

ADVENTURER'S HANDBOOK

GENTUS GUIDE VOLUME 1



OWEN K.C. STEPHENS
STANI & R. HYRUM SAVAGE

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ADVENTURER'S HANDBOOK

GENIUS GUIDE VOLUME 1

OWEN K.C. STEPHENS
STAN! & R. HYRUM SAVAGE

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designers:

Owen K.C. Stephens and Stan!

Editor:

Stan!

Associate Editor:

Paul Fisher

Cover Art:

Joseph J. Calkins and Cerebus Illustrations

Interior Art:

Joseph J. Calkins and Cerebus Illustrations, Peter Szabo Gabor, Per Sjögren, and Shaman Stockart

Graphic Design and Typesetting:

R. Hyrum Savage and Kieran Yanner

Producer:

Carl Gilchrist

Published By:

Super Genius Games

www.supergeniusgames.com

©2010 Super Genius Games

For more information about Super Genius Games and our upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Hyrum: @savageplanet, or at our Yahoo Group: <http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games. All rights reserved. Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

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

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.

DESIGNATION OF PRODUCT IDENTITY: The OtherWorld Creations (OWC) and Super Genius Games (SGG) company names and logos; the "Adventurer's Handbook" name and logo; all backgrounds, and logos; all artwork, trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts and or the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

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), potation, 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 of compatibility, except as expressly licensed in another, independent Agreement with the owner of such 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 Copyright 2000, Wizards of the Coast, Inc.

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

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 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.

The Genius Guide to the Shadow Assassin. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the Archon. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to Feats of Spellcasting. Copyright 2009, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to Ice Magic. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the Death Mage. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to Feats of Subterfuge. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the War Master. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to Feats of Battle. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

The Genius Guide to the Magus. Copyright 2010, Super Genius Games. Author: Owen K.C. Stephens

Adventurer's Handbook: Genius Guide Volume I. Copyright 2010, Super Genius Games. Authors: Owen K.C. Stephens and Stan!

CREDITS



I've never been good at marketing-speak, whether it's writing advertisements or "catchy" text on the back cover of a book. There's an element of marketing that requires you to hype up whatever you're talking about so you can sell, sell, sell. I'm too brutally honest to be good at it. I'd much rather rattle off a list of features I think are neat about a book and let the reader decide if that's something they're interested in. Part of my job at Paizo is analyzing game content, cutting what I think is crap, and tuning up what remains so the final product is fun, understandable, and not likely to wreck a campaign. Not coincidentally, those three concepts also describe my friends Stan! and Hyrum.

I've known Stan! since our TSR days back in Lake Geneva, Washington. He loves games. Not just sword and sorcery RPGs like D&D and Pathfinder, but super hero games, space opera games, modern RPGs, board games, horror games, and so on—and he's written for most if not all of these types of games. He's fun to game with because he's not just there for himself, but because he wants everyone at the table to have fun, too. Whether he's playing a gnome rogue with a fondness for very large hats, or a living robot monk, he's a positive addition to a party—and keeps records of our adventures in the form of funny doodles.

I've known Hyrum since my old days at Upper Deck. He's a fan of comic books, science fiction, blaxploitation films, card games, board games, the horror genre, goof internet memes, and old-school kick-down-the-door RPGs. He's also an excellent family man and a self-starter in the RPG industry. In a campaign, he's not afraid to play the comic relief character or the front-line fighter, and is notorious for his impression of a squeaky-voiced goblin (Felgar, I'm looking at you). He's trustworthy and dependable, in real life and in games, and isn't afraid to try new games, whether tabletop RPGs, board games, or MMOs.

I've known Owen K.C. Stephens since my Wizards days. Not only is he a fellow weirdo who punctuates the middle of his name oddly, he's worked on many RPGs for many different people, including my first charity book *Swords Into Plowshares*. Owen's a real trooper, hammering out his deadlines despite flu, kidney stones, and natural disasters.

He's dependable and has a strong knowledge of the rules, and it's no surprise why Hyrum and Stan! turned to him to be their head Pathfinder developer. I also have to mention that his wife Lj's banana bread saved my life when I was stuck at an airport for 12 hours.

All this rambling on about my friends has a point—these guys are fans of games. Some designers look at writing as just a way to get a paycheck, but these guys got involved in writing games because they just can't get enough of them. They play the hell out of Pathfinder, and recognize when the game has a niche to be filled, whether that's a new class, a new category of spells, or a bunch of new feats for a particular character archetype. Because they play so many different games, they're not afraid to look at traditional fantasy RPGs with a different eye and bring something fresh and new to the system, inspired by a different kind of RPG or even a radically different game. And because they've played the game so much, they have a good idea of when a new idea is too good or a game-breaker. They're not min-maxers, they're not out to bust the power level of the game with something over the top, they just want to add cool, fun stuff to the standard mix of mage, priest, thief, and warrior. They want their books to be fun, playable, and of excellent quality.

And it shows. Their PDFs consistently get high ratings from customers and are top sellers—not because they have a big marketing budget, but because people know their stuff is good and talk about it with other players. Hyrum and Stan! keep their fingers on the pulse of the industry and release stuff that people want to play. They're active in the gaming community with message boards and podcasts, testing new technology so they can interact with fans. They create small, focused products that let them quickly produce what gamers want—and they know what gamers want because they are gamers.

