

*Spheres Apocrypha:
Sidhe Court
Archetypes*

SIDHE COURT ARCHETYPES

The following archetypes are for those who deal directly with the courts of the fey. Designed for use with the Sidhe race from the Skybourne campaign setting, these archetypes are nonetheless available to all.

DISCIPLE OF GOIBNIU (BLACKSMITH ARCHETYPE)

When the fey go to war against each other, they need weapons made of their own bane—cold iron. Goibniu, lord of the forge and the brewery, teaches his smiths special techniques for working with this material.

Class skills: The disciple of Goibniu gains Knowledge (nature) (Int) as a class skill, but loses Climb (Str) as a class skill.

This alters class skills.

Hidden Weapons: If the disciple of Goibniu has the maintenance ability, he may perform the following maintenance:

Glamered Equipment: The disciple of Goibniu places a subtle charm on his and his allies' equipment, granting one weapon, shield, or suit of armor per ally the *glamered* special ability. Whatever object they are disguised as they have clear signs of fairy make, recognizable with a Knowledge (nature) check against a DC of 15 + the disciple of Goibniu's level. This is a supernatural effect.

Great Hospitality: If the disciple of Goibniu has the recipes ability, he may select the following entree:

Ale: Any morale bonuses affecting a creature who partakes of a recipe using ale as an entree last 1 additional round, +1 additional round per 10 class levels the iron chef possesses.

Anathemic Blows (Ex): The disciple of Goibniu's thunderous blows do not normally deal extra damage until 3rd level, at which point they deal 1d6 additional damage. This damage increases by 1d6 at 6th level and every three levels thereafter. Against creatures with damage reduction overcome by cold iron and objects made of cold iron they instead deal the normal amount of extra damage.

However, at 1st level the disciple of Goibniu may make a special sunder attempt as an attack action against a creature. On a successful check he deals damage to the creature equal to his normal weapon damage (bonus damage from thunderous blows is not applied when using sunder in this manner) and any damage reduction it possesses is reduced by 2, plus 5 if it is overcome by cold iron, until the end of the disciple of Goibniu's next round. He may expend his martial focus as a free action to extend this by a number of rounds equal to his Constitution modifier (minimum 1). At 3rd level and every two levels thereafter this reduction increases by 2. This reduction is halved for damage reduction that cannot be overcome or is overcome only by epic weapons (such as DR 3/+ or DR 20/epic).

This alters thunderous blows.

Cold Iron Specialist (Ex): At 2nd level the disciple of Goibniu's bonus to Profession (blacksmith) checks is equal to his class level instead of half his class level when working with cold iron. In addition, any item he creates or modifies using his Profession (blacksmith) skill or an item creation feat counts as cold iron when it would be beneficial to its user. However, he must spend a full-round action that provokes attacks of opportunity when he uses his skilled craftsman ability to repair equipment not made of cold iron.

This alters skilled craftsman.

Gregarious Smith: In place of a smithing insight, a disciple of Goibniu may choose a social talent as per the vigilante class feature. He treats his class level as his vigilante level for the purpose of meeting prerequisites, and is always treated as though he was in his social identity for the purpose of the effects of social talents.

MASTER OF THE HUNT (HUNTER ARCHETYPE)

Whether the sidhe hunt deer, fox, or more intelligent game, they are accompanied by great beasts of uncanny intelligence. Masters of the hunt tame them and share their own fey powers with their companions.

Proficiencies: Masters of the hunt are proficient with simple weapons, as well as bucklers. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

This alters weapon and armor proficiencies.

Class Skills: The master of the hunt gains Bluff (Cha), Diplomacy (Cha), and Knowledge (nobility) (Int) as class skills, but loses Heal (Wis) and Knowledge (dungeoneering) (Int) as class skills. She also gains Sylvan as a bonus language known.

This alters class skills.

Casting: The master of the hunt may combine spheres and talents to create magical effects. The master of the hunt is considered a Mid-Caster. (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

Spell Pool: The master of the hunt gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + her Charisma modifier. This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: A master of the hunt gains a combat or magic talent every time she gains a caster level. A master of the hunt uses her casting ability modifier as her practitioner modifier.

Fairy Companion (Ex): The master of the hunt's animal companion is touched by the sidhe and does not learn tricks, but it does have an Intelligence score equal to that of a familiar belonging to a wizard of the master of the hunt's hunter level. It also speaks Sylvan (but not Common) and gains skill points equal 6 + its Intelligence modifier per Hit Die. Its class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

This alters the animal companion class feature and replaces bonus tricks.

Hound of Flidais (Su): At 1st level, the master of the hunt gains the Fallen Fey sphere or a talent from this sphere as a bonus talent and treats her class level as her caster level for this sphere. This stacks normally with caster levels gained from other classes. At 5th, 9th, 13th, and 17th level she gains a bonus talent from the Fallen Fey sphere.

The master of the hunt's animal companion is always considered to be under the effect of the master of the hunt's *fey-link* and she may grant it a fey-blessing as though she had the Share Link talent. Any fey-blessings she grants her animal companion remain until she regains spell points, and she may grant it the Nature Connection fey-blessing without spending a spell point once per day.

This replaces animal focus and second animal focus.

Shared Training: Whenever the master of the hunt would gain a bonus teamwork feat from her hunter levels, she may instead gain a bonus combat talent. If she chooses a base sphere or if her animal companion possesses the talent's base sphere, the animal companion also gains that talent.

This ability alters hunter tactics and teamwork feats, but does not prevent her from also taking an archetype that replaces them.

Sidhe Ascension (Su): At 20th level the master of the hunt is always considered to be under the effect of her *fey-link*. Any fey-blessings she places on herself remain until she regains spell points, and once per day she may grant herself the Nature Connection fey-blessing without spending a spell point. As long as her animal companion is within close range of her, she may expend her martial focus as a swift action to grant both her animal companion and herself a fey-blessing she knows. She must pay any additional spell point costs associated with the fey-blessing. This fey-blessing lasts 1 minute, and she cannot use this ability again for 1 hour.

This ability replaces master hunter.

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