



Player Paraphernalia



ADVANCED
PRESTIGE CLASSES
VOLUME II

#120

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), portation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects; logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0a ©2000, Wizards of the Coast, Inc.

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license. Some rights reserved.

Some artwork copyright Christopher M. Eisert, used with permission.

Pathfinder Roleplaying Game Core Rulebook. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Ultimate Magic. ©2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. Anger of Angels. ©2003, Sean K Reynolds. Book of Fiends. ©2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb. Monte Cook's Arcana Unearthed. ©2003, Monte J. Cook. Path of the Magi. ©2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds. Shadow Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White. Skreyn's Register: The Bonds of Magic. ©2002, Sean K Reynolds. The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved. The Book of Hallowed Might. ©2002, Monte J. Cook. Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. Angel, Monadic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Angel, Movanic Deva from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Brownie from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Ceustodaemon (Guardian Daemon) from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Piscodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Derghodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Hydrodaemon from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Daemon, Pisca from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Froghemoth from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Ice Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene. Iron Cobra from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters. Marid from the Tome of Horrors III. © 2005, Necromancer Games, Inc.; Author: Scott Greene. Mihstu from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Nabasu Demon from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax. Necrophiidius from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tilbrook. Sandman from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Scarecrow from the Tome of Horrors, Revised. ©2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson. Wood Golem from the Tome of Horrors. ©2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger. Player Paraphernalia #120 Advanced Prestige Classes, Volume II © 2017, The Knotty-Works; Author: John Buckley, Artists: John Buckley. Some illustrations repurposed from images found on Pexels.com. d20psrd.com. © 2010, John Reyst.

PLAYER PARAPHERNALIA #120

BY THE KNOTTY-WORKS



Welcome to issue one hundred and twenty of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). While Prestige classes have gained dust over the years, there may be times where a character may benefit of learning additional skills from a specialized class while meeting certain requirements.

Player Paraphernalia issue #118 presented four new prestige class versions of two base classes found in the Pathfinder RolePlaying Game Advanced Player's Guide™. This issue introduces three new prestige classes, covering the inquisitor, oracle, and witch base classes found in the Advanced Player's Guide™.

THE AGNOSTIC

Divinely inspired or divinely cursed, the agnostic becomes a conduit of powers and principalities from beyond. Through secret rites and rituals, the agnostic gains knowledge thought to be unknowable to mortals, but at a price.

Role

The agnostic plies her knowledge in a variety of ways, whether selflessly or selfishly depends on her view of the world and the secrets creeds she ascribes. She usually uses her powers to benefit herself and her allies as the situation warrants.

Alignment

Agnostics may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Wis 12, Cha 15

Skills

Knowledge (religion) 5 ranks

Class Abilities

Cast 1st level divine spells.

Other

Suffered from the effects of a curse at some point.

Class Skills

The agnostic is skilled in Craft (any), Diplomacy, Knowledge (planes), Knowledge (religion), Profession, Sense Motive, and Spellcraft.

Skill Ranks per Level

4 + Int modifier.

Class Abilities

The agnostic gains the following class abilities as it progresses in level.

Augur Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Mystery, revelation	
2	+1	+1	+1	+1	Curse 1/day	+1 level spellcasting class
3	+2	+2	+2	+1	Mystery spell, revelation	
4	+3	+2	+2	+1	Curse 2/day	+1 level spellcasting class
5	+3	+3	+3	+2	Mystery spell, revelation	

Weapon and Armor Proficiencies

The agnostic gains no additional weapon or armor proficiencies.

Mystery

At 1st level, the agnostic is initiated into a mystery sect of her faith and must select an Oracle Mystery. Once chosen, the mystery cannot be changed later. If the agnostic already has chosen a mystery from another class, the mystery chosen must match that chosen for her other class.

Revelation

The agnostic may choose one revelation from her chosen mystery at 1st level. She must meet any requirements for the revelation, treating her agnostic level as the effective Oracle level in regards to the effects of the revelation and level requirements.

The agnostic may choose another revelation at 3rd level and 5th level.

Additional Spells Per Day

At 2nd and 4th level, the agnostic gains new spells per day for one class in which she has the ability to cast divine spells. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Curse (Su)

At 2nd level, the agnostic may take on the effects of a curse as a *swift action*. This curse must be chosen from those required by oracles and once chosen cannot be ended until the duration ends, 1 minute per level of the agnostic. While cursed, the agnostic may add her Wisdom

modifier to her attack rolls and saving throws as an *insight bonus*.