Among people who work in the industry, there's a running joke that you can't go to a convention without meeting a gamer who wants to tell you about his favorite character. If you ever run into Hyrum or Stan!, turn the tables on them—ask them about their favorite characters. Prepare to get an earful of funny stories; they love playing games and understand that having fun is the ultimate goal of gaming.

Sean K Reynolds
Paizo Publishing Developer, former TSR and
WotC employee, gaming grognard.
April, 2010

CHAPTER • I



CHAPTER I: CLASSES



The *Adventurer's Handbook* adds five new base classes, each designed to fit into a typical campaign for the *Pathfinder Roleplaying Game* working alongside—while not invalidating—the existing base classes. Each class has its own themes and strengths, outlined below.

- The **archon** is hybrid combat class designed to blend arcane power with martial skill.
- **Death mages** are arcane spellcasters that focus on powers drawn from the dead and dying without requiring them be evil or focus on undead.
- **Magi** are hybrid spellcasters, able to draw upon the spell lists of other classes to master both arcane and divine powers.
- The **shadow assassin** is a stealth oriented class with emphasis on fighting with light or exotic weapons and mystic control of shadows.
- The **war master** is a warrior, leader, and planner, able to both slay foes directly and to allow allies to maximize their strengths and minimize their weaknesses.

Adding new classes to an ongoing campaign can take some effort, but the opportunity is worth the additional work in order to add background and color to a campaign. They may be linked to specific regions or allow the PCs to explore abilities and roles normally associated with villains.

For example, at first glance the shadow assassin may seem suited for use only by evil PCs or as foes for players to oppose. But the class could also represent the honorable and revered Royal Executioners of the Golden Court, or the PCs could be renegades using their deadly skill to oppose the assassin clan that trained them.

All of the classes in this chapter can be used in a wide variety of ways that bend expectations and connect deeply with the history and cultures in the game world. In many cases, creative players will suggest these ideas if they are motivated to try these new classes. All the GM needs to do is pick the ones that fit best into the background of the campaign, then nod and smile like that was the plan all along.

ARCHON

An archon is a warrior-wizard, trained to master both magic and mundane fighting techniques. Most are members of powerful aristocracies, for only nobles can normally take the time required in youth to train for the rigors of both the mystic and martial worlds. In many lands archons are the only ruling class, with all other spellcasters and fighters relegated to secondary roles. In other lands only a few noble lines have archons, with each generation learning the rare art from their forefathers.

The style of magic practiced by archons is unique and, in its own way, limiting. An archon studies and masters spells through training and intellect, as does a wizard. However, archons cannot call upon the vast range of fighting talents pure fighters learn, nor do they have the breadth of spells of other pure casters. An archon can't match a wizard in terms of spell level, spell slots per day, or spells known. Archons do learn to mix their arcane learning with martial skills, including ways to access their magic in a more raw and primal form, making them very versatile combatants.

Most archons depend on sword and armor for their combat ability, and use magic to either augment their fighting power or grant them non-combat abilities. An archon can't cast enough spells in a day to make such choices as *magic missile* or *fireball* practical as anything other than back-up options to be employed when all else has failed. Longer lasting spells such as *cat's grace* and *bull's strength* are more effective, and augment the archon's own skill at arms as well. Spells entirely unrelated to combat such as *divinations* and *transportation spells* are also popular choices, allowing the archon to



be effective in situations where violence is not the best answer, though the archon spell list is somewhat limited in this regard.

Background: Archons begin their training at a young age, for they have much to learn. While other children are allowed to play and enjoy the bright days of spring, archons-in-training are drilled at weapons practice, taught foreign languages, and forced to repeat mystic incantations over and over. Many trainees are unable to handle this intense regimen, and abandon the path of the archon to focus on just one of the traditional roles—fighter or wizard. Only the most dedicated and skilled youths ever become first level archons.

In addition to their training in spellcasting and combat, students are repeatedly drilled on the importance of duty and critical thinking. An archon is expected to uphold the interests of her family under all circumstances, and to find ways to succeed where others fail. Young archons are constantly tested, probed, and pushed to the limits of their abilities. Only by

risking failure and death can an archon discover what she is truly capable of, and any sign of cowardice is likely to result in dismissal from training or even banishment. While not all archons continue to serve their family once mature, that is the focus of their training in youth.

Archons are most commonly found in the older nations of the world, especially those dominated by humans and elves. This is because the archon's path is adapted from the ways of the fearsome dusk knights—representatives of the twin gesh races who once crossed the planes of existence to wage their millenniums-long wars in the human and elven lands. The many dusk knights who remained as lords of the lands they conquered taught their arcane and martial techniques to trusted non-gesh retainers. While the gesh empires have long ago retreated back into the twisting astral space between realities, their teachings still live among the archons who now thrive in the lands the gesh once ruled.

