage*. This is a sound-based effect and is affected by countersong. If two or more bards are attempting to direct the crowd against different targets, they must make opposed Charisma checks, with the crowd following the directions of the winner. This ability replaces suggestion.

Righteous Cause (Ex): At 18th level, the demagogue can lift a crowd's emotions and turn them toward a common purpose. First, he must fascinate the crowd, and then use incite violence without designating a target, at which point he can use righteous cause. Instead of driving the crowd with anger, he fills them with purpose. Fascinated creatures must make Will saves (DC $10 + 1/2$ the bard's level + the bard's Charisma modifier) to resist. Those who fail are affected by *mass suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark rebellion, overthrow a king, build a beneficial structure such as an orphanage, or donate money to a cause. This ability replaces mass suggestion.

DIRGE BARD (ARCHETYPE)

A composer of sonorous laments for the dead and elaborate requiems for those lost yet long remembered, dirge bards master musical tools and tropes that must appeal to the ears and hearts of both the living and the dead.

Bardic Performance: A dirge bard gains the following type of bardic performance.

Dance of the Dead (Su): At 10th level, a dirge bard can use his bardic performance to cause dead bones or bodies to rise up and move or fight at his command. This ability functions like *animate dead*, but the created skeletons or zombies remain fully animate only as long as the dirge bard continues the



performance. Once it stops, any created undead collapse into carrion. Bodies or bones cannot be animated more than once using this ability. Unlike *animate dead*, dance of the dead requires no components and does not have the evil descriptor. This performance replaces jack-of-all-trades.

Haunted Eyes (Ex): At 2nd level, a dirge bard gains a +4 bonus on saves against fear, energy drain, death effects, and necromantic effects. This ability replaces well-versed.

Secrets of the Grave (Ex): At 2nd level, a dirge bard gains a bonus equal to half his bard level on Knowledge (religion) checks made to identify undead creatures and their abilities. A dirge bard may use mind-affecting spells to affect undead as if they were living creatures, even if they are mindless (though spells that affect only humanoids do not affect them, even if they were humanoids in life). In addition, he may add one necromancy spell from the spell list of any arcane spellcasting class to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

Haunting Refrain (Su): At 5th level, a dirge bard is able to stir primal terrors in the hearts of listeners. He can use a Perform (keyboard) or Perform (percussion) check in place of an Intimidate check to demoralize an opponent, with a bonus equal to half his bard level. In addition, saving throws against any fear effect he creates are made with a –2 penalty, and this penalty increases by –1 every 5 levels beyond 5th. This ability replaces lore master.

GEISHA (ARCHETYPE)

In some cultures, the professional entertainer is a prestigious role. Specially trained entertainers called geisha are praised for their appearance and skill at conversation, music, dancing, singing, poetry, and calligraphy. A geisha provides social intimacy and status but not physical intimacy.

Weapon and Armor Proficiency: Geisha are proficient in all simple weapons and one monk weapon. Geisha are not proficient in any armor or shield; unlike bards, geisha are subject to arcane spell failure even when casting in light armor or when using a shield. This replaces the normal bard armor and weapon proficiencies.

Tea Ceremony (Su): By spending 10 minutes preparing an elaborate tea ceremony, a geisha may affect her allies with inspire courage, inspire competence, inspire greatness, or inspire heroics. The ceremony's effects last 10 minutes. The geisha must spend 4 rounds of bardic performance for each creature to be affected.

Geisha Knowledge: A geisha adds half her class level (minimum 1) on Craft (calligraphy) checks, Diplomacy checks, Knowledge (nobility) checks, and one type of Perform check (act, dance, oratory, percussion, string instruments, or sing); she may make checks with these skills untrained. This replaces bardic knowledge.

Scribe Scroll: A geisha gains Scribe Scroll as a bonus feat.

SONGHEALER (ARCHETYPE)

Words can harm, but they also heal. The songhealer brings peace and surcease of pain, calming wild emotions and providing a balm for the wounded body.

Enhance Healing (Su): A number of times per day equal to his Charisma modifier, a songhealer can cause any healing effect from a spell completion or spell trigger item to function at a caster level equal to his class level. This ability replaces versatile performance.

Bardic Performance: A songhealer gains the following type of bardic performance.

Healing Performance (Su): A bard of 14th level or higher can use his performance to create an effect equivalent to *heal* on a living target (or *harm* on an undead target), using the bard's level as the caster level. Using this ability requires 5 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. The healing performance relies on audible and visual components. This ability replaces frightening tune.

Funereal Ballad (Su): A bard of 20th level or higher can use his performance to create an effect equivalent to *resurrection* on a dead creature, using the bard's level as the caster level. Using this ability requires 20 rounds of continuous performance, and the target must be within 10 feet of the bard for the entire performance. Funereal ballad relies on audible and visual components. This ability replaces deadly performance.

SOUND STRIKER (ARCHETYPE)

They say that words can cut deeper than any blade, and the sound striker proves this true. Using music and words as a weapon, he can focus his performances into a deadly delivery.

Bardic Performance: A sound striker gains the following type of bardic performance. Neither performance can be performed more quickly than a standard action.

Wordstrike (Su): At 3rd level, the sound striker bard can spend 1 round of bardic performance as a standard action to direct a burst of sonically charged words at a creature or object. This performance deals 1d4 points of damage plus the bard's level to an object, or half this damage to a living creature. This performance replaces inspire competence.

Weird Words (Su): At 6th level, a sound striker can start a performance as a standard action, lashing out with 1 potent sound per bard level (maximum 10), each sound affecting one target within 30 feet. These are ranged touch attacks. Each weird word deals 1d8 points of damage plus the bard's Charisma bonus (Fortitude half), and the bard chooses whether it deals bludgeoning, piercing, or slashing damage for each word. This performance replaces *suggestion*.

CLERIC

Clerics are messengers and servitors of the gods, channeling divine magic and pure positive or negative energy. Though the typical adventuring cleric stands ready to smite enemies of the faith with spell and weapon, many cloister themselves in remote libraries and honor the gods with scholarly works, while others espouse heretical beliefs that embarrass mainstream members of the clergy. They use their divine channeling to heal or harm, and some have developed new ways to blast their opponents or bolster allies.

This section introduces alternative effects for channeling positive and negative energy, and is followed by four new cleric archetypes.

VARIANT CHANNELING

An iconic ability of clerics is their power to channel positive or negative energy, whether for healing, for damage, or to turn or command the undead. However, given the great variety of deities and their divine portfolios, it naturally follows that some deities would endow their mortal servants with the power to channel energies in other ways that more closely mirror their particular focus. The following categories are examples of alternative channeling abilities based on the nature of a deity's power; for example, a fire deity's negative energy channeling may deal fire damage as part of or instead of the damage from channeling.

When you create a cleric character, decide whether she uses the standard form of channel energy or a variant presented here based on one aspect of her deity's portfolio. Once this choice is made, it cannot be altered. Variant channeling has the same area of effect, save DCs, uses per day, and other rules relating to channeling energy. Feats and abilities that modify or present alternative uses for channeled energy (such as Command Undead and Turn Undead) work normally with these variant channeling abilities.

A variant channeling either modifies positive channeled energy when used to heal or modifies negative energy when used to harm. When using positive energy to heal, affected creatures gain only half the normal amount of healing but also receive a specific beneficial effect. When channeling negative energy to harm, affected creatures take only half the normal damage but take an additional penalty or harmful effect; a successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a

positive energy channel used to heal) ignore the variant effect of that channel.

Some variant channeling abilities are enhanced when used on particular creature types. Such channeling increases the normal healing or damage from channeled energy by 50% for that creature type, rather than the default half healing or damage for the alternative channeling. For example, a 7th-level cleric normally heals 4d6 points of damage with channeled positive energy; with the Nature alternative channeling, that cleric instead heals only half that amount (2d6) when channeling, but heals animals and fey an additional +50% over the unhalved value (4d6 + 50%).

Unless otherwise stated, bonuses granted by a variant channeling are sacred bonuses if you channel positive energy or profane bonuses if you channel negative energy. If an alternative channeled energy provides a "channel bonus" on rolls or statistics, the bonus is +1, increasing to +2 at cleric level 5 and for every 5 cleric levels thereafter (to a maximum of +5). Likewise, a "channel penalty" is initially -1, increasing to -2 at cleric level 5 and every 5 cleric levels thereafter (to a maximum of -5).

A character who has the channel energy ability from a class other than cleric may use these variant channeling rules if the class's abilities are tied to serving a deity. For example, paladins can select alternative channeling abilities if they serve a deity, as can oracles with the Life mystery (as they serve many deities), but necromancer wizards cannot.

The following is a list of example portfolios and the variant channeling abilities available to each.

Air/Sky/Wind: *Heal*—Creatures gain a channel bonus on Acrobatics and Fly checks, saving throws against wind effects, and effects with the air descriptor until the end of your next turn. *Harm*—Creatures are buffeted with wind until the end of your next turn; this wind gives them a channel penalty on ranged attacks, and their movement is halved if they move toward you.

Ale/Wine: *Heal*—Creatures ignore the nauseated and sickened conditions, as well as ability damage and drain from poison, until the end of your next turn. This does not bring back to life creatures killed by Constitution damage. *Harm*—Creatures are nauseated for 1 round.

Art/Music: *Heal*—Creatures gain a channel bonus on Perform checks and on saving throws against illusions, sonic effects, and language-dependent effects for 1 minute. *Harm*—Creatures take a channel penalty on saving throws against illusions, sonic effects, and language-dependent effects for 1 minute.

Battle/Wrath: *Heal*—Creatures gain a channel bonus on weapon damage and critical hit confirmation rolls until the end of your next turn. *Harm*—Creatures take a channel penalty on weapon damage and critical hit confirmation rolls until the end of your next turn.



Beauty/Love/Lust: *Heal*—Creatures gain a channel bonus on saving throws against charm effects and abilities based on fascination or physical attractiveness (such as a nymph's blinding beauty and stunning glance abilities) for 1 minute. *Harm*—Creatures gain a channel penalty on saving throws against charm effects and effects that fascinate for 1 minute.

Bravery/Valor: *Heal*—Creatures affected by fear may attempt another saving throw and receive a channel bonus on the roll. A creature unaffected by fear gains a channel bonus to its Armor Class until the end of your next turn and on its attack roll if it makes a charge attack before your next turn. *Harm*—This works like a standard channel (not halved).

Cities: *Heal*—Creatures gain a channel bonus on attack rolls when flanking and to Armor Class when flanked until the end of your next turn. *Harm*—All creatures' squares and threatened areas are treated as difficult terrain until the start of your next turn (these areas move with the creatures rather than being fixed in place at the time of the channeling). Until the end of your next turn, creatures gain a channel penalty on Acrobatics checks and overrun attempts to move through these squares.

Contracts/Oaths: *Heal*—Creatures gain a channel bonus on saves against compulsion effects until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against compulsions until the end of your next turn.

Darkness: *Heal*—Creatures gain low-light vision until the end of your next turn. At cleric level 5, they gain darkvision 30 feet as well, increasing this range by 30 feet for every 5 cleric levels thereafter. *Harm*—The illumination level in the area drops by 1 step, as *darkness*, for 1 minute. At cleric level 10, the light level drops by 2 steps. At cleric level 15, it drops by 3 steps, and areas of dim light or darkness become supernaturally dark (even creatures with darkvision cannot see within it).

Death: *Heal*—Creatures gain a channel bonus on stabilization checks when dying and on saves against death effects for 1 minute. *Harm*—Creatures gain a channel penalty on stabilization checks when dying for 1 minute, and subtract the channel penalty from all healing magic, fast healing, and regeneration.

Destruction: *Heal*—Creatures gain a channel bonus on attack and damage rolls against objects, CMB for sunder attempts, and Strength checks to break objects until the end of your next turn. *Harm*—Unattended objects take full channel damage (not half).

Disease: *Heal*—Creatures heal a number of points of ability damage to one ability score (your choice) equal to your channel bonus. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one

creature as the target of a *contagion* in addition to the effects of the channeled energy. At cleric level 20, all creatures in the area are subject to *contagion* in addition to the effects of the channeled energy.

Dreams: *Heal*—Creatures affected by sleep effects may attempt another saving throw and apply the channel bonus on the roll. Willingly sleeping creatures gain a channel bonus on saving throws and Perception checks for up to 8 hours (this bonus ends if the creature awakens). *Harm*—Creatures gain a channel penalty on Perception checks and saving throws against exhaustion, fatigue, and sleep effects for 1 minute.

Earth: *Heal*—Creatures gain a DR 1/adamantine until the end of your next turn. This DR improves by 1 at 5th level and every 5 levels thereafter. This does not allow recipients to overcome DR/adamantine with their own attacks. *Harm*—All squares in the area are treated as difficult terrain for 1 minute.

Envy: *Heal*—Creatures gain a channel bonus on disarm and steal combat maneuvers, Bluff checks, and Sleight of Hand checks for 1 minute. *Harm*—Creatures must attempt a steal combat maneuver on their next turn against an adjacent enemy. This is a compulsion effect.

Farming: *Heal*—Creatures ignore fatigue (but not exhaustion) for 1 minute. The healing effect is enhanced (see page 28) for plant creatures. *Harm*—The damage effect is enhanced for plant creatures. Creatures are fatigued, as if experiencing starvation (see page 444 of the *Core Rulebook*).

Fate: *Heal*—Creatures gain a channel bonus on one d20 roll made during their next readied action as long as it is taken before the end of your next turn. *Harm*—Creatures gain a channel penalty on ability checks and skill checks for 1 minute.

Fire: *Heal*—The healing effect is enhanced (see page 28) for creatures with the fire subtype. *Harm*—The damage effect is enhanced for creatures with the cold subtype. Affected creatures who fail their saves catch on fire (see page 444 of the *Core Rulebook*).

Forge: *Heal*—Creatures in metal armor gain a channel bonus to Armor Class until the end of your next turn. Alternatively, you may repair damage to metal objects and metal constructs as if they were creatures, and this healing is enhanced (see page 28). *Harm*—The damage effect is enhanced (see page 28) against metal constructs and unattended metal objects.

Freedom: *Heal*—Creatures gain a channel bonus on Escape Artist checks, CMB checks to escape a grapple, and saving throws against becoming entangled, paralyzed, or slowed. *Harm*—Creatures are slowed (*as slow*) until the end of your next turn.

Hunting: *Heal*—Creatures gain a channel bonus on Survival checks and ranged attack rolls until the end of your next turn. *Harm*—Creatures gain a -5 penalty on Stealth



checks for 1 minute and temporarily lose effects or special abilities that reduce or negate tracks for that duration.

Justice/Law: *Heal*—Lawful creatures gain a channel bonus on Perception and Sense Motive checks, attack rolls, and saving throws until the end of your next turn. *Harm*—Creatures are affected by *zone of truth* until the end of your next turn.

Knowledge: *Heal*—Creatures gain a channel bonus on Knowledge and Perception checks until the end of your next turn. *Harm*—Sentient creatures (Intelligence 3+) who fail their saves take 1d2 points of Intelligence damage. A successful save negates this Intelligence damage.

Luck: *Heal*—Creatures gain a channel bonus or a luck bonus (creature's choice) on one roll (attack roll, CMB check, saving throw, or skill check) made before the end of your

next turn. *Harm*—Creatures take a channel penalty on all d20 rolls until the end of your next turn.

Madness: *Heal*—Creatures gain a channel bonus on saving throws against confusion, insanity, rage, and similar effects. *Harm*—Creatures are *confused* until the end of your next turn.

Magic: *Heal*—Creatures gain a channel bonus on caster level checks and concentration checks until the end of your next turn. *Harm*—All creatures must make concentration checks (DC = channel energy DC plus spell level) to use spells or spell-like abilities until the end of your next turn.

Monsters: *Heal*—The healing effect is enhanced (see page 28) for aberrations, dragons, magical beasts, and monstrous humanoids. *Harm*—Creatures gain a channel penalty on attack and damage rolls against summoned and called creatures.

Murder: *Heal*—Creatures that critically hit before the end of your next turn add a bleed effect equal to your channel bonus. *Harm*—Creatures gain a bleed effect equal to your channel penalty.

Nature: *Heal*—The healing effect is enhanced (see page 28) for animals and fey. Creatures gain a channel bonus on Handle Animal and wild empathy checks for 1 minute. *Harm*—The harmful effect is enhanced for animals and fey.

Nightmares: *Heal*—Creatures gain a channel bonus on charm and compulsion saves for 1 minute. *Harm*—Creatures gain a channel penalty on concentration checks and saves against fear and phantasms.

Pain: *Heal*—Creatures gain a channel bonus on pain effect saves for 1 minute. *Harm*—Creatures are sickened until the end of your next turn, plus a number of rounds equal to your channel penalty. At cleric level 10, you may select one creature to be nauseated in addition to the effects of the channeled energy.

Poison: *Heal*—Creatures gain a channel bonus on poison saves for 1 minute. *Harm*—Creatures take 1 point of Strength, Dexterity, or Constitution damage (your choice) as a poison effect.

Protection: *Heal*—Creatures gain a channel bonus to Armor Class until the end of your next turn. *Harm*—Creatures gain a channel penalty to Armor Class until the end of your next turn.

Revenge/Vengeance: *Heal*—This works like a standard channel (not halved). *Harm*—Creatures gain a channel penalty on attack rolls until the end of your next turn.





Rulership: *Heal*—Creatures gain a channel bonus on Diplomacy checks and to the DC of their language-dependent and charm effects until the end of your next turn. *Harm*—Creatures are dazed for 1 round.

Ocean/Sea/Water: *Heal*—Creatures gain a channel bonus on Climb and Swim checks and Constitution checks to hold their breath; this bonus lasts for 1 minute. Creatures ignore fatigue from thirst and pressure damage from deep water for 1 minute. *Harm*—The harming effect is enhanced (see page 28) for creatures with the aquatic or water subtypes.

Secrets: *Heal*—Creatures gain a channel bonus on Sense Motive checks and caster level checks and to save DCs of their divination spells until the end of your next turn. *Harm*—Creatures gain a channel penalty on saving throws against divinations for 1 minute. Creatures using Sense Motive against affected creatures for the next minute gain a channel bonus on Sense Motive checks.

Self-Perfection: *Heal*—Creatures may ignore one temporary condition of their choice until the end of your next turn. *Harm*—Creatures gain a channel penalty on attempts to dispel, remove, or make additional saving throws against all ongoing conditions for 1 minute (this does not apply to any initial saving throw allowed against such an effect but does apply to effects that begin during this duration).

Slavery/Tyranny: *Heal*—Creatures ignore fatigue and exhaustion for 1 minute. *Harm*—Creatures gain a channel penalty on saves against compulsions, pain, and stun for 1 minute.

Strategy: *Heal*—Until your next turn, creatures using aid another add your channel bonus to the aided creature's roll in addition to the normal aid another bonus. *Harm*—Creatures may not take attacks of opportunity until the end of your next turn.

Strength: *Heal*—Creatures gain a channel bonus on all Strength-based attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks until the end of your next turn. *Harm*—Creatures gain a channel penalty on all Strength-based rolls and to Strength-based game statistics (such as CMD) until the end of your next turn.

Sun: *Heal*—The illumination level in the area increases by one step, and creatures gain a channel bonus on saves against blindness and light-based effects. *Harm*—Creatures are dazzled for 1 minute; creatures with light blindness or light sensitivity are blinded instead of dazzled.

Trickery: *Heal*—Creatures gain a channel bonus on Bluff, Disguise, Sleight of Hand, and Stealth checks for 1 minute. *Harm*—Creatures gain a channel penalty on Perception and Sense Motive checks for 1 minute.

Undeath: *Heal*—This works like a standard channel (not halved). *Harm*—The healing effect is enhanced (see page 28) for undead creatures and those with negative energy affinity.

Weapons: *Heal*—Creatures gain a channel bonus on attack rolls until the end of your next turn when wielding your deity's favored weapon. *Harm*—Creatures gain a channel penalty on attack and damage rolls until the end of your next turn when wielding manufactured weapons.

Weather: *Heal*—Creatures gain a channel bonus on saving throws against electricity, sonic, and wind effects. *Harm*—Each time you channel energy, you may change half the channeled energy damage to electricity or sonic damage.

CLOISTERED CLERIC (ARCHETYPE)

Cloistered clerics typically live in a temple and rarely interact with the outside world. They are bookish and well learned in the lore of the faith, paying less attention to its magical and martial aspects. A cloistered cleric has the following class features.

Weapon and Armor Proficiency: Cloistered clerics are proficient with light armor and with the following weapons: club, heavy mace, light mace, quarterstaff, and sling. They are not proficient with shields.

Class Skills: The cloistered cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

Diminished Spellcasting: A cloistered cleric chooses only one domain from her deity's list of domains, and her number of non-domain spells per day for each spell level is one less than normal (for example, a 4th-level cloistered cleric has three cantrips, two 1st-level spells, one 1st-level domain spell, one 2nd-level spell, and one 2nd-level domain spell). If this reduces the number of spells per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Wisdom score for that level, plus her domain spell for that level.

Breadth of Knowledge: At 1st level, a cloistered cleric gains a bonus on Knowledge skill checks equal to half her class level (minimum +1) and can make Knowledge skill checks untrained.

Well-Read (Ex): At 2nd level, a cloistered cleric gains a +2 bonus on skill checks, caster level checks, and saving throws if such rolls pertain to mundane or magical glyphs, runes, scrolls, symbols, and other writings.

Verbal Instruction (Ex): At 3rd level, a cloistered cleric can use the aid another action to assist an ally within 30 feet on a skill or ability check. The ally must be able to hear and understand the cleric's instructions. For every three class levels beyond 3rd, the cloistered cleric can instruct one additional ally. If all allies are not engaged in the same task, using this ability is a full-round action rather than a standard action.

Scribe Scroll (Su): At 4th level, a cloistered cleric gains Scribe Scroll as a bonus feat.

SEPARATIST (ARCHETYPE)

A radical cleric, unsatisfied with the orthodoxy of her deity's teachings, forges her own path of defiant divine expression. Though most members of her faith would call her a separatist or heretic, she continues to receive spells from her deity. Charismatic separatists may develop a large following of like-minded believers and eventually found a splinter church of their deity—and they are just as likely to be the cause of a holy civil war as the branches of the religion fight to determine which is the true faith.

A cleric who does not serve a deity cannot take the separatist archetype. A separatist has the following class features.

Weapon and Armor Proficiency: Separatists do not gain proficiency in their deity's favored weapon (though they are not prohibited from using it or learning its use).

Forbidden Rites: A separatist selects one domain from her deity's domain list, and a second domain that is not on her deity's domain list. This second domain cannot be an alignment domain that doesn't match the cleric's or her deity's alignment. For example, a lawful good separatist cleric of a neutral good deity cannot choose the Chaos or Evil domain with this ability, but can select the Lawful domain even though her deity isn't lawful.

Granted powers from the cleric's second domain function as if the cleric's level, Wisdom, and Charisma were 2 lower than normal (minimum level 1) in terms of effect, DC, and uses per day. This also means the separatist doesn't gain the domain's higher-level ability until 2 levels later than normal. If the second domain grants additional class skills, the separatist gains these as normal. In all other respects, this ability works like and replaces the standard cleric's domain ability.

THEOLOGIAN (ARCHETYPE)

A theologian is an expert on one particular area of her religion. She is so focused on that area that she eschews the broader sweep of her deity's dogma and focuses intensely upon that aspect of it, embodying its power in all she does. Theologians tend to be more zealous than other clerics, and many crusades are started by theologians. A theologian has the following class features.

Focused Domain: A theologian chooses only one domain from her deity's portfolio rather than the normal two domains. All level-dependent effects of the granted powers from the theologian's domain function as if she were two cleric levels higher than her actual cleric level. This does not allow her to gain domain-granted powers earlier than normal.

A theologian can prepare domain spells using her non-domain slots. She cannot use her spontaneous casting ability on domain spells, even if they are prepared in non-domain slots. In all other respects, this works like and replaces the standard cleric domain ability.

Domain Secret (Ex): At 5th level, the theologian chooses one domain spell. That spell becomes permanently modified with one of the following metamagic feats: Bouncing Spell*, Disruptive Spell*, Ectoplasmic Spell*, Enlarge Spell, Extend Spell, Focused Spell*, Intensified Spell*, Silent Spell, Still Spell. This metamagic feat does not increase the level of the spell. Once chosen, this modification cannot be changed. The domain specialist need not have the metamagic feat to apply it to a spell using this ability. At every 5 levels after 5th, the domain specialist may choose an additional domain spell to modify in this way. She cannot modify the same spell more than once.

An asterisk (*) indicates a metamagic feat from the *Advanced Player's Guide*.

UNDEAD LORD (ARCHETYPE)

An undead lord is a cleric focused on using necromancy to control undead. Her flock is the walking dead and her choir the keening spirits of the damned. This unliving congregation is the manifestation of her unceasing love affair with death.

A cleric cannot take the undead lord archetype unless her deity's portfolio includes the Death domain or a similar domain that promotes undeath. An undead lord has the following class features.

Death Magic: An undead lord must select the Death domain (and the Undead subdomain from the *Advanced Player's Guide*, if available in the campaign). She does not gain a second domain. In all other respects, this works like and replaces the standard cleric's domain ability.

Corpse Companion (Su): With a ritual requiring 8 hours, an undead lord can animate a single skeleton or zombie whose Hit Dice do not exceed her cleric level. This corpse companion automatically follows her commands and does not need to be controlled by her. She cannot have more than one corpse companion at a time. It does not count against the number of Hit Dice of undead controlled by other methods. She can use this ability to create a variant skeleton such as a bloody or burning skeleton, but its Hit Dice cannot exceed half her cleric level. She can dismiss her companion as a standard action, which destroys it.

Bonus Feats: All undead lords gain Command Undead as a bonus feat. In addition, at 10th level, she may select one of the following as a bonus feat: Channel Smite, Extra Channel, Improved Channel, Quick Channel, Skeleton Summoner*, Undead Master*.

Unlife Healer (Su): At 8th level, the undead lord's spells, spell-like abilities, and supernatural abilities used to heal undead heal an extra 50% damage. At 16th level, these effects automatically heal the maximum possible damage for the effect + the extra 50%. This does not stack with abilities or feats such as Empower Spell or Maximize Spell.

* Indicates a new feat in this book.



DRUID

Druids are devotees of nature, protecting the bleakest deserts and most verdant forests. Through their kinship with animals and the elements, they learn the most potent secrets the natural world has to offer, and can call upon great power in the form of both magical abilities like wild shape and a wide array of thematic spells. Whether tapping the fundamental magic of the elements or relying on the teeth and claws of wild creatures to accomplish their goals, druids are forces to be reckoned with, and those whose actions threaten the wild places these nature folk hold dear had best be prepared to suffer the consequences.

The following section details new animal and terrain domains for druids, vermin companions for druids who don't want a more traditional animal companion, and new druid archetypes.

ANIMAL AND TERRAIN DOMAINS

Presented in the section below are new rules for animal and terrain domains—domains for druids whose focus is more specific than the Animal, Plant, Weather, or elemental domains. A druid with the nature's bond ability can choose an animal domain or terrain domain instead of one of the domains listed in the *Pathfinder RPG Core Rulebook*. Just like cleric domains, animal and terrain domains have granted powers and domain spells, and a druid who selects an animal or terrain domain gains a domain spell slot at each level. A druid who worships a deity (as opposed to nature in general) cannot select an animal or terrain domain that contradicts or is outside of the portfolio of her deity. Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are described in the *Advanced Player's Guide*.

If an animal or terrain domain ability calls for a saving throw, the DC of the save is equal to 10 + 1/2 the character's druid level + her Wisdom modifier.

Other nature-themed classes with access to domains may select an animal or terrain domain in place of a regular domain.

Aquatic Domain

Granted Powers: You master the deeps of the sea, raging rivers, flowing falls, and relentless tides.

Sealord (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the aquatic or water subtype or to command them (similar to

using the Command Undead feat against undead). You can take other feats to add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

Seastrike (Su): At 6th level, as a free action, you may use natural and manufactured weapons in water as if you had continuous *freedom of movement*. As a standard action, you can throw a weapon underwater without the normal penalties for throwing weapons; if your target is in or under the water, the weapon also acts as a *returning* weapon (see page 471 of the *Core Rulebook*) for that attack.

Domain Spells: 1st—*hydraulic push****, 2nd—*slipstream***, 3rd—*water breathing*, 4th—*freedom of movement*, 5th—*black tentacles*, 6th—*freezing sphere*, 7th—*animal shapes* (aquatic creatures only), 8th—*seamantle***, 9th—*tsunami***.

Arctic Domain

Granted Powers: You master the might of the endless, snow-covered wastes beneath the midnight sun, where icy polar winds blow.

Call Cold (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal creatures with the cold subtype or to command them (similar to using the Command Undead feat against undead). You can take other feats that add to this ability, such as Extra Channel and Improved Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel. The DC to save against this ability is equal to 10 + 1/2 your druid level + your Charisma modifier.

Banish Flame (Su): At 6th level, you may use your call cold ability to damage creatures with the fire subtype (as a cleric channeling negative energy) or to cause them to flee from you (as the Turn Undead feat). Alternatively, you may use this ability to negate magical fire effects as if using a targeted *dispel magic*; at 12th level, this functions as targeted or area *greater dispel magic* instead of *dispel magic*.

Domain Spells: 1st—*frostbite**, 2nd—*aspect of the bear***, 3rd—*sleet storm*, 4th—*wall of ice*, 5th—*aspect of the wolf***, 6th—*freezing sphere*, 7th—*wind walk*, 8th—*polar ray*, 9th—*polar midnight**.

Cave Domain

Granted Powers: The wonders and dark secrets of the deepest caves give you strength.

Cavesight (Sp): You can grant darkvision 60 feet to a willing creature you touch. This effect lasts 1 minute, or 1 hour if used on yourself. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Tremorsense (Ex): At 6th level, you gain tremorsense 30 feet. At 12th level, you gain tremorsense 60 feet.



Domain Spells: 1st—*detect aberration***^{*}, 2nd—*stone call***^{*}, 3rd—*deeper darkness*, 4th—*echolocation***^{*}, 5th—*wall of stone*, 6th—*conjure black pudding***^{*}, 7th—*statue* (looking like a stalagmite or stalactite), 8th—*earthquake*, 9th—*imprisonment*.

Desert Domain

Granted Powers: The spirits and secrets of the endless wastes are yours to command.

Heat Shimmer (Su): As a free action, you can surround yourself with heat distortion that acts as the *blur* spell. Creatures that strike you in melee while you're using this ability are dazzled for 1 round (Fortitude negates). You may use this ability for a number of rounds per day equal to 3 + your Wisdom modifier. These rounds need not be consecutive.

Servant of the Sands (Sp): At 8th level, once per day, you may call upon the aid of a janni as if using *lesser planar ally*. At 12th level, you may call upon the aid of any type of common (non-noble) genie as if using *planar ally*. At 16th level, you may call upon the aid of a noble genie as if using *greater planar ally*. If you use this power while in desert terrain, you need not make an offering to call the creature(s), and the cost of any service is halved.

Domain Spells: 1st—*cloak of shade***^{*}, 2nd—*shifting sand***^{*}, 3rd—*cup of dust***^{*}, 4th—*hallucinatory terrain*, 5th—*transmute rock to mud* (creates loose sand instead of mud), 6th—*sirocco***^{*}, 7th—*sunbeam*, 8th—*sunburst*, 9th—*horrid wilting*.

Eagle Domain

Granted Powers: Your spirit soars with the mightiest and noblest of all winged creatures.

Familiar: You gain a hawk familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Hawkeye (Su): As a swift action, you may add a bonus equal to half your druid level (minimum +1) on one ranged attack roll or on one Perception check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Aerial evasion (Ex): At 6th level, you gain the evasion ability (as a rogue) when you are flying. At 12th level, you gain improved evasion while flying.

Domain Spells: 1st—*aspect of the falcon***^{*}, 2nd—*eagle's splendor*, 3rd—*fly*, 4th—*river of wind***^{*}, 5th—*overland flight*, 6th—*eagle aerie***^{*}, 7th—*animal shapes* (birds only), 8th—*sunburst*, 9th—*winds of vengeance***^{*}.

Frog Domain

Granted Powers: You venerate the elder amphibians that first brought life to land.

Familiar: You may gain a toad familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks

with levels from other classes that grant familiars when determining the powers of your familiar.