The agnostic may become cursed once per day at 2nd level, gaining a second use at 4th level.

Mystery Spells

At 3rd level, the agnostic may choose one of the mystery's bonus spells to add to her list of spells known. The chosen spell must be of a level that the agnostic has at least one or more daily spell slots. If the agnostic prepares her spells, she gains one extra spell slot for the level of the chosen spell that must be used for the mystery spell.

The agnostic gains another mystery bonus spell at 5th level.

THE CAILLEACH

The price of power comes through many channels. For the cailleach, it comes through an unbreakable bond with a higher power. Unlike other faiths and followers, the cailleach's bond has specific benefits and requirements, allowing her to gain unique power to augment her arcane skills. The stigma of such a bond causes many to shun the cailleach, but the bond does afford her a new companion in the form of a pet familiar to keep her company while communing with her enigmatic patron.

Role

The cailleach is generally as powerful as other arcane spell wielders, bolstered by the powers granted by her patron. While many

find the pacts made by cailleach's distasteful or untrustworthy, those



Cailleach Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+1	+0	Familiar, hex, patron	+1 level spellcasting class
2	+1	+1	+1	+1	hex, patron spell	
3	+2	+2	+2	+1	bonus feat	+1 level spellcasting class
4	+3	+2	+2	+1	hex, patron spell	
5	+3	+3	+3	+2	major hex	+1 level spellcasting class

that accept the aid of a cailleach find her services beneficial as a whole based on her own prerogatives and her patron's agenda.

Alignment

The cailleach may be of any alignment.

Hit Die

d6.

Requirements

Ability Scores

Int 15, Cha 12

Skills

Knowledge (arcana) 5 ranks, Knowledge (nature or planes) 5 ranks.

Class Abilities

Cast 1st level arcane spells.

Class Skills

The cailleach is skilled in Craft (any), Fly, Intimidate, Knowledge (arcana), Knowledge (nature), Knowledge (planes), Profession, Spellcraft, and Use Magic Device.

Skill Ranks per Level

2 + Int modifier.

Class Abilities

Weapon and Armor Proficiency

The cailleach is proficient with simple weapons. She is not proficient with any type of armor or shield. If the cailleach wears armor dons a shield for

protection, she suffers the normal chance of arcane spell failure when casting spells with somatic components.

Additional Spells Per Day

At 1st, 3rd, and 5th level, the cailleach gains new spells per day for one class in which she has the ability to cast arcane spells. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Familiar (Ex)

At 1st level, the cailleach gains a pet familiar granted by her patron. She gains any benefits from the familiar and the familiar's abilities are based on the cailleach's class level.

If the cailleach already has a familiar or gains a familiar from another class, she does not gain another familiar, but her class levels stack to determine the benefits of the familiar.

Hexes

The cailleach may choose a single hex at 1st level. She gains another hex at 2nd level and 4th level. She treats her class level as her effective witch level in regards to any requirements to choose the hex as well as saving throws and other effects generated by the chosen hex.

Major Hex

At 5th level, the cailleach may choose a major hex rather than a normal hex.

Patron

At 1st level, the cailleach must choose a witch's patron. Once chosen, the



cailleach may not change this selection later. The patron is the power from which the cailleach gains her familiar, hex powers, and patron spells.

Patron Spell

At 2nd level and 4th level, the cailleach may choose one spell associated with her patron and add that to her list of known spells. The chosen spell must be of a level that the cailleach may currently cast.

Bonus Feat

At 3rd level, the cailleach may choose a metamagic or item creation feat as a bonus feat. She must meet any prerequisites for the feat.

THE MORTIFICATOR

Considered an outcast yet necessary tool for the church, the mortificator accepts the mandate to track down those that defy the mandates of her faith. Mortificators not only act as judge, jury, and executioner, they are trained to track down heretics of the faith and those that pose a threat to fellow believers.

Role

The mortificator learns to rely on her own wits and skills, even when working with others. This makes her versatile when dealing with fractious elements and encounters.

Mortifier Progression Table

Level	Base Attack	Fort Save	Reflex Save	Will Save	Special	Spell Per Day
1	+0	+1	+0	+1	Judgment 1/day, monster lore	+1 level spellcasting class
2	+1	+1	+1	+2	Solo Tactics, track	
3	+2	+2	+1	+2	Judgment 2/day	+1 level spellcasting class
4	+3	+2	+1	+3	Bane, discern lies	
5	+3	+3	+2	+3	Judgment 3/day	+1 level spellcasting class

Alignment

Mortifiers may be of any alignment.

Hit Die

d8.