TABLE 1-1: THE ARCHON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day							
						0	1st	2nd	3rd	4th	5th	6th	
1	+1	+0	+0	+2	Rivenspell	1	1						
2	+2	+0	+0	+3	Favored spell	1	1						
3	+3	+1	+1	+3	Arcane armor training 1	2	1	1					
4	+4	+1	+1	+4	Rivenspell	2	1	1					
5	+5	+1	+1	+4	Arcane surge 1/day	2	2	1	1				
6	+6/+1	+2	+2	+5	Arcane armor training 2	2	2	1	1				
7	+7/+2	+2	+2	+5	Rivenspell	3	2	2	1	1			
8	+8/+3	+2	+2	+6	Soul of the spellblade	3	2	2	1	1			
9	+9/+4	+3	+3	+6	Arcane armor training, arcane surge 2/day	3	3	2	2	1	1		
10	+10/+5	+3	+3	+7	Rivenspell	3	3	2	2	1	1		
11	+11/+6/+1	+3	+3	+7	Favored spell	3	3	3	2	2	1	1	
12	+12/+7/+2	+4	+4	+8	Arcane armor training 3	3	3	3	2	2	1	1	
13	+13/+8/+3	+4	+4	+8	Arcane surge 3/day, rivenspell	3	3	3	3	2	2	1	
14	+14/+9/+4	+4	+4	+9	Force of the hexsword	3	3	3	3	2	2	1	
15	+15/+10/+5	+5	+5	+9	Arcane armor training 4	3	3	3	3	3	2	2	
16	+16/+11/+6/+1	+5	+5	+10	Rivenspell	3	3	3	3	3	2	2	
17	+17/+12/+7/+2	+5	+5	+10	Arcane surge 4/day	3	3	3	3	3	3	2	
18	+18/+13/+8/+3	+6	+6	+11	Arcane armor training 5	3	3	3	3	3	3	2	
19	+19/+14/+9/+4	+6	+6	+11	Rivenspell	3	3	3	3	3	3	3	
20	+20/+15/+10/+5	+6	+6	+12	Dominion of the dusk knight	3	3	3	3	3	3	3	

Role: Archons are good secondary combatants, and often find themselves on, or just behind, the front line. They are less effective spellcasters, because of their severely limited number of spell castings per day. They are very adaptable, often able to find a way to contribute to situations where more focused characters are less efficient. In many groups archons become the defender of other spellcasters, keeping healers safe and looking after less physically resilient arcane spellcasters.

Alignment: Though most archons are lawful, they may be of any alignment.

Hit Die: d10.

Starting Wealth: A 1st level archon begins with 5d6 x 10 gp.

CLASS SKILLS

The archon's class skills are Appraise (Int), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana), Knowledge (nobility), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the archon.

Weapon and Armor Proficiency: An archon is proficient with all simple weapons, plus two martial weapons selected at 1st level. (While most archons take proficiency with one martial melee weapon and one martial ranged weapon, any two martial weapons may be selected.)

Archons are also proficient with light armor and shields (except tower shields). An archon can cast archon spells while wearing light armor and using a shield (except tower shields) without incurring the normal arcane spell failure chance. Like any other arcane

spellcaster, an archon wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component (see the arcane armor training ability for exceptions to this general rule). A multiclass archon still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: An archon casts arcane spells drawn from the archon spell list (please see page 76). An archon must choose and prepare her spells ahead of time, as a wizard does.

To learn, prepare, or cast a spell, the archon must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an archon's spell is 10 + the spell level + the archon's Intelligence modifier.

An archon can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-1: The Archon. In addition, she receives bonus spells per day if she has a high Intelligence score (see Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook* for more information on bonus spells per day from a high ability score.)

Like a wizard, an archon keeps a spellbook into which she records her known spells. (This spellbook begins with three cantrips and two 1st level spells of the archon's choice at 1st level, though the archon will not yet be able to prepare both the 1st-level spells.) An archon uses the same method for learning, researching and recording spells as a wizard, including preparing spells from borrowed spellbooks. The notations wizards and archons use are identical, so an archon may learn a spell from a wizard's spellbook if the spell is also on the archon spell list (found on page 76) and vice-versa. While archons do some minor ongoing spell research, and therefore learn 1 new archon spell of her choice at each new archon level, most of an archon's spells must however, be learned from wizards' or other archons' spellbooks.

Unlike a wizard, an archon may only learn a set number of spells (as detailed in Table 1-2: Archon Spell Maximums on page 10), though an archon can learn an unlimited number of cantrips. An archon simply spends too much of her time maintaining combat skills to also master an unlimited number of arcane formulas. Much as most classes are only proficient with a limited number of weapons (and must take Weapon Proficiency feats to learn more), the archon can only learn a limited number of spells (and must take the Increased Spell Maximum feat to learn more, see page 63 for details).

An archon must choose and prepare her spells ahead of time by getting 8 hours of rest and spending 1 hour studying her spellbook. While studying, the archon decides which spells to prepare.

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

Rivenspell (Su): The rivenspell is one of the basic techniques of the archon, the first step in learning to fully combine martial and arcane thought processes into a single action. It is literally the ability to rive (tear apart) a spell into raw, primal magic energy. The archon sacrifices one of her prepared 1st-level or higher spells, then uses the crude magic from the "riven spell" to produce a simple magic effect. Though using a rivenspell is quick and easy (a swift action that does not provoke an attack of opportunity), it's also fairly limited. The archon begins play knowing a single way to focus a rivenspell, creating one simple effect that lacks the focus and precision of a true spell. At 4th level and every three levels after (7th, 10th, 13th, 16th, and 19th level) the archon can learn one additional rivenspell technique.

Some rivenspell effects require a minimum spell level be sacrificed to create their effect

(such as dispel), but otherwise any 1st-6th level archon spell may be used. The spell slot is expended as part of the action, so the archon must select exactly which prepared spell is sacrificed each time a rivenspell is used. In most cases, the power of the rivenspell effect is based on the level of the spell sacrificed to create it. Using a rivenspell ability does not count as casting a spell.