Sticky Strike (Su): As a standard action, you can attempt a ranged touch attack with a sticky tendril against a target up to 15 feet away, then use the pull universal monster ability (see page 303 of the *Pathfinder RPG Bestiary*) to pull the target 5 feet toward you. You gain a bonus on the pull's combat maneuver check equal to 1/2 your druid level. If the target is larger than you, you may pull yourself 5 feet toward the target without making a check. The target can remove the tendril by making an opposed Strength check as a standard action, or by dealing enough slashing damage to the tendril (hit points equal to your druid level, Armor Class equal to your touch Armor Class). You can dissolve the tendril as a free action. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Webfoot (Ex): At 6th level, you gain the amphibious special quality and a swim speed equal to your land speed. At 12th level, you gain a climb speed equal to your land speed.

Domain Spells: 1st—*jump*, 2nd—*delay poison*, 3rd—*lily pad stride***^{*}, 4th—*shout*, 5th—*blessing of the salamander***^{*}, 6th—*confusion*, 7th—*animal shapes* (amphibians only), 8th—*greater shout*, 9th—*summon frogheath***^{*}.

Jungle Domain

Granted Powers: The spirits of the jungle, both of natural guardians and lost civilizations, whisper in your heart.

Brachiation (Ex): As a free action for a number of rounds per day equal to your druid level, you may climb with a climb speed equal to your land speed, and gain a bonus on Acrobatics checks equal to your druid level. These rounds do not have to be consecutive.

Trap Sense (Ex): At 3rd level, you gain the trap sense ability. This is identical to the rogue class ability. Your effective rogue level is equal to your druid level for the purpose of determining your trap sense bonus. Trap sense bonuses gained from multiple classes stack.

Domain Spells: 1st—*glide***^{*}, 2nd—*tar ball***^{*}, 3rd—*venomous bolt***^{*}, 4th—*arboreal hammer***^{*}, 5th—*blessing of the salamander***^{*}, 6th—*swarm skin***^{*}, 7th—*creeping doom*, 8th—*wall of lava***^{*}, 9th—*shambler*.

Monkey Domain

Granted Powers: The balanced wisdom, skill, agility, and playfulness of the monkey are the model for your spiritual discipline.

Familiar: You gain a monkey familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Monkey Athletics (Su): As a free action, you may add a competence bonus equal to half your druid level (minimum



of +1) on one Acrobatics, Climb, Disable Device, or Sleight of Hand check. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Ranged Legerdemain (Su): At 6th level, you can use the Disable Device and Sleight of Hand skills at a range of 30 feet. Working at a distance increases the normal skill check DC by 5, and you cannot take 10 on this check. Any object to be manipulated must weigh 5 pounds or less. You can only use this ability if you have at least 1 rank in the skill being used.

Domain Spells: 1st—*beguiling gift***, 2nd—*spider climb*, 3rd—*cacophonous call***, 4th—*freedom of movement*, 5th—*summon nature's ally V* (dire ape or girallon only), 6th—*confusion*, 7th—*animal shapes* (apes and monkeys only), 8th—*clenched fist*, 9th—*foresight*.

Mountain Domain

Granted Powers: You have mastered the mighty powers of the great mountains that pierce the sky and stand aloof above the lowlands.

Foothold (Su): As a standard action, you can cause an adjacent stone surface up to 10 feet square to mold itself into ridges and creases. A foothold that is created on a horizontal surface is treated as difficult terrain, and a Medium or smaller creature standing in the area or moving through it takes a –2 penalty on Acrobatics checks and to CMD due to poor footing. A foothold that is created on a vertical surface grants a +10 bonus on Climb checks to climb it. The stone remains altered for 1 hour. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Thin Air (Su): At 8th level, as a free action, you can surround yourself with a 5-foot aura of supernaturally thin air that draws the breath from creatures adjacent to you. Creatures beginning their turn in the aura are fatigued (Fortitude negates). A fatigued creature that begins its turn in the aura must save or suffer from altitude sickness, taking 1 point of ability damage to all ability scores (see page 430 of the *Core Rulebook*). At 16th level, the aura increases to 10 feet. Creatures that do not breathe are immune to this aura. You can use this ability for a number of rounds per day equal to your druid level; the rounds need not be consecutive.

Domain Spells: 1st—*fist of stone***, 2nd—*stone call***, 3rd—*cloak of winds***, 4th—*stoneskin*, 5th—*geyser***, 6th—*suffocate***, 7th—*flesh to stone*, 8th—*reverse gravity*, 9th—*clashing rocks***.

Plains Domain

Granted Powers: The wide open spaces of the prairie, savanna, and steppe are yours to master.

Migrating Herd (Su): When you summon an aurochs, bison, elephant, horse, mastodon, pony, or similar quadruped herbivore with a summoning spell, the

duration of the spell is increased by 100% (this does not stack with Extend Spell). The creature's land speed is increased by 10 feet.

Pounce (Ex): At 6th level, you may use the pounce special attack (see page 302 of the *Bestiary*) once per day. You may pounce one additional time per day for every 3 levels after 6th.

Domain Spells: 1st—*mount*, 2nd—*chameleon stride***, 3rd—*haste*, 4th—*aspect of the stag***, 5th—*control winds*, 6th—*find the path*, 7th—*whirlwind*, 8th—*animal shapes*, 9th—*worldwave***.

Serpent Domain

Granted Powers: You serve ancient serpentine mysteries whose coils still encircle the world.

Familiar: You gain a viper familiar (see page 82 of the *Core Rulebook*). Your effective wizard level for this ability is equal to your druid level. Your druid level stacks with levels from other classes that grant familiars when determining the powers of your familiar.

Slither (Ex): As a free action, you can distend and stretch your body to fit easily through narrow spaces for 1 round. You can move freely through a tight space that would normally require a creature of your size to squeeze through. While slithering, you gain a +2 dodge bonus to Armor Class against attacks of opportunity provoked by your movement and a +2 bonus on CMB and on Escape Artist checks made to escape from a grapple. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Venom Immunity (Ex): At 6th level, you gain immunity to poisons from snakes, reptiles, and creatures with the reptilian subtype. At 12th level, you gain immunity to all poisons. This replaces venom immunity.

Domain Spells: 1st—*charm animal*, 2nd—*animal trance*, 3rd—*poison*, 4th—*strong jaw***, 5th—*snakestaff***, 6th—*charm monster*, 7th—*animal shapes* (reptiles and snakes only), 8th—*scintillating pattern*, 9th—*crushing hand*.

Swamp Domain

Granted Powers: The sour-sweet depths of bogs, marshes, and swamps are your places of power.

Natural Healing (Su): You can channel energy (as a cleric of your druid level) a number of times per day equal to 3 + your Charisma modifier, but only to heal animals, plants, and vermin. You may reduce the number of dice healed to cure ability damage (your choice) to all affected creatures, curing 1 point of ability damage for each d6 that the channel energy is reduced. You can take other feats to add to this ability, such as Extra Channel, but not feats that alter this ability, such as Elemental Channel and Alignment Channel.

Reed Hunter (Ex): At 6th level, you gain blindsense 30 feet with respect to concealment and cover from fog, vegetation,

or water. At 12th level, this improves to blindsight 30 feet with respect to these conditions.

Domain Spells: 1st—*hydraulic push*** , 2nd—*burst of nettles**, 3rd—*lily pad stride*** , 4th—*cape of wasps**, 5th—*insect plague*, 6th—*mass fester*** , 7th—*animate plants*, 8th—*blood mist**, 9th—*shambler*.

Wolf Domain

Granted Powers: You run with the pack and are the master of the cold hunt of your spirit totem.

Improved Trip: You gain Improved Trip as a bonus feat.

Pack Tactics (Ex): At 8th level, as a free action on your turn, you can designate an adjacent square; your attacks are treated as coming from that square for the purposes of determining whether or not you are flanking (this applies even if that square is occupied by an object or creature). This ends at the start of your next turn or if you move. If you are flanking a creature without using this ability, you may add your Wisdom bonus to your attack roll rather than the normal +2 flanking bonus. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Domain Spells: 1st—*hunter's howl*** , 2nd—*bloodhound*** , 3rd—*aspect of the wolf*** , 4th—*strong jaw*** , 5th—*tireless pursuers*** , 6th—*find the path*, 7th—*animal shapes* (canines only), 8th—*phantasmal revenge*** , 9th—*freedom*.

VERMIN COMPANIONS

In addition to the normal choices of animal companions listed in the *Core Rulebook*, a druid who is so inclined may select a vermin as her companion. Vermin companions follow the same rules as animal companions, advancing their Hit Dice and other abilities per Table 3–8: Animal Companion Base Statistics on page 52 of the *Core Rulebook*. Vermin companions can be trained as if they were animals using the Handle Animal skill.

Mindless: Vermin companions have no Intelligence score and possess the mindless trait (see page 310 of the *Bestiary*). In spite of this, vermin companions may learn one trick, plus additional bonus tricks as noted on Table 3–8: Animal Companion Base Statistics. If a vermin animal companion gains an ability score increase (at 4 Hit Dice, 8 Hit Dice, and so on), the druid can apply this increase to the companion's Intelligence, changing it from — to 1, at which point the companion loses the mindless quality and is able to know up to 3 tricks per point of Intelligence, plus the additional bonus tricks, as noted on Table 3–8 in the *Core Rulebook*. Vermin companions have no skill points or feats as long as they have the mindless quality.

Trip: Because many vermin have multiple limbs, they are very difficult to trip. As a result, a CMD entry has been included for each, indicating the bonus to CMD such vermin receive against trip attacks.

Ant, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus grab); **Ability Scores** Str 10, Dex 12, Con 15, Int —, Wis 12, Cha 10; **Special Qualities** low-light vision, scent; **CMD** trip +8.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus grab), sting (1d4 plus poison); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC).

Beetle, Giant

Starting Statistics: **Size** Small; **Speed** 20 ft., fly 20 ft. (poor); **AC** +6 natural armor; **Attack** bite (1d6); **Ability Scores** Str 13, Dex 12, Con 13, Int —, Wis 11, Cha 4; **Special Qualities** darkvision; **CMD** trip +8.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d8); **Ability Scores** Str +4, Dex –2, Con +2; **Special Attacks** trample (1d4).

Centipede, Giant

Starting Statistics: **Size** Small; **Speed** 20 ft., climb 20 ft.; **AC** +2 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 8, Dex 17, Con 11, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision 60 ft.; **CMD** can't be tripped.

4th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex –2, Con +2.

Crab, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., swim 20 ft.; **AC** +5 natural armor; **Attack** 2 claws (1d3 plus grab); **Ability Scores** Str 13, Dex 14, Con 13, Int —, Wis 11, Cha 4; **Special Attacks** constrict (1d3); **Special Qualities** aquatic, darkvision, water dependency (survive out of water for 1 hour per point of Con, after which it begins to suffocate as if it were drowning); **CMD** trip +12.

4th-Level Advancement: **Size** Medium; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** constrict (1d4).

Leech, Giant

Starting Statistics: **Size** Small; **Speed** 5 ft., swim 20 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus attach); **Ability Scores** Str 9, Dex 14, Con 12, Int —, Wis 10, Cha 1; **Special Attacks** attach (*Pathfinder RPG Bestiary* 187), blood drain (1 Str); **Special Qualities** amphibious, blindsense 30 ft., scent, susceptible to salt (*Bestiary* 187); **CMD** can't be tripped.

7th-Level Advancement: **Size** Medium; **Attack** bite (1d6 plus attach); **Ability Scores** Str +2, Dex –2, Con +2; **Special Attacks** blood drain (1 Str and 1 Con damage); **Special Qualities** blindsight 30 ft.



Mantis, Giant

Starting Statistics: **Size** Medium; **Speed** 30 ft., climb 30 ft., fly 40 ft. (average); **AC** +3 natural armor; **Attack** 2 claws (1d4 plus grab); **Ability Scores** Str 10, Dex 15, Con 10, Int —, Wis 12, Cha 7; **Special Attacks** lunge; **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** 2 claws (1d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** mandibles (1d6 secondary attack against a grabbed target), sudden strike (may take a full attack in the surprise round).

Scorpion, Giant

Starting Statistics: **Size** Medium; **Speed** 40 ft.; **AC** +1 natural armor; **Attack** 2 claws (1d4 plus grab) and sting (1d4 plus poison); **Ability Scores** Str 11, Dex 12, Con 12, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round (6), *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 ft; **CMD** trip +12.

7th-Level Advancement: **Size** Large; **AC** +3 natural armor; **Attack** 2 claws (1d6 plus grab) and sting (1d6 plus poison); **Ability Scores** Str +8, Dex -2, Con +4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1d2 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** tremorsense 60 ft.

Slug, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft.; **AC** +4 natural armor; **Attack** tongue (1d4 plus 1 acid); **Ability Scores** Str 13, Dex 8, Con 13, Int —, Wis 10, Cha 1; **Special Attacks** spit acid (ranged touch attack, 30 foot range, 1d6 acid damage); **Special Qualities** blindsense 30 ft., DR 5/slashing or piercing, susceptible to salt (*Bestiary* 254); **CMD** can't be tripped.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** tongue (1d6 plus 1d2 acid); **Ability Scores** Str +2, Dex -2, Con +2; **Special Attacks** spit acid (ranged touch attack, 30-foot range, 1d8 acid damage); **Special Qualities** blindsight 30 ft.

Spider, Giant

Starting Statistics: **Size** Small; **Speed** 30 ft., climb 30 ft.; **AC** +0 natural armor; **Attack** bite (1d4 plus poison); **Ability Scores** Str 6, Dex 17, Con 10, Int —, Wis 10, Cha 2; **Special Attacks** poison (*frequency* 1 round [4], *effect* 1 Str damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision, tremorsense 30 feet; **CMD** trip +12.

4th-Level Advancement: **Size** Medium; **AC** +1 natural armor; **Attack** bite (1d6 plus poison); **Ability Scores** Str +4, Dex -2, Con +2.

Wasp, Giant

Starting Statistics: **Size** Medium; **Speed** 20 ft., fly 60 ft. (good); **AC** +2 natural armor; **Attack** sting (1d6 plus poison);

Ability Scores Str 10, Dex 14, Con 11, Int —, Wis 13, Cha 4; **Special Attacks** poison (*frequency* 1 round [6], *effect* 1 Dex damage, *cure* 1 save, Con-based DC); **Special Qualities** darkvision; **CMD** trip +8.

7th-Level Advancement: **Size** Large; **AC** +2 natural armor; **Attack** sting (1d8 plus poison); **Ability Scores** Str +8, Dex -2, Con +4.

DRAGON SHAMAN (ARCHETYPE)

Your totem is the legendary dragon, fearsome and deadly yet cunning and wise, a creature born of pure magic and raw elemental fury, bound within a shell of fangs, claws, and scales that few dare to challenge. Though your initial focus is on dragons' mundane cousins, as your powers grow you become attuned to actual dragons.

Nature Bond: A dragon shaman who chooses an animal companion must select a crocodile (see page 54 of the *Core Rulebook*) or monitor lizard (see page 194 of the *Bestiary*). If choosing a domain, the dragon shaman must choose from the Air, Animal, Destruction, Earth, Fire, War, and Water domains.

Wild Empathy (Ex): A dragon shaman can use her wild empathy ability with lizards as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a dragon shaman may adopt an aspect of the dragon while retaining her normal form. She gains one of the following bonuses: movement (fly speed 30 feet [average], the druid must be 5th level to select this bonus), senses (low-light vision, +4 racial bonus to Perception), toughness (+2 natural armor bonus to AC, Endurance feat), or natural weapons (bite [1d6] and 2 claws [1d4] for a Medium shaman, +2 bonus on CMB on grapple checks). While using totem transformation, the dragon shaman may speak normally and can cast *speak with animals* (lizards only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The dragon shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

Totemic Summons (Su): At 5th level, a dragon shaman may cast *summon nature's ally* as a standard action when summoning lizards, and summoned lizards gain temporary hit points equal to her druid level. She can apply the young template to any lizard to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates. This ability replaces a thousand faces.

Wild Shape (Su): At 6th level, a dragon shaman's wild shape ability functions at her druid level – 4. If she takes on the form of a lizard, she instead uses her unmodified druid level.

Dragon Bite (Su): At 8th level, a dragon shaman's bite attack (whether using totem transformation or wild shape to take the form of a lizard) deals +1d6 points of energy damage (acid, cold, electricity, or fire). She chooses what kind of energy damage that she deals each time she bites. This ability replaces the additional use of wild shape at 8th level.

Bonus Feat: At 9th level and every 4 levels thereafter, a dragon shaman gains one of the following bonus feats: Combat Casting, Dazzling Display, Magical Aptitude, Skill Focus (Knowledge [arcana]), and Spell Penetration. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

MENHIR SAVANT (ARCHETYPE)

Some druids study the paths of nature's power through the nodes and ley lines that connect standing stones and megalithic circles, learning to tap into their energies.

Spirit Sense (Sp): At 1st level, a menhir savant can detect the presence of undead; fey; outsiders; and astral, ethereal, or incorporeal creatures. This ability functions like *detect undead*, and the druid detects all of these creatures rather than trying to detect one kind. This ability replaces nature sense and wild empathy.

Place Magic (Su): At 2nd level, a menhir savant learns to identify and tap into ley lines in different types of terrain. As a free action, she can tap into the magic of a nearby ley line and increase her caster level by +1 for 1 round. She can use this ability a number of times per day equal to 3 + her Wisdom bonus. This ability replaces woodland stride and trackless step.

Walk the Lines (Su): At 9th level, a menhir savant can use her connection to ley lines to cast *transport via plants* a number of times per day equal to her Wisdom bonus.

Empty Body (Su): At 13th level, a menhir savant can become ethereal as a standard action, as if using *ethereal jaunt*. She can remain ethereal for a number of rounds per day equal to her druid level. These rounds do not need to be consecutive. This ability replaces a thousand faces.

MOONCALLER (ARCHETYPE)

A mooncaller is bound to the subtle influences of the ever-changing moon and its endless cycles from light to dark and back again.

Night Sight (Ex): At 2nd level, a mooncaller gains low-light vision. If she already has low-light vision, she gains darkvision with a range of 30 feet. If she already has darkvision, the range of her darkvision is increased by 30 feet. This ability replaces woodland stride.

Resist Call of the Wild (Ex): At 4th level, a mooncaller gains a +4 bonus on saving throws to avoid confusion, daze, feblemind, and insanity effects. She also gains a +4 bonus against the exceptional, spell-like, and supernatural abilities of creatures with the shapechanger subtype. This ability replaces resist nature's lure.

Purity of Body (Ex): At 9th level, a mooncaller gains immunity to all diseases, including supernatural and magical diseases. This ability replaces venom immunity.

Wolfsbane (Su): At 13th level, a mooncaller gains DR 3/silver, increasing to DR 4/silver at 16th level and DR 5/silver at 19th level. This ability replaces a thousand faces.

PACK LORD (ARCHETYPE)

Some druids bond with many animal companions rather than just one, achieving a level of communion rare even in druidic circles and leading their pack brothers and pack sisters with total authority.

Pack Bond (Ex): A pack lord druid may not select a domain and must choose an animal companion. The druid gains a +2 bonus on wild empathy and Handle Animal checks made regarding her animal companion. The pack lord may have more than one animal companion, but she must divide up her effective druid level between her companions to determine the abilities of each companion. For example, a 4th-level pack lord can have one 4th-level companion, two 2nd-level companions, or one 1st-level and one 3rd-level companion.

Each time a pack lord's druid level increases, she must decide how to allocate the increase among her animal companions (including the option of adding a new 1st-level companion). Once a druid level is allocated to a particular companion, it cannot be redistributed while that companion is in the pack lord's service (she must release the companion or wait until the companion dies to allocate its levels to another companion, which she can do the next time she prepares spells). The share spells animal companion ability only applies to one animal companion at a time—the pack lord cannot use it to cast a one-target spell and have it affect all of her animal companions. This ability replaces nature bond.

Improved Empathic Link (Su): The pack lord gains an empathic link with all of her animal companions. This functions like an empathic link with a familiar. In addition, as a swift action the pack lord can shift her perception to one of her companions, allowing her to experience what it sees, hears, and so on. She can maintain this connection as long as she likes (as long as the companion is within 1 mile) and end it as a free action. The druid can only use this ability on one companion at a time, and cannot see, hear, or smell with her own body while maintaining this connection. This ability replaces the 6th-level additional use of wild shape.

REINCARNATED DRUID (ARCHETYPE)

Spun off into the endless circle of life, a reincarnated druid is an embodiment of nature's eternal renewal. She lives many lives and wanders the world devoid of attachments, a stranger to all yet one with all life.

Mysterious Stranger (Ex): At 2nd level, a reincarnated druid adds 1/2 her druid level to the DC of Sense Motive, Diplomacy, and Knowledge checks to learn about her. This ability replaces woodland stride.

Resist Death's Touch (Ex): At 4th level, a reincarnated druid gains a +4 bonus on saving throws against death effects, energy drain, and necromancy effects, and on stabilization checks when dying. This ability replaces resist nature's lure.

Many Lives (Ex): At 5th level, if a reincarnated druid is killed, she may automatically *reincarnate* (as the spell) 1 day later. The reincarnated druid appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if

the reincarnated druid is slain by a death effect. A reincarnated druid cannot be raised from the dead or resurrected, though she can be reincarnated.

Wild Shape (Su): A reincarnated druid gains this ability at 6th level, and it functions at her druid level – 2.

Cheat Death (Ex): At 9th level, once per day, a reincarnated druid may reroll a save against a death effect, energy drain, or necromancy effect before the result of the roll is revealed, or reroll a failed stabilization check while dying. She must take the result of the second roll, even if it is worse than the original roll. This ability replaces venom immunity.

Tongue of the Sun and Moon (Ex): At 15th level, a reincarnated druid can speak with any living creature. This ability replaces timeless body.

SAURIAN SHAMAN (ARCHETYPE)

A shaman with this focus calls upon the primeval dinosaur, the archaic terror that lingers as a hungry, atavistic stranger at the fringes of the ecosystem, a destroyer and despoiler whose coming other animals dread.

Nature Bond: A saurian shaman who chooses an animal companion must select a dinosaur. If choosing a domain, a saurian shaman must choose from the Animal, Destruction, Strength, and War domains.



Wild Empathy (Ex): A saurian shaman can use wild empathy with dinosaurs and reptiles as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a saurian shaman may adopt an aspect of the saurian while retaining her normal form. This ability functions as the dragon shaman's totem transformation ability, but the druid may select from the following bonuses: movement (+10 enhancement bonus to land speed), scales (+2 natural armor bonus to AC), senses (low-light vision, scent), or natural weapons (bite [1d6], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple). While using totem transformation, a saurian shaman may speak normally and can cast *speaking with animals* (reptiles and dinosaurs only) at will.

Totemic Summons (Su): At 5th level, a saurian shaman may cast *summon nature's ally* as a standard action when summoning reptiles and dinosaurs, and these summoned creatures gain temporary hit points equal to her druid level. This ability otherwise functions as the dragon shaman's totemic summons ability.

Wild Shape (Su): At 6th level, a saurian shaman's wild shape ability functions at her druid level -2. If she takes on the form of a reptile or a dinosaur, she instead uses her druid level +2.

Bonus Feat: At 9th level and every 4 levels thereafter, a saurian shaman gains one of the following bonus feats: Improved Overrun, Nimble Moves, Power Attack, Skill Focus (Intimidate), or Vital Strike. She must meet the prerequisites for these bonus feats. This ability replaces venom immunity.

SHARK SHAMAN (ARCHETYPE)

Some druids emulate the deadly shark, a remorseless hunter that marine dwellers dread. Like a true shark, a shark shaman leaves blood and fear in her wake.

Nature Bond: A shark shaman who chooses an animal companion must select a shark. If choosing a domain, a shark shaman may choose the Animal, Death, War, or Water domain.

Wild Empathy (Ex): A shark shaman can use wild empathy with fish as a full-round action with a +4 bonus.

Totem Transformation (Su): At 2nd level, a shark shaman may adopt an aspect of the shark while retaining her normal form. This ability functions as the dragon shaman's totem transformation ability, but the druid may select from the following bonuses: movement (can breathe water, swim speed 30 feet), senses (scent 30 feet, scent 90 feet in water), natural weapons (bite 1d6 for a Medium shaman), or shark skin (+2 natural armor, creatures grappling the shaman take 1 point of slashing damage per round of grapple). While using totem transformation, the shark shaman may speak normally and can cast *speaking with animals* (fish only) at will.

Totemic Summons (Su): At 5th level, a shark shaman may use *summon nature's ally I* to summon a stingray (*Bestiary* 2) and *summon nature's ally II* to summon a manta ray (*Bestiary* 2). She may cast *summon nature's ally* as a standard action when summoning rays and sharks, and summoned rays and sharks gain a number of temporary hit points equal to her druid level. This ability otherwise functions as the dragon shaman's totemic summons ability.

Wild Shape (Su): At 6th level, a shark shaman's wild shape ability functions at her druid level -2. If she takes on the form of a shark, she instead uses her druid level +2.

Bonus Feat: At 9th level and every 4 levels thereafter, a shark shaman gains one of the following bonus feats: Bleeding Critical, Improved Initiative, Lightning Reflexes, Self-Sufficient, or Skill Focus (Swim). She must meet prerequisites for these bonus feats. This ability replaces venom immunity.

STORM DRUID (ARCHETYPE)

While most druids focus their attention upon the rich earth and the bounty of nature that springs forth from it, the storm druid's eyes have ever been cast to the skies and the endless expanse of blue, channeling the most raw and untamed aspects of nature.

Spontaneous Domain Casting: A storm druid can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower. This replaces spontaneous casting.

Nature Bond (Ex): A storm druid may not choose an animal companion. A storm druid must choose the Air or Weather domain, or the Cloud, Storm, or Wind subdomain (see page 86 of the *Advanced Player's Guide* for subdomains).

Windwalker (Ex): At 2nd level, the penalties from natural or magical wind effects (see page 439 of the *Core Rulebook*) are treated as one step less severe for a storm druid. This ability replaces woodland stride.

Stormvoice (Ex): At 3rd level, a storm druid's voice can magically carry over howling winds and peals of thunder. Whenever a Perception check is needed to hear the druid's voice, the DC is reduced by an amount equal to the druid's level. This ability replaces trackless step.

Eyes of the Storm (Ex): At 4th level, a storm druid can see through 10 feet of magical fog, mist, gas, wind, rain, or similar inclement weather conditions, ignoring any concealment it might grant. This distance increases by 5 feet for every 4 levels beyond 4th. This ability replaces resist nature's lure.

Windlord: At 9th level, a storm druid can select another domain or subdomain from those available to her through her nature bond. This ability replaces venom immunity.

Storm Lord (Ex): At 13th level, a storm druid is unaffected by natural and magical wind effects. She also becomes immune to deafness and gains +2 bonus on saving throws against sonic effects. This ability replaces a thousand faces.



INQUISITOR

Almost everyone has a vision of the inquisitor—garbed in a mix of regalia and the rough-and-tumble tools of the adventurer, her word is often treated as divine law. But this is merely the most dramatic aspect of the inquisitor. Her world is filled with secret knowledge, constant danger, and strange mortal and outsider politics. The inquisitor's path has many branches and specializations, each with its own methods for rooting out and vanquishing enemies of the faith.

An inquisitor has a class ability that gives her access to one of her deity's domains; this access is one way to tune an inquisitor's abilities to fit the deity's interests. However, because an inquisitor only gets the granted powers of a domain and not its spells, some domains are poor choices for an inquisitor because they rely on cleric class abilities that inquisitors don't get. For example, the Sun domain's 1st-level granted power augments the effects of channel energy, but inquisitors don't have the channel energy ability, so they gain no benefit from their domain selection until 8th level, when they get a second granted power.

To remedy that problem, this section introduces inquisitions—new, specialized domainlike class features for inquisitors that grant abilities appropriate to their deity's portfolio. Following the inquisitions are new inquisitor archetypes.

INQUISITIONS

While inquisitors often take on the domains permitted to the clerics of the faith, they are privy to special lore not open to priests and other agents of their religion. These divine pursuits, called inquisitions, grant inquisitors the tools necessary for the fight against enemies of the faith. An inquisitor may select an inquisition in place of a domain.

If an inquisition's granted power calls for a saving throw, the DC of the save is equal to $10 + 1/2$ the character's inquisitor level + her Wisdom modifier. Unless otherwise stated, the caster level for granted power spell-like abilities is equal to the inquisitor's class level.

Inquisitions are intended for inquisitors, not for other classes that give access to domains. While a cleric or other domain-using class can select an inquisition in place of a domain (if appropriate to the character's deity), inquisitions do not grant domain spell slots or domain spells, and therefore are much weaker choices for those classes. These other classes use the appropriate class level as their inquisitor level for the purpose of inquisition

granted powers (clerics use their cleric level as their inquisitor level, and so on).

Anger Inquisition

Deities: Gorum, Rovagug.

Granted Powers: Holy (or unholy) rage, granted by your patron deity, ensures that when you fight, the battle ends with a bloody victory.

Hateful Retort (Ex): Once per day, as an immediate action after you have been hit with a melee attack, you can make a melee attack against the creature that hit you. This melee attack is at your highest attack bonus, even if you've already attacked in the round.

Divine Anger (Ex): At 6th level, you gain the ability to rage like a barbarian. Your effective barbarian level for this ability is your inquisitor level – 3. If you have levels in barbarian, these levels stack when determining the effect of your rage. You do not gain any rage powers from this granted power, though if you have rage powers from another class, you may use them with these rages. You can rage a number of rounds per day equal to your Wisdom bonus, plus 1 round for every inquisitor level above 4th.

Conversion Inquisition

Deities: Any deity.

Granted Powers: You are a powerful persuader. A honeyed tongue empowered by divine argumentation sways the indifferent and adversarial to your side.

Charm of Wisdom (Ex): You use your Wisdom modifier instead of your Charisma modifier when making Bluff, Diplomacy, and Intimidate checks.

Swaying Word (Sp): At 8th level, once per day you may speak a word of divinely inspired wisdom that causes a single creature to switch its alliance to you. The target must be within line of sight and able to hear you. If he fails his Will save, he is affected by *dominate person*, except the duration is only 1 minute.

Fate Inquisition

Deities: Nethys, Norgorber, Pharasma.

Granted Powers: Fate is a powerful tool for those who dole out justice for their deity. You can read the strands of fate, and those strands guide your endeavors.

Augury (Sp): Once per day, you can use *augury* as a spell-like ability.

Agent of Fate (Su): At 8th level, when you use your *augury* spell-like ability, you gain a benefit that lasts until the end of your next combat. If the result was "weal," all curing effects used on you cure an additional +1d10 hit points. If the result was "woe," your melee attacks deal an additional +1d6 points of damage. If the result is "weal and woe" or "nothing," you gain a +2 insight bonus to your Armor Class.

TABLE 1-2: INQUISITIONS FOR GOLARION DEITIES

Deity	AL	Portfolio	Inquisitions
Erastil	LG	Family, farming, hunting, trade	Conversion, Heresy, Illumination, Valor, Zeal
Iomedae	LG	Honor, justice, rulership, valor	Conversion, Heresy, Justice, Order, Persistence, Truth, Valor
Torag	LG	The forge, protection, strategy	Conversion, Heresy, Imprisonment, Tactics
Sarenrae	NG	Healing, honesty, redemption, the sun	Conversion, Heresy, Illumination, Order, Truth, Valor
Shelyn	NG	Art, beauty, love, music	Conversion, Fervor, Heresy
Cayden Cailean	CG	Ale, bravery, freedom, wine	Conversion, Fervor, Valor
Desna	CG	Dreams, luck, stars, travelers	Conversion, Heresy, Illumination, Oblivion
Abadar	LN	Cities, law, merchants, wealth	Conversion, Heresy, Imprisonment, Order
Irori	LN	History, knowledge, self-perfection	Conversion, Illumination, Tactics
Gozreh	N	Nature, the sea, weather	Conversion, Fervor, Heresy
Nethys	N	Magic	Conversion, Fate, Heresy, Zeal
Pharasma	N	Birth, death, fate, prophecy	Conversion, Fate, Heresy, Justice, Oblivion, Truth
Calistria	CN	Lust, revenge, trickery	Conversion, Fervor, Heresy, Torture, Vengeance
Gorum	CN	Battle, strength, weapons	Anger, Conversion, Heresy, Tactics
Asmodeus	LE	Contracts, pride, slaves, tyranny	Conversion, Heresy, Imprisonment, Persistence, Torture
Zon-Kuthon	LE	Darkness, envy, loss, pain	Conversion, Heresy, Oblivion, Torture
Norgorber	NE	Greed, murder, poison, secrets	Conversion, Fate, Heresy, Torture, Vengeance
Urgathoa	NE	Disease, gluttony, undeath	Conversion, Heresy, Persistence, Vengeance
Lamashtu	CE	Madness, monsters, nightmares	Conversion, Heresy, Oblivion, Vengeance
Rovagug	CE	Destruction, disaster, wrath	Anger, Conversion, Heresy, Vengeance

Fervor Inquisition

Deities: Calistria, Cayden Cailean, Gozreh, Shelyn.