Requirements

Ability Scores

Wis 15

Skills

Knowledge (any) 5 ranks, Survival 5 ranks.

Feats

One teamwork feat.

Class Abilities

Cast 1st level divine spells.

Class Skills

The mortifier is skilled in Bluff, Craft (any), Diplomacy, Intimidate, Knowledge (arcana), Knowledge (dungeoneering), Knowledge (nature), Knowledge (planes), Knowledge (religion), Perception, Profession, Sense Motive, Spellcraft, and Survival.

Skill Ranks per Level

6 + Int modifier.

Class Abilities

The mortifier gains the following class abilities as it progresses in level.

Weapon and Armor Proficiencies

The mortifier is proficient with simple weapons as well as the hand

crossbow, long bow, and short bow. She is proficient with light and medium armor and shields (except for tower shields).

Additional Spells Per Day

At 1st, 3rd, and 5th level, the mortifier gains new spells per day for one class in which she has the ability to cast divine spells from the cleric/oracle spell list. She gains no additional benefits that the spell casting class grants, including learning any additional spells or spells known.

Judgment (Su)

At 1st level, the mortifier gains the ability to pronounce judgment against her enemies as a *swift action*. The judgment grants the mortifier a sacred (or profane if the mortifier is evil) bonus or special ability that lasts until combat ends or the mortifier is incapacitated, rendered unconscious, or killed. She may change the judgment once activated as a *swift action* to another as well.

The mortifier may pass judgment once per day at 1st level, gaining another use at 3rd and 5th level. If the mortifier has the Judgment class feature from another class, her judgments do not stack and she may only initiate one judgment at a time unless he has a specific feature that grants multiple judgments, in which case she must use judgments granted from the other class.

Destruction: The mortifier gains a +1 sacred bonus on all of her weapon damage rolls, increasing to +2 at 3rd level and +3 at 5th level.

Healing: The mortificator gains fasting healing 1, increasing to fast healing 2 at 3rd level and fast healing 3 at 5th level.

Justice: The mortificator gains a +1 sacred bonus on all of her attack rolls, increasing to +2 at 3rd level and +3 at 5th level.

Protection: The mortificator gains a +1 sacred bonus on her armor class, increasing to +2 at 3rd level and +3 at 5th level.

Purity: The mortificator gains a +1 sacred bonus on all of her saving throws, increasing to +2 at 3rd level and +3 at 5th level.

Resistance: The mortificator gains resistance to one type of energy (acid, cold, electricity, fire, or sonic) equal to her class level + her Wisdom modifier.

Smiting: The mortificator treats her weapon as magic for purposes of overcoming damage reduction. At 3rd level she treats her weapon as both silver and cold iron as well for bypassing damage reduction. At 5th level, the mortificator may choose one aspect of her own alignment and treat her weapon as aligned for purposes of overcoming damage reduction. If the mortificator is neutral, she does not gain the ability to treat her weapon as aligned at 5th level.

Monster Lore (Ex)

The mortificator adds class level to any Knowledge skill checks when attempting to identify creatures and their strengths and weaknesses.

Solo Tactics

Beginning at 2nd level, the mortificator treats her allies as if they possess the same teamwork feats she possesses, gaining the benefits of the teamwork feat as long as the ally's location or action would grant her the benefit of the feat. Her allies do not actually receive the benefits of the feats unless they actually have the same teamwork feat.

Track (Ex)

The mortificator adds her class level to any Survival skill checks when attempting to identify and follow tracks beginning at 2nd level.

Bane (Su)

At 4th level, the mortificator may imbue one of her weapons with the bane weapon special ability as a swift action. She must select one type of creature when initiating this ability (as well as sub-type as appropriate). She may change the target type of the bane effect as a swift action and may use this ability a total number of rounds per day equal to her class level + her Wisdom modifier (and these do not need to be consecutive). If the mortificator physically releases the weapon, the bane effect immediately ends.

Discern Lies (Sp)

At 4th level, the mortificator learns to sense when someone is lying to her as the *Discern Lies* spell. She may initiate this ability as an immediate action and she may use it a total number of rounds per day equal to her class level + her Wisdom modifier, though they need not be consecutive.

OTHER KNOTTY WORKS PATHFINDER COMPATIBLE PRODUCTS

If you enjoyed this product, please check out these other Pathfinder supplements produced by the Knotty Works.

Each of the Spell Works Compendiums offer over fifty new and unique spells. Advancing with Class supplements offer new abilities for existing classes or introduce a new class with unique mechanics for the Pathfinder game.