The potential rivenspell effects are as follows:

Anchor (Su): As part of the swift action sacrificing a spell to power this effect, the archon may target a single creature she can see that is within 30 feet. The target must make a Will save (DC 10 + level of the spell used to power this rivenspell ability + the archon's Intelligence modifier). On a failed save, the creature cannot take any action that moves it to a new space (including taking a 5-foot step, taking any form of movement, or using a spell or ability that relocates it) for one round per level of the spell that powers this ability. The target can still be moved by the actions of others (such as being selected as a target by a spellcaster using a teleport spell, or being the target of a bull rush).

Arcane Bulwark (Su): The archon imbues a suit of armor she is wearing with one of the following special abilities: light fortification, slick, shadow. If the archon is 9th level or higher, she may instead imbue her armor with one of the following abilities: energy resistance, ghost touch, improved slick, improved shadow, invulnerability, moderate fortification, or spell resistance (13).

All special abilities function as the magic armor special ability of the same name. A suit of armor cannot have the same special ability twice, regardless of the source. The armor retains the special ability for one minute per level of the spell used to power this ability, or it is removed from the archon wearing it.

An archon must have the shield ability before selecting this rivenspell.

Arcane Stealth (Su): The archon becomes difficult to detect through divination magic for one minute per level of the spell used to power this ability. This functions as a nondetection spell the archon cast on herself, except for the duration.

An archon must be 7th level before selecting this riven spell.

Bolt (Su): As part of the swift action sacrificing a spell to power this effect, the archon may make a ranged attack at a single target. For each level of the spell used to power this effect, the ranged attack deals 1d4 points of force damage and adds 10 feet to the maximum range. Thus an archon sacrificing a 3rd level spell gains a single ranged attack dealing 3d4 at a maximum of 30 feet. This riven spell acts as a force effect.

Channel (Su): The archon gains the ability to cast a spell without fulfilling verbal or somatic components, and without provoking an attack of opportunity. The spell must be cast before the end of the archon's current turn, and must be lower level than the spell used to power the channel ability.

An archon must have the shield ability before selecting this riven spell.

Counter (Su): As an immediate action, the archon may sacrifice a spell of 4th level or higher to reroll a single missed saving throw. If a 5th level spell is used the reroll gains a +1 bonus, if a 6th level spell is used the reroll gains a +2 bonus. The archon must use the second saving throw roll, even if it is worse than the original save result. The archon may only use one counter riven spell per round. An archon must be 7th level before selecting this riven spell.

Dash (Su): Until the end of the archon's next turn, she gains an enhancement bonus to one form of movement (selected by the archon each time the ability is used) equal to 5 ft. per level of spell sacrificed.

Discernment (Su): This riven spell grants the archon mystic vision. This functions as

Table 1-2: Archon Spell Maximums

Character Level	Maximum Spells Known					
	1st	2nd	3rd	4th	5th	6th
1	1	–	–	–	–	–
2	2	–	–	–	–	–
3	2	1	–	–	–	–
4	3	2	–	–	–	–
5	3	2	1	–	–	–
6	3	3	1	–	–	–
7	4	3	1	1	–	–
8	4	3	1	1	–	–
9	4	4	2	1	1	–
10	4	4	2	1	1	–
11	5	4	2	2	1	1
12	5	4	2	2	1	1
13	5	5	3	2	2	1
14	5	5	3	2	2	1
15	6	5	3	3	2	2
16	6	5	3	3	2	2
17	6	5	3	3	3	2
18	6	6	3	3	3	2
19	6	6	3	3	3	3
20	6	6	3	3	3	3

the see invisibility spell. Additionally as a free action once per round, the archon may select one creature or object she can see, and gain all the information she would normally gain from three rounds of observation with a detect magic spell. The discernment riven spell lasts for one round per level of the spell used to power it.

An archon must be 4th level before selecting this riven spell.

Dispel (Su): This riven spell empowers the archon so the next creature she hits with a melee attack (before the end of the archon's next turn) is the subject of a targeted dispel, as from a dispel magic spell. A spell of 4th or higher spell level must be sacrificed to empower this riven spell. If a 5th level spell is used the dispel check gains a +1 bonus, and if a 6th level spell is used the dispel check gains a +2 bonus. An archon must be 10th level before selecting this riven spell.

Focus (Su): The archon gains a bonus to skill checks made with one skill selected when this rivenspell is used. The bonus is equal to the level of spell used to empower the rivenspell. If the skill selected is Acrobatics, Appraise, Bluff, Diplomacy, Disable Device, Escape Artist, Heal, Intimidate, Knowledge (any), Linguistics, Sense Motive, Sleight of Hand, Spellcraft, or Use Magic Device the bonus lasts until the beginning of the archon's next turn. If the skill selected is Climb, Fly, Handle Animal, Perception, Perform, Ride, Stealth, or Swim the bonus lasts for one minute per level of spell sacrificed. If the skill is Craft, Profession, or Survival the bonus applies to any one use of the skill that does not take more than 24 hours.

Haste (Su): The archon grants herself a haste effect, which lasts for one round per level of the spell used to power this ability. This ability functions as the haste spell except for its duration and the fact it only affects the archon.

An archon must have the dash ability before selecting this rivenspell.

Greater Bolt (Su): As the bolt rivenspell, except the bolt deals 1d6 damage and has a maximum range of 30 feet per level of the spell used to power this ability. Thus an archon who uses a 3rd level spell to power this ability gains a single ranged attack dealing 3d6 damage with a maximum range of 90 feet.

An archon must be 7th level and have the bolt ability before selecting this rivenspell.