Granted Powers: Only a passionate and righteous will such as yours can ensure that justice will be properly done.

Fire of Belief (Sp): You can unleash a gout of holy or unholy flame that sears one target within 30 feet as a ranged touch attack. The target takes 1d6 points of fire damage plus half your inquisitor level (minimum +1). If you are good, the flames only harm nongood targets. If you are evil, the flames only harm nonevil targets. If you are neither good nor evil, when you gain this ability you must decide whether the flames harm only nongood or nonevil targets; once you make this decision, it cannot be changed (though if your alignment changes, the effect of the flames changes appropriately). You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Fervent Action (Ex): At 8th level, once per day as a swift action, you can make a single melee attack at your highest attack bonus, move up to your speed, or cast a prepared inquisitor spell (of a spell level up to one lower than the highest level spell you can cast) as per Quickened Spell.

Heresy Inquisition

Deities: Abadar, Asmodeus, Calistria, Desna, Erastil, Gorum, Gozreh, Iomedae, Lamashtu, Nethys, Norgorber, Pharasma, Rovagug, Sarenrae, Shelyn, Torag, Urgathoa, Zon-Kuthon.

Granted Powers: Often it is hard to tell heretics from the faithful. You use duplicity, stealth, and the heretics' own arguments to root them out and bring them to justice.

Righteous Infiltration (Ex): You use your Wisdom modifier instead of your Charisma modifier when making Bluff and Intimidate checks.

Blessed Infiltration (Ex): At 4th level, when you make a Bluff, Diplomacy, or Stealth check, you may roll twice and take the more favorable result. You can use this ability a number of times per day equal to your Wisdom bonus.

Word of Anathema (Sp): At 8th level, once per day, you can speak a word of anathema against a single creature within 60 feet (Will negates). This acts as *bestow curse* and lasts for 1 minute, giving the target a –4 penalty on attack rolls, saves, ability checks, and skill checks.

Illumination Inquisition

Deities: Desna, Erastil, Irori, Sarenrae.

Granted Powers: Many times an inquisitor's greatest weapon is pure and unflinching illumination; errors are often illuminated by light and wisdom.

Illuminating Touch (Sp): You cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to 1/2 your inquisitor level on a single Will saving throw, Knowledge check, Perception check, or Sense Motive check. This ability lasts for 1 hour or until the creature chooses to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Wisdom modifier.

Aura of Enlightenment (Su): At 4th level, you can create a 30-foot-radius aura of normal light. Allies in this aura



gain a +2 insight bonus on skill checks. This counts as a 2nd-level light effect for the purpose of countering or dispelling darkness effects. You can use this aura for a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive.

Imprisonment Inquisition

Deities: Abadar, Asmodeus, Torag.

Granted Powers: Sometimes it is better to capture foes than to kill them—whether your intention is to punish them for their crimes or to torture them for information.

Caging Strike (Su): With a devastating weapon strike, spectral chains wrap around your target for a short period of time. Whenever you confirm a critical hit with a melee or ranged weapon attack (including spells that require attack rolls), you can choose to also entangle that target for 1d4 rounds (Fortitude negates). You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Divine Prison: At 8th level, once per day upon making a successful melee attack, you can affect your target with *hold monster* (Will negates).

Justice Inquisition

Deities: Iomedae, Pharasma.

Granted Powers: Some must learn that to submit to one's fate often means submitting to your form of justice.

Judicious Force (Su): If you or an ally within 10 feet makes a critical threat with a melee or ranged attack, as an immediate action you may add +4 to the confirmation roll. This does not stack with the Critical Focus feat. You may use this ability a number of times per day equal to your Wisdom bonus.

Chains of Justice (Su): At 6th level, once per day, you can bind an opponent within 60 feet to you with spectral chains (Will negates). When you take damage from an enemy, the bound target takes this damage as well. Whenever the bound target takes damage from you or one of your allies, you take this damage as well. You and the target are not physically bound to each other, and either can end the connection by breaking the line of effect or exceeding the ability's range. You may dismiss the chains as a standard action.

Oblivion Inquisition

Deities: Desna, Lamashtu, Pharasma, Zon-Kuthon.

Granted Powers: Some inquisitors believe that without faith there is only oblivion. But there are some divine servants who know enough about the darkness that lies beyond faith to use it as a tool... and a weapon.

Life Anchor (Su): You gain a 10-foot-radius aura that helps dying creatures cling to life. Within this aura, a dying creature (including yourself) adds your Wisdom bonus to its stabilization checks (in addition to any other modifiers to stabilization checks).

Stare of Oblivion (Sp): At 8th level, you can use *feeblemind* as a gaze attack against one creature (Will negates). This effect lasts 1d4 rounds. You can use this ability once per day at 8th level, and one additional time per day for every four levels beyond 8th.

Order Inquisition

Deities: Abadar, Iomedae, Sarenrae.

Granted Powers: Most inquisitors fight insane aberrations and demonic creatures as well as the chaos of heresy. They use the dictum and the mantles of law in order to aid their struggle.

Mantle against Chaos (Sp): You can use *protection from chaos* on yourself or another creature as a spell-like ability. You can use this ability for a number of minutes per day equal to your inquisitor level (minimum 1). This duration does not need to be consecutive, but it must be used in 1 minute increments.

Commanding Order (Sp): At 8th level, you can use *greater command*, except it only affects a single target. You can use this ability a number of times per day equal to 3 + your Wisdom bonus.

Persistence Inquisition

Deities: Asmodeus, Iomedae, Urgathoa.

Granted Powers: Your deity chose you for your persistence. You have vowed to pursue the enemies of the faith to the world's end if necessary. You receive Step Up as a bonus feat.

Relentless Footing (Ex): As a swift action, you can add 10 feet to your land speed. This increase counts as an enhancement bonus, and it affects your jumping distance as normal for increased speed. You can use this ability a number of times per day equal to 3 + your Wisdom bonus (minimum 1).

Inner Strength (Su): At 6th level, once per day, you may heal yourself as a swift action, healing 1d6 hit points for every two inquisitor levels you possess. When you use this ability, you can also remove one of the following conditions from yourself: blinded, confused, dazzled, deafened, frightened, nauseated, shaken, sickened, or staggered.

Tactics Inquisition

Deities: Gorum, Irori, Torag.

Granted Powers: It is the cold and tactical mind that often wins the day. A proper, carefully considered sacrifice can inspire one's allies to serve your cause.

Inquisitor's Direction (Su): At the start of your turn, you can choose to enter a tranquil, reflective state and forgo all actions (standard, move, swift, immediate, and free actions, including attacks of opportunity) for that round; one ally of your choice within 30 feet gains the benefit of *haste* for 1 round. You can use this ability a number of times per day equal to your 3 + Wisdom bonus (minimum 1).



Grant the Initiative (Ex): At 8th level, you and all allies within 30 feet may add your Wisdom bonus to your initiative checks.

Torture Inquisition

Deities: Asmodeus, Calistria, Norgorber, Zon-Kuthon.

Granted Powers: Only through pain can truth and justice come to the surface. And if that doesn't work, at least you've enacted divine vengeance.

Torturer's Presence (Ex): You gain a +2 bonus when using the Intimidate skill. This is in addition to your bonus for Stern Gaze.

Torturer's Touch (Sp): You may use *touch of fatigue* as a spell-like ability. Creatures that are immune to pain effects are immune to this touch. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Critical Precision (Ex): At 8th level, when you roll a critical threat, you may expend one use of your torturer's touch ability to add +4 on your critical confirmation roll. This does not stack with Critical Focus.

Truth Inquisition

Deities: Iomedae, Pharasma, Sarenrae.

Granted Powers: To find truth, one has to wring honesty from others—whether in a friendly or hostile manner.

Justice's True Path (Sp): As a standard action, you can touch a creature, granting an insight bonus on one attack roll, skill check, ability check, or saving throw before your next turn; this bonus is equal to half your inquisitor level (minimum 1) and lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Grasp of Honesty (Su): At 8th level, any creature you are grappling or pinning is affected by *zone of truth* (Will negates). Outside of combat, you may use this ability by touching a target with both hands. You can use this ability a number of rounds per day equal to your inquisitor level. These rounds do not need to be consecutive. The effect ends if you stop grappling, pinning, or touching the target.

Valor Inquisition

Deities: Cayden Cailean, Erastil, Iomedae, Sarenrae.

Granted Powers: It takes courage to confront the enemies of your faith.

Touch of Resolve (Sp): You may use *remove fear* on a single creature a number of times per day equal to your 3 + your Wisdom bonus.

Fearless (Su): At 8th level, you become immune to fear.

Vengeance Inquisition

Deities: Calistria, Lamashtu, Norgorber, Rovagug, Urgathoa.

Granted Powers: Vengeance is justice naked of pretense. On your oath, you will deliver justice so unbounded.

Divine Retribution (Sp): As a standard action, you can point at one creature within 30 feet to indicate that it is the target of divine wrath. A mishap or an accident appropriate to the environment occurs, such as a branch falling on the creature, rocks falling from the ceiling, or some other nonmagical misfortune; regardless of the cause, the mishap deals 1d6 points of damage + 1 point for every two inquisitor levels you possess (Reflex half). The GM decides whether this damage is bludgeoning, piercing, or slashing damage. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Final Vengeance (Su): At 8th level, once per day, you can make one melee attack against an opponent within reach in response to an attack that would reduce you to negative hit points. Once your attack is resolved, you suffer the normal effect of the attack that provoked this ability. Effects that kill you or do not reduce you to negative hit points (such as ability damage or drain, negative levels, and *disintegrate*) do not trigger this ability.

Zeal Inquisition

Deities: Erastil, Nethys.

Granted Powers: An inquisitor needs unyielding zeal in order to make sure her deity's work is done.

Zealous Surge (Sp): Once per day, when you are reduced to 0 or fewer hit points, you heal a number of hit points equal to your inquisitor level + your Wisdom modifier.

Scourge of the Enemy (Ex): At 8th level, select one religion that is a rival or opponent of your religion. You treat members of this religion as if they were your favored enemy (as the ranger class ability), gaining a +2 bonus on the appropriate rolls. At 13th level, these bonuses increase to +4, and at 18th level, the bonuses increase to +6. These bonuses do not stack with other favored enemy bonuses (use the highest bonus that applies).

EXORCIST (ARCHETYPE)

Some inquisitors, as they learn more about the threat of possession and the machinations of the planes, task themselves to expel possessing spirits and conniving outsiders from the world whenever possible. Eventually they learn the secret of the verdicts of exorcism, exile, and anathema.

Verdict of Exorcism (Su): At 8th level, an inquisitor using judgment can unleash the verdict of exorcism on a creature. When she does, her judgment ends, but the creature is dazed for 1 round (Will negates); if the creature is possessed, the possessing entity must succeed at a Will saving throw (DC 10 + 1/2 inquisitor level + inquisitor's Wisdom bonus), or be exorcised and never again allowed in that same body. This ability replaces second judgment.

Verdict of Exile (Su): At 16th level, an inquisitor using judgment can unleash the verdict of exile on a creature.



When she does, her judgment ends, but the creature subject to that judgment is dazed for 1 round (Will negates, DC of 10 + 1/2 inquisitor level + Wisdom bonus). If the creature is possessed or an outsider, the possessing entity or the outsider is affected by *dismissal* (Will negates). This ability replaces third judgment.

Closed Mind (Su): An exorcist inquisitor must close off her mind to deny her enemies even a foothold. At 17th level, the inquisitor becomes immune to compulsion effects and possession attempts (including *magic jar*). This ability replaces slayer.

Verdict of Anathema (Su): At 20th level, an inquisitor using judgment can unleash the verdict of anathema on her enemies. When she does, her judgment ends, and all enemy creatures within 10 feet are affected by her verdict of exorcism. This ability replaces true judgment.

HERETIC (ARCHETYPE)

While all inquisitors hunt the enemies of the faith, sometimes, either through political maneuvering by her enemies or an unyielding tenacity that breaks her faith's basic tenets, an inquisitor can find herself a heretic. Still unyielding in her cause, these heretics are accustomed to using guile and deception to hide themselves and their activities while they continue to hunt their enemies.

Judgment (Su): A heretic gains the following judgment in addition to the normal list of inquisitor judgments.

Escape (Su): Each time the inquisitor using this judgment hits an opponent with a melee or ranged attack, she can use a move action attempt to create a diversion to hide (see the *Stealth* skill).

Lore of Escape (Ex): At 1st level, the heretic uses every trick she knows to escape those now pursuing her. She adds her Wisdom modifier on Bluff and Stealth skill checks in addition to the normal ability score modifiers. This ability replaces monster lore.

Hide Tracks (Ex): At 1st level, a heretical inquisitor is adept at hiding her tracks. Creatures attempting to track her take a -5 penalty on rolls to find or follow her tracks.

Ex-Inquisitors

An inquisitor who becomes an ex-inquisitor can, with the GM's permission, take the heretic archetype, replacing her class abilities with the appropriate archetype abilities. If the character atones or joins a different faith, she loses her heretic abilities and regains her previous inquisitor class abilities.

INFILTRATOR (ARCHETYPE)

This inquisitor uses guile and deception to blend in among the enemies of the faith rather than confronting them head-on.

Misdirection (Sp): At 1st level, each day when the infiltrator prepares spells, she may choose an alignment. She detects as that alignment as if she had used *misdirection* on a creature with that alignment (this does not change any divination results about her other than her alignment). This power replaces stern gaze.

Guileful Lore (Ex): At 1st level, the infiltrator's will is bent toward subterfuge and deception. She adds her Wisdom modifier on Bluff and Diplomacy skill checks in addition to the normal ability score modifiers. This ability replaces monster lore.

Forbidden Lore (Ex): While other inquisitors learned to track unbelievers, an infiltrator learns how to cast their spells. An infiltrator can cast spells of an alignment opposed to her or her deity (ignoring the restriction in the Chaotic, Evil, Good, and Lawful Spells class ability). This ability replaces track.

Necessary Lies (Su): An infiltrator adds her class level on saving throws against abilities that detect lies or reveal or force the truth, such as *detect lies* and *zone of truth*. This power replaces discern lies.



PREACHER (ARCHETYPE)

Some inquisitors wander the land to spread the true word of their faith. Often they come into conflict with those hostile to their teachings or to the preacher's need to help those who cannot help themselves. The leaders of evil or aggressive religions send these preachers into new territories to win converts and hopefully allies. Often, they start uprisings against powers hostile to their religion, or defend a group of honest believers from the depredations of the unfaithful.

Determination (Ex): At 3rd level, the preacher is a person of few words on the battlefield, but those words hold great power and authority. Once per day, the inquisitor can use this ability to create one of the following effects. Each is a free action to use unless stated otherwise.

Aggression: The preacher may reroll an attack roll that she just made before the results of the roll are revealed. She must take the result of the reroll, even if it's worse than the original roll.

Defense: When the inquisitor would be hit by a melee or ranged attack, as an immediate action she may add a +4 insight bonus to her Armor Class against that attack, and if this makes the inquisitor's AC higher than the opponent's attack roll, the attack misses.

Warning: When a preacher's ally within line of sight would be hit by a melee or ranged attack, she may call out a warning to that ally, and the attacker must reroll the attack and use the results of the second roll. The ally must be able to hear the preacher and must not be helpless for this ability to have any effect.

Whenever the preacher could select a bonus teamwork feat (at 3rd, 6th, 9th, 12th, 15th, and 18th level), she can instead choose to increase her number of uses per day of this ability by one. This ability replaces solo tactics.

SIN EATER (ARCHETYPE)

There is a sect of inquisitors in some religions that believes it is not enough to hunt the enemies of the church—one must also devour those enemies' sins. More benign versions of the practice believe that sin, or evil, is taken out of the world when a sin is devoured, denying the enemy's soul to the enemy's god and purifying the world of its taint. Followers of malevolent churches believe that consuming the sins of good folk not only corrupts the enemy soul to keep it from the celestial planes, but also taints the souls of those who witness the sin-eating or the corpse of its victim. Consuming sins empowers the sin eater, at least for a time.

Eat Sin (Sp): At 1st level, as a free action, when the sin eater inquisitor kills an enemy, she may eat the sins of that enemy by spending 1 minute adjacent to its corpse. This provokes attacks of opportunity. The inquisitor can rush this ritual, performing it as a full-round action that

provokes attacks of opportunity, but she only gains half the normal benefit (see below).

Eating the enemy's sins heals the inquisitor of a number of hit points of damage equal to 1d8 + her inquisitor level (maximum +5). The enemy must have been killed by the sin eater within the last hour, and it must have had at least as many Hit Dice as half the inquisitor's level. The inquisitor can use this ability once for each enemy she kills. This ability has no effect on mindless creatures or those with Intelligence 2 or less.

At 5th level, the healing increases to 2d8 plus her inquisitor level (maximum +10); it increases to 3d8 + her inquisitor level (maximum +15) at 9th level and to 4d8 + her inquisitor level (maximum +20) at 13th level.

In some faiths, this "eating" is a purely symbolic act, while in others, the inquisitor must eat a small amount of food and water as part of the ritual. A few extreme faiths actually require the inquisitor to eat some of the body of the slain enemy.

At 8th level, when a sin eater eats the sins of a creature that would rise as an undead (such as someone slain by a shadow, spectre, or vampire), the sin eater may choose to accept 1 temporary negative level to absorb the taint in the corpse, preventing it from rising as an undead. This negative level can be removed with the appropriate magic, though it automatically expires after 24 hours, and never becomes a permanent negative level. At the GM's discretion, this ability may prevent a ghost from using its rejuvenation ability.

This ability replaces an inquisitor's domain.

Speak with Dead (Sp): At 6th level, when the inquisitor eats an enemy's sins, within 10 minutes of doing so, she can ask the remnants of the enemy's soul questions as if using *Speak with Dead*, with a caster level equal to her inquisitor level. She does not need the enemy's corpse to use this ability (she can eat sin, move away from the corpse, then use *Speak with Dead*), though the soul gets a saving throw just as a corpse would. This ability replaces the bonus teamwork feat gained at 6th level.

Burden of Sin (Sp): At 14th level, a sin eater may spend a full-round action to transfer one harmful affliction, condition, or spell effect from another creature to herself (this includes curses, possessions, and permanent effects such as petrification, or any condition that *break enchantment* can end or reverse). The effect to be transferred is chosen by the sin eater and affects her as if she were the original target, continuing its duration (if any) and preventing any further effect on the original bearer. For example, the inquisitor could transfer a lethal disease to herself, or petrify herself to restore a petrified comrade. The sin eater can use this ability as often as desired, even using it multiple times on the same creature. This ability replaces exploit weakness.



MAGUS

Magi often defy expectations. Many are mistaken for rogues and swashbucklers dabbling in minor magic, often to their opponents' detriment. Clerics, oracles and wizards often view these spellcasters with a degree of mistrust, as they seldom understand the nature or—more importantly—the source of magi's arcane power. This is especially true of the rare magi who dabble in hexcraft or carry strange sentient blades with alien goals and an ever-increasing lust for power. To more formulaic or hierarchal spellcasting traditions, such powers can only mean meddling from beings beyond mortal understanding.

Monks and sorcerers are often more accepting of magi, as they know that life energy and magic are more powerful than formulae and devotion would dictate, and see magi as fellow travelers on the road toward power, if not wisdom.

Because of the magi's flexibility, it is rare to find two who practice their arcane arts in exactly the same way, giving rise to many different organizations, disciplines, and tactics.

BLADEBOUND (ARCHETYPE)

A select group of magi are called to carry a *black blade*—a sentient weapon of often unknown and possibly unknowable purpose. These weapons become valuable tools and allies, as both the magus and weapon typically crave arcane power, but as a *black blade* becomes more aware, its true motivations manifest, and as does its ability to influence its wielder with its ever-increasing ego.

Black Blade (Ex): At 3rd level, the bladebound magus gains a powerful sentient weapon called a *black blade*, whose weapon type is chosen by the magus (see sidebar). A magus with this class feature cannot take the familiar magus arcana, and cannot have a familiar of any kind, even from another class.

Instead of the normal arcane pool amount, the bladebound magus's arcane pool has a number of points equal to 1/3 his

level (minimum 1) plus his Intelligence bonus. This ability changes the Arcane Pool class feature and replaces the magus arcana gained at 3rd level.

Magus Arcana: The following magus arcana complement the bladebound magus archetype: arcane accuracy, broad study, dispelling strike, and reflection.

Black Blade Basics: A black blade is bonded to a particular magus, much like a familiar, but in more of a partnership than a master-servant relationship.

Intelligence: This is the intelligence score of the *black blade*. It starts at 10 and increases by 1 for every two levels of the bladebound magus (at 3rd level, 5th level, and so on).

Wisdom and Charisma: As the bladebound magus increases in level, so do the Wisdom and Charisma of the *black blade*. These abilities start at 6 and increase by 1 for every two levels of magus.

Ego: A *black blade* starts with an ego of 5, and that ego increases as the blade becomes more powerful, as per Table 1–3 below. In cases where a wielder and the *black blade* come into conflict, like any intelligent item, a *black blade* can attempt to exert its dominance using the rules on page 535 of the *Core Rulebook*. Due to its flexible and powerful nature, a *black blade* has a nonstandard ego progression.

Languages and Skills: A *black blade* starts with Common as a language. As the *black blade* increases in Intelligence, it manifests knowledge of languages and arcane lore. Upon reaching an Intelligence of 12, it gains a bonus language of the GM's choice, and gains 1 rank in Knowledge (arcana). Each time the sword gains a bonus to Intelligence, it gains another language and another rank in Knowledge (arcana).

Senses: A *black blade* is aware of everything around it like a creature that can see and hear. It can be blinded and deafened as if it were a creature. It uses the saving throws of its magus, even if the magus is not currently wielding the *black blade*.

Black Blade Arcane Pool: A *black blade* has an arcane pool with a number of points equal to 1 + its Intelligence bonus.

Black Blade Ability Descriptions: A *black blade* has special abilities (or imparts abilities to its wielder) depending on the wielder's magus level. The abilities are cumulative. A

TABLE 1–3: BLACK BLADE PROGRESSION

Magus Class Level	Enhancement			Ego	Special
	Bonus	Int	Wis/Cha		
3rd–4th	+1	11	7	5	Alertness, <i>black blade</i> strike, telepathy, unbreakable
5th–6th	+2	12	8	8	Energy attunement
7th–8th	+2	13	9	10	—
9th–10th	+3	14	10	12	Teleport blade
11th–12th	+3	15	11	14	—
13th–14th	+4	16	12	16	Transfer arcana
15th–16th	+4	17	13	18	—
17th–18th	+5	18	14	22	Spell defense
19th–20th	+5	19	15	24	Life drinker

BLACK BLADES

A *black blade* is a particular form of intelligent weapon gained by a magus with the bladebound archetype. There are several ways a magus might gain this weapon. Sometimes it just appears among the magus's possessions, and its origin is a mystery. Other times the magus finds a *black blade* during an adventure or event of some kind. Sometimes a *black blade* is passed down generation to generation in an ongoing search for a magus who can unlock its true potential.

A *black blade* is always a one-handed slashing weapon, a rapier, or a sword cane (see the *Advanced Player's Guide*). The magus chooses the blade's type upon gaining the blade, and once chosen, it can't be changed. As a bladebound magus increases in level, his *black blade* gains power.

A *black blade* is independently conscious but features some personality traits reflecting its wielder. A *black blade* always has the same alignment as its wielder and even changes its alignment if its wielder does. The blade typically works toward its wielder's goals, but not always without argument or backlash. Each *black blade* has a mission, and while sometimes two or more *black blades* will work in concert, each mission is singular in purpose (the *black blade*'s mission is usually up to the GM and the needs of the campaign or the adventure, or a GM can roll randomly for the weapon's purpose using Table 15–25 on page 534 of the *Core Rulebook*). Some *black blades* are very open about their missions, but most are secretive. Certain sages have speculated that an invisible hand or arcane purpose moves these weapons.

black blade normally refuses to use any of its abilities when wielded by anyone other than its magus, and acts as a masterwork weapon of its type.

Alertness (Ex): While a magus is wielding his *black blade*, he gains the Alertness feat.

Black Blade Strike (Sp): As a free action, the magus can spend a point from the *black blade*'s arcane pool to grant the *black blade* a +1 bonus on damage rolls for 1 minute. For every four levels beyond 1st, this ability gives the *black blade* another +1 on damage rolls.

Telepathy (Su): While a magus is wielding or carrying his *black blade*, he can communicate telepathically with the blade in a language that the magus and the *black blade* share.

Unbreakable (Ex): As long as it has at least 1 point in its arcane pool, a *black blade* is immune to the broken condition. If broken, the *black blade* is unconscious and powerless until repaired. If destroyed, the *black blade* can be reforged 1 week later through a special ritual that

costs 200 gp per magus level. The ritual takes 24 hours to complete.

Energy Attunement (Su): At 5th level, as a free action, a magus can spend a point of his *black blade*'s arcane pool to have it deal one of the following types of damage instead of weapon damage: cold, electricity, or fire. He can spend 2 points from the *black blade*'s arcane pool to deal sonic or force damage instead of weapon damage. This effect lasts until the start of the magus's next turn.

Teleport Blade (Sp): As a standard action, a magus of 9th level or higher can expend an arcane point from his or his *black blade*'s arcane pool, and can call his *black blade* from as far as 1 mile away, causing it to instantaneously teleport to his hand.

Transfer Arcana (Su): At 13th level, once per day, a magus can attempt to siphon points from his *black blade*'s arcane pool into his own arcane pool. Doing so takes a full-round action and the magus must succeed at a Will saving throw with a DC equal to the *black blade*'s ego. If the magus succeeds, he regains 1 point to his arcane pool for every 2 points he saps from his *black blade*. If he fails the saving throw, the magus becomes fatigued (but can try again). If he is fatigued, he becomes exhausted instead. He cannot use this ability if he is exhausted.

Spell Defense (Sp): A magus of 17th level or higher can expend an arcane point from his weapon's arcane pool as a free action; he then gains SR equal to his *black blade*'s ego until the start of his next turn.

Life Drinker (Su): At 19th level, each time the magus kills a living creature with the *black blade*, he can pick one of the following effects: the *black blade* restores 2 points to its arcane pool; the *black blade* restores 1 point to its arcane pool and the magus restores 1 point to his arcane pool; the magus gains a number of temporary hit points equal to the *black blade*'s ego (these temporary hit points last until spent or 1 minute, whichever is shorter). The creature killed must have a number of Hit Dice equal to half the magus's character level for this to occur.

HEXCRAFTER (ARCHETYPE)

A hexcrafter magus has uncovered the secret of using his arcane pool to recreate witch hexes. These magi can hex friend and foe, curse those they strike, and expand their spell selection to include many curses and harmful spells.

Hex Magus (Su): At 4th level, the hexcrafter magus gains access to a small number of witch's hexes (see the *Advanced Player's Guide*). The hexcrafter magus picks one hex from the witch's hex class feature. He gains the benefit of or uses that hex as if he were a witch of a level equal to his magus level. This feature replaces spell recall.

Hex Arcana: A hexcrafter gains access to the following magus arcana, or may select any witch hex in place of a magus arcana. At 12th level, the hexcrafter may select a



hex or major hex in place of a magus arcana. At 18th level, a hexcrafter can select a hex, major hex, or grand hex in place of a magus arcana. He cannot select any hex or arcana more than once.

Accursed Strike (Sp): A hexcrafter magus who can cast *bestow curse*, *major curse*, or any spell with the curse descriptor can deliver these prepared spells using the spellstrike ability, even if the spells are not touch attack spells.

Spells: A hexcrafter magus adds the following spells to his magus spell list: *bestow curse*, *major curse*, and all other spells of 6th level or lower that have the curse descriptor.

Magus Arcana: The following magus arcana complement the hexcrafter archetype: arcane accuracy, broad study, familiar, and quicken magic.

SPELLBLADE (ARCHETYPE)

A spellblade magus can manifest a ghostly blade of force that can be used as an off-hand weapon.

Force Athame (Sp): At 2nd level, a spellblade magus can sacrifice a prepared magus spell of 1st level or higher as a swift action to create a dagger of force in his off hand. The athame lasts for 1 minute or until dismissed, has an enhancement bonus on attack and damage rolls equal to the level of the spell sacrificed (maximum +5), and is considered a weapon the spellblade is holding for purposes of his arcane pool feature (using the pool to add abilities to a held weapon applies to the magus's physical weapon and to the athame for no additional cost). The athame acts as a dagger, but the hand holding it is still considered free for the purpose of casting spells and delivering touch attacks. The magus can use the athame as if he were fighting with two weapons, or can use that hand to cast spells as part of the spell combat class ability (but not both in the same round). Attacks with the athame are force attacks and deal force damage. This ability replaces the spellstrike class feature.

Spellblade Arcana: A spellblade gains access to the following magus arcana. He cannot select any arcana more than once.

Pool-Sourced Athame (Su): Instead of sacrificing a prepared spell to create the force athame, the magus can spend points from his arcane pool to do so. An athame created this way has an enhancement bonus equal to the number of arcane pool points spent.

Spellblade Parry (Su): When an enemy makes a melee attack roll against the magus, as an immediate action the magus can end the athame's duration to gain a deflection bonus to his Armor Class until the end of his next turn. This bonus is equal to the level of the spell sacrificed to create the athame (maximum +5).

Throw Athame (Su): As a standard action, a spellblade magus can throw his athame up to 60 feet as a ranged attack (no range penalty). If the athame misses, it returns automatically to the magus' hand just before his next

turn. If the athame hits, it deals damage and its duration ends; the magus can choose to spend up to 2 points from his arcane pool to increase the thrown athame's damage by +1d6 for each point spent.

Magus Arcana: The following magus arcana complement the spellblade archetype: critical strike, hasted assault, pool strike, and spell shield.

STAFF MAGUS (ARCHETYPE)

While most magi use a one-handed weapon as their melee implement of choice, one group of magi uses the quarterstaff instead. These lightly armored magi use staves for both defense and inflicting their spells upon enemies. Skilled in manipulating these weapons with one hand or two, they eventually learn how to use arcane staves as well, and are just as formidable in combat as their sword-swinging brethren.

Weapon and Armor Proficiency: A staff magus is proficient with simple weapons only. He can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes. This replaces the normal magus weapon and armor proficiency feature.

Quarterstaff Master (Ex): At 1st level, the staff magus gains the Quarterstaff Master feat (see Chapter 3) as a bonus feat, even if he does not meet the normal prerequisites. He only gains the benefit of this feat when wearing no armor or light armor.

Quarterstaff Defense (Ex): At 7th level, while wielding a quarterstaff, the staff magus gains a shield bonus to his Armor Class equal to the enhancement bonus of the quarterstaff, including any enhancement bonus on that staff from his arcane pool class feature. At 13th level, this bonus increases by +3. This ability replaces the medium armor and heavy armor class abilities.

Staff Weapon (Su): At 10th level, a staff magus treats any magical staff he is wielding as a magical quarterstaff with an enhancement bonus to attack and damage equal to the staff's caster level divided by 4 (minimum +1). The staff must have at least 1 charge for the magus to use this ability. A staff magus can restore 1 charge to a staff by expending a number of points from his arcane pool equal to the level of the highest-level spell cast in the staff, as long as at least one spell in the staff is on the magus spell list. The magus cannot restore charges to more than one staff per day. This ability replaces fighter training.

Magus Arcana: The following magus arcana complement the staff magus archetype: critical strike, dispelling strike, maneuver master, and spell shield.