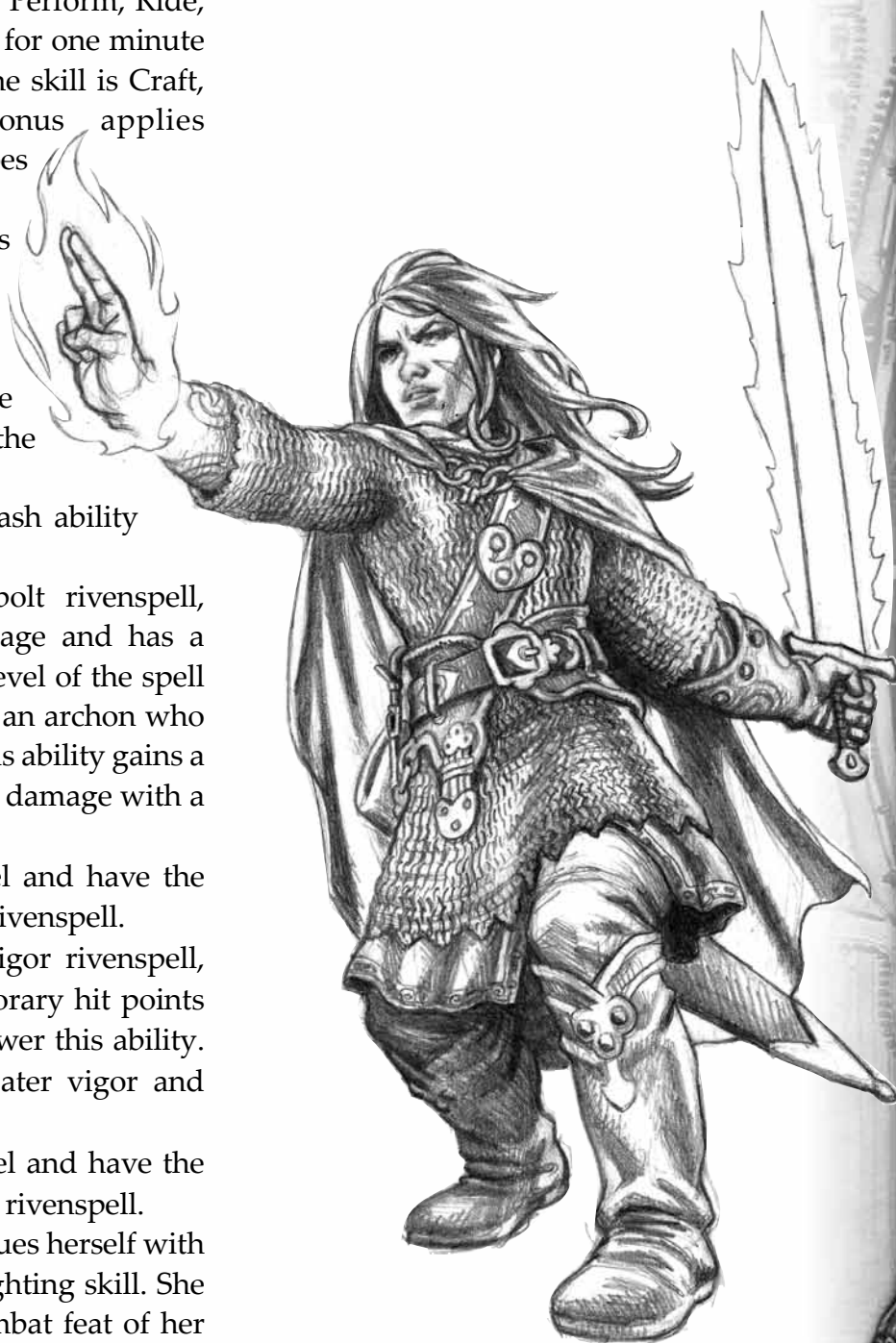
Greater Vigor (Su): As the vigor rivenspell, except the archon gains 4 temporary hit points per level of the spell used to power this ability. Temporary hit points from greater vigor and vigor do not stack.

An archon must be 10th level and have the vigor ability before selecting this rivenspell.

Prowess (Su): The archon imbues herself with arcane energy to increase her fighting skill. She gains temporary access to a combat feat of her

choice she meets all prerequisites for. The feat temporarily gained cannot itself be used to qualify for any prerequisite. The archon has access to the feat gained for one round per level of the spell used to power this ability.

Shield (Su): The archon gains a deflection bonus to AC equal to the level of spell used to empower this rivenspell. The bonus is considered a force effect, and lasts for a number of rounds equal to the level of spell sacrificed.



Smite (Su): The archon gains an insight bonus to attack and damage on her next attack roll (made before the end of her next turn). The bonus is equal to the level of spell sacrificed to empower this riven spell.

Vigor (Su): The archon gains 2 temporary hit points per level of the spell used to empower this riven spell. Multiple uses of the vigor riven spell do not stack, each use resets the number of temporary hit points based on its level.

Favored Spell (Ex): Much as some combatants favor a specific weapon or fighting style, archons focus their training on just a few spells above all others. At 2nd level an archon chooses a single spell she knows to be her favored spell. An archon gains a +2 bonus to caster level, concentration, and Spellcraft checks made regarding this spell (including caster level checks made to overcome SR, and efforts to use the spell to counterspell the efforts of other spellcasters).

At 11th level the archon selects a second favored spell. Additionally, the bonus gained to appropriate checks regarding the original favored spell increases to +4.