MONK

Monks are seekers after knowledge, idealists who find unity and enlightenment in the training and perfection of both the physical body and the conscious mind. Many of a monk's powers derive from or rely on *ki*, a form of supernatural energy inherent in one's spirit.

This section introduces monk vows, which any user of *ki* can take to increase his *ki* pool. Following the vows is a new archetype, the qinggong monk, who can learn unusual uses of *ki*.

MONK VOWS

A monk can discipline his body to hold more *ki* by upholding the strict tenets of a vow. By adhering to his vow's tenets, the monk's *ki* pool increases by the amount listed in the vow's description. Every vow comes with a penalty or limitation to offset this increase in *ki*. A monk can take a vow at any level, but it does not add to his *ki* pool until he gains a *ki* pool as a class feature. The ability to take these vows replaces the still mind class feature, even if the monk abandons all his vows.

If a monk knowingly and willingly breaks his vow, his *ki* pool is reduced to 0 (as if he had spent all of his *ki* points) and he cannot replenish his pool or use abilities that require *ki* or a *ki* pool until he has redeemed himself. Redemption requires a recommitment to his vow accompanied by an *atonement* spell. After the redemption, the monk's normal *ki* pool (without the bonus from the vow) returns. If he upholds the previously broken vow for a full month, his *ki* pool regains the additional points from taking the vow, and he can decide whether to continue with his vow or forgo his vow without penalty. Once a monk forgoes a vow in this fashion, she can never gain a *ki* point bonus from that vow.

A monk may have multiple vows. Their effects and increase to his *ki* pool stack. If a monk violates a vow, he suffers the loss of *ki* described above; redemption means the monk regains the extra *ki* from his unbroken vows, but the extra *ki* from the broken vow does not return until he finishes the month-long commitment (in effect, violating one vow does not have an effect on the other vows once the monk redeems himself).

Vow of Celibacy: The monk must abstain from all sexual and intimate physical activity. A monk with this vow takes it to an extreme, refusing to even share a room with another person, or sleeping on the opposite side of a camp from other people in a group. A celibate monk is not allowed to touch others or have others touch him (including touch spells from allies). Striking enemies in battle or being struck by enemies is not prohibited, but the monk shuns all peaceful or pleasurable contact. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Chains: Either out of penitence or to bring attention to the suffering of the enslaved, the monk wears shackles on his wrists and legs. This gives the monk a –1 penalty on attack rolls and to AC, and reduces his movement by 10 feet. If temporarily unable to wear his chains, he may carry rocks or some other heavy burden (including medium or heavy armor) to simulate this suffering. A monk with this vow increases his *ki* pool by 1 *ki* point for every 3 monk levels (minimum +1).

Vow of Cleanliness: A monk undertaking this vow must wash daily. He must change into fresh clothes daily or shortly after his robes become dirty. His appearance must be kept immaculate, including either neatly braiding or shaving off his hair (and, for male monks, maintaining a clean-shaven face). His vow forbids him from willingly touching the filthy, diseased, dead, or undead (though he may attempt to cleanse or heal those suffering from disease), though using manufactured weapons to attack these creatures is allowed. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Fasting: The monk eats nothing but rice (or a similar bland, staple food) and drinks nothing but water. On certain days (usually once per month or on a religious holiday), he may eat a small portion of other simple, bland food to maintain proper nutrition. The monk cannot use tobacco, drugs, potions, alchemical items requiring eating or drinking, or any other thing that could be considered a food or beverage. A monk with this vow increases his *ki* pool by 1 *ki* point for every 6 monk levels (minimum +1).

Vow of Peace: The monk must strive to attain peace and may only use violence as a last resort. He can never strike the first blow in combat. If attacked, he must use the fight defensively action or the total defense action for the first 2 rounds. He must always give his opponent the option to surrender, and cannot purposely slay another creature that could reasonably be influenced to flee or join a civilized society as a productive member (obviously this excludes many monsters). Many monks who have taken this vow learn how to grapple and pin opponents, tying them with specialized knots that allow them to work themselves free after sufficient effort. Many monks of peace are vegetarians. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

Vow of Poverty: The monk taking a vow of poverty must never own more than six possessions—a simple set of clothing, a pair of sandals or shoes, a bowl, a sack, a blanket, and any one other item. Five of these items must be of plain and simple make, though one can be of some value (often an heirloom of great personal significance to the monk). The monk can never keep more money or wealth on his person than he needs to feed, bathe, and shelter himself for 1 week in modest accommodations. He cannot borrow or carry wealth or items worth more than 50 gp that belong



to others. He is allowed to accept and use curative potions (or similar magical items where the item is consumed and is valueless thereafter) from other creatures. A monk with this vow increases his *ki* pool by 1 *ki* point for every monk level he possesses.

Vow of Silence: The monk must speak no words and attempt to be quiet in his actions. Accidental noises and the sounds of battle (such as the sound of a fist or weapon striking an opponent) do not affect his vow, though most monks with this vow choose their weapons and opponents so as to minimize even these sounds. The monk is allowed to make a nonvocal noise to warn another of danger (such as by stomping or clapping). The monk is allowed to use gestures and motions to communicate with others (including sign language) and is allowed to write. A monk with this vow increases his *ki* pool by 1 *ki* point for every monk level he possesses.

Vow of Truth: The monk is not allowed to deliberately speak any lies, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies, and so on. This applies to all forms of communication. If presented with circumstances where telling the truth would bring harm to another, the monk remains silent. Many monks of this vow also take a vow of silence to show their commitment. A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

QINGGONG MONK (ARCHETYPE)

The qinggong monk is a master of her *ki*, using it to perform superhuman stunts or even blast opponents with supernatural energy. Some achieve their power over *ki* through extreme discipline, while others attain this power by intentionally or accidentally ingesting rare herbs or strange mystical fruits, and a few are gifted these abilities by a dying qinggong master.

Ki Power: A qinggong monk can select a *ki* power (see below) for which she qualifies in place of the following monk class abilities: slow fall (4th), high jump (5th), wholeness of body (7th),

diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), timeless body (17th), tongue of the sun and moon (17th), empty body (19th), and perfect self (20th). This replaces the monk class ability the qinggong monk gives up for this *ki* power.

Ki Powers

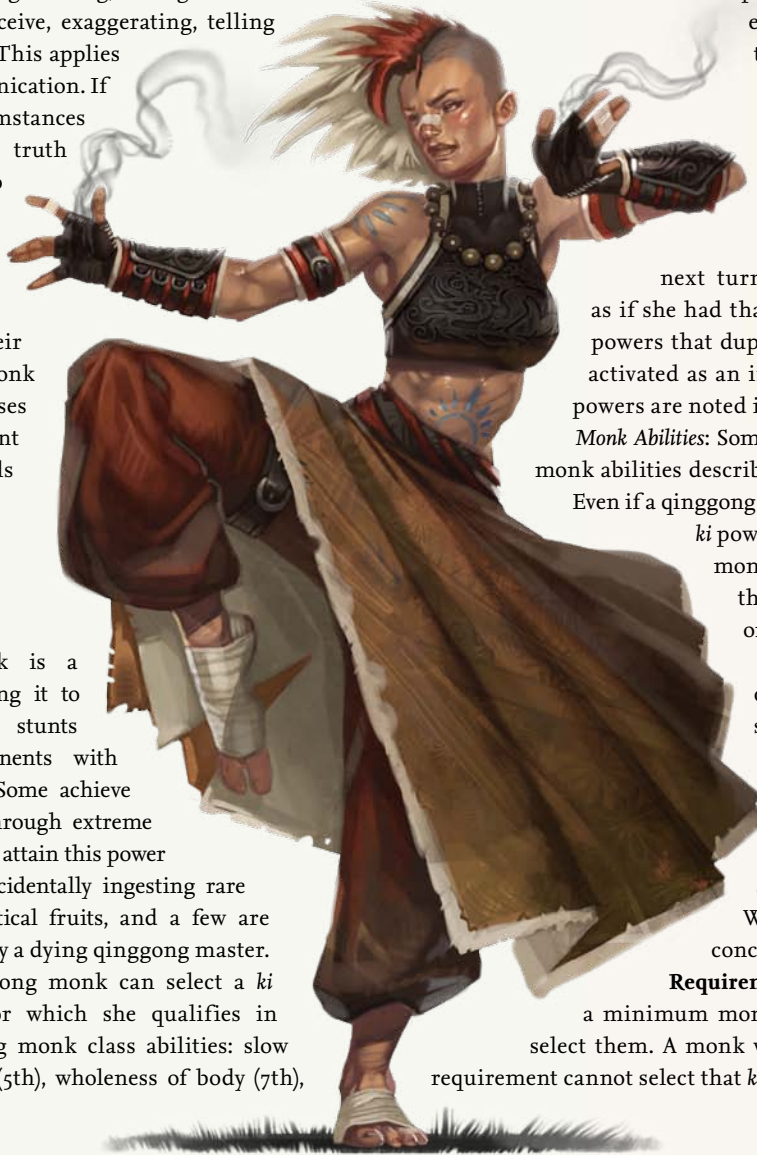
Ki powers are abilities that draw on the power of a monk's *ki*. The standard monk presented in the *Core Rulebook* has several abilities that count as *ki* powers, such as wholeness of body, abundant step, and empty body. A qinggong monk can learn additional *ki* powers, which often replaces a non-*ki* monk ability such as purity of body. *Ki* powers are divided into three categories: feats, monk abilities, and spells.

Feats: These *ki* powers duplicate the effects of specific feats. A monk does not need to qualify for a feat to select it as a *ki* power. For example, a qinggong monk can select Spring Attack as a *ki* power even if she doesn't meet the prerequisites for selecting Spring Attack as a feat. Activating one of these *ki* powers is a free action on the monk's turn; until the start of her next turn, the monk is treated as if she had that feat. Some of these *ki* powers that duplicate feats may also be activated as an immediate action; these powers are noted in the *ki* powers list.

Monk Abilities: Some *ki* powers are standard monk abilities described in the *Core Rulebook*. Even if a qinggong monk selects a different *ki* power in place of a standard monk ability, she can select that monk ability later as one of her *ki* powers.

Spells: These *ki* powers duplicate the effects of a spell, and are spell-like abilities. A qinggong monk's class level is the caster level for these spell-like abilities, and she uses Wisdom to determine her concentration check bonus.

Requirements: All *ki* powers have a minimum monk level requirement to select them. A monk who does not meet this requirement cannot select that *ki* power.



Activation: Most *ki* powers require the monk to spend *ki* points; the exact amount is listed after the *ki* power. *Ki* powers that cost 0 *ki* do not require the monk to have any *ki* points in her *ki* pool to use the ability.

The saving throw against a monk's *ki* power, if any, is equal to 10 + 1/2 the monk's level + the monk's Wisdom bonus.

Feats or spells marked with a single asterisk (*) are described in this book. Feats or spells marked with two asterisks (**) are in the *Advanced Player's Guide*. Feats marked with a dagger (†) are *ki* powers that can be activated as an immediate action.

4th-Level Ki Powers

Acrobatic Steps (1 *ki* point)
augury (1 *ki* point)
barkskin (self only, 1 *ki* point)
 Deny Death* † (0 *ki* points)
*feather step*** (self only, 1 *ki* point)
*hydraulic push*** (1 *ki* point)
*ki arrow** (1 *ki* point)
 Ki Stand* † (0 *ki* points)
message (1 *ki* point)
 Power Attack (1 *ki* point)
 Quick Draw (1 *ki* point)
scorching ray (2 *ki* points)
 slow fall (monk ability, 0 *ki* points)
 Throw Anything (1 *ki* point)
true strike (self only, 1 *ki* point)

6th-Level Ki Powers

*cloak of winds*** (self only, 2 *ki* points)
gaseous form (self only, 1 *ki* point)
 Heroic Recovery** † (1 *ki* point)
 high jump (monk ability, 1 *ki* point)
hydraulic torrent ** (2 *ki* points)
remove disease (2 *ki* points)
 Sidestep ** † (1 *ki* point)
 Snatch Arrows † (1 *ki* point)
 Spring Attack (1 *ki* point)

8th-Level Ki Powers

*dragon's breath*** (2 *ki* points)
 Gliding Steps* † (1 *ki* point)
neutralize poison (3 *ki* points)
poison (2 *ki* points)
restoration (self only, 2 *ki* points)
*share memory** (0 *ki* points)
*silk to steel** (1 *ki* point)
 Spider Step** (1 *ki* point)
 Whirlwind Attack (2 *ki* points)
 wholeness of body (monk ability, level 7, 2 *ki* points)

10th-Level Ki Powers

*discordant blast*** (2 *ki* points)

Greater Bull Rush (2 *ki* points)
 Greater Disarm (2 *ki* points)
 Greater Feint (2 *ki* points)
 Greater Sunder (2 *ki* points)
 Improved Blind-Fight** † (1 *ki* point)
*ki leech** (0 *ki* points)
 Lunge (1 *ki* point)
*shadow step** (1 *ki* point)
*spit venom** (2 *ki* points)
 Step Up and Strike** † (2 *ki* points)
 Wind Stance (2 *ki* points)

12th-Level Ki Powers

abundant step (monk ability, 2 *ki* points)
*battlemind link** (4 *ki* points)
 diamond body (monk ability)
 Elemental Fists** (2 *ki* points)
 Improvised Weapon Mastery (2 *ki* points)
 Ki Throw** (2 *ki* points)
 Punishing Kick** (2 *ki* points)
shadow walk (3 *ki* points)

14th-Level Ki Powers

*blood crow strike** (2 *ki* points)
 Cloud Step** (3 *ki* points)
*cold ice strike** (3 *ki* points)
 diamond soul (monk ability)
 Disarming Strike** (2 *ki* points)
 Improved Ki Throw** (2 *ki* points)
*ki shout** (3 *ki* points)
*sonic thrust** (2 *ki* points)

16th-Level Ki Powers

Bleeding Critical (3 *ki* points)
 Greater Blind-Fight** † (2 *ki* points)
 Improved Vital Strike (2 *ki* points)
 Lightning Stance (3 *ki* points)
 Penetrating Strike (2 *ki* points)
 quivering palm (monk ability, 2 *ki* points)
*strangling hair** (3 *ki* points)

18th-Level Ki Powers

timeless body (monk ability, 0 *ki* points)
 tongue of the sun and moon (monk ability, 0 *ki* points)

20th-Level Ki Powers

Blinding Critical (3 *ki* points)
 Crippling Critical** (3 *ki* points)
 Deafening Critical (3 *ki* points)
 empty body (monk ability, 3 *ki* points)
 Greater Penetrating Strike (3 *ki* points)
 perfect self (monk ability, level 20)
 Tiring Critical (3 *ki* points)



ORACLE

Not all vessels of the divine choose their path. Rather, some find themselves chosen, raised to a life of power and responsibility by forces they themselves may not understand. These are the oracles, agents gifted by providence and serving not a single deity, but rather many sources, venerating and drawing magic from all those patron deities who support their ideals. Whether a curse or a gift, the strange powers and unsettling mysteries of the oracles make them forces to be reckoned with, both in the halls of power and on the fields of battle.

Oracles are a base class presented in the *Advanced Player's Guide*. This section introduces new oracle mysteries. Following these mysteries are six new oracle archetypes. Each archetype includes a list of recommended mysteries that are particularly suitable for that archetype, though the archetypes are not limited only to oracles of those mysteries. An archetype's bonus spells replace the normal bonus spells for the oracle's chosen mystery.

MYSTERIES

The following are new mysteries for oracles. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's class level + the oracle's Charisma modifier. Effects that duplicate spells use the oracle's class level as her caster level. Spells marked with an asterisk (*) are in Chapter 5 of this book. Spells marked with two asterisks (**) are in the *Advanced Player's Guide*.

Ancestor

Deities: Erastil, Irori, Pharasma.

Class Skills: An oracle with the ancestor mystery adds Linguistics, and all Knowledge skills to her list of class skills.

Bonus Spells: *unseen servant* (2nd), *spiritual weapon* (4th), *heroism* (6th), *spiritual ally*** (8th), *telekinesis* (10th), *greater heroism* (12th), *ethereal jaunt* (14th), *vision* (16th), *astral projection* (18th).

Revelations: An oracle with the ancestor mystery can choose from any of the following revelations.

Ancestral Weapon (Su): You can summon a simple or martial weapon from your family's history that is appropriate for your current size. You are considered proficient with this weapon. At 3rd level, the weapon is considered masterwork. At 7th level, 15th level, and 19th level, the weapon gains a cumulative +1 enhancement bonus. At 11th level, the weapon gains the *ghost touch* weapon property. You can use

this ability for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The weapon disappears after 1 round if it leaves your grasp.

Blood of Heroes (Su): As a move action, you can call upon your ancestors to grant you extra bravery in battle. You gain a +1 morale bonus on attack rolls, damage rolls, and Will saves against fear for a number of rounds equal to your Charisma bonus. At 7th level, this bonus increases to +2, and at 14th level this bonus increases to +3. You can use this ability once per day, plus one additional time per day at 5th level, and every five levels thereafter.

Phantom Touch (Su): As a standard action, you can perform a melee touch attack that causes a living creature to become shaken. This ability lasts for a number of rounds equal to 1/2 your oracle level (minimum 1 round). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Sacred Council (Su): As a move action, you can call upon your ancestors to provide council. This advice grants you a +2 bonus on any one d20 roll. This effect lasts for 1 round. You can use this ability a number of times per day equal to your Charisma bonus.

Spirit of the Warrior (Su): You can summon the spirit of a great warrior ancestor and allow it to possess you, becoming a mighty warrior yourself. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, and a +4 natural armor bonus to AC. Your base attack bonus while possessed equals your oracle level (which may give you additional attacks), and you gain the Improved Critical feat with a weapon of your choice. You can use this ability for 1 round for every 2 oracle levels you possess. This duration does not need to be consecutive, but it must be spent in 1-round increments. You must be at least 11th level to select this revelation.

Spirit Shield (Su): You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this shield for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Spirit Walk (Su): You can become incorporeal and invisible. While in this form, you can move in any direction and pass through solid objects (see page 301 of the *Pathfinder RPG Bestiary*). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely as a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level to select this revelation.

Storm of Souls (Su): You can summon the spirits of your ancestors to attack in a ghostly barrage—their fury creates physical wounds on creatures in the area. The storm has a range of 100 feet and is a 20-foot-radius burst. Objects and creatures in the area take 1d8 hit points of damage for every two oracle levels you possess. Undead creatures in the area take 1d8 points of damage for every oracle level you possess. A successful Fortitude save reduces the damage to half. You must be at least 7th level to select this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Voice of the Grave (Su): You can speak with the dead, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature you question takes a cumulative –2 penalty on its Will save to resist this effect.

Wisdom of the Ancestors (Su): Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

Final Revelation: Upon reaching 20th level, you become one with the spirits of your ancestors. You gain a bonus on Will saving throws equal to your Charisma modifier, blindsense out to a range of 60 feet, and a +4 bonus on your caster level for all divination spells. You can cast *astral projection* as a spell-like ability once per day without requiring material components.

Dark Tapestry

Deities: Lamashtu, Norgorber, Zon-Kuthon.

Class Skills: An oracle with the dark tapestry mystery adds Disguise, Intimidate, Knowledge (arcana), and Stealth to her list of class skills.

Bonus Spells: *entropic shield* (2nd), *dust of twilight*** (4th), *tongues* (6th), *black tentacles* (8th),

feeblemind (10th), *planar binding* (12th), *insanity* (14th), *reverse gravity* (16th), *interplanetary teleport** (18th).

Revelations: An oracle with the dark tapestry mystery can choose from any of the following revelations.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage for every oracle level you possess. After successfully attacking with this ability, you may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to your Charisma modifier. Treat the knowledge gained as if you had used *detect thoughts*. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every five levels beyond 5th.

Cloak of Darkness (Su): You conjure a cloak of shadowy darkness that grants you a +4 armor bonus and a +2 circumstance bonus on Stealth checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Gift of Madness (Su): You tap into the unthinkable void between the stars and cause a single living creature within 30 feet to become confused for 1 round. A successful Will save negates the effect. This is a mind-affecting compulsion effect. At 7th level, the confusion lasts for a number of rounds equal to your oracle level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.





Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage for every oracle level you possess. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that a creature that fails its save is fatigued. At 15th level, a creature that fails its save is exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Many Forms (Su): As a standard action, you can assume the form of a Small or Medium humanoid, as the *alter self* spell. At 7th level, you can assume the form of a Small or Medium animal, as *beast shape I*. At 11th level, you can assume the form of a Small or Medium magical beast, as *beast shape III*. At 15th level, you can assume a variety of forms, as *greater polymorph*. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Pierce the Veil (Su): Your bond with the alien denizens of the Dark Tapestry allows you to see in even the deepest darkness. You gain darkvision 60 feet. At 11th level, you can see perfectly in darkness of any kind, even in absolute darkness or the darkness created by a *deeper darkness* spell.

Read the Tapestry (Sp): Once per day, you can spend 10 minutes meditating on the mysteries of the Dark Tapestry to send your mind to another plane and communicate with the strange or alien beings there. This functions as the *contact other plane* spell. You must be at least 7th level to select this revelation.

Touch of the Void (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two oracle levels you possess. At 7th level, the touched creature must also make a Fortitude saving throw or be fatigued for a number of rounds equal to 1/2 your oracle level. This has no effect on a creature that is already fatigued. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Wings of Darkness (Su): As a swift action, you can manifest a set of translucent, inky wings that grant you a fly speed of 60 feet with good maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 11th level, you can use these wings to fly as if with *overland flight* once per day. Used in this way, the ability lasts for up to 1 hour per level, and counts as your total use of this ability for the day. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a truly alien and unnatural creature. You gain damage reduction 5/— and immunity to acid, critical

hits, and sneak attacks. Once per day, you can cast *shapechange* as a spell-like ability without requiring a material component.

Metal

Deities: Abadar, Gorum, Torag.

Class Skills: An oracle with the metal mystery adds Appraise, Bluff, Disable Device, and Intimidate to her list of class skills.

Bonus Spells: *lead blades*** (2nd), *heat metal* (4th), *keen edge* (6th), *versatile weapon*** (8th), *major creation* (metal items only) (10th), *wall of iron* (12th), *statue* (metal statue instead of stone) (14th), *repel metal or stone* (16th), *iron body* (18th).

Revelations: An oracle with the Metal mystery can choose from any of the following revelations.

Armor Mastery (Ex): You become more maneuverable while wearing armor. You can move at your normal speed in medium armor that is made of metal. This does not grant proficiency in armor. At 5th level, whenever you are wearing metal armor, you reduce the armor check penalty by 1 (to a minimum of 0) and increase the maximum Dexterity bonus allowed by your armor by 1. At 10th level, and again at 15th level, these bonuses increase by 1.

Dance of the Blades (Ex): Your base speed increases by 10 feet. At 7th level, you gain a +1 bonus on attack rolls with a metal weapon in any round in which you move at least 10 feet. This bonus increases by +1 at 11th level, and every four levels thereafter. At 11th level, as a move action, you can maneuver your weapon to create a shield of whirling steel around yourself until the start of your next turn; non-incorporeal melee and ranged attacks against you have a 20% miss chance while the shield is active. You must be wielding a metal weapon to use this ability.

Iron Constitution (Su): You gain a +1 bonus on Fortitude saves. At 7th level, and again at 14th level, this bonus increases by +1.

Iron Skin (Sp): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/adamantine. This ability functions as *stoneskin*, using your oracle level as the caster level, except it only affects you. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Iron Weapon (Su): You can create a melee simple or martial weapon that lasts for 1 minute for every oracle level you possess. This weapon is appropriate for your size and entirely made of metal (even if it would normally include non-metal parts, such as a spear's shaft) but functions as if it were a normal weapon of its type. You are considered proficient with this weapon. The weapon disappears after 1 round if it leaves your grasp. At 3rd level, the blade is made of cold iron. At 7th level, 15th level, and 19th level, the blade gains a +1 enhancement bonus. At 11th level, the blade is made of adamantine. You can

use this ability a number of times per day equal to 3 + your Charisma modifier.

Riddle of Steel (Su): Your sacred bond with metal gives you insight into its form and function. Once per day, you may spend 10 minutes meditating on the structure of a piece of unworked metal or ore to gain a +5 insight bonus on your next Craft check to make something using that metal.

Rusting Grasp (Sp): Once per day as a standard action, you can perform a melee touch attack that rusts iron, as the *rusting grasp* spell. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Steel Scarf (Su): As a swift action, you can harden a scarf, sleeve, cloak, or other piece of your clothing into something as hard as steel that stretches out to be up to 30 feet long. You can then strike outward with it as if it were a weapon making a melee attack. For the purpose of this ability, you are proficient with this weapon. You can use the weapon to perform combat maneuvers. Make a melee attack roll against a creature within 30 feet; you may use Weapon Finesse with this attack. If you hit, the weapon deals 1d8 points of slashing damage + 1 point for every two oracle levels you possess. After this attack, the clothing returns to its normal length and hardness. You do not threaten an area with this weapon and cannot use it to make attacks of opportunity. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Vision in Iron (Sp): You can use any piece of polished metal at least the size of a dagger as a scrying device, as if using the spell *scrying*. At 15th level, this functions like *greater scrying*. You can scry for a number of rounds per day equal to your oracle level; these rounds do not need to be consecutive. You must be at least 7th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a master of iron and steel. You gain the benefits of Weapon Focus, Greater Weapon Focus, and Improved Critical with any one metal weapon that you are proficient with. Your armor is like a second skin to you—while wearing metal armor you are proficient with, the armor's maximum Dexterity bonus increases by +5 and you take no armor check penalty. In addition, any metal you create with your magic (such as *wall of iron*) has its hardness increased by +10.

Time

Deities: Gozreh, Nethys, Pharasma.

Class Skills: An oracle with the time mystery adds Fly, Knowledge (arcana), Perception, and Use Magic Device to her list of class skills.

Bonus Spells: *memory lapse*** (2nd), *gentle repose* (4th), *sands of time** (6th), *threefold aspect*** (8th), *permanency* (10th),

contingency (12th), *disintegrate* (14th), *temporal stasis* (16th), *time stop* (18th).

Revelations: An oracle with the time mystery can choose from any of the following revelations.

Aging Touch (Su): Your touch ages living creatures and objects. As a melee touch attack, you can deal 1 point of Strength damage for every two oracle levels you possess to living creatures. Against objects or constructs, you can deal 1d6 points of damage per oracle level. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one additional time per day for every five oracle levels you possess.

Erase from Time (Su): As a melee touch attack, you can temporarily remove a creature from time altogether. The target creature must make a Fortitude save or vanish completely for a number of rounds equal to 1/2 your oracle level (minimum 1 round). No magic or divinations can detect the creature during this time, as it exists outside of time and space—in effect, the creature ceases to exist for the duration of this ability. At the end of the duration, the creature reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied). You can use this ability once per day, plus one additional time per day at 11th level.

Knowledge of the Ages (Su): You can search through time to recall some bit of forgotten lore or information. You can retry any Knowledge skill check you have made within the past minute, gaining an insight bonus on the check equal to your Charisma modifier. You can use this ability a number of times per day equal to your Charisma modifier.

Momentary Glimpse (Su): Once per day, you can gain a glimpse into your immediate future. On the round after you use this ability, you gain a +2 insight bonus on a single attack roll, saving throw, or skill check or to your Armor Class until the start of your next turn. At 5th level, and every four levels thereafter, you can use this ability one additional time per day.

Rewind Time (Su): Once per day as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. At 11th level, and every four levels thereafter, you can use this ability an additional time per day. You must be at least 7th level to select this revelation.

Speed or Slow Time (Sp): As a standard action, you can speed up or slow down time, as either the *haste* or *slow* spell. You can use this ability once per day, plus one additional time per day at 12th level and 17th level. You must be at least 7th level before selecting this revelation.

Temporal Celerity (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice



the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Time Flicker (Su): As a standard action, you can flicker in and out of time, gaining concealment (as the *blur* spell). You can use this ability for 1 minute per oracle level that you possess per day. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 7th level, each time you activate this ability, you can treat it as the *blink* spell, though each round spent this way counts as 1 minute of your normal time flicker duration. You must be at least 3rd level to select this revelation.

Time Hop (Su): As a move action, you can teleport up to 10 feet per oracle level that you possess per day. This teleportation must be used in 5-foot increments. This movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought. You must be at least 7th level to select this revelation.

Time Sight (Su): You can peer through the mists of time to see things as they truly are, as if using the *true seeing* spell. At 15th level, this functions like *moment of prescience*. At 18th level, this functions like *foresight*. You can use this ability for a number of minutes per day equal to your oracle level, but these minutes do not need to be consecutive. You must be at least 11th level to select this revelation.

Final Revelation: Upon reaching 20th level, you become a true master of time and stop aging. You cannot be magically aged and no longer take penalties to your ability scores for aging. Age bonuses still accrue, and any aging penalties that you have already accrued remain in place. You cannot die of old age, but you can be killed or die through accident, disease, poison, or other external effects. In addition, you can cast *time stop* once per day as a spell-like ability.

Wood

Deities: Erastil, Gozreh.

Class Skills: An oracle with the wood mystery adds Climb, Knowledge (nature), Stealth, and Survival to her list of class skills.

Bonus Spells: *shillelagh* (2nd), *barkskin* (4th), *minor creation* (wood items only) (6th), *thorn body*** (8th), *tree stride* (10th), *ironwood* (12th), *transmute metal to wood* (14th), *changestaff* (16th), *wooden phalanx** (18th).

Revelations: An oracle with the wood mystery can choose from any of the following revelations. **Bend the Grain (Sp):** Once per day as a standard action, you can shape or warp wooden objects. This functions as either *wood shape* or *warp wood*. At 11th level, you can use this ability to push wood

away from you, as *repel wood*. At 7th level, and again at 14th level, you can use this ability an additional time per day.

Lignification (Su): Once per day, you can turn a creature into wood. As a standard action, you may direct your gaze against a single creature within 30 feet. The targeted creature (along with all its carried gear) must make a Fortitude save or turn into a mindless, inert statue made out of wood for a number of rounds equal to 1/2 your oracle level. This ability otherwise functions as a *flesh to stone* spell, except the target turns to wood instead of stone. This can be reverse by any effect that can reverse *flesh to stone*. At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Speak with Wood (Sp): You can talk to wood and learn what it knows. You must spend 1 minute meditating on and communing with the wood. At the end of this time, you can speak with the wood. This functions as the *stone tell* spell, except with wood instead of stones. You can use this ability for 1 minute per oracle level. This duration does not need to be consecutive, but it must be used in 1-minute increments. You can speak with natural or worked wood. You must be at least 11th level to select this revelation.

Thorn Burst (Su): As a swift action, you can cause sharp splinters of wood to explode outward from your body. These splinters deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within a 10-foot burst. A Reflex save halves this damage. In addition, the sharp splinters count as caltrops (see page 155 of the *Core Rulebook*) in the area until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Tree Form (Sp): As a standard action, you can assume the form of a Large living or dead tree or shrub, as *tree shape*. At 9th level, you can assume the form of a Small or Medium plant creature, as *plant shape I*. At 11th level, you can assume the form of a Large plant creature, as *plant shape II*. At 13th level, you can assume the form of a Huge plant creature, as *plant shape III*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 3rd level to select this revelation.

Wood Armor (Su): You can conjure wooden armor around yourself, which grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. The armor vanishes if you remove it.

Wood Bond (Ex): Your mystical bond with wood is such that your weapons become an extension of your body. You gain a +1 competence bonus on attack rolls when wielding a weapon made of or mostly consisting of wood (such as a bow, club, quarterstaff, or spear). This bonus increases by +1 at 5th level and every five levels thereafter.

Wood Sight (Su): As a move action, you can alter your vision to see through underbrush and plant growth that would normally grant concealment, up to a range of 60 feet (though darkness and other obstacles still may block your sight). At 7th level, you can use this ability to see through wood or other plant material as easily as if it were transparent glass, penetrating a number of feet of wood equal to your oracle level. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wooden Weapon (Su): You can create a wooden club, quarterstaff, long spear, shortspear, or spear that lasts for 1 minute for every oracle level you possess. This weapon is appropriate for your size. You are considered proficient with the weapon. The weapon disappears after 1 round if it leaves your grasp. At 3rd level, the weapon is considered masterwork. At 7th level, 15th level, and 19th level, the weapon gains a +1 enhancement bonus. At 11th level, the weapon gains the *keen* weapon property (or the equivalent increase to its critical threat range, if it is a bludgeoning weapon). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

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

Final Revelation: Upon reaching 20th level, you become a living creature of wood. You are forevermore treated as the plant type rather than your original type for the purpose of spells and magical effects. Your skin takes on the appearance of polished wood grain, and you gain a +4 natural armor bonus to your Armor Class and damage reduction 10/— against wooden weapons or any natural attacks made by a wooden or woodlike creature. You gain immunity to paralysis, poison, polymorph, sleep, and stunning. At will, you can meld with any tree or single block of wood (as *meld into stone*, except wood only, and with no limit to how long you can remain in the wood).

DUAL-CURSED ORACLE (ARCHETYPE)

All oracles are cursed to some degree, but some oracles bear an even heavier burden. Though doubly afflicted with supernatural or physical hindrances, a dual-cursed oracle can manipulate fortune and gains greater insights into her mystery.

Recommended Mysteries: Any.

Oracle's Curse: A dual-cursed oracle must choose two curses at 1st level. One of these curses (oracle's choice) never changes its abilities as the oracle gains levels; for example, an oracle with clouded vision never gains darkvision 60

feet, blindsense, or blindsight. The other curse comes with its normal benefits.

Class Skills: A dual-cursed oracle gains no additional class skills from her mystery.

Bonus Spells: *ill omen*** (2nd), *oracle's burden*** (4th), *bestow curse* (6th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A dual-cursed oracle gains a new revelation at 5th level and 13th level. These are in addition to the normal revelations she receives at 3rd level, 7th level, and so on. In addition, the cursed oracle may select the following revelations in place of a mystery revelation.

Misfortune (Ex): At 1st level, as an immediate action, you can force a creature within 30 feet to reroll any one d20 roll that it has just made before the results of the roll are revealed. The creature must take the result of the reroll, even if it's worse than the original roll. Once a creature has suffered from your misfortune, it cannot be the target of this revelation again for 1 day.

Fortune (Ex): At 5th level, as an immediate action, you can reroll any one d20 roll that you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse than the original roll. You can use this ability once per day at 5th level, and one additional time per day for every six oracle level beyond 5th.

ENLIGHTENED PHILOSOPHER (ARCHETYPE)

The enlightened philosopher seeks enlightenment through compassion, moderation, and humility. By following her philosophy's teachings, the enlightened philosopher seeks to reach enlightenment and become one with the universe.

Alignment: Any lawful.

Recommended Mysteries: ancestor, fire, heavens, lore, metal, nature, stone, time, waves, wood.

Class Skills: An enlightened philosopher adds Linguistics and all Knowledge skills to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: *owl's wisdom* (4th), *water walk* (6th), *discern lies* (8th), *true seeing* (10th), *wind walk* (12th), *ethereal jaunt* (14th), *moment of prescience* (16th), *astral projection* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: An enlightened philosopher must take the following revelation at 7th level.

Mental Acuity (Ex): As the lore mystery revelation (see page 50 of the *Advanced Player's Guide*).

Final Revelation: Upon achieving 20th level, you achieve true enlightenment and become one with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. You become immune to confusion, exhaustion, fatigue, nausea, and sickened effects. You



can take 20 on all Knowledge skill checks. Should you die, you are reborn 3 days later as a living example of the summoning of your chosen philosophy (treat as the *reincarnate* spell). This replaces the final revelation of the oracle's mystery.

PLANAR ORACLE (ARCHETYPE)

A planar oracle has an affinity with one of the Outer Planes. She is at home on the multiple planes of the Great Beyond, and can eventually become an outsider herself.

Recommended Mysteries: dark tapestry, flame, heavens, stone, waves, wind.

Bonus Spells: *endure elements* (2nd), *elemental speech*** (4th), *tongues* (6th), *planar adaptation*** (8th), *plane shift* (10th), *mass planar adaptation*** (12th), *shadow walk* (14th), *etherealness* (16th), *gate* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: At 1st level, you must choose one Outer Plane with which you have an affinity. This choice cannot be changed. A planar oracle must take the following revelation at 3rd level.

Planar Resistance (Su): At 3rd level, you gain energy resistance 10 against one energy type associated with your chosen plane. At 11th level, your energy resistance increases to 20.

Final Revelation: At 20th level, you become an extraplanar creature. Choose one outer plane, such as Heaven or the Abyss. You gain superficial physical characteristics as appropriate to natives of your chosen outer plane (see the *Pathfinder RPG Bestiary*). For example, if your chosen plane is Heaven, you gain angelic features such as a halo and metallic skin. This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Your type changes to "outsider (extraplanar)," except on your associated plane, where your type is "outsider (native)." In addition, you gain immunity to your associated energy type and gain damage reduction 10/magic. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. This replaces the final revelation of the oracle's mystery.

POSSESSED ORACLE (ARCHETYPE)

Some oracles are possessed by spirits, demons, or similar beings. Instead of the possessed oracle drawing her powers from deities, these otherworldly forces work their magic through her.

Recommended Mysteries: Any.

Oracle's Curse: A possessed oracle must choose the haunted or tongues curse at 1st level.

Bonus Spells: *ventriloquism* (1st), *spider climb* (4th), *screech*** (6th), *sleepwalk*** (8th), *telekinesis* (10th), *animate objects* (12th), *divine vessel*** (16th). These bonus spells replace the oracle's normal mystery bonus spells at these levels.

Revelations: A possessed oracle must take the following revelation at 1st level.

Two Minds (Su): You gain a +2 bonus on Will saves against enchantment spells or effects. At 7th level, you may reroll a failed Will save once per day as an immediate action. You must take the second result, even if it is worse.

SEER (ARCHETYPE)

While all oracles possess some ability at divination, the seer is a true prophet, able to see things as they really are, or will be.

Recommended Mysteries: lore, nature, time.

Bonus Spells: *detect thoughts* (4th), *clairaudience/clairvoyance* (6th), *screaming* (8th), *true seeing* (10th), *legend lore* (12th), *greater scrying* (14th), *vision* (16th), *foresight* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A seer must take the following revelations at the listed levels.

Natural Divination (Ex): As the nature mystery revelation (see page 51 of the *Advanced Player's Guide*). You must take this revelation at 1st level.

Gift of Prophecy (Su): Once per day, you can enter a trance to gain a glimpse of the future. This trance lasts for 1 minute, which must be uninterrupted and during which you can take no other actions. At 3rd level, you gain the benefits of an *augury* spell with 90% effectiveness. At 5th level, you gain the benefits of a *divination* spell with 90% effectiveness. At 9th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components. You must take this revelation at 3rd level.

STARGAZER (ARCHETYPE)

Some oracles seek meaning in the pattern of the stars across the night sky, the trails of comets, and the eternal orbits of the planets.

Recommended Mysteries: dark tapestry, heavens, lore, nature, time.

Class Skills: A stargazer adds Knowledge (nature), Perception, and Survival to her list of class skills. These replace the additional class skills from her mystery.

Bonus Spells: *faerie fire* (2nd), *glitterdust* (4th), *guiding star*** (6th), *wandering star motes*** (8th), *meteor swarm* (18th). These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations: A stargazer must take the following revelations at the listed levels.

Guiding Star (Su): As the heavens mystery revelation (see page 48 of the *Advanced Player's Guide*). You must take this revelation at 1st level.

Star Chart (Ex): As the heavens mystery revelation (see page 48 of the *Advanced Player's Guide*). You must take this revelation at 7th level.

PALADIN

All paladins are holy champions of law and good, yet some devote themselves to specific causes with exceptional zeal, swearing great oaths to solve specific problems or give their lives trying. This section introduces a new paladin archetype, the oathbound paladin, and several sample oaths for paladins with that archetype.

OATHBOUND PALADIN (ARCHETYPE)

While all paladins have their own codes of conduct, either taught by an order, handed down from the gods, or inspired by personal conviction, an oathbound paladin devotes herself to a singular cause, which grants her additional powers but also gives further edicts she must follow. An oathbound paladin swears an oath to eradicate a certain kind of evil. This powerful oath gives her access to new spells and adds to or alters typical paladin abilities.

An oathbound paladin can take multiple oaths, but none of the other oaths can replace or alter the same class feature from the paladin class as another alternate class feature. For example, a paladin cannot take the Oath against Corruption and the Oath against the Wyrms because they both replace the aura of courage class feature.

Paladins who take up an oath may make a sacred promise to their god or temple to perform some specific and grand action associated with the oath. For example, an oathbound paladin who takes the Oath of Vengeance may be tasked with killing the orc warlord who razed her home city, while a paladin with the Oath against the Wyrms may be asked to secure a nonaggression pact with a family of dragons. When a paladin completes the sacred promise, the oath is fulfilled, and she may abandon the oath if she so chooses; she may then select another oath or become a standard paladin or a different paladin archetype.

If a paladin violates the code of her oath, she loses the class abilities associated with that oath until she atones. If she violates her paladin's code, she loses her oath abilities as well as her other paladin abilities.

An oathbound paladin has the following class features.

Deity: Some oaths are especially compatible with the faiths of certain deities; these deities are listed here. Other deities may allow these oaths as well, though only rarely do deities allow oaths conflicting with their teachings.

Code of Conduct: The oathbound paladin must abide by the listed tenets of her oath in addition to the specifics of her god's code of conduct. In some cases, a deity's or paladin order's code may conflict with the oath's tenets; in most cases, these conflicts mean the

oath is unsuitable for a paladin of that deity or order (such as the Oath against the Wyrms with respect to a good dragon deity or a dragon-riding order of paladins) and cannot be selected by the paladin.

Oath Spells: A paladin's oath influences what magic she can perform. An oathbound paladin adds one spell to the paladin spell list at each paladin spell level she can cast (including spell levels for which she would only gain spells per day if her Charisma were high enough to grant bonus spells of that level). Her oath determines what spell is added to the spell list. If the paladin has multiple oaths, the spells from each oath are added to her spell list.

If an oathbound paladin has more than one oath, she may prepare any one of her oath's spells in that slot (similar to a cleric choosing one of her two domain spells to prepare in a domain spell slot). Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are described in the *Advanced Player's Guide*.

OATHS

The following are a selection of oaths for the oathbound paladin archetype. Other oaths may exist, particularly in regard to specific campaign enemies or events (such as elimination of an assassin's guild or the destruction of an evil temple).

Oath against Corruption

More insidious than meddling devils and more destructive than rampaging hordes are the strange alien entities that bubble up from the deep earth and the strange places beyond the sky. When a paladin takes this oath, she becomes a hunter of aberrations, protecting the common people from these bizarre threats. Often the paladin works in secret, not wanting to spread panic about her mission. Within cities they sometimes have underground bases that give access through the sewers and passages to strange vaults where the aberrant creatures live.

Deities: Abadar, Sarenrae, Shelyn, Torag.

Aura of Purity (Su): At 3rd level, you gain a +4 sacred bonus on saves against spells and effects from creatures of the aberration type. Allies within 10 feet gain a +1 sacred bonus on these saves. This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of courage.

Cleansing Flame (Sp): At 11th level, you may expend two uses of your smite evil ability to ignite your weapon with a cleansing blue flame for 1 minute. This flame sheds light as a torch. Aberrations within 20 feet of the flame take a -4 penalty on attack rolls against you and your allies, and your allies within 20 feet of the flame gain a +2 sacred bonus on saving throws against spells and effects from aberrations. This ability replaces aura of justice.



Cast into the Void (Su): At 20th level, a paladin becomes a conduit for the power of her god. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an aberration, the creature must make a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier) or be banished to oblivion. This ability does not kill the creature, but it is sent to a remote place, such as deep underground or far into space (if it is a creature native to space), and cannot return under its own power for at least 100 years.

Whenever the paladin channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

Code of Conduct: Hunt aberrations and do not allow them to roam freely or harm others. Destroy them if you can, or banish them if you cannot.

Oath Spells: 1st—*true strike*; 2nd—*acute senses**; 3rd—*touch of idiocy*; 4th—*spell immunity*.

Oath against Fiends

A paladin who takes an oath against demons, devils, daemons, and other evil outsiders is constantly on the lookout for malicious fiendish insurgence into the world, and faces it with swift and unwavering defiance. Often she works closely with inquisitors, searching for signs of outsider manipulation and possession.

Deities: Iomedae, Sarenrae, Torag.

Anchoring Aura (Su): At 8th level, a paladin's aura hampers extradimensional travel by evil outsiders. The aura extends 20 feet from the paladin. Evil outsiders attempting to use abilities such as *dimension door*, *plane shift*, or *teleport* to leave or enter the aura must succeed at a Will save (DC 10 + 1/2 the paladin's level + the paladin's Charisma modifier); failure means the ability does not function, as if the outsider were affected by *dimensional anchor*. The aura functions only while the paladin is conscious, not if she is unconscious or dead.

Alternatively, as an immediate action, the paladin can expend one use of her smite evil ability to target an evil outsider within 30 feet with *dimensional anchor*. A targeted *dimensional anchor* persists even if the paladin is unconscious or dead.

This ability replaces aura of resolve.

Holy Vessel (Su): At 9th level, a paladin whose divine bond is with a weapon can also use her divine bond to augment her armor or shield with enhancement bonuses, or add any of the following armor or shield properties: *bashing*, *fortification*, and *spell resistance*. Adding these properties consumes an amount of bonus equal to the property's cost (see Tables 15–4 and 15–5 in the *Core Rulebook*). She can divide her bonuses from the divine bond ability among her weapon, armor, and shield as she sees fit. This ability has no effect for a paladin whose divine bond is with a mount. This ability replaces the mercy gained at 9th level.

Code of Conduct: Never suffer an evil outsider to live if it is in your power to destroy it. Banish fiends you cannot kill. Purge the evil from those possessed by fiends

Oath Spells: 1st—*resist energy*; 2nd—*detect thoughts*; 3rd—*invisibility purge*; 4th—*plane shift*.

Oath against Savagery

Some paladins are champions of order, pledging to battle the hordes of goblinoids, orcs, hostile barbarians, and similar savages that nip at the heels of civilization, as well as those who gnaw on society from within, such as thieves' and assassins' guilds. More so than other paladins, those who take this oath expect to fight many creatures at once, and develop special abilities to deal with these numbers.

Deities: Abadar, Erastil, Iomedae, Torag.

Holy Reach (Su): At 2nd level, an oathbound paladin can expend one use of her smite evil ability to extend her natural reach by 5 feet for 1 minute. This does not stack with the Lunge feat. This ability replaces divine grace.

Hordebreaker (Su): At 11th level, when the paladin hits an evil humanoid with an attack of opportunity, she deals an additional 1d6 points of damage. When using holy reach, the paladin may make a number of additional attacks of opportunity per round equal to her Charisma bonus. This increase stacks with similar increases from other sources such as Combat Reflexes. This ability replaces aura of justice.

Code of Conduct: Always heed the call of a community in danger from savages. Be the first in line to defend a settlement and the last to retreat.

Oath Spells: 1st—*deathwatch*; 2nd—*protection from arrows*; 3rd—*haste*; 4th—*divine power*.

Oath against Undeath

A paladin with this oath vows to restore the natural state of death to any animate corpse she encounters, and destroy the undead energy in the process. While a few paladins who take this oath recognize that not all undead are evil, others are quite willing to purge neutral and good undead along with all the evil ones.

Deities: Iomedae, Sarenrae, Torag.

Detect Undead (Su): This ability works like the standard paladin ability to detect evil, except as *detect undead* instead of *detect evil*. This ability replaces *detect evil*.

Ghost Touch Aura (Su): At 3rd level, the paladin's armor is treated as if it had the *ghost touch* armor property. This does not affect the cost or effect of any other abilities of the armor. At 9th level, this ability also applies to the paladin's shield. This ability replaces the paladin's 3rd-level and 9th-level mercies.

Aura of Life (Su): At 8th level, the paladin gains a +4 morale bonus on saves against attacks that grant

negative levels and saves to overcome negative levels. Each ally within 10 feet of her gains a +2 morale bonus on these saves.

This ability functions only while the paladin is conscious, not if she is unconscious or dead. This ability replaces aura of resolve.

Superior Channeler (Su): At 11th level, a paladin can channel positive energy to harm undead by expending a single usage of her lay on hands ability instead of two. This ability replaces aura of justice.

Code of Conduct: Destroy all undead. Put to rest the poor souls turned against their will. Prevent the taint of undeath from spreading to the newly dead, blessing or burning the corpses as necessary.

Oath Spells: 1st—*sanctify corpse**; 2nd—*darkvision*; 3rd—*searing light*; 4th—*halt undead*.

Oath against the Wyrn

Few dragons see the smaller races of the world as their equals—to most, humanoids are either food or an annoyance. Some paladins swear to protect others against the predation of dragonkind. Some include dragon-blooded creatures (such as half-dragons or even sorcerers with the draconic bloodline) in their oath and team up with inquisitors to root out those whose ancestry carries the taint of dragon magic. Many paladins with this oath are thrill-seekers for the cause of good, channeling their divine power in ways that allow them to take on their powerful foes head on.

Deities: Abadar, Iomedae, Torag.

Breath Evasion (Su): At 4th level, a paladin with this oath gains evasion, but only against the breath weapons of creatures with the dragon type. This ability replaces channel positive energy.

Divine Bond (Sp): This works like the paladin's normal divine bond ability, except as follows. If the paladin's bond is with a weapon, she cannot use that ability to add the *brilliant energy*, *disruption*, or *merciful weapon* properties, but she can add the *bane* weapon property (but only against dragons). If the paladin's bond is with her steed, the steed gains the paladin's aura-based immunities and her aura does not affect allies. This replaces the standard divine bond ability.

Dragon-Slaying Strike (Su): At 20th level, an oathbound paladin becomes a conduit of holy power. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes a dragon, the dragon is also subject to a single-target *holy word*, using her paladin level + 10 as the caster level. After the banishment effect and the damage from the attack are resolved, the smite immediately ends. In addition, whenever she uses lay on hands to heal a creature, she heals the maximum possible amount. This ability replaces holy champion.

Code of Conduct: Slay evil dragons, as well as other dangerous dragons whether or not they are evil. Prevent the bloodlines of other creatures from being corrupted with draconic power. Protect the innocent against the predation of dragons.

Oath Spells: 1st—*enlarge person*; 2nd—*bear's endurance*; 3rd—*fly*; 4th—*stoneskin*.

Oath of Charity

Charity is more than just giving money to a temple or a cause—it is about the necessity of sacrifice to help others. Those who take this oath dedicate their lives to protecting those who can't protect themselves and giving to those who are in need. They are generous to a fault, the most steadfast of friends, and give without anyone needing to ask. Paladins who take the oath of charity often turn over a fifth or more of their acquired wealth gained through adventuring to their temples or community.

Deities: Erastil, Iomedae, Sarenrae, Torag.

Charitable Hands (Su): At 2nd level, a paladin with this oath heals 50% less when she uses lay on hands on herself, but 50% more than the normal amount when she uses it to heal others. Using lay on hands to harm undead deals the normal amount of damage. This ability otherwise works like and replaces lay on hands.

Charitable Mercy (Su): At 5th level, a paladin with this oath is more flexible with her mercies than other paladins. At the start of each day, a paladin with this oath can select her mercies anew from the list of available mercies. This ability replaces divine bond.

Code of Conduct: Always offer help to good creatures who need it. Always offer help to the poor and destitute. (In settlements, this help is often handled by donating to charitable religious organizations, rather than the paladin being required to dole out coppers to every beggar in the street.)

Oath Spells: 1st—*magic stone*; 2nd—*make whole*; 3rd—*magic vestment*; 4th—*imbue with spell ability*.

Oath of Chastity

A chaste paladin proves her purity by way of her action and her abstinence from romantic activities. Many believe that this oath is only about sex, but it is really an oath about the romantic notion that a single person could be more important than all the evils facing the world—it is this perceived selfishness that the bearer of the Oath of Chastity strives to reject. In doing so, she gains purifying power.

Deities: Iomedae, Sarenrae, Torag.

Pure of Mind (Su): At 2nd level, the paladin gains a +4 sacred bonus on saves against charm effects and figments, and gains a bonus equal to her Charisma modifier on Will saving throws. This ability replaces divine grace.

Pure of Body (Su): Upon reaching 8th level, the paladin has a 50% chance to turn any critical hit or sneak attack against her into a normal hit, as if she were wearing *fortification* armor. This ability replaces aura of resolve.

Code of Conduct: Never engage in a romantic relationship or a sexual act.

Oath Spells: 1st—*remove fear*; 2nd—*confess***; 3rd—*heroism*; 4th—*freedom of movement*.

Oath of Loyalty

To most paladins, their word is everything. When they say something, it will be done. Those who take this oath put that ideal to the test every day. The oathbound paladin's word is a promise, a sacred bond, and also greater power in the cause of law and good. She is careful with her words, lest she agree to something she cannot fully support.

Deities: Abadar, Iomedae, Sarenrae, Shelyn, Torag.

Loyal Oath (Su): Starting at 1st level, once per day as a swift action, an oathbound paladin can choose a willing creature within line of sight as the target of her loyal oath. When the paladin is adjacent to the target of her loyal oath, she grants the target a sacred bonus on saving throws and to Armor Class equal to the paladin's Charisma bonus. The loyal oath lasts 1 minute, or until the paladin dismisses it (a free action) or discharges it (see below), whichever comes first.

If the target is struck by an enemy and the paladin is adjacent to that enemy, as an immediate action she may make a single melee attack against that enemy; making this attack ends the loyal oath. At 4th level and every three levels thereafter, the paladin may use her loyal oath one additional time per day. This ability replaces smite evil.

Loyal Guardian (Su): At 8th level, whenever the target of the paladin's loyal oath is hit with a melee or ranged attack, if the paladin is adjacent to the target, she can spend an immediate action to have the attack automatically hit her instead of the intended target. This ends the loyal oath.

Code of Conduct: Keep all promises. Never make an oath or promise lightly. Never go back on an oath.

Oath Spells: 1st—*wrath***; 2nd—*aid*; 3rd—*helping hand*; 4th—*sending*.

Oath of Vengeance

While all paladins uphold the principals of law and good, sometimes these ideas must have a ruthless and dangerous side. It often falls upon a paladin to bring justice in the form of vengeance upon heinous transgressors against law and good. These oathbound paladins are always on the hunt for those who have perpetrated evil, and are the instrument of Heaven's most definitive and implacable judgment.

Deities: Iomedae, Torag.

Channel Wrath (Su): When an oathbound paladin reach 4th level, she can spend two uses of her lay on hands ability to gain an extra use of smite evil that day. This ability has no effect for a paladin who does not have the smite evil ability. This ability replaces channel positive energy.

Powerful Justice (Su): At 11th level, an oathbound paladin may spend one use of her smite evil ability to grant her allies within 10 feet the ability to smite evil, except they only gain the paladin's bonus to damage, not her smite's attack bonus or ability to bypass DR. This ability replaces aura of justice.

Code of Conduct: Never let lesser evils distract you from your pursuit of just vengeance.

Oath Spells: 1st—*wrath***; 2nd—*confess***; 3rd—*blessing of fervor***; 4th—*order's wrath*.



RANGER

Rangers are the masters of the borderlands, staunch and adaptable keepers of their chosen domains. Where druids seek solace in nature, rangers occupy the blurred lines between society and the wild, learning from their favored environments and hardening themselves into apex predators within their domains, whether they be scouts, trackers, bounty hunters, or other fringe-dwellers. Though most people think of rangers as physical warriors, in fact they possess many important spellcasting abilities as well.

The following section introduces ranger traps (simple improvised traps that sometimes incorporate the ranger's magical abilities) and a new ranger archetype—the trapper, who is an expert with all kinds of traps.

RANGER TRAPS

Rangers are legendary for their ability to hunt down and capture their prey. Some rangers can create elaborate traps out of scraps, vines, and perhaps a little bit of specialized magic. Characters can learn how to set these traps by taking the Learn Ranger Trap feat or by having the trapper ranger archetype.

Setting a trap is a full-round action that provokes attacks of opportunity. A trap fills a single 5-foot square, and cannot be placed in the same area as another ranger trap or a magical trap such as a glyph of warding. The ranger only needs simple materials to create the trap, such as a piece of cloth, a small amount of metal (such as a dagger, iron spike, or a few nails), a foot of rope or vine, and so on. The DCs for Perception checks to notice the trap, Disable Device checks to disable it, and for saving throws to avoid it are equal to $10 + \frac{1}{2}$ the character's level + the character's Wisdom bonus. All ranger traps are **Trigger**: location, and **Reset**: none.

Ranger traps are either extraordinary or supernatural; extraordinary traps are **Type**: mechanical, and supernatural traps are **Type**: magic. Some of the traps listed below may be set as extraordinary traps or as magical (supernatural) traps; learning such a trap lets a ranger set it either way. An extraordinary trap has a -2 penalty to its DC. An extraordinary trap lasts 1 day per ranger level or until it is triggered, whichever comes first. A magical trap lasts only 1 hour per level or until triggered, whichever comes first. A trap's DC decreases by 1 for each full day (or hour, for a magical trap) that passes after it is set. Traps marked with an asterisk (*) add to or modify the effects of another trap; a ranger can add one of these trap types to any standard ranger trap (this costs 1 additional use of the trap ability).

ALARM TRAP* (EX OR SU)

EFFECTS

Effect When the trap is triggered, it also creates a momentary loud noise equivalent to the audible alarm version of *alarm*.

BURNING TRAP* (EX OR SU)

EFFECTS

Effect A ranger can only add this to a fire trap. If the triggering creature fails its Reflex save, it catches on fire, taking 1d6 points of fire damage at the start of its turn for 1d4 rounds. The burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

EXPLODING TRAP* (EX OR SU)

EFFECTS

Effect A ranger can only add this to a fire trap. The trap explodes in fire, filling all squares adjacent to the trap and dealing a number of points of fire damage equal to $1d6 + \frac{1}{2}$ the ranger's level (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FIRE TRAP (EX OR SU)

EFFECTS

Effect The trap explodes in flames, dealing a number of points of fire damage equal to $1d6 + \frac{1}{2}$ the ranger's level to the triggering creature (Reflex negates). If it is an extraordinary trap, the ranger must use an explosive material such as alchemist's fire when setting the trap.

FREEZING TRAP (SU)

EFFECTS

Effect The trap creates a burst of ice that damages and encases the triggering creature. The creature takes 1d3 points of cold damage + $\frac{1}{4}$ the ranger's level and is entangled and stuck to the ground, similar to the effect of a tanglefoot bag. A successful Reflex save halves the damage and means the creature is not stuck to the floor by the ice. The ice is 1 inch thick per 2 Hit Dice of the ranger (minimum 1), has hardness 0 and 3 hit points per inch of thickness, and melts in 2d4 rounds.

MARKING TRAP* (EX OR SU)

EFFECTS

Effect If the triggering creature fails its save against the trap, it is marked with a dye and/or scent of the ranger's choosing. A scent mark decreases the DC of tracking the marked creature by scent by 4. The mark can be washed off with vigorous scrubbing, but fades on its own over several days.

POISON TRAP (EX OR SU)

EFFECTS

Effect The trap poisons the creature that triggers it. If it is a



supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. If it is an extraordinary trap, the ranger must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

SLEET TRAP (SU)

EFFECTS

Effect The detonating trap creates a 20-foot-radius burst of sleet with the effects of a *sleet storm*. The driving sleet lasts for 1 round, but the icy ground persists for 1 round per ranger level.

SNARE TRAP (EX OR SU)

EFFECTS

Effect The trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless the ranger included a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to 1/2 the ranger's level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of the ranger's trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At the ranger's option, if there is a tall object or structure nearby, she can have the trap lift the creature.

SWARM TRAP (EX OR SU)

EFFECTS

Effect The trap releases a bat swarm, rat swarm, or spider swarm that attacks all creatures in the area. The swarm remains in the general area for no longer than 1 round per ranger level, after which it disperses. If the trap is an extraordinary trap, the ranger must provide the creatures of the swarm (typically in a small box, cage, or crate); these creatures may die of starvation before the trap is triggered (an extraordinary trap lasts 1 day per level).

TRAPPER (ARCHETYPE)

A trapper is a ranger who focuses exclusively on traps, rather than learning conventional magic. A trapper has the following class features.

Class Skills: A trapper adds Disable Device to her list of class skills in addition to the normal ranger class skills.

Trapfinding: A trapper adds 1/2 her ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). A trapper can use Disable Device to disarm magic traps.

Trap: At 5th level, a trapper learns how to create a snare trap and one other ranger trap of her choice. At 7th

level and every two levels thereafter, she learns another trap. The trapper can use these traps a total number of times per day equal to 1/2 her ranger level + her Wisdom modifier. Once a trap is learned, it can't be unlearned and replaced with a different type of trap. The trapper cannot select an individual trap more than once. This ability replaces the ranger's spells class feature. Trappers do not gain any spells or spellcasting ability, do not have a caster level, and cannot use spell trigger and spell completion magic items.

Launch Trap: At 10th level, a trapper can affix a magical ranger trap to an arrow, crossbow bolt, or thrown weapon, allowing her to set the trap remotely or use it as a direct attack. Attaching the trap to the projectile is part of the full-round action of creating a new trap. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the ranger had set the trap in that square, except the DC is 5 lower than normal. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies, if any). The attack has a maximum range of 60 feet, and range increments apply to the attack roll. The duration of the trapped projectile starts from when it is created, not from when it is used.



SORCERER

Sorcerous power is, by its very nature, a strange and unpredictable thing, the result of mysterious magical heritages and the intermingling of creatures both legendary and mundane. With the magical legacies flowing through their veins, sorcerers can undertake great works capable of placing them forever in the halls of heroes—or laying waste to all around them.

The following section introduces new sorcerer bloodlines, as well as two new sorcerer archetypes—crossblooded and wildblooded—the latter of which comes with its own unique selection of modified bloodlines to reflect its bizarre and mutated origins.

BLOODLINES

Presented in this section are a number of new bloodlines representing origins of sorcerer abilities.

New feats or spells presented in this book are marked with an asterisk (*). Two asterisks (**) indicate a feat, spell, or bloodline from the *Advanced Player's Guide*.

Accursed

Misfortune, pestilence, and nightmares follow your family like vermin drawn to carrion. Somewhere in your family history, a hag's foul influence entered your bloodline. You may actually be related to the hag, or you may still be suffering the effects of a curse that a hag laid upon your kin in generations past. Now the hag's powers are part of your heritage.

Class Skill: Perception.

Bonus Spells: *ray of enfeeblement* (3rd), *touch of idiocy* (5th), *ray of exhaustion* (7th), *bestow curse* (9th), *feeblemind* (11th), *eyebite* (13th), *insanity* (15th), *dimensional lock* (17th), *energy drain* (19th).

Bonus Feats: Alertness, Blind-Fight, Combat Casting, Deceitful, Defensive Combat Training, Endurance, Great Fortitude, Mounted Combat.

Bloodline Arcana: You count as a hag for the purpose of joining a hag's coven. The coven must contain at least one hag. In addition, whenever you are within 30 feet of another sorcerer with this bloodline or a witch with the coven hex, you can use the aid another action to grant a +1 bonus to the other spellcaster's caster level for 1 round.

Bloodline Powers: The source of your power isn't pretty, but it does allow you to emulate the preternatural ugliness and toughness of a hag—though doing so won't help you make friends.

Horrific Visage (Su): At 1st level, you can draw upon your hag ancestor to cause one target to perceive you as having

a horrifying appearance. As a standard action, you can force one target within 30 feet to make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be shaken for 1 round for every 2 sorcerer levels you possess (minimum 1 round). This is a mind-affecting, fear-based ability. This fear does not stack with other fear effects. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Wretched Endurance (Ex): At 3rd level, you gain a +2 bonus on all saving throws against charm, cold, fear, fire, and sleep effects. And 9th level, these bonuses increase to +4.

Dread Gaze (Su): At 9th level, you gain a form of the green hag's evil eye power. As a standard action, you may fix your gaze on any one creature within 60 feet. The target must make a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) or be staggered for 1 round for every 2 sorcerer levels you possess. You may use this ability once per day at 9th level. At 17th level, you can use this ability twice per day. At 20th level, you may use this ability three times per day.

Dream Walking (Sp): At 15th level, you can enter the ethereal plane. This functions like *ethereal jaunt*, but with a duration of 1 minute for every 2 sorcerer levels you possess. Once during this trip, you may cast *nightmare* as a spell-like ability on a creature you see on the Material Plane. (This is an exception to the normal rule that ethereal creatures cannot affect targets on the Material Plane).