Arcane Surge (Ex): Beginning at 5th level, an archon may, once a day, cast a single spell as a swift action. The spell must have a casting time of 1 standard action or less, and the archon may not cast any other spell during the same round. The spell must be one gained from the archon spell list, and not a spell gained through some other character class. The archon can use this ability twice per day at 9th level, three times a day at 13th level, and four times a day at 17th level.

Arcane Armor Training (Ex): Though an archon's basic training allows her to cast spells with somatic components in light armor with no risk of spell failure, an archon constantly strives to master the art of spellcasting in heavier armors. At 3rd level an archon in medium armor reduce's her chance of arcane spell failure by 5% (minimum 0). This reduction increases by 5% at 6th, 12th, 15th, and 18th level, ending with a 25% reduction in spell failure while in medium armor.

At 9th level, the archon's arcane armor training also applies to heavy armor. It also applies to the arcane spell failure chance from a tower shield, if the archon is proficient with tower shields.

Soul of the Spellblade (Su): At 8th level the archon learns the first power taught to the Spellblades, the loyal humanoid servants to the gesh dusk knights. This allows an archon to deliver a touch-range archon spell with a successful melee attack. To do this the archon must cast the spell (with its normal casting time) but not immediately use it to touch a target. (This is called "holding the charge.") On the next round (or any time within the next six rounds) the archon may deliver the touch spell with any melee attack (unarmed or with a weapon) she makes against a target's full AC (not their touch AC). On a successful attack, the spell is delivered along with the melee attack's normal damage.

The archon must declare what melee attack is being used to deliver a held charge prior to making the attack rolls. A missed attack roll expends the spell uselessly to no effect, while

a blow that hits but fails to do damage (for example, one that fails to penetrate a target's DR) discharges the spell successfully against the target.

While the archon is holding the charge of a touch spell in preparation to use this power she may touch other creatures freely, and even make other melee attacks, without losing the held spell. However, the archon cannot cast any other spells while holding the charge of a touch spell. The archon may release the spell harmlessly as a free action. After six rounds from being cast, the charge on a touch spell dissipates even if it has not been used.

Force of the Hexsword (Su): At 14th level the archon learns one of the monster-slaying techniques used by the ancient gesh race's Hexsword Slayers. All weapon attacks made by the archon are treated as though the weapon she wields is magic and has one of the following properties (selected by the archon when this ability is gained): good (only for good archons), evil (only for evil archons), silver, or cold iron. This is in addition to whatever properties the weapon actually has, and does not replace existing properties.

Additionally, the archon can cause the damage dealt by her weapon to be of one of the following types (selected by the archon when this ability is gained): cold, electricity or fire damage. All damage must be affected or none – the archon cannot affect only some damage dealt by her weapon. (For example: an archon able to cause her weapon to deal fire damage, using a shocking longsword, either deals 1d8 slashing damage +1d6 electricity, or

1d8+1d6 fire damage. She cannot do 1d8 fire damage and 1d6 electricity damage with the weapon.) The archon may switch between elemental and normal weapon damage as a free action.

Even if an archon has her weapon deal elemental damage, DR is still effective against the base damage die of the weapon. If a target has both DR and the appropriate elemental resistance, both are effective against the archon's elemental hexsword damage.

Dominion of the Dusk Knight (Ex): At 20th level the archon gains mastery over the art of dual martial and arcane combat, achieving the powers once reserved for the ancient dusk knights. As a full round action, the archon may make a single attack (melee or ranged) and cast a single spell with a casting time of 1 standard action. The archon may decide to cast then attack, or attack then cast. When the archon uses the dusk knight ability, she may also use her arcane surge ability to cast a second spell in the same round (though she still cannot use arcane surge to cast multiple spells in a round when not using her dusk knight ability).

DEATH MAGE

Though often mistaken for necromancer-specialist wizards, undead-bloodline sorcerers, or clerics of gods of death and repose, death mages are truthfully closer in function and training to druids. While a druid is servant to and master of the forces of nature – calling upon them for instruction, aid, and power – the death mage is similarly linked to the spirits and powers of the dead. This is an intellectual link rather than a spiritual one, for a death mage has chosen to immerse herself in the trappings of the dead and their graves. The first thing a death mage learns is to listen to the faint echoes left behind by spirits of the dead. While wizards learn spells from dusty tomes, and sorcerers are empowered by their bloodlines, death mages are taught by the shades of the departed.

More than just necromancy, the powers accessed by death mages include many things associated with death including the fog of the graveyard, the dread all living things feel at the decaying remains of their own kind, shadow, the spirit realm, and the decay that sets in when life is gone. These are secrets held by spirits of the departed, which only death mages can hear. The teachers of a death mage are not undead, nor even truly self-aware entities. They are echoes of life, whispers in the darkness the death mage has taught herself to hear and comprehend. Those things surrounded by the dead and dying, or brought about by death, are all whispered by the mindless voices from which a death mage learns.

Thus the attributes of a death mage are more focused than most spellcasters, but not exclusively built around necromancy and undeath. Death mages can cast powerful damaging spells, augment themselves with fetishes built from slain foes, and protect



themselves and allies from harm by creating wards with a strong understanding of the line between life and death. Not every death mage hear the same spirits, as each is attuned to those invisible, soundless spirits of the passed that most closely match her own personality. A death mage may hear the spirits of her forebearers, those she has killed, or those linked to a given place. Some death mages even believe they are sent their spirit teachers by fate or the gods, though they know it is a combination of force of will and comprehension of the language of the dead that grant them death mage powers, not divine provenance.

Background: Most death mages are self-taught, driven to study subjects rarely discussed (and often forbidden) in polite society. Death mages often see this as a calling, a logical extension of a lifelong fascination with the dead, their resting places, and the reaction of society to the scent of decay. At some point, the death mage learns the secret to hearing spirits of the

dead. From this point on, she spends as much time listening to the dead as talking to the living. In most cases, the death mage slowly drifts away from normal relationships with her community and is seen as a person apart from society. This estrangement begins as a social difference, but often becomes a physical removal to the edge of the community.

In communities that accept death mages, this separation may be an act of respect. The death mage is clearly living in two worlds, and her friends and family wish to give her room to commune with the dead without interruption. Such death mages may move to the edge of town, or live in a lone dwelling nearby.

More fearful (and less forgiving) communities see death mages as freaks at best, and active threats at worst. Many death mages relocate out of a need to escape persecution, often seeking simple anonymity. Others are never comfortable in the center of places bustling with life, preferring to live in swamps, cemeteries, or

TABLE 1-3: THE DEATH MAGE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day									
						0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Pale road	3	1	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3	Voice of the dead	4	2	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3	Death bond	4	2	1	-	-	-	-	-	-	-
4	+3	+1	+1	+4		4	3	2	-	-	-	-	-	-	-
5	+3	+1	+1	+4	Secrets of the dead	4	3	2	1	-	-	-	-	-	-
6	+4	+2	+2	+5		4	3	3	2	-	-	-	-	-	-
7	+5	+2	+2	+5		4	4	3	2	1	-	-	-	-	-
8	+6/+1	+2	+2	+6		4	4	3	3	2	-	-	-	-	-
9	+6/+1	+3	+3	+6		4	4	4	3	2	1	-	-	-	-
10	+7/+2	+3	+3	+7	Wisdom of the grave	4	4	4	3	3	2	-	-	-	-
11	+8/+3	+3	+3	+7		4	4	4	4	3	2	1	-	-	-
12	+9/+4	+4	+4	+8		4	4	4	4	3	3	2	-	-	-
13	+9/+4	+4	+4	+8		4	4	4	4	4	3	2	1	-	-
14	+10/+5	+4	+4	+9		4	4	4	4	4	3	3	2	-	-
15	+11/+6/+1	+5	+5	+9	Deathly abeyance	4	4	4	4	4	4	3	2	1	-
16	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	3	3	2	-
17	+12/+7/+2	+5	+5	+10		4	4	4	4	4	4	4	3	2	1
18	+13/+8/+3	+6	+6	+11		4	4	4	4	4	4	4	3	3	2
19	+14/+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	3	3
20	+15/+10/+5	+6	+6	+12	Final guide	4	4	4	4	4	4	4	4	4	4

ruins. However death mages rarely move into deep wilderness, because they are drawn to places where the living place the dead, and these are generally close to towns and villages.

This makes it easy for death mages to fall into lives of wandering adventure. They are often sought for the lore they can gather from the dead, or for aid dealing with ancient tombs and the creatures moving within them. A death mage is similarly often driven to seek secrets from the dead of foreign cultures, traveling great distances to hear new spirits speak to her. A death mage that deals in fetishes may also take up wandering purely to gather trophies from the recently deceased, an activity difficult to maintain within peaceful societies. Finally, many death mages find that the kind of misanthropes, outcasts, and vagabonds that are drawn to lives of adventure make better company than "respectable" citizens, and find companionship in the hard life of an adventurer.

Role: How a death mage operates is strongly influenced by her focus in the study of death, especially what decisions she makes regarding her death pact and pale road class abilities. A death mage who chooses an unbreathing companion as a death pact brings an additional combatant to the group's aid much as a druid might, while one that focuses on the powers of totems is adaptable to a broad range of situations, and may even augment allies against specific foes. Similarly a death mage that follows the pale road of the reaper mage is able to survive the rigors of melee combat, while one taking the path of the ghoulish mage focuses on disabling living foes and drawing power from dead ones.

Alignment: A death mage may be of any alignment.

Hit Die: d8

Starting Wealth: At 1st level a death mage begins play with 2d6 x 10 gp.

CLASS SKILLS

The death mage's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana)(Int), Knowledge (dungeoneering)(Int), Knowledge (geography) (Int), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (planes)(Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the death mage.

Weapon and Armor Proficiency: A death mage is proficient with all simple weapons, as well as the falchion, flail, kama, net, nunchaku, scimitar, and scythe. Death mages are also proficient with light armor and shields (except tower shields). A death mage can cast death mage spells while wearing light armor and use a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a death mage wearing medium or heavy armor incurs a chance of spell failure if the spell is question has a somatic component. A multiclass death mage still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: A death mage casts arcane spells drawn from the death mage spell list presented on page 76. A death mage must choose and prepare his spells ahead of time.

To prepare or cast a spell, the death mage must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a death mage's spell is 10 + the spell level + the death mage's Charisma modifier.

A death mage can only cast a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1-3: The Death Mage. In addition, she receives bonus

spells per day if she has a high Charisma score (see Ability Modifiers and Bonus Spells in the *Pathfinder Roleplaying Game Core Rulebook*).