Fearsome Survival (Su): At 20th level, your hag-blood gives you considerable resilience. You gain DR 10/cold iron, and gain SR equal to 6 + your sorcerer level.

Djinni

You were born with the power of air genies, and the magic of the djinn is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *shocking grasp* (3rd), *invisibility* (5th), *fly* (7th), *minor creation* (9th), *overland flight* (11th), *chain lightning* (13th), *plane shift* (15th), *greater planar binding* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to electricity. This also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a djinni, you have both natural power over air and several other genie-based abilities.

Electricity Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of electricity damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.



Elemental Resistance (Ex): At 3rd level, you gain electricity resistance 10. Your electricity resistance increases to 20 at 9th level.

Whirlwind (Su): At 9th level, you gain the ability to turn into a 10-foot-high whirlwind once per day for 1 round per sorcerer level (see page 306 of the *Pathfinder RPG Bestiary*).

Elemental Movement (Su): At 15th level, you gain a fly speed of 60 feet with average maneuverability.

Power of the Djinn (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited wish* as a spell-like ability. Such wishes must begin with the words “I wish,” and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You also become immune to electricity damage, and can use *plane shift* once per day to travel to or from the Plane of Air.

Efreeti

You were born with the power of fire genies, and the magic of the efreeti is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *enlarge person* (3rd), *scorching ray* (5th), *fireball* (7th), *wall of fire* (9th), *persistent image* (11th), *planar binding* (13th), *plane shift* (15th), *giant form II* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to fire. This also changes the spell’s descriptors to match this energy type.

Bloodline Powers: Like an efreeti, you have both natural power over air and several other genie-based abilities.

Fire Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of fire damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain fire resistance 10. At 9th level, your fire resistance increases to 20.

Efreeti Form (Su): At 9th level, you gain the ability to assume the form of an efreeti once per day. This acts like the spell *giant form I*, except you only use it to become an efreeti and its duration is 1 round per level. While in this form, you also gain an efreeti’s heat ability.

Elemental Movement (Su): At 15th level, your base speed increases by +30 feet.

Power of the Efreet (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited*

wish as a spell-like ability. Such wishes must begin with the words “I wish,” and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You also become immune to fire damage, and can use *plane shift* once per day to travel to or from the Plane of Fire.

Maestro

The spiritual power of art and song runs strongly through your family line. This may be the result of ancient pacts made with azata patrons, or even an inheritance from a lillend or trumpet archon ancestor. It could also be the lingering taint of a less savory heritage, such as from a harpy or a forefather driven to madness by the disquieting gibbering of a shoggoth. However it came to be, your family’s artistic bent shows itself strongly in your magic.

Class Skill: Perform.

Bonus Spells: *ventriloquism* (3rd), *hideous laughter* (5th), *suggestion* (7th), *shout* (9th), *dominate person* (11th), *mass suggestion* (13th), *power word blind* (15th), *greater shout* (17th), *wail of the banshee* (19th).

Bonus Feats: Deceitful, Greater Spell Focus (enchantment), Lingering Performance, Persuasive, Skill Focus (Perform), Spell Focus (enchantment), Spell song*, Still Spell.

Bloodline Arcana: Whenever you cast a spell with a verbal component and no somatic or material component, you treat your caster level as if it were one higher.

Bloodline Powers: You hear music whenever you cast spells, and can use the songs in your head to create magic effects.

Beguiling Voice (Ex): At 1st level, you can use the sound of your voice to lull a target creature into taking no action. This ability acts as the *daze* spell, except it is language-dependent, has a duration of 1 round, and affects a living creature whose Hit Dice do not exceed your sorcerer level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fascinate (Ex): At 3rd level, you gain the ability to use a Perform skill to cause one or more creatures to become fascinated with you. This acts as the fascinate bardic perform ability, except the save DC is 10 + 1/2 your sorcerer level + your Charisma bonus, and it lasts 1 round/level. You may use this ability once per day at 3rd level, twice per day at 8th level, three times per day at 13th level, and four times per day at 18th level.

Perfect Voice (Su): At 9th level, you understand all efforts to communicate through sound, and can make yourself understood to any creature able to understand language. You can speak to, and understand the speech of, any creature that understands at least one spoken language. The save DCs of language-dependent spells you cast increase by +1.

Inspire (Sp): At 15th level, your artistic magic can inspire your allies to great accomplishments. You can use *greater heroism* as a spell-like ability. You can use this ability once per day at 15th level, twice per day at 17th level, and three times per day at 19th level.

Grand Maestro (Su): At 20th level, the power of pure magic music flows through you. You cast any spell with a verbal component as if it had the Still Spell metamagic feat applied to it, with no increase to the casting time or spell slot required to cast it. You gain immunity to sonic damage and language-dependent spells.

Marid

You were born with the power of water genies, and the magic of the marids is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *obscuring mist* (3rd), *see invisibility* (5th), *gaseous form* (7th), *wall of ice* (9th), *persistent image* (11th), *elemental body III* (13th), *plane shift* (15th), *polar ray* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to cold. This also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a marid, you have both natural power over water and several other genie-based abilities.

Frost Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of cold damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain cold resistance 10. At 9th level, your cold resistance increases to 20.

Water's Fury (Su): At 9th level, you gain the ability to summon a rushing jet of water from the elemental plane of water and direct it against your foes. As a standard action, you can create a jet of water in a 60-foot line that deals 1d6 points of damage per two sorcerer levels you possess, and blinds the target that was struck for 1d6 rounds. A Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma bonus) reduces the damage by half and negates the blinding effect.

Elemental Movement (Su): At 15th level, you gain a swim speed of 60 feet.

Power of the Marid (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited wish* as a spell-like ability. Such wishes must begin with the words "I wish," and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability

to duplicate a spell with a costly material component, you must provide that component.

You become immune to cold damage, and can use *plane shift* once per day to travel to or from the Plane of Water.

Rakshasa

At some point in your family's history, one of your ancestors was tainted by the influence of a rakshasa. Though most of your family seem entirely normal, you have always felt your own skin is a prison from which magic allows you to escape. Your birthright is a secret you may be forced to keep from societies that would never deal with you if your heritage were known.

Class Skill: Disguise.

Bonus Spells: *charm person* (3rd), *invisibility* (5th), *suggestion* (7th), *detect scrying* (9th), *prying eyes* (11th), *mass suggestion* (13th), *greater polymorph* (15th), *mind blank* (17th), *dominate monster* (19th).

Bonus Feats: Arcane Armor Mastery, Arcane Armor Training, Deceitful, Detect Expertise*, Empower Spell, Light Armor Proficiency, Martial Weapon Proficiency, Stealthy.

Bloodline Arcana: Add half your sorcerer level to the Spellcraft DC for others to identify spells you cast. If their checks fail by 5 or more, they mistakenly believe you are casting an entirely different spell (selected by you when you begin casting).

Bloodline Powers: You can call upon the nearly divine power of your rakshasa ancestors, giving you the power to convincingly deceive your enemies.

Silver Tongue (Su): At 1st level, you can draw upon your outsider heritage to spin amazingly convincing lies. Activating this ability is a swift action. You gain a +5 bonus on one Bluff check made to convince another of the truth of your words (similar to using *glibness*). If a magical effect is used against you that would detect your lies or force you to speak the truth, the user of the effect must succeed on a caster level check (DC 10 + your sorcerer level) to succeed. Failure means the effect does not detect your lies or force you to speak only the truth. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Mind Reader (Sp): At 3rd level, you can read minds as a spell-like ability. This ability acts like *detect thoughts*, except it lasts only 1 round, you use it on a single target as a standard action, and if the target fails its Will save, you gain information as if you had concentrated on it for 3 rounds. You may use this ability once per day at 3rd level and one additional time per day for every four sorcerer levels you possess beyond 3rd, up to five times per day at 20th level.

Hide Aura (Sp): At 9th level, you can conceal yourself from prying magic. This ability acts like a constant *non-detection* spell cast upon yourself. You can end or restore this protection as a move action.



Alter Self (Sp): At 15th level, you can change your shape into that of any humanoid at will. This ability acts like *alter self*, except you may remain in a chosen form as long as you want. *Outsider (Su)*: At 20th level, your natural form becomes that of an animal-headed humanoid, like a true rakshasa. This does not affect your ability to speak or cast spells. You can use your *alter self* or other disguise and polymorph abilities to assume your original form or other forms when it suits you. You are forevermore treated as a native outsider rather than as a humanoid (or whatever your original type was) for the purpose of spells and other magical effects. Unlike other outsiders, you can still be brought back from the dead as if you were a member of your previous creature type. You gain DR 10/piercing.

Shaitan

You were born with the power of earth genies, and the magic of the shaitans is strong in you.

Class Skill: Knowledge (planes).

Bonus Spells: *true strike* (3rd), *glitterdust* (5th), *greater magic weapon* (7th), *stoneskin* (9th), *wall of stone* (11th), *wall of iron* (13th), *plane shift* (15th), *iron body* (17th), *wish* (19th).

Bonus Feats: Dodge, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Knowledge [planes]), Weapon Finesse.

Bloodline Arcana: Whenever you cast a spell that deals energy damage, you can change the type of damage to acid. This effect also changes the spell's descriptors to match this energy type.

Bloodline Powers: Like a shaitan, you have both natural power over earth, and several other genie-based abilities.

Acid Ray (Sp): Starting at 1st level, you can unleash an elemental ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of acid damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Elemental Resistance (Ex): At 3rd level, you gain acid resistance 10. At 9th level, your acid resistance increases to 20.

Avalanche (Su): At 9th level, whenever you hit a single target with a spell that deals damage, you may make a bull rush check as a swift action. Your CMB for this maneuver is equal to your sorcerer caster level + your Charisma bonus. You can make this maneuver even if the target is not in melee range, and you do not provoke an attack of opportunity for making this maneuver. If the target is in contact with earth, stone, or rock, you gain a +4 bonus on your CMB check.

Elemental Movement (Su): At 15th level, you gain a burrow speed of 30 feet.

Power of the Shaitan (Su): At 20th level, you gain the power of genies to grant wishes. Once per day, you can cast *limited*

wish as a spell-like ability. Such wishes must begin with the words "I wish," and cannot duplicate a wish you have granted within the past 24 hours. If you use this ability to duplicate a spell with a costly material component, you must provide that component.

You become immune to acid damage, and can use *plane shift* once per day to travel to or from the Plane of Earth.

CROSSBLOODED (ARCHETYPE)

A crossblooded bloodline combines the powers of two distinct heritages. In most cases, sorcerers with this bloodline are the offspring of two sorcerers from different ancestries, but occasionally a crossblooded sorcerer arises from the conjunction of other powers. A draconic sorcerer who is also the culmination of a great destiny, an abyssal sorcerer from a family that dealt with devils, and an arcane sorcerer raised from birth by fey are all possible sources for crossblooded bloodlines.

A crossblooded sorcerer selects two different bloodlines. The sorcerer may gain access to the skills, feats, and some of the powers of both bloodlines she is descended from, but at the cost of reduced mental clarity and choice (see Drawbacks).

Class Skill: A crossblooded sorcerer receives the bonus class skill from both of her bloodlines. If these are the same skill, this does not grant any additional benefit.

Bonus Spells: A crossblooded sorcerer may select her bonus spells from either of her bloodlines. The sorcerer also has the choice to learn a lower-level bonus spell she did not choose in place of the higher-level bonus spell she would normally gain. Lower-level bonus spells learned this way always use the spell level that they would be if the sorcerer had learned them with the appropriate bonus spell.

Example: A 3rd-level aberrant/abyssal crossblooded sorcerer has the choice of learning *cause fear* or *enlarge person* as her bloodline bonus spell. If she selected *cause fear* as her 3rd-level bonus spell, at 5th level she could use her new bonus spell to learn *enlarge person* instead of *bull's strength* or *see invisibility*, and she would add it to her list of 1st-level spells known (just as if she had learned it as her 3rd-level bonus spell).

Bonus Feat: A crossblooded sorcerer combines the bonus feat lists from both of her bloodlines and may select her bloodline bonus feats from this combined list.

Bloodline Arcana: A crossblooded sorcerer gains the bloodline arcana of both her bloodlines.

Bloodline Powers: At 1st, 3rd, 9th, 15th, and 20th levels, a crossblooded sorcerer gains one of the two new bloodline powers available to her at that level. She may instead select a lower-level bloodline power she did not choose in place of one of these higher-level powers.

Drawbacks: A crossblooded sorcerer has one fewer spell known at each spell level (including cantrips) than is presented on Table 3-15: Sorcerer Spells Known on page 73 of the *Core Rulebook*. Furthermore, the conflicting urges created by the divergent nature of the crossblooded sorcerer's dual heritage forces her to constantly take some mental effort just to remain focused on her current situation and needs. This leaves her with less mental resolve to deal with external threats. A crossblooded sorcerer always takes a -2 penalty on Will saves.

WILDBLOODED (ARCHETYPE)

A wildblooded sorcerer has a mutated version of a more common bloodline, with one arcana and at least one bloodline power that are different from those of an unmutated bloodline. When creating a wildblooded sorcerer, select an existing bloodline (such as one from the *Core Rulebook*, the *Advanced Player's Guide*, or this book), then select one of the following mutated bloodlines associated with that bloodline. Use the normal bloodline's class skill, bonus spells, and bonus feats, and the mutated bloodline's bloodline arcana. Use the normal bloodline's bloodline powers, except when the mutated bloodline replaces one of those powers.

Anarchic

Your magical power taps into pure anarchy.

Associated Bloodline: Protean**.

Bloodline Arcana: Whenever you fail a concentration check to cast a spell, a cantrip effect is created. Randomly determine one of your cantrips known (for example, if you know 6 cantrips, roll 1d6). There is a 50% chance this cantrip affects a target of your choice within 60 feet; otherwise it affects you.

Bloodline Powers: Raw magical energy lashes out when you destroy or negate hostile spells.

Wild Feedback (Su): At 3rd level, when you successfully dispel or counterspell an opponent's spell, the caster (if it is within 100 feet) takes 1d6 points of damage +1 per level of the spell affected. This bloodline power replaces protean resistances.

Aerial

Your magic is more focused on the power of air and rain than on lightning and thunder.

Associated Bloodline: Stormborn**.

Bloodline Arcana: Whenever outdoors during any form of precipitation, your effective caster level is increased by 2.

Bloodline Powers: The greatest storms bring ruin through wind, not electricity.

Windcaller (Sp): At 9th level, you can call the winds to obey your commands for 1 minute per level. This functions like *control winds*, except that you may choose to be immune to any increased wind effects you create. The ability's duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces thunderbolt.

Bedrock

Your earth magic is more defensive than offensive.

Associated Bloodline: Deep Earth**.

Bloodline Arcana: Whenever you cast a spell of the summoning subschool, the creatures summoned gain DR/adamantine equal to 1/2 your sorcerer level (minimum 1). This does not stack with any DR the creature might have.

Bloodline Powers: Rock is timeless; it endures.

Iron Hide (Sp): At 9th level, as a swift action, you can grant yourself DR 10/adamantine for a number of rounds per day equal to your sorcerer level. The rounds do not need to be used consecutively. This bloodline power replaces crystal shard.

Brutal

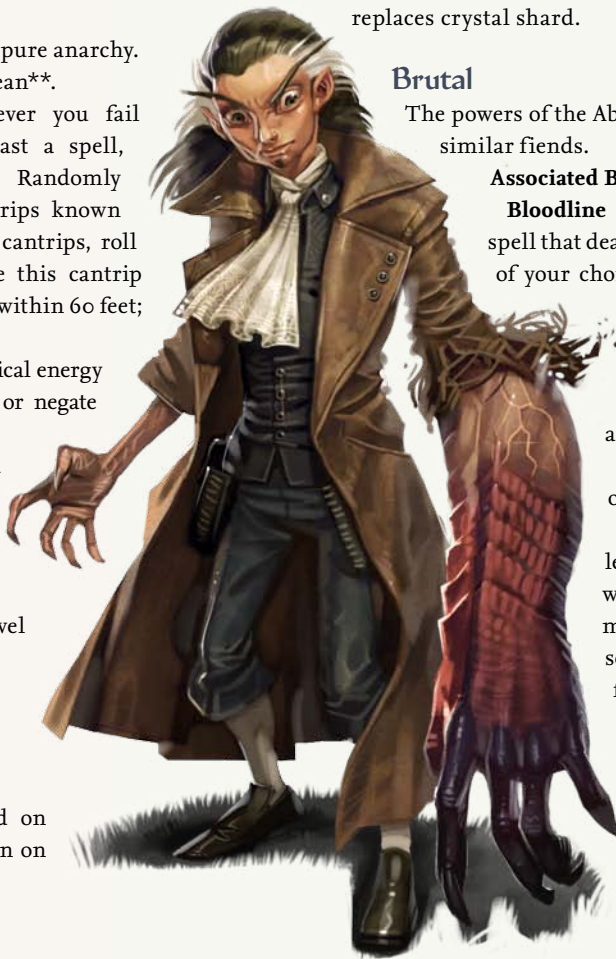
The powers of the Abyss can vary radically, even for similar fiends.

Associated Bloodline: Abyssal.

Bloodline Arcana: Whenever you cast a spell that deals hit point damage, one target of your choice affected by the spell takes 2 additional hit points of damage. This ability has no effect on spells that do not deal hit point damage (such as ability score damage).

Bloodline Powers: Flight is often the key to survival.

Wings of the Abyss (Su): At 9th level, you can sprout leathery wings and fly for a number of minutes per day equal to your sorcerer level, with a speed of 60 feet and good maneuverability. This duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces strength of the abyss.





Empyrean

Your heavenly power derives from insight rather than force of personality.

Associated Bloodline: Celestial.

Bloodline Arcana: Unlike most sorcerers whose innate magic is powered by force of personality, you use pure willpower to master and fuel your magic. You use your Wisdom, rather than your Charisma, to determine all class features and effects relating to your sorcerer class, such as bonus spells per day, maximum spell level you can cast, and the save DCs of your spells. You gain a +2 bonus on all Heal and Knowledge (religion) checks.

Bloodline Powers: Your quasi-divine nature gives you strange powers.

Sacred Cistern (Su): At 9th level, your bloodline makes you a natural receptacle of divine energy. You can channel energy once per day as a cleric of your sorcerer level – 4. This bloodline power replaces wings of heaven.

Envenomed

The ophidian source of your bloodline has more to do with stealth and assassination than it does with leadership and alliances.

Associated Bloodline: Serpentine**.

Bloodline Arcana: You gain a +2 bonus on Acrobatics, Climb, and Stealth checks.

Bloodline Powers: The stink of poison taints your magic.

Envenom (Su): At 3rd level, as a swift action, you can lick or bite a melee weapon to imbue it with 1 dose of black adder venom (see page 558 of the *Core Rulebook*). The poison's DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You may use this ability once per day at 3rd level, and one additional time per day for every three additional levels. The poison cannot be removed or stored, and the weapon loses the benefit of the poison after the first successful attack or 1 hour has passed. The bloodline power replaces serpentfriend.

Groveborn

Some plant magic is more green, while some is more brown, like hardwood.

Associated Bloodline: Verdant**.

Bloodline Arcana: Your powers of compulsion can affect even plant creatures. Whenever you cast a mind-affecting or language-dependent spell, it affects creatures of the plant type as if they were humanoids that understood your language.

Bloodline Powers: Your nature powers create tough, resilient minions.

Lush Summoning (Su): At 3rd level, whenever you summon creatures with a conjuration (summoning) spell, you can decide that they appear green and leafy. The natural armor bonus of such creatures is increased by +2, and

they gain a +4 bonus on saves against paralysis, poison, polymorph, sleep, and stunning. This bloodline power replaces photosynthesis.

Karmic

The universe punishes those who interfere with destiny.

Associated Bloodline: Destined.

Bloodline Arcana: If you are casting defensively because a creature is threatening you and you fail your concentration check, one of the creatures that is threatening you provokes an attack of opportunity from you or from one ally who is adjacent to the enemy. You decide which creature provokes this attack and which of its adjacent opponents may make the attack.

Bloodline Powers: Your blood responds angrily when you are attacked.

Fate's Retribution (Su): Starting at 1st level, when you are hit by a melee attack, as an immediate action, you can curse the creature that struck you. The target takes a –2 penalty on all attack and damage rolls for 1d4 rounds. A Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) negates this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces touch of destiny.

Linnorm

Your draconic heritage stems from a mighty, primordial linnorm rather than from the more common, somewhat civilized dragons.

Associated Bloodline: Draconic.

Bloodline Arcana: Whenever you cast a spell with an energy descriptor that matches your linnorm bloodline's energy type, you gain a natural armor bonus equal to the spell's level for 1d4 rounds.

Bloodline Powers: True dragons blast their foes with rays of energy.

Elemental Spit (Su): Starting at 1st level, you can fire an elemental ray that matches your linnorm bloodline's energy type as a standard action, targeting any foe within 30 feet as a ranged touch attack. The ray deals 1d6 points of damage + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces claws.

Pit-Touched

Your diabolic corruption is from a source in the deepest parts of Hell.

Associated Bloodline: Infernal.

Bloodline Arcana: Whenever you cast a spell, you gain a bonus on Intimidate checks equal to the spell's level for 1 round.

Bloodline Powers: The crushing weight of evil has given you the strength to endure.

Tough as Hell (Ex): At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and to +6 at 17th level. This bloodline power replaces hellfire.

Primal

Your powers are attuned to the concentrated core of the elemental plane.

Associated Bloodline: Elemental.

Bloodline Arcana: Whenever you cast a spell with an energy descriptor that matches your elemental bloodline's energy type, that spell deals +1 point of damage per die rolled.

Bloodline Powers: You can infuse raw energy into your summoned minions.

Elementalist Summoning (Su): At 9th level, whenever you summon a creature, it gains energy resistance 10 against the energy type that matches your elemental bloodline (if it already has such resistance, its resistance increases by +5), and its natural attacks deal an additional 1d6 points of damage of the same energy type. This bloodline power replaces elemental blast.

Rime-Blooded

The wintry origin of your magic flows like ice water in your veins.

Associated Bloodline: Boreal**.

Bloodline Arcana: Whenever you cast a spell with the cold descriptor, you may select one target of the spell to be slowed (as the spell) for 1 round. A Fortitude save (DC 10 + the level of cold spell + your Charisma modifier) negates the effect.

Bloodline Powers: Sometimes you must bring the cold to your enemies.

Freezing Bolt (Sp): At 9th level, you can cause the air to erupt in freezing sleet. This 10-foot-radius burst does 1d6 points of cold damage per sorcerer level (Reflex half). The DC of this save is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. At 9th level, you can use this ability once per day. At 17th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day. This power has a range of 60 feet. This bloodline power replaces snow shroud.

Sage

Scholars of the arcane are always creating new means to use magic.

Associated Bloodline: Arcane.

Bloodline Arcana: Unlike most sorcerers, whose innate magic is powered by force of personality, you use your intellect to understand and master your mystic powers. You use your Intelligence, rather than your Charisma, to determine all class features and effects relating to

your sorcerer class, such as bonus spells per day, the maximum spell level you can cast, the save DCs of your spells, and the number of daily uses of your bloodline powers. You gain a +2 bonus on all Knowledge (arcana) and Spellcraft checks.

Bloodline Powers: Your preferred focus is a bolt of mind-spun magic.

Arcane Bolt (Sp): Starting at 1st level, you can unleash a ray of magic force as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage + 1 for every two sorcerer levels you possess. This damage is treated as a spell of a level equal to half your sorcerer level, and is a force effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces arcane bond.

Sanguine

The power of undeath can derive from cold blood as well as hard bone.

Associated Bloodline: Undead.

Bloodline Arcana: Whenever you cast a spell of the necromancy school, your effective caster level is increased by 1.

Bloodline Powers: Your magic emulates that of the hungry dead.

The Blood Is the Life (Su): At 1st level, you can gain sustenance from the blood of the recently dead. As a standard action, you can drink the blood of a creature that died within the past minute. The creature must be corporeal, must be at least the same size as you, and must have blood. This ability heals you 1d6 hit points and nourishes you as if you'd had a full meal. You may use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces grave touch.

Seaborn

Your powers rise like the tides.

Associated Bloodline: Aquatic**.

Bloodline Arcana: When you are in a body of water large enough to float in, your effective caster level is increased by 1.

Bloodline Powers: You prefer to attack with water rather than to leech it away.

Water Blast (Sp): As a standard action, you can fire a bolt of water at a foe within 30 feet as a ranged touch attack. The foe is knocked prone, and at your option may be pushed 5 feet directly away from you. A reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) negates this effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces dehydrating touch.



Sylvan

Your ties to nature have more to do with creatures than with capriciousness.

Associated Bloodline: Fey.

Bloodline Arcana: See bloodline powers.

Bloodline Powers: Your magic shows a kinship to that of the beast-talkers and shapechanger fey.

Animal Companion (Ex): You gain an animal companion. Your effective druid level for this ability is equal to your sorcerer level – 3 (minimum 1st). This bloodline power counts as your bloodline arcana and also replaces laughing touch.

Fey Wings (Su): At 15th level, you can grow insectlike wings from your back and become one size category smaller (as if you had used *reduce person*), gaining a fly speed of 60 feet with average maneuverability. You can maintain this form for 1 minute per level. This duration does not need to be consecutive, but it must be used in 1-minute increments. This bloodline power replaces fey magic.

Umbral

Your nature is to gather the darkness into yourself.

Associated Bloodline: Shadow**.

Bloodline Arcana: Whenever you cast a spell in an area of dim light or darkness, your effective caster level is increased by 1.

Bloodline Powers: Your shadow magic is more defensive than offensive.

Cloak of Shadows (Sp): At 1st level, as a standard action, you can grant one target a cloak of shadows. This cloak gives the target a bonus on Stealth checks made in areas of dim or no light equal to 1/2 your sorcerer level for 1 round per 2 sorcerer levels you possess (minimum +1 bonus for 1 round). You may use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces shadowstrike.

Visionary

Your dream-magic strongly influences the waking world.

Associated Bloodline: Dreamspun**.

Bloodline Arcana: Though you can still only regain spells once per day, you need only a single hour of sleep prior to doing so. (You still risk fatigue as normal if you don't receive enough rest.)

Bloodline Powers: Your dreams hint at the future.

Visions (Sp): At 9th level, when you sleep, you can gain information through prophetic visions. Once per day when sleeping, you may gain information about actions taken in the next week as if you had cast a *divination* spell. You can gain information about a single question at 9th level. At 17th level, you can have two questions answered while you sleep, and at 20th level, three questions. This bloodline power replaces dreamshaper.

Void-Touched

The darkness between the stars calls to you.

Associated Bloodline: Starsoul**.

Bloodline Arcana: Whenever you cast an evocation spell, you may select one affected target that fails its save to suffer the choking airlessness of the void, silencing it (as *silence*, but affecting only the target) for 1 round. This is a supernatural ability.

Bloodline Powers: Your magic is blacker than any night.

Black Motes (Sp): This ability works exactly like (and replaces) minute meteors, except it deals cold damage.

Voidfield (Sp): At 9th level, you can create an area influenced by the black void. This ability acts as an *ice storm*, except the area is also subject to *deeper darkness* for 1 round per four sorcerer levels. You may use this ability once per day at 3rd level, and one additional time per day for every three additional levels. The bloodline power replaces aurora borealis.

Warped

The alien taint in your blood causes malformations and mutations in others.

Associated Bloodline: Aberrant.

Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, one target of your choice may receive one random effect from the Warped Polymorph Benefits table (see below). This bonus lasts as long as the polymorph effect on the target.

Bloodline Powers: Your strange blood brings out the worst in people.

Warp Touch (Sp): Starting at 1st level, you create brief, disorienting changes in a creature's physical form. This ability affects one creature within 30 feet, which is dazed for 1 round (Fortitude negates; DC 10 + 1/2 your sorcerer level + your Charisma modifier). You can use this ability a number of times per day equal to 3 + your Charisma modifier. This bloodline power replaces acidic ray.

TABLE 1-4: WARPED POLYMORPH BENEFITS

d12	Effect
1	Double-Jointed: +2 on Escape Artist checks.
2	Webbed Digits: +2 on Swim checks.
3	Iron Grip: +2 on Climb checks and to CMD against disarm maneuvers.
4	Bug Eyes: +2 on Perception checks.
5	Camouflage: +2 on Stealth checks.
6	Tough Hide: +1 natural armor bonus.
7	Hardy: +1 on Fortitude saving throws.
8	Lively: +1 on Reflex saving throws.
9	Astute: +1 on Will saves.
10	Quick: +5 ft. movement rate.
11	Vicious: +1 on melee attack rolls.
12	Eagle Eyes: +1 on ranged attack rolls.

SUMMONER

The summoner is a complex and unusual class. Its most prominent class feature is the eidolon, a customizable monster that “always appears as some sort of fantastical creature.” What kind of fantastical creature this is remains up to the player. Fortunately, mythology and the Pathfinder Roleplaying Game have many examples of fantastical creatures that an eidolon might resemble, from fish-people to angels, and from spider-centaurs to undead monsters.

This section features a new aquatic eidolon base form, allowing players to more quickly design water-themed eidolons. To make building eidolons easier, this section also presents eidolon “models”—a pre-set base form and list of evolutions to make an eidolon resemble a specific kind of creature. Finally, this section describes four new summoner archetypes

AQUATIC BASE FORM

A fourth base form, aquatic, is available to eidolons in addition to the biped, quadruped, and serpentine base forms. The aquatic base form follows all of the normal rules for base forms, and can select the mount evolution.

Aquatic

Starting Statistics: **Size** Medium; **Speed** 20 ft., swim 40 ft.; **AC** +4 natural armor; **Saves** Fort (good), Ref (good), Will (bad); **Attack** bite (1d6); **Ability Scores** Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** bite, improved natural armor, gills, swim (2).

EIDOLON MODELS

An eidolon can look like almost anything its summoner desires. Eidolon models are pre-built examples of base forms and evolutions that provide an easy guide to building an eidolon with a specific appearance or theme.

Using a model does not change the eidolon’s type or give it special abilities unavailable to other eidolons—it is basically a shortcut to allow a player or GM to quickly create an eidolon with a specific look in mind. Each model states the total number of evolution points required to build a complete eidolon with that model; in many cases this build requires most of the summoner’s evolution points, so only a more powerful summoner’s eidolon is a close approximation of the intended creature. For a low-level summoner, some of the eidolon’s features (such as extra hydra heads) may be cosmetic until he gains evolution points to spend.

The **Base Form** lists the eidolon’s recommended base form for that model. **Primary Evolutions** are a list of

recommended evolutions to choose when you start building an eidolon with that model. **Additional Evolutions** are a list of other evolutions to complete the modeled eidolon’s form and abilities. Evolutions marked with an asterisk (*) are new evolutions from later in this section.

Aboleth

The eidolon looks like an aberrant aquatic creature such as an aboleth.

25 points: **Base Form** aquatic; **Primary Evolutions** reach (tentacles), tentacles (2); **Secondary Evolutions** basic magic* (*ghost sound*), huge, large, major magic* (*minor image*), minor magic* (*silent image*), tentacles (2), ultimate magic* (*major image*).

Angel

The eidolon looks like a celestial being such as an angel, archon, or azata. Angel eidolons usually appear as beautiful humanoids with large, feathered wings.

24 points: **Base Form** biped; **Primary Evolutions** resistance (fire or electricity), weapon training; **Secondary Evolutions** basic magic* (*stabilize*), damage reduction (*evil*), flight, immunity (acid or cold), major magic* (*cure moderate wounds* or *invisibility*), minor magic* (*cure light wounds* or *detect evil*), spell resistance, ultimate magic* (*cure serious wounds*, *daylight*, or *tongues*) or *dimension door**.

Behir

This model creates a multi-legged, reptilian eidolon that looks like a behir.

24 points: **Base Form** quadruped; **Primary Evolutions** climb, limbs (legs); **Secondary Evolutions** breath weapon (electricity), grab (bite), immunity (electricity), large, limbs (legs, 3), swallow whole.

Bodyguard

The eidolon looks like a humanoid warrior. The natural armor of a bodyguard eidolon appears to be a suit of metal plate, though this armor is actually part of the eidolon’s body. Bodyguard eidolons are normally trained in a variety of dangerous weapons.

11 points: **Base Form** biped; **Primary Evolutions** improved natural armor, weapon training; **Secondary Evolutions** ability increase (Strength), fast healing, weapon training (martial).

Centaur

The eidolon has the upper torso of a humanoid and the lower body of a quadruped (such as a horse). A centaur eidolon’s upper humanoid torso is smaller than its quadrupedal body. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most centaur eidolons). The centaur model can also be used to create a



lamia (a centaur eidolon with the upper body of a woman and the lower body of a lion) by replacing the hooves evolution with claws and taking basic magic* (*touch of fatigue*), minor magic* (*ventriloquism*), major magic* (*daze monster*), and ultimate magic* (*major image*), resulting in a 23-point model.

13 points: **Base Form** quadruped; **Primary Evolutions** limbs (arms), hooves*; **Secondary Evolutions** large, trample, weapon training, weapon training (martial).

Chimera

The eidolon looks like chimera—a lion with wings and two additional heads, those of a dragon and a goat. The color of the dragon's head determines the chimera eidolon's breath weapon type.

19 points: **Base Form** quadruped; **Primary Evolutions** claws, head*; **Secondary Evolutions** bite, breath weapon, flight, gore, head*, large, scent.

Demon

The eidolon has a demonic appearance. Demon eidolons have no recommended base form, as demons can have almost any form. A marilith demon eidolon might have the serpentine base form, while a vroock demon eidolon would have the biped base form.

26 points: **Base Form** any; **Primary Evolutions** resistance (acid, cold, fire); **Secondary Evolutions** basic magic* (*acid splash*); bite, claws, slam, or tentacle; damage reduction (good); flight; immunity (electricity); magic attacks; major magic* (*darkness* or *see invisibility*); minor magic* (*detect good* or *vanish*); spell resistance; ultimate magic* (*gaseous form* or *stinking cloud*) or *dimension door**.

Devil

The eidolon has an infernal appearance. Devil eidolons might have large bat wings or could fly magically.

26 points: **Base Form** biped; **Primary Evolutions** basic magic* (*daze* or *ray of frost*), magic attacks, resistance (acid or cold); **Secondary Evolutions** damage reduction (good), flight, immunity (fire), major magic* (*invisibility*, *minor image*, or *scorching ray*), minor magic* (*burning hands* or *detect good*), see in darkness*, spell resistance, ultimate magic* (*fireball*, *lightning bolt*, or *major image*) or *dimension door**.

Dragon

The eidolon appears to be a Medium dragon. Making a Small dragon eidolon creates a fairy dragon or pseudodragon. Large or Huge dragons can be created by exchanging one or more of the evolutions below for the large evolution.

26 points: **Base Form** quadruped; **Primary Evolutions** claws, tail, tail slap; **Secondary Evolutions** basic magic* (any), blindsense, breath weapon, flight, frightful presence, immunity, magic attacks, minor magic* (any), spell resistance, wing buffet.

Drider

This centaurlike eidolon has the upper torso of a humanoid and the lower body of a giant spider. A drider eidolon's upper humanoid torso is smaller than its spider body. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most drider eidolons).

25 points: **Base Form** quadruped; **Primary Evolutions** climb, limbs (arms); **Secondary Evolutions** basic magic* (*dancing lights* or *detect magic*), large, limbs (legs, 2), minor magic* (*detect good* or *detect law*), poison, spell resistance, weapon training, web.

Fey

The eidolon looks like a fey creature such as a dryad, nymph, pixie, or satyr. Fey eidolons usually appear as attractive humanoids and may have insect or butterfly wings. An aquatic fey such as a nixie can be created by adding the gills and swim evolutions, resulting in a 24-point model.

22 points: **Base Form** biped; **Primary Evolutions** basic magic* (*daze*, *dancing lights*, *detect magic*, or *ghost sound*), weapon training; **Secondary Evolutions** damage reduction (*lawful*), *dimension door**, flight, low-light vision*, major magic* (*cure moderate wounds* or *invisibility*), minor magic* (*obscuring mist* or *vanish*), spell resistance.

Genie

The eidolon looks like a genie such as a djinni, efreeti, janni, marid, or shaitan. The eidolon's movement, energy attacks, and immunity depend on what type of genie is created—a djinni has flight, electricity attacks, and immunity to acid; an efreeti has flight, fire attacks, and immunity to fire; a marid has swim, cold attacks, and immunity to cold; and a shaitan has burrow, acid attacks, and immunity to electricity.

21–23 points: **Base Form** biped; **Primary Evolutions** basic magic* (*detect magic*), weapon training; **Secondary Evolutions** burrow, flight, or swim; energy attacks; immunity; large; major magic* (*acid arrow*, *invisibility*, or *scorching ray*); minor magic* (*burning hands* or *obscuring mist*); ultimate magic* (*create food and water*, *gaseous form*, or *water breathing*).

Hydra

The eidolon looks like a multi-headed hydra. This model creates a five-headed hydra. A cryohydra or pyrohydra can be created by adding the breath weapon and immunity evolutions, resulting in a 26-point model.

20 points: **Base Form** serpentine; **Primary Evolutions** bite, head*; **Secondary Evolutions** bite (3), fast healing, head* (3), large.

Linnorm

The eidolon appears to be a Medium-sized linnorm. Large or Huge linnorms can be created by exchanging one or more of the evolutions below for the large evolution. This

model can also be used to create a wingless dragon such as a Chinese dragon.

23 points: **Base Form** serpentine; **Primary Evolutions** claws, limbs (legs); **Secondary Evolutions** breath weapon, fast healing, flight, flight (magic), immunity, poison, spell resistance.

Mammoth

The eidolon is a large, powerful creature with tusks and a prehensile trunk (using the tentacle evolution), such as an elephant or mastodon.

14 points (20 points for Huge): **Base Form** quadruped; **Primary Evolutions** gore, tentacle; **Secondary Evolutions** grab (tentacle), huge, large, mount, scent, slam, trample.

Merfolk

The eidolon has the upper body of a humanoid and the lower body of a fish. This model can be used to create an aquatic humanoid such as a merfolk or sahuagin.

18 points: **Base Form** aquatic; **Primary Evolutions** limbs (arms), tail; **Secondary Evolutions** blindsense, claws or pincers, immunity (cold), no breath*, tail slap, weapon training, weapon training (martial).

Nightmare

The eidolon is a fiery equine similar to a nightmare, possibly suitable for use as a mount.

17 points: **Base Form** quadruped; **Primary Evolutions** energy attacks (fire), hooves*; **Secondary Evolutions** flight (magic), large, minor magic* (*obscuring mist*), mount, resistance (fire), trample.

Sea Serpent

This serpentine, aquatic eidolon looks like a sea serpent or aquatic worm.

18 points, 24 points (Huge): **Base Form** serpentine; **Primary Evolutions** gills, resist (fire), swim; **Secondary Evolutions** constrict, grab (bite and tail slap), immunity (cold), large, swallow whole.

Shark

The eidolon looks like a sleek aquatic predator such as a shark or orca.

16 points: **Base Form** aquatic; **Primary Evolutions** grab (bite), scent; **Secondary Evolutions** blindsense, improved damage (bite), keen scent*, large, swallow whole.

Thing from Beyond

The eidolon has a form that was not meant to be seen by mortal eyes, such as that of a shoggoth, mi-go, star-spawn, or something even worse. The Thing from Beyond can have any base form, with multiple mouths, eyes, claws, and tentacles.

25 points: **Base Form** any; **Primary Evolutions** tentacles (3); **Secondary Evolutions** blindsense, bite, grab (bite or tentacle) immunity (cold, sonic), large, resist (acid, electricity, fire), swallow whole, tremorsense.

Undead

The eidolon appears to be an undead creature, whether a skeleton, zombie, mummy, or even an incorporeal ghost or shadow. A summoner with an undead eidolon must select the undead appearance evolution at 1st level.

19 points: **Base Form** any; **Primary Evolutions** undead appearance*, unnatural aura*; **Secondary Evolutions** channel resistance*, immunity (cold), incorporeal form*, lifestense*, no breath*.

Vermin

The eidolon looks like a large insect or other vermin. Taking the limbs (legs) evolution an additional time creates a giant spider.

16 points, 18 points (spider), 22 or 24 points (Huge): **Base Form** quadruped; **Primary Evolutions** climb, limbs (legs); **Secondary Evolutions** flight, poison, sting, tail, trample, tremorsense, web.

Winged Snake

The eidolon looks like a serpent with wings, such as a couatl or lillend.

23 points (couatl), 26 points (lillend): **Base Form** serpentine; **Primary Evolutions** basic magic* (any), grab; **Secondary Evolutions** couatl (constrict, flight, large, magic attacks, major magic* [*invisibility*], minor magic* [*detect chaos/evil/good/law*], poison, ultimate magic* [*gaseous form*]); lillend (constrict, flight, immunity [electricity], large, limbs [arms], magic attacks, major magic* [*darkness* or *invisibility*], minor magic* [*cure light wounds*], resistance [cold, fire], skilled [Perform], weapon training [martial]).

EVOLUTIONS

The following new evolutions can be taken by any eidolon that meets the prerequisites. Spells marked with a double asterisk (**) are detailed in the *Advanced Player's Guide*.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Basic Magic (Sp): An eidolon learns to cast a basic spell as a spell-like ability. Select one spell from the following list: *acid splash*, *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *ray offrost*, *stabilize*, or *touch of fatigue*. This spell can be cast once per day as a spell-like ability. At 4th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for



this evolution is equal to the eidolon's Hit Dice. The save DC for this spell is 10 + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 10 to take this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell.

Hooves (Ex): An eidolon has a pair of sharp hooves at the end of its limbs, giving it two hoof attacks. These attacks are secondary attacks. The hooves deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can only be applied to the limbs (legs) evolution once. Alternatively, the eidolon can replace the claws evolution from its base form with these hoof attacks (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of limbs evolutions.

Low-Light Vision (Ex): An eidolon gains low-light vision, enabling it to see twice as far as a human in conditions of dim light.

Unnatural Aura (Su): An eidolon is obviously of unnatural origin. Normal animals do not willingly approach the eidolon unless the animal's master makes a DC 25 Handle Animal, Ride, or wild empathy check.

2-Point Evolutions

The following evolutions each cost 2 points from the eidolon's evolution pool.

Channel Resistance (Ex): An eidolon becomes less easily affected by the channel energy ability of clerics or paladins. The eidolon gains a +2 bonus on any saves that are made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat). At 7th level, this bonus can be increased to +4 by spending 2 additional evolution points. The eidolon must possess the undead appearance evolution to take this evolution.

Head (Ex): An eidolon grows an additional head. The eidolon does not gain any additional natural attacks for the additional head, but the additional head does allow the eidolon to take other evolutions that add an additional attack to

a head (such as a bite, gore, or breath weapon). This evolution can be selected more than once.

Keen Scent (Ex): An eidolon's sense of smell becomes even more acute. The eidolon can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges of up to a mile. The eidolon must possess the gills and scent evolutions to take this evolution.

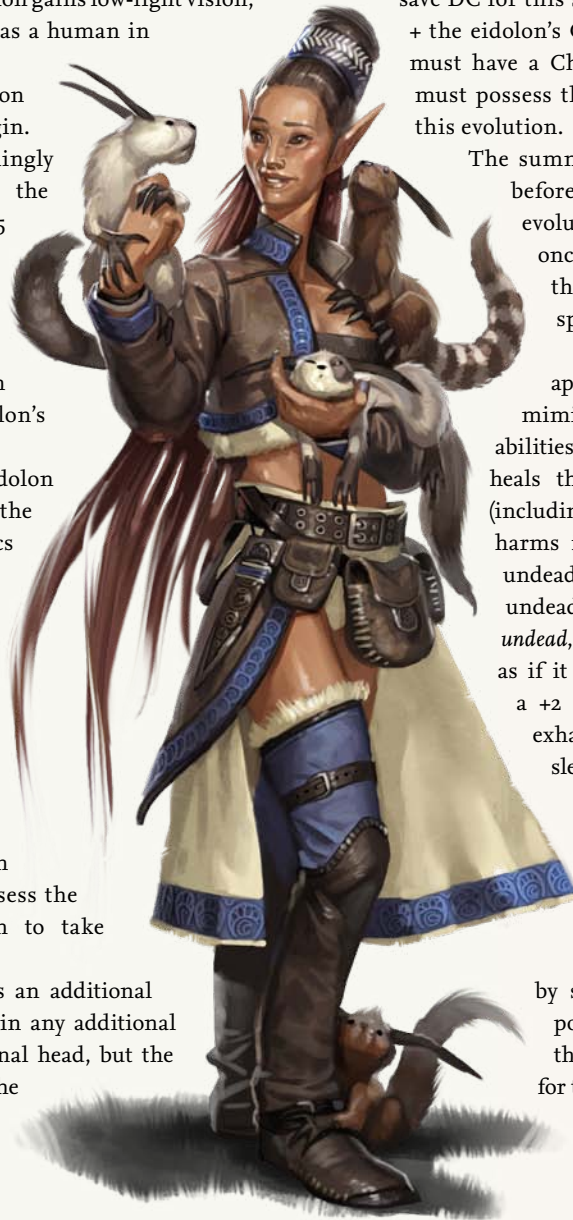
Minor Magic (Sp): An eidolon learns to cast a minor spell as a spell-like ability. Select one spell from the following list: *burning hands*, *comprehend languages*, *cure light wounds*, *detect chaos/evil/good/law*, *magic missile*, *obscuring mist*, *silent image*, *vanish*** (self only), or *ventriloquism*. This spell can be cast once per day as a spell-like ability. At 7th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 11 and must possess the basic magic evolution to take this evolution.

The summoner must be at least 4th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

Undead Appearance (Ex): An eidolon appears as an undead creature, and mimics some of an undead creature's abilities and weaknesses. Negative energy heals the eidolon, and positive energy (including a cleric's channel energy ability) harms it. Spells and effects that target undead or have specific effects against undead (such as *Command Undead*, *hold undead*, and *searing light*) affect the eidolon as if it were undead. The eidolon gains a +2 bonus on saves against disease, exhaustion, fatigue, paralysis, poison, sleep effects, and stunning.

At 7th level, this bonus on saves can be increased to +4 by spending 2 additional evolution points. At 12th level, this protection can be increased to immunity against these attacks by spending 2 additional evolution points (the summoner must pay for the 7th-level upgrade before paying for this 12th-level upgrade).

Although the eidolon appears undead, it is still an outsider.



3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

Major Magic (Sp): An eidolon learns to cast a major spell as a spell-like ability. Select one spell from the following list: *acid arrow*, *cure moderate wounds*, *darkness*, *daze monster*, *glide***, *invisibility* (self only), *lesser restoration*, *levitate*, *minor image*, *scorching ray*, *see invisibility*, or *spider climb*. This spell can be cast once per day as a spell-like ability.

At 10th level, this spell can be cast three times per day by spending 2 additional evolution points. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 12 and must possess the minor magic evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

See in Darkness (Su): An eidolon can see perfectly in darkness of any kind, including that created by *deeper darkness*. The summoner must be at least 9th level before selecting this evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Dimension Door (Sp): An eidolon learns to cast *dimension door* as a spell-like ability once per day. The caster level for this evolution is equal to the eidolon's Hit Dice. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 14 to take this evolution. The summoner must be at least 13th level before selecting this evolution.

Incorporeal Form (Sp): Once per day, an eidolon can become incorporeal for 1 round per summoner level. While in this form, the eidolon gains the incorporeal subtype and incorporeal quality. It only takes half damage from corporeal sources as long as they are magic (it takes no damage from nonmagical weapons and objects). Likewise, its spells or spell-like abilities deal only half damage to corporeal creatures. Spells and other effects that do not deal damage function normally. The summoner must be at least 15th level before selecting this evolution.

Lifesense (Su): An eidolon can pinpoint living creatures with ease. The eidolon notices and locates living creatures within 60 feet, just as if it possessed the blindsight evolution. The eidolon must possess the undead appearance evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

No Breath (Ex): An eidolon no longer needs to breathe. The eidolon does not breathe, and is immune to effects that

require breathing (such as inhaled poison). This does not give immunity to cloud or gas attacks that do not require breathing. The summoner must be at least 11th level before selecting this evolution.

Ultimate Magic (Sp): An eidolon learns to cast a powerful spell as a spell-like ability. Select one spell from the following list: *arcane sight*, *create food and water*, *cure serious wounds*, *daylight*, *fireball*, *fly*, *gaseous form*, *lightning bolt*, *major image*, *stinking cloud*, *tongues*, or *water breathing*. This spell can be cast once per day as a spell-like ability. The caster level for this evolution is equal to the eidolon's Hit Dice - 2. The save DC for this spell is 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. The eidolon must have a Charisma score of at least 13 and must possess the major magic evolution to take this evolution.

The summoner must be at least 11th level before selecting this evolution. This evolution can be selected more than once. Each time an eidolon selects this evolution, it applies to a new spell from the above list.

BROODMASTER (ARCHETYPE)

Most summoners bond with one eidolon for their entire lives, but the broodmaster forges a link with multiple smaller eidolons that make up his brood. Separately, a broodmaster's eidolons are no match for a summoner's single eidolon, but taken as a whole, an eidolon brood makes up in quantity what it lacks in individual power.

Eidolon Brood: At 2nd level, instead of a single eidolon, a broodmaster summons two Small eidolons to his side, each less powerful than the single eidolon of a standard summoner. Each eidolon has its own base form and associated base statistics and free evolutions. Regardless of the number of eidolons in the brood, each eidolon has the same base attack bonus and base saving throw bonuses, but the rest of the eidolons' base statistics must be divided between the eidolons, including Hit Dice (minimum 1), skill points, number of feats, armor bonus, Str/Dex bonus, evolution pool (but see below), and maximum number of natural attacks. Individual eidolons in the brood must purchase evolutions separately. Once a broodmaster decides on the forms and abilities of his eidolons, they cannot be changed until the summoner gains a level.

Example: A 2nd-level broodmaster can summon two eidolons. Each eidolon has 1 Hit Dice, BAB +2, +3 on its two good saves and +0 on its bad save. The broodmaster decides to give the first eidolon 4 skill points, one feat, a +1 armor bonus, a +1 bonus to Strength, 2 points from the evolution pool, and a maximum of two attacks. The remaining 4 skill points, +1 armor bonus, +1 bonus to Dexterity, and 2 points from the evolution pool go to the second eidolon, but it gains no feats and can have only one natural attack.



The broodmaster must dismiss all of his eidolons at one time. Likewise, all of the eidolons in a brood are banished if the broodmaster is unconscious, asleep, or killed. However, each eidolon in the brood is sent back to its home plane individually when its hit points are reduced to a negative number equal to or greater than its Constitution score. This ability replaces the summoner's normal eidolon ability.

The following are new class features of the broodmaster archetype. Those with the same name as the standard summoner class have slightly different rules, but otherwise work as and replace the standard summoner class features of the same name.

Brood Link (Su): At 2nd level, a broodmaster forms a close bond with his eidolons. This ability works like the standard summoner life link ability, except the broodmaster can only sacrifice hit points to prevent damage to one eidolon in the brood at a time. If two or more eidolons in the brood take enough damage to send them back to their home plane, the broodmaster can only sacrifice hit points to prevent damage to one of them. This ability replaces life link.

Bond Senses (Su): The broodmaster can only share the senses of one eidolon in his brood at a time.

Shield Ally (Ex): The broodmaster or an ally can only gain the bonuses from these abilities once, regardless of how many eidolons in the brood are within reach.

Maker's Call (Su): The broodmaster can only call one eidolon in the brood to his side with each use of this ability.

Transposition (Su): The broodmaster swaps his location with that of one eidolon in the brood with each use of this ability.

Larger Brood: At 8th level, the broodmaster can spend 4 evolution points from the evolution pool for the large evolution; unlike with other evolutions, he spends these 4 points before he assigns evolution points to his individual eidolons (for an 8th-level broodmaster with 11 evolution points, this leaves 7 evolution points to distribute among the eidolons). This allows him to summon two Medium eidolons, four Small eidolons, or one Medium eidolon and two Small eidolons.

At 13th level, if the broodmaster has purchased the large evolution for his brood, he can spend an additional 6 evolution points from the evolution pool for the huge evolution, distributing the remaining points among his eidolons. This allows him to call two Large eidolons, four Medium eidolons, eight Small eidolons, or any similar combination in which two smaller eidolons count as one eidolon of one size larger.

Greater Shield Ally (Su): The broodmaster or an ally can only gain the bonuses from these abilities once, regardless of how many eidolons in the brood are within reach.

HORDES OF SUMMONED MONSTERS

The broodmaster and master summoner archetypes can potentially have 5, 10, or even more summoned creatures in play. This is a deliberate feature of these archetypes, and means that the summoner can potentially be a strong candidate for "solo" adventuring by one player. However, in the hands of an inexperienced or moderately experienced player, dealing with all of those creatures in combat can take a long time, forcing other players to wait extended periods between their turns in the initiative. It is strongly recommended that GMs only allow these archetypes for experienced players, or decide on a way to speed up the summoner's turn (such as by allowing other players to control some of the summoned monsters).

Brood Bond (Su): At 14th level, a summoner's life becomes linked to his brood. This functions as the life bond ability, except the broodmaster can only transfer damage to one eidolon in the brood at a time. If that eidolon takes enough damage to send it back to its home plane, all excess damage remains with the broodmaster, killing him. This ability replaces life bond.

Merge Forms (Su): The broodmaster can only merge with one eidolon in the brood at a time. This ability otherwise works like and replaces merge forms.

EVOLUTIONIST (ARCHETYPE)

Changing an eidolon's evolutions is normally a slow process. As a summoner progresses in levels, his control over his eidolon's abilities increases. But an evolutionist possesses greater power over his eidolon's form, and is able to evolve his eidolon and its abilities to meet any challenge or face any threat as it comes up, seemingly on a whim.

Mutate Eidolon (Su): At 6th level, an evolutionist can change his eidolon's evolutions as if he had gained a level. To mutate his eidolon, the evolutionist must perform an arcane ritual that requires 24 hours of uninterrupted concentration and costs 200 gp per summoner level in material components. This ability replaces maker's call.

Evolve Base Form (Su): Starting at 8th level, whenever he gains a level, the evolutionist can change his eidolon's base form to a new base form. Once chosen, this base form is set until the evolutionist gains another summoner level. This ability replaces transposition.

Transmogrify (Sp): At 12th level, the evolutionist can cast *transmogrify* as a spell-like ability once per day without the need for a material component. This ability has a casting time of 1 minute. This ability replaces greater shield ally.

MASTER SUMMONER (ARCHETYPE)

Most summoners forge a bond with a single, powerful eidolon, but some summoners seek to control a variety of creatures. The master summoner sacrifices the power of his eidolon in favor of summoning a plethora of otherworldly creatures to aid him.

Lesser Eidolon: A master summoner's class level is halved (minimum 1) for the purposes of determining his eidolon's abilities, Hit Dice, evolution pool, and so on. The eidolon otherwise functions as normal. This ability replaces the summoner's normal eidolon ability.

Summoning Mastery (Sp): Starting at 1st level, a master summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 5 + his Charisma modifier. The summoner can use this ability when his eidolon is summoned. Only one *summon monster* spell may be in effect while the eidolon is summoned. If the summoner's eidolon is not summoned, the number of creatures that can be summoned with this ability is only limited by its uses per day. This ability otherwise functions as the summoner's normal *summon monster I* ability. Other than these restrictions, there is no limit to how many *summon monster* or *gate* spells the summoner can have active at one time. This ability replaces the summoner's normal *summon monster I* ability and shield ally.

Augment Summoning: At 2nd level, a master summoner gains Augment Summoning as a bonus feat. He does not have to meet any requirements for this feat. This ability replaces bond senses.

SYNTHESIST (ARCHETYPE)

Rather than summon an eidolon to serve by his side, the synthesist fuses his eidolon's essence to his own. Instead of two creatures, the synthesist is a fusion of the summoner and eidolon into a single being.

Fused Eidolon: A synthesist summons the essence of a powerful outsider to meld with his own being. The synthesist wears the eidolon like translucent, living armor. The eidolon mimics all of the synthesist's movements, and the synthesist perceives through the eidolon's senses and speaks through its voice, as the two are now one creature. The synthesist directs all of the eidolon's actions while fused, perceives through its senses, and speaks through its voice, as the two are now one creature.

While fused with his eidolon, the synthesist uses the eidolon's Strength, Dexterity, and Constitution, but retains his own Intelligence, Wisdom, and Charisma. The synthesist gains the eidolon's hit points as temporary hit points. When these hit points reach 0, the eidolon is killed and sent back to its home plane. The synthesist uses the eidolon's base attack bonus, and gains the eidolon's armor and natural armor bonuses and modifiers to ability scores. The synthesist also gains access to the eidolon's special abilities and the eidolon's evolutions. The synthesist is still limited to the eidolon's maximum number of natural attacks. The eidolon has no skills or feats of its own. The

eidolon must be at least the same size as the synthesist. The eidolon must have limbs for the synthesist to cast spells with somatic components. The eidolon's temporary hit points can be restored with the *rejuvenate eidolon* spell.

While fused, the synthesist loses the benefits of his armor. He counts both as his original type and as an outsider for any effect related to type, whichever is worse for the synthesist. Spells such as *banishment* or *dismissal* work normally on the eidolon, but the synthesist is unaffected. Neither the synthesist nor his eidolon can be targeted separately, as they are fused into one creature. The synthesist and eidolon cannot take separate actions. While fused with his eidolon, the synthesist can use all of his own abilities and gear, except for his armor. In all other cases, this ability functions as the summoner's normal eidolon ability (for example, the synthesist cannot use his *summon monster* ability while the eidolon is present). This ability replaces the class's eidolon ability, bond senses, and life bond.

The following class abilities function differently for synthesist summoners.

Fused Link (Su): Starting at 1st level, the synthesist forms a close bond with his eidolon. Whenever the temporary hit points from his eidolon would be reduced to 0, the summoner can, as a free action, sacrifice any number of his own hit points. Each hit point sacrificed this way prevents 1 point of damage done to the eidolon (thus preventing the loss of the summoner's temporary hit points), preventing the eidolon from being killed and sent back to its home plane. This ability replaces life link.

Shielded Meld (Ex): At 4th level, whenever the synthesist is fused with his eidolon, he gains a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This ability replaces shield ally.

Maker's Jump (Sp): At 6th level, whenever the synthesist is fused with his eidolon, the synthesist can cast *dimension door* as a spell-like ability using his caster level. This ability only affects the fused synthesist and eidolon. The synthesist can use this ability once per day at 6th level, plus one additional time per day for every six levels beyond 6th. This ability replaces maker's call and transposition.

Greater Shielded Meld (Ex): At 12th level, whenever the synthesist is fused with his eidolon, he gains a +4 shield bonus to his Armor Class and a +4 circumstance bonus on his saving throws. This ability replaces greater shield ally.

Split Forms (Su): At 16th level, as a swift action, the synthesist and his fused eidolon can split into two creatures: the synthesist and the eidolon. Both have the same evolutions. The synthesist emerges in a square adjacent to the eidolon if possible. All effects and spells currently targeting the fused synthesist-eidolon affect both the synthesist and the eidolon.

The synthesist can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a full-round action. For the duration of this effect, the eidolon functions as a normal eidolon of the summoner's class level. This ability replaces merge forms.



WITCH

Witches are creatures of mystery and power, feared and respected in equal measures for their eerie abilities and potent hexes. While some casters look to ancient tomes, others to the powers inherent in their bloodlines, and still others to their faith in a god or goddess, witches turn elsewhere, drawing power from their communion with the unknown. A witch's familiar acts as the conduit through which she receives her abilities, gifted to her as part of a pact made with otherworldly beings. As they grow into their power, many witches seek out and eventually come to understand the precise sources of these arcane abilities, yet just as many remain blissfully unaware of what fell forces guide their hands and incantations. To these witches, it is enough merely to have power, and if there's a price to be paid somewhere down the road—so be it.

This section includes new witch hexes, new witch patron themes, and several witch archetypes. Each archetype includes a number of witch hex suggestions that, while not mandatory, help to flesh out the character. Spells marked with an asterisk (*) are detailed in Chapter 5 of this book. Spells marked with two asterisks (**) are detailed in the *Advanced Player's Guide*. Hexes marked with an asterisk (*) in the archetypes are new in this book.

HEXES

The following hexes are available to all witches and use the standard rules for hexes found in the *Advanced Player's Guide*. The save to resist a hex is equal to 10 + 1/2 the witch's level + the witch's Intelligence modifier.

Beast of Ill-Omen (Su): The witch imbues her familiar with strange magic, putting a minor curse upon the next enemy to see it. The enemy must make a Will save or be affected by *bane* (caster level equal to the witch's level). The witch can use this hex on her familiar at a range of up to 60 feet. The affected enemy must be no more than 60 feet from the familiar to trigger the effect; seeing the familiar from a greater distance has no effect (though if the enemy and familiar approach to within 60 feet of each other, the hex takes effect). The *bane* affects the closest creature to the familiar (ties affect the creature with the highest initiative score). Whether or not the target's save is successful, the creature cannot be the target of the *bane* effect for 1 day (later uses of this hex ignore that creature when determining who is affected).

Child-Scent (Ex): The witch gains the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Feral Speech (Su): This hex grants the witch the ability to speak with and understand the response of any animal as if using

Speak with animals, though each time she uses the hex, she must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. The witch can make herself understood as far as her voice carries. This hex does not predispose any animal so addressed toward the witch in any way. At 12th level, the witch can use this hex to communicate with vermin.

Nails (Ex): The witch's nails are long and sharp, and count as natural weapons that deal 1d3 points of damage (1d2 for a Small witch). These attacks are secondary attacks. If trimmed, the witch's nails regrow to their normal size in 1d4 days.

Poison Steep (Sp): The witch can use her cauldron to brew a foul toxin in which she can steep fruits and other delicious edibles, transforming them so that when eaten, they have the same effect as a *poison* spell. Brewing the toxin and then steeping the food takes 1 hour in total; steeping can affect up to 1 pound of food. The food is poisoned for 24 hours, and the poison cannot be transferred to other objects. The food tastes normal, but magic detects it as poisonous. The witch must have the cauldron hex to select this hex.

Prehensile Hair (Su): The witch can instantly cause her hair (or even her eyebrows) to grow up to 10 feet long or to shrink to its normal length, and can manipulate her hair as if it were a limb with a Strength score equal to her Intelligence score. Her hair has reach 10 feet, and she can use it as a secondary natural attack that deals 1d3 points of damage (1d2 for a Small witch). Her hair can manipulate objects (but not weapons) as dexterously as a human hand. The hair cannot be sundered or attacked as a separate creature. Pieces cut from the witch's elongated hair shrink away to nothing. Using her hair does not harm the witch's head or neck, even if she lifts something heavy with it. The witch can manipulate her hair a number of minutes each day equal to her level; these minutes do not need to be consecutive, but must be spent in 1-minute increments. A typical male witch with this hex can also manipulate his beard, moustache, or eyebrows.

Scar (Su): This hex curses a single target touched with horrible scars of the witch's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burnlike scars on his body. The target may make a Will save to resist this hex. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. They persist through disguises and shapechanging. The witch can use her hexes on the scarred target at a range of up to 1 mile, and she is considered to have a body part from the target for the purpose of *scrying* and similar divination spells. The witch can withdraw this hex from a target as a move action at any range. The number of supernatural scars the witch can maintain at once is equal to her Intelligence bonus; once she reaches this limit, she must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.

Swamp Hag (Sp): While traveling through swamps, mires, bogs, and similar terrain, the witch leaves no trail and cannot be tracked, as the trackless step druid ability. The witch can walk through mud and even quicksand as if it were normal ground.

Unnerve Beasts (Su): The target becomes offensive to animals (Will negates). Animals become distraught and aggressive in the victim's presence—horses buck, dogs snap and bark, bulls charge, and so on. The hex lasts a number of hours equal to the witch's Intelligence modifier. A creature that saves against the hex cannot be affected by the hex for 1 day. The reaction of the animals is a mind-affecting charm effect, but the hex on the target is not.

Water Lung (Su): An air-breathing target can breathe water or an aquatic target can breathe air. This lasts 1 minute. If the witch uses this hex on herself, she can maintain it while she sleeps, allowing her to safely sleep underwater.