A death mage has a fairly limited spell list, but automatically learns all spells on that list when she is of the level needed to cast them. She must choose and prepare her spells ahead of time by getting 8 hours of rest and spending 1 hour meditating and communing with spirits of the dead. While meditating, the death mage decides which spells to prepare. No one, not even other death mages, can see or hear the spirits a death mage listens to while preparing her spells. Not even *true seeing* reveals them, as they exist only for the death mage that hears them.

Cantrips: Death mages can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 1-3: The Death Mage under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.

Pale Road (Su): The spirits each death mage can hear all share a set of similar secrets, based on some aspect of death, dying, and the reactions the living have to the dead. The set of secrets known to each is called their pale road, and each death mage must select one pale road at 1st level. Once made, this selection cannot be changed. As the death mage travels down this pale road at the constant instruction of her spirit guides, she masters a special set of powers becoming a lord or lady of one aspect of death.

CORPSE MAGE

Corpse mages are the death mages most likely to be mistaken for necromancers, for the spirits they hear all follow the pale road of the undead, each coming from a destroyed undead creature seeking to regain its physical form. At first corpse mages can only command undead creatures as they encounter them, but in time they command armies of loyal, unliving minions.

Dirge of Command (Sp): You may attempt to control undead creatures you encounter. This functions as the *command undead* spell, except it only functions on undead with no more hit dice than you have death mage levels. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Army of the Dead (Su): At 8th level, you may have a number of undead minions which are totally loyal to you. Treat this as the Leadership feat (see the *Pathfinder Roleplaying Game Core Rulebook*), determining your followers and cohorts normally. However, add to all minions and your cohort either the skeleton or zombie template (your choice). Unlike most skeletons and zombies, your minions retain their class hit dice and abilities. Your cohort is a special skeleton or zombie that retains its class hit dice and Intelligence score, and acts as an intelligent undead. If you lose a cohort or minions, they are replaced when you gain a new death mage level. You may also dismiss an existing cohort or minion when you gain a level (destroying them) to select a new cohort or minions.

At 8th level you may replace a cohort or minion with one a level lower than normal that has the bloody or burning skeleton template (still retaining any class hit dice and abilities). If you are at least 10th level, you may replace your cohort or minions with new cohort or minions with the fast zombie or plague zombie templates (still retaining class hit dice and abilities). If you are at least 12th level your cohort may be a skeletal champion 2 levels lower than your normal cohort level. If you are at least 16th level your cohort may be a vampire 3 levels lower than your normal cohort level, though it lacks the ability to create vampire spawn.

GHOUL MAGE

Ghoul mages draw power from the dead and undead and use it to weaken or paralyze the living.

Eat the Dead (Su): You can gain strength by consuming the recently departed. As a full round action that provokes an attack of opportunity you can eat part of an adjacent creature of the aberration, animal, dragon, fey, humanoid, magical beast, monstrous humanoid, undead (corporeal only), or vermin type that died no longer than one round per death mage level you possess. This allows you to regain one hit point for every hit die or level possessed by the creature you feast upon (to a minimum of one hit point healed). After using this power, you gain a +1 morale bonus to all attack rolls, saving throws and skill checks for one minute per level. At 10th level, the bonus increases to a +2 bonus. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Sickening Touch (Su): As a standard action, you can make a target ill by touching it. Using this ability requires a touch attack that forces a living creature to make a Fortitude save (DC 10 + ½ your death mage level + your Charisma modifier). On a failed save, the target is sickened for one round per death mage level. A *neutralize poison* spell removes the sickened effect. Creatures that are immune to poison are unaffected by this ability. You may use this power a number of times per day equal to 3 + your Charisma modifier.

Ghast Touch (Su): At 8th level, as a standard action, you can paralyze a target by touching it. This is a touch attack that forces living creatures to make a Fortitude save (DC 10 + ½ your death mage level + your Charisma modifier). On a failed save, the target is paralyzed for one round per death mage level. At the end of each of its turns, the paralyzed target may make another fortitude save at a -5 penalty to see if its paralysis ends early. You may use this power a number of times per day equal to 3 + your Charisma modifier.

TOMB MAGE

Tomb mages study the fringes of necromancy that deal with matters other than death and undeath. They are instead masters of the fear and pain the living feel when confronted by or approaching death — side-effects for most necromancers but useful tools when brought to their full power.

Calm of the Grave (Ex): Your deep understanding of pain and fear makes you immune to magical efforts to create these reactions within you. You are immune to any pain or fear effect, as well as the shaken condition.

Terrible Visage (Su): Once per day as a standard action you can give yourself the appearance of a horrifying apparition, your face becoming terrible to behold. You gain a gaze attack, forcing foes that can see you to make a Will save (DC 10 + ½ your death mage level + your Charisma modifier) at the beginning of each of their turns or be shaken for 1 minute. This is a mind-affecting, fear, gaze attack (and foes can avoid it by averting their eyes, as detailed under gaze attacks in the *Pathfinder Bestiary*). A foe that is shaken as a result of this ability becomes immune to it for 24 hours after their shaken condition ends.

Your terrible visage remains active for one round per death mage level, though you may dismiss it as a free action if you wish. A creature already suffering the shaken condition does not become frightened when failing a save against the terrible visage.

Word of Pain (Su): At 8th level, you gain the ability to speak the terrible word of pain. As a standard action you may say this word to a target that is able to hear you, and is within 30 feet. The target must make a Fortitude save (DC 10 + ½ your death mage level + your Charisma modifier) or be overcome by wracking pain. The pain is so intense the target cannot