MAJOR HEXES

Starting at 10th level, a witch can select one of the following major hexes whenever she could select a new hex.

Beast Eye (Su): The witch can project her senses into an animal within 100 feet, sensing whatever it senses. She cannot control the animal's actions. She can project her senses from that animal to another within 100 feet of it as a standard action, and can continue to make these sensory leaps, potentially viewing things very far from her actual location. She may return her senses to her own body as a free action. Normal animals get no saving throw against this ability, but animal companions, paladin mounts, and similar unusual animals may resist with a Will save; the witch may use this ability on her own familiar as if it were an animal. If the witch has the coven hex, all other witches within 10 feet of her who also have the coven hex can see through this animal at will, although the acting witch still controls the ability. The witch can use this ability for a number of minutes per day equal to her level. These minutes need not be consecutive, but they must be spent in 1-minute increments.

Cook People (Su): The witch can create fabulous spells by cooking an intelligent humanoid creature in her cauldron, either alive or dead. Using this hex creates one meal or serving of food of the witch's choice, typically a delicious stew or a dough suitable for cookies, pastries, or other desserts. Cooking the victim takes 1 hour. Eating the food provides one of the following benefits for 1 hour: *age resistance*^x, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *neutralize poison* (instantaneous) *owl's wisdom*, *remove disease* (instantaneous). Alternatively, the witch can shape the dough into a Small, humanlike creature, animating it as a homunculus for 1 hour. The witch must have the cauldron hex to select this hex. Using this hex or knowingly eating its food is an evil act.

Hidden Home (Sp): The witch can conceal or disguise her home and the area around it as if using *mirage arcana*. Before using the hex, she must spend 1 day pacing out the border of an area that measures roughly 40,000 square feet (approximately 200 feet by 200 feet) to define her home territory. Thereafter, she can use the hex to change the appearance of that area as a standard action as long as she is within the area. The illusion persists until the witch changes or dismisses it. For the purpose of this ability, a witch can only have one "home" at a time.

Hoarfrost (Su): The target is rimed with a shell of frost needles that slowly work their way into its flesh (Fortitude negates). The target turns pale and blue, and takes 1 point of Constitution damage per minute until it dies, saves (once per minute), or is cured. *Break enchantment*, *dispel magic*, *remove curse*, and similar spells end the effect. If the target saves, it is immune to this hex for 1 day. This is a cold effect.

Ice Tomb (Su): A storm of ice and freezing wind envelops the creature, which takes 3d8 points of cold damage (Fortitude half). If the target fails its save, it is paralyzed and unconscious but does not need to eat or breathe while the ice lasts. The ice has 20 hit points; destroying the ice frees the creature, which is staggered for 1d4 rounds after being released. Whether or not the target's saving throw is successful, it cannot be the target of this hex again for 1 day.

Infected Wounds (Su): The target's wounds become infected (Fortitude negates). The target takes 1 point of Constitution damage per day. After the first day, the target may save once per day to cure the infection. This is a disease effect.

Speak in Dreams (Sp): The witch can contact a creature as if using *dream*. The witch can use this ability on a number of creatures per day equal to her Intelligence bonus, but can dream-speak to those creatures as often as desired throughout that time period.

Witch's Brew (Ex): When the witch uses her cauldron to brew a potion, she may spend double the cost to create 2 identical potions that day instead of just 1. At 15th level, she may spend triple the cost to create 3 identical potions that day. The witch must have the cauldron hex to select this hex.

GRAND HEXES

Starting at 18th level, a witch can select one of the following grand hexes whenever she could select a new hex.

Dire Prophecy (Su): The witch curses the target so he is doomed to die (Will negates). As long as the curse persists, the target takes a -4 penalty to his Armor Class and on attack rolls, saves, ability checks, and skill checks. While the curse persists, the witch may end it by bringing its full force upon her victim all at once. Doing so gives the victim a penalty equal to the witch's caster level to his Armor Class or on any single attack roll, combat maneuver check, opposed ability or skill



check, or saving throw. The witch must decide to apply this penalty before the roll to be modified is made. If the witch does not have line of sight to the target, the full force of the curse occurs when the GM considers it most appropriate, such as when the target is in mortal danger. A target can only have one dire prophecy upon him at a time. Whether or not the target's save against the hex is successful, a creature cannot be the target of this hex for 1 day. This is a curse effect.

Summon Spirit (Sp): The witch calls forth the ghost of a humanoid creature with no more than 18 Hit Dice. The ghost has its own personality and desires, but is willing to bargain with the witch, as if she had cast *greater planar ally*. To seal an agreement with the witch, the ghost requires life energy equal to 1 temporary negative level (this is in addition to the standard payment for the ghost's service). This negative level persists as long as the ghost remains in the service of the witch; the witch can end the agreement as a standard action, immediately removing the negative level.

Witch's Hut (Su): The witch can animate a hut, small house, covered wagon, tent, or similar construction as an animated object. The hut can be of up to Huge size (approximately 15 feet by 15 feet). The animated hut's hardness increases to 8 and its hit points double. The witch can give the hut the following commands: guard (the hut watches for trespassers within 120 feet using the witch's Perception modifier and screams if it spots any), hide (all entrances are hidden by *illusory wall* spells and locked with *arcane lock*), and move (moves at speed 60 on giant bird or bone legs as directed by the witch, even obeying commands such as "follow me from 100 feet away"). The hut remains animate for 24 hours, until she dismisses it or she animates another, at which time the hut stops where it is and reverts to its nonmagical state.

WITCH PATRON THEMES

The following are alternative patrons themes that a witch can choose.

Ancestors: 2nd—*bless*, 4th—*aid*, 6th—*prayer*, 8th—*blessing of fervor****, 10th—*commune*, 12th—*greater heroism*, 14th—*refuge*, 16th—*euphoric tranquility***, 18th—*weird*.

Death: 2nd—*deathwatch*, 4th—*blessing of courage and life***, 6th—*speak with dead*, 8th—*rest eternal****, 10th—*suffocation****, 12th—*circle of death*, 14th—*finger of death*, 16th—*symbol of death*, 18th—*power word kill*.

Enchantment: 2nd—*unnatural lust**, 4th—*calm emotions*, 6th—*unadulterated loathing**, 8th—*overwhelming grief**, 10th—*dominate person*, 12th—*geas*, 14th—*euphoric tranquility***, 16th—*demand*, 18th—*dominate monster*.

Healing: 2nd—*remove fear*, 4th—*lesser restoration*, 6th—*remove disease*, 8th—*restoration*, 10th—*cleanse****, 12th—*pillar of life*** 14th—*greater restoration*, 16th—*mass cure critical wounds*, 18th—*true resurrection*.

Insanity: 2nd—*memory lapse****, 4th—*hideous laughter*, 6th—*distracting cacophony**, 8th—*confusion*, 10th—*mind fog*, 12th—*envious urge**, 14th—*insanity*, 16th—*symbol of insanity*, 18th—*overwhelming presence**.

Light: 2nd—*dancing lantern****, 4th—*continual flame*, 6th—*daylight*, 8th—*rainbow pattern**, 10th—*fire snake****, 12th—*sirocco****, 14th—*sunbeam*, 16th—*sunburst*, 18th—*fiery body**.

Moon: 2nd—*darkness*, 4th—*darkvision*, 6th—*owl's wisdom*, 8th—*moonstruck****, 10th—*aspect of the wolf****, 12th—*control water*, 14th—*lunar veil**, 16th—*horrid wilting*, 18th—*meteor swarm*.

Occlude: 2nd—*detect undead*, 4th—*command undead*, 6th—*twilight knife****, 8th—*black tentacles*, 10th—*snake staff****, 12th—*create undead*, 14th—*waves of exhaustion*, 16th—*trap the soul*, 18th—*gate*.

Portents: 2nd—*ill-omen****, 4th—*locate object*, 6th—*blood biography****, 8th—*divination*, 10th—*contact other plane*, 12th—*legend lore*, 14th—*vision*, 16th—*moment of prescience*, 18th—*foresight*.

Spirits: 2nd—*ghostbane dirge****, 4th—*invisibility*, 6th—*speak with dead*, 8th—*spiritual ally****, 10th—*mass ghostbane dirge****, 12th—*shadow walk*, 14th—*ethereal jaunt*, 16th—*planar ally*, 18th—*etherealness*.

Stars: 2nd—*faerie fire*, 4th—*dust of twilight****, 6th—*guiding star****, 8th—*wandering star motes****, 10th—*dream*, 12th—*cloak of dreams*** 14th—*circle of clarity**, 16th—*euphoric tranquility****, 18th—*astral projection*.

Time: 2nd—*ventriloquism*, 4th—*silence*, 6th—*haste*, 8th—*threefold aspect****, 10th—*teleport*, 12th—*disintegrate*, 14th—*expend****, 16th—*temporal stasis*, 18th—*time stop*.

Vengeance: 2nd—*burning hands*, 4th—*burning gaze****, 6th—*pain strike****, 8th—*shout*, 10th—*symbol of pain*, 12th—*mass pain strike****, 14th—*phantasmal revenge*** 16th—*incendiary cloud*, 18th—*winds of vengeance***.

Winter: 2nd—*unshakable chill**, 4th—*resist energy* (cold only), 6th—*ice storm*, 8th—*wall of ice*, 10th—*cone of cold*, 12th—*freezing sphere* 14th—*control weather*, 16th—*polar ray*, 18th—*polar midnight**.

BEAST-BONDED (ARCHETYPE)

While all witches are intimately tied to their familiars, a beast-bonded witch's craft focuses specifically on her familiar bond and developing the relationship with her patron through her familiar.

Transfer Feats (Ex): Whenever the beast-bonded witch is capable of learning a new feat, she may choose to instead have her familiar learn the feat as a bonus feat. The familiar must meet the prerequisites for any feats that it learns this way. If her familiar is lost or dies, the witch can reclaim the feat slots and select new feats for herself, or apply the slots toward her new familiar.



Enhanced Familiar (Su): At 4th level, the beast-bonded witch's connection with her familiar strengthens. For the purposes of determining her familiar's powers and abilities, she treats her familiar as if she were one level higher than her actual witch level. This ability replaces the witch's 4th-level hex.

Familiar Form (Sp): At 8th level, a beast-bonded witch may take the shape of her familiar (or a giant version of her familiar or a similar kind of animal) as if using *beast shape II*. For example, a witch with a rat familiar can turn into a Tiny rat, Small dire rat, or a larger rodent; one with a cat familiar can turn into a Tiny cat or a Large feline such as a tiger or lion; one with a monkey familiar can turn into a Tiny monkey or a Large gorilla, and so on. The witch can remain in animal form for a number of minutes per day equal to her level. This ability replaces the witch's 8th-level hex.

Twin Soul (Su): At 10th level, if the witch or her familiar is gravely injured or about to die, the soul of the dying one immediately transfers to the other's body. The two souls share the surviving body peaceably, can communicate freely, and both retain their ability to think and reason. The host may allow the guest soul to take over the body temporarily or reclaim it as a move action. They can persist in this state indefinitely, or the guest can return to its own body (if available) by touch, transfer into a suitable vessel (such as a clone), or take over another body as if using *magic jar* (with no receptacle). This replaces the witch's major hex at 10th-level.

Hexes: The following witch hexes complement the beast-bonded archetype: beast of ill omen*, charm, feral speech*, ward.

Major Hexes: The following major hex complements the beast-bonded archetype: beast eye*.

Grand Hexes: The following grand hex complements the beast-bonded archetype: forced reincarnation.

GRAVEWALKER (ARCHETYPE)

Having much in common with necromancers, the gravewalker is obsessed with the occult manipulations of the dead, particularly mindless undead such as zombies. Unlike the creations of standard necromancers, a gravewalker's creations remain forever tied to her will, and she can produce vile apparitions of tremendous power.

Spells: A gravewalker replaces some of her patron spells with the following: 4th—*command undead*, 6th—*animate dead*, 12th—*create undead*, 14th—*control undead*, 16th—*create greater undead*. These replace the patron spells

Spell Poppet: Each gravewalker carries around a gristly, inanimate poppet stitched from human skin and stuffed with shards of bone, fingernails, and grave dirt. A gravewalker's spells come from the will of evil spirits residing in the poppet, and its ability to hold

spells functions in a manner identical to the way a witch's spells are granted by her familiar. The gravewalker must commune with her poppet each day to prepare her spells and cannot prepare spells that are not stored in the poppet. This ability replaces familiar. The following familiar ability works differently for a gravewalker:

Deliver Touch Spells (Su): At 3rd level or higher, a gravewalker can use her poppet to deliver touch spells. After casting a touch spell, as a full-round action, the witch can designate a target and stab a pin into her poppet, delivering the spell as a ranged touch attack. The target must be within range of her aura of desecration ability (see below).

Aura of Desecration (Su): At 1st level, a gravewalker can create a 20-foot-radius aura of evil power. This aura increases the DC of channeled negative energy by +1 and the turn resistance of undead by +1. At 3rd level and every 2 levels thereafter, the radius of the aura increases by 5 feet, to a maximum of 70 feet at 20th level. This ability replaces the witch's 1st-level hex.

Bonethrall (Su): At 1st level, a gravewalker can take control of an undead creature within her aura of desecration by forcing her will upon it (Will negates, using her hex DC). If it fails the save, the creature falls under her control as if she had used *command undead* (once control is established, the undead remain controlled even if outside the witch's aura). Intelligent undead receive a new saving throw each day to resist her command. The witch can control up to 1 HD of undead creatures per caster level. If an undead creature is under the control of another creature, the witch must make an opposed Charisma check whenever her orders conflict with that creature's. This replaces the witch's hex gained at 4th level.

Possess Undead (Sp): A gravewalker may take direct control of one of her undead minions within her aura of desecration, as if using *magic jar*; the witch's poppet acts as the soul receptacle for this ability. The minion gets no saving throw against this ability. This replaces the witch's hex gained at 8th level.

Hexes: The following witch hexes complement the gravewalker archetype: beast of ill-omen*, evil eye, misfortune.

Major Hexes: The following major hexes complement the gravewalker archetype: ice tomb*, infected wounds*, waxen image.

Grand Hexes: The following grand hexes complement the gravewalker archetype: death curse, summon spirit*.

HEDGE WITCH (ARCHETYPE)

Among witches, there are those who devote themselves to the care of others and restrict their practices to the healing arts. They often take the place of clerics in rural communities and may wander the countryside servicing the needs of several small communities.

Patron: A hedge witch's patron is normally one with a healing theme (see page 83).

Spontaneous Healing (Su): A hedge witch can channel stored spell energy into healing spells that she did not prepare ahead of time. The witch can "lose" any prepared spell that is not a cantrip in order to cast any *cure* spell of the same spell level or lower, even if she doesn't know that cure spell. This replaces the witch's hex gained at 4th level.

Empathic Healing (Su): A hedge witch can minister to a diseased or poisoned target, redirecting the affliction into herself. For a poisoned target, the witch must tend to him as a standard action; he makes his next saving throw against the poison as normal, but the witch suffers the effects of the failed save instead of the poisoned creature. For a diseased target, the witch must tend to the sick person for an hour; he makes his next saving throw against the disease as normal, but the witch suffers the effects of the failed save instead of the diseased creature. The witch does not actually become poisoned or diseased (and is not contagious and does not need to be cured), but suffers the effects of the affliction as if she had been. The witch normally uses this ability to extend the life of someone near death, giving him time to recover. This ability has no effect if the witch is immune to disease or poison. This replaces the witch's hex gained at 8th level.

Hexes: The following witch hexes complement the hedge witch archetype: cauldron, feral speech*, healing, tongues.

Major Hexes: The following major hexes complement the hedge witch archetype: major healing, weather control, witch's brew*. **Grand Hexes:** The following grand hex complements the hedge witch archetype: life giver.

SEA WITCH (ARCHETYPE)

A sea witch's affinities are tied to the vast oceans and the rolling waves. Her magic concerns the moon, tides, water, and winds, and she is most at peace when she is upon or near the sea.

Patron: A sea witch cannot choose a patron whose interests or theme opposes that of water (for example, earth or fire).

Spells: A sea witch replaces some of her patron spells with the following: 2nd—*touch of sea****, 4th—*gust of wind*, 6th—*water breathing*, 8th—*control water*, 10th—*cloudkill*, 12th—*control wind*, 14th—*control weather*, 16th—*vortex***, 18th—*tsunami***.

Know Direction (Sp): So long as she near a sizable body of water (at least a lake with a diameter of 1 mile or more), a sea witch may cast *know direction* at will as a spell-like ability.

Sea Creature Empathy (Ex): A sea witch can influence the attitude of water-dwelling animals and animals

that live along coasts and shores, including birds, as if using wild empathy. The sea witch uses her witch level as her druid level for this ability. If the sea witch has wild empathy from another class, her witch levels stack with the other class's levels to determine her wild empathy bonus for these kinds of creatures. This ability replaces the witch's 1st-level hex.

Hexes: The following witch hexes complement the sea witch archetype: charm, flight, water lung*.

Major Hexes: The following major hexes complement the sea witch archetype: hag eye, hidden home*, weather control.

Grand Hexes: The following grand hex complements the sea witch archetype: natural disaster.





WIZARD

Wizards have a diverse history from all over the world, and legends attribute to them many strange powers. This section features arcane discoveries (magical secrets wizards can learn), a new archetype (the scrollmaster), and two new wizard schools (elemental metal and elemental wood).

Feats and spells marked with one asterisk (*) are located elsewhere in this book. Feats and spells with two asterisks (**) are found in the *Advanced Player's Guide*.

ARCANE DISCOVERIES

Wizards spend much of their lives seeking deeper truths, hunting knowledge as if it were life itself. The wizard's power is not necessarily the spells he wields; spells are merely the outward, most visible manifestation of that power. A wizard's true power is in his fierce intelligence, his dedication to his craft, and his ability to peel back the surface truths of reality to understand the fundamental underpinnings of existence. A wizard spends much of his time researching spells, and would rather find an undiscovered library than a room full of gold. A wizard need not be a reclusive bookworm, but he must have a burning curiosity for the unknown. Arcane discoveries are the results of this obsession with magic. A wizard can learn an arcane discovery in place of a regular feat or wizard bonus feat.

Arcane Builder: You have an exceptional understanding of the theory behind creating magical items. Select one type of magic item (potions, wondrous items, and so on). You create items of this type 25% faster than normal, and gain a +4 bonus on Spellcraft checks (or other checks, as appropriate) to craft items of this type. You may select this discovery multiple times; its effects do not stack. Each time you select this discovery, it applies to a different type of magic item.

Fast Study: Normally, a wizard spends 1 hour preparing all of his spells for the day, or proportionately less if he only prepares some spells, with a minimum of 15 minutes of preparation. Thanks to mental discipline and clever mnemonics, you can prepare all of your spells in only 15 minutes, and your minimum preparation time is only 1 minute. You must be at least a 5th-level wizard to select this discovery.

Feral Speech (Su): You gain the ability to speak with and understand the response of any animal as if using *speak with animals*, though each time you speak to animals, you must decide to communicate with either amphibians, birds, fish, mammals, or reptiles, and can only speak to and understand animals of that type. You can make yourself understood as far as your voice carries.

This discovery does not predispose any animal addressed toward you in any way. When you reach 12th level, you can also use this ability to communicate with vermin. You must be at least a 5th-level wizard to select this discovery.

Golem Constructor: You have learned the art and craft of creating a single type of golem (such as stone golems or iron golems). When creating a golem of this type, you count as having the Craft Wondrous Item, Craft Magic Arms and Armor, and Craft Construct feats. You must meet all other construction requirements for the golem as normal. You may select this discovery multiple times. Each time you select this discovery, it applies to a different kind of golem. You must be at least a 9th-level wizard to select this discovery.

Immortality (Ex): You discover a cure for aging, and from this point forward you take no penalty to your physical ability scores from advanced age. If you are already taking such penalties, they are removed at this time. You must be at least a 20th-level wizard to select this discovery.

Multimorph (Su): Your studies in transmogrification have increased your control over shapechanging spells. When you cast a spell of the polymorph subschool on yourself, you may expend 1 minute of the spell's duration as a standard action to assume another form allowed by the spell. You can do this as often as you like, subject to the duration of the spell. You must be at least a 5th-level wizard to select this discovery.

Opposition Research: By completing strenuous studies, you have broken through the mental barriers that made it hard for you to prepare spells from one of your opposition schools. Select one wizard opposition school; preparing spells of this school now only requires one spell slot of the appropriate level instead of two, and you no longer have the -4 Spellcraft penalty for crafting items from that school. You must be at least a 9th-level wizard to select this discovery.

Split Slot: Once per day when you prepare spells, you may treat any one of your open spell slots as if it were two spell slots that were two spell levels lower. For example, a 9th-level wizard can split a 5th-level slot into two 3rd-level slots, preparing *fireball* and *lightning bolt* in those 3rd-level slots. For all purposes, the two lower-level slots are treated as that lower level (so the split 5th-level slot used for a *fireball* has a DC as if it were in a normal 3rd-level slot). Splitting a 2nd-level slot lets you prepare two additional cantrips (which you can cast over and over, just like normally prepared cantrips). This discovery has no effect on cantrips or 1st-level spells. You may select this discovery multiple times; each time you select it, you may split another spell slot when you prepare spells. You cannot split a slot that you created by splitting a higher-level slot. You must be at least 5th level to select this discovery.



True Name (Sp): Your researches into ancient tomes and your inquisitions of bound spirits have led you to one of the best-hidden secrets of the multiverse: the true name of an outsider—the name that defines the very essence of the creature and that gives the speaker control over the being. This outsider can have no more than 12 Hit Dice. Once per day, you can speak the common name by which the outsider is known, and the outsider travels to you as if you had cast *planar binding* upon it. It must obey you to the best of its ability, without pay or bargaining for its services, for its fear that you might release its true name to the wider world is enough to bring even the most recalcitrant of outsiders to bear.

If the creature is within 100 feet, as a move action, you may punish it by deliberately mispronouncing its name, wracking its very essence and giving it the sickened and staggered conditions for 1 round (even if the creature is normally immune to these conditions). You cannot use true name in an area of silence, but the creature does not have to be able to hear you for it to be harmed by the ability.

It is in your best interest to call this creature only sparingly, and occasionally reward it in some fashion to mollify its wrath. If you repeatedly fail to offer it a reward appropriate to its type and ethos, the creature may begin plotting ways to destroy the bond between you, whether by creating an accident that will destroy your memory of the name, by plaguing you with nuisances or dangers until you vow never to call on it again, or by actively seeking to destroy you through its own devices or those of an underling. If this creature is of a lawful type and you are violating its ethos, its superiors may even destroy it or you rather than allow you to contaminate their servant further. Worse, they may establish situations where it is necessary for you to summon this outsider, opening gateways to infernal or angelic interference, in order to gain a foothold on the Material Plane.

You may select this discovery multiple times. Each time you select this discovery, it applies to a different, specific outsider. You must be at least an 11th-level wizard to select this discovery. If you select this discovery at 15th level or higher, the creature may have up to 18 Hit Dice and the call acts as *greater planar binding* instead of *planar binding*.

Staff-Like Wand: Your research has unlocked a new power in conjunction with using a wand. Similar to using a magic staff, you use your own Intelligence score and relevant feats to set the DC for saves against spells you cast from a wand, and you can use your caster level when activating the power of a wand if it's higher than the caster level of the wand. You must be at least an 11th-level wizard and must have the Craft Staff feat to select this discovery.

ELEMENTAL WIZARD SCHOOLS

Some philosophers claim that the four-element structure of reality—air, earth, fire, water—is an erroneous belief. These scholars insist there are not four elements, but five: fire, earth, metal, water, and wood. Wizards who subscribe to these beliefs have developed the ability to tap into elemental sources of metal and wood, gaining magical powers normally limited to other kinds of spellcasters.

METAL (ELEMENTAL SCHOOL)

Metal represents firmness, rigidity, persistence, strength, determination, and electricity. It is commonly represented by gold and silver as its purest forms, though lower magic relating to iron and steel is part of the metal school.

Metal Magic: At 1st level, add the following spells to your wizard spell list at the listed spell level:
3rd—*chill metal*, *heat metal*, 5th—*rusting grasp*,
9th—*repel metal or stone*.



FIVE ELEMENTS

In some lands, scholars of magic insist that material things consist of five elements, not four: fire, earth, metal, water, and wood. Rather than directly opposing each other, these five elements counter and generate each other in a wheel-like formation: wood overcomes earth, earth overcomes water, water overcomes fire, fire overcomes metal, and metal overcomes wood.

Similar to the four types of elemental wizard schools presented in the *Advanced Player's Guide*, some wizards specialize in the schools of magic based on metal or wood. Like a normal arcane school, an elemental school grants a number of school powers and one bonus spell slot of each level the wizard can cast, from 1st on up. This bonus spell slot must be used to prepare a spell from the elemental school's spell list (see below). Unlike a normal arcane school, each elemental school requires the wizard to select his opposed element as his opposition school—in the case of the five-element system, he must choose the element that overcomes his element as his opposition element (so a metal elemental must select fire as his opposition school because fire overcomes metal). He does not need to select a second opposition school. He must expend two spell slots to prepare a spell from his opposed elemental school as normal.

Metal Rending (Su): Whenever you cast a spell that deals hit point damage, you deal extra damage to creatures made of metal or wearing medium or heavy metal armor. Affected creatures take additional damage equal to 1/2 your wizard level. This bonus damage is not increased by Empower Spell or similar effects. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. The damage is of the same type as the spell.

At 20th level, whenever you cast a spell on a creature made of metal or wearing medium or heavy armor, you can roll twice to penetrate the creature's spell resistance and take the better result.

Iron Skin (Su): You gain a +2 armor bonus to your Armor Class for 10 minutes; this bonus increases by +1 for every 5 caster levels (maximum +6 at 20th level). You can use this ability a number of times per day equal to 3 + your Intelligence bonus.

Shrapnel Burst (Su): At 8th level, as a swift action, you can cause jagged pieces of metal to explode outward from your body. These shards deal 1d6 points of piercing damage per two wizard levels (minimum 1d6) to all creatures within a 10-foot-radius burst. A Reflex save halves this damage.

In addition, the twisted scraps of metal make the area difficult terrain until your next turn (at which time they disappear). You can use this ability once per day, plus one additional time per day at 13th level and 18th level. At 10th level, the shrapnel bypasses damage reduction as if it were a magic weapon.

Metal Elemental Wizard Spells: 0—*mending*; 1st—*gravity bow**, *magic weapon*, *shocking grasp*; 2nd—*defensive shock**, *glitterdust*, *make whole*, *shatter*, *silk to steel**; 3rd—*chill metal*, *heat metal*, *lightning bolt*, *keen edge*, *magic weapon (greater)*, *versatile weapon**; 4th—*malfunction**, *shout*, *stoneskin*; 5th—*lightning arc**, *major creation*, *rapid repair**, *rusting grasp*, *soothe construct**, *unbreakable construct**; 6th—*chain lightning*, *disintegrate*, *wall of iron*; 7th—*control construct**, *lightning rod**, *statue*; 8th—*call construct**, *iron body*, *shout (greater)*, *stormbolts**; 9th—*meteor swarm*, *repel metal or stone*, *ride the lightning**.

WOOD (ELEMENTAL SCHOOL)

Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

Wood Magic: At 1st level, add the following spells to your wizard spell list at the listed spell level: 2nd—*entangle*, 3rd—*tree shape*, 4th—*plant growth*, 5th—*command plants*, 6th—*tree stride*, 7th—*liveoak*, 8th—*transmute metal to wood*, 9th—*control plants*.

Flexible Enhancement (Su): A master of the wood element is able to bend like bamboo when stressed and snap back into place. You gain a +1 enhancement bonus to your Dexterity, Constitution, or Wisdom ability score. This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two of these ability scores of your choice.

Splintered Spear (Su): As a standard action, you can create a wooden shortspear appropriate to your size, which hurls itself as a ranged attack against one target within 100 feet (range penalties apply), using your Intelligence modifier as an attack bonus instead of your Strength or Dexterity modifier. The spear deals normal damage according to its size, plus your Intelligence modifier, then breaks into countless splinters; the target takes 1 point of bleed damage each round on its turn. At 6th-level and every 6 levels thereafter, the spear gains a +1 enhancement bonus and the bleed damage increases by +1. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Cooperative Defense (Su): At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving



throw against the effect in place of their own. Each ally must make this choice individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four wizard levels beyond 8th.

Wood Elementalist Wizard Spells: 0—*light*; 1st—*alter winds***, *animate rope*, *charm person*; 2nd—*cat's grace*, *entangle*, *protection from arrows*, *web*, *whispering wind*; 3rd—*cloak of winds***, *tongues*, *tree shape*, *wind wall*; 4th—*charm monster*, *hallucinatory terrain*, *minor creation*, *plant growth*, *river of wind***, *secure shelter*, *sirocco***; 5th—*command plants*, *fabricate*, *fickle winds**, *mirage arcana*, *sending*, *telepathic bond*; 6th—*battemind link**, *cat's grace (mass)*, *tree stride*; 7th—*control weather*, *liveoak*, *scouring winds**; 8th—*charm monster (mass)*, *euphoric tranquility***, *transmute metal to wood*; 9th—*control plants*, *refuge*, *winds of vengeance***.

SCROLLMASTER (ARCHETYPE)

To some wizards, a scroll is not just a written form of a spell, it is a physical weapon meant to be used in combat like a sword or a shield. These strange wizards enter battle armed with scrolls, often one in each in each hand, practicing combat techniques resembling some monk martial arts.

Scroll Blade (Su): A scrollmaster can wield any paper, parchment, or cloth scroll as if it were a melee weapon. In the hands of the wizard, the scroll acts as a short sword with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. The scrollmaster is proficient in this weapon, and feats and abilities that affect short swords (such as Weapon Focus) apply to this weapon. A scrollmaster cannot wield two scrollblades at the same time.

Activating this ability is a free action. A scroll blade only retains its abilities in the hands of the scrollmaster. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (a *scroll of empowered fireball* counts as a 3rd-level spell).

At 3rd level, when using a 4th-level or higher wizard scroll as a scroll blade, the scrollmaster can choose to reduce its enhancement bonus by 1 (minimum +1 enhancement bonus) to treat it as a reach weapon. For example, he could use a *scroll of charm monster* (a 4th-level wizard spell) as either a +2 *short sword* or a +1 *short sword* with reach.

At 5th level, when using a 4th-level or higher wizard scroll as a scroll blade, the scrollmaster can choose to

reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give any of the following weapon properties: *defending*, *frost*, *icy burst*, *keen*, *ki focus*, *shock*, *shocking burst*, *speed*. Adding any of these properties consumes an amount of enhancement bonus equal to the property's cost (see Table 15–9: Melee Weapon Special Abilities in the *Core Rulebook*). The scrollmaster must know the prerequisite spell or spells to craft the weapon property in question (for example, he must know *haste* to be able to give his scroll blade the *speed* property). This ability replaces the wizard's arcane bond.

Scroll Shield (Su): A scrollmaster can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In the hands of the wizard, the scroll grants a +1 shield bonus with an enhancement bonus equal to 1/2 the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield sword. The scroll shield has no armor check penalty, arcane spell failure chance, or maximum Dexterity bonus. The scrollmaster is considered proficient in this shield. A scrollmaster can use a scrollblade in one hand and a scroll shield in the other hand.

Activating this ability is a free action. A scroll shield only retains its abilities in the hands of the scrollmaster. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against the wizard reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed.

At 5th level, when using a 3rd-level or higher wizard scroll as a scroll shield, the scrollmaster can choose to reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give it any of the following shield properties: *ghost touch*, *light fortification*, *moderate fortification*. Adding any of these properties consumes an amount of bonus equal to the property's cost (see Table 15–5: Shield Special Abilities in the *Core Rulebook*). The scrollmaster must know the prerequisite spell or spells to craft the shield property in question (for example, he must know *limited wish* to be able to give his scroll shield the *fortification* property).

If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (a *scroll of empowered fireball* counts as a 3rd-level spell).

Improved Scroll Casting (Su): At 10th level, the scrollmaster can cast a wizard spell from a scroll and use his own Intelligence score and relevant feats to set the DC for the spell, and can use his own caster level if it is higher than that of the scroll (similar to a caster using a staff). The scrollmaster must have already deciphered the writing on the scroll to use this ability. This ability replaces the 10th-level wizard bonus feat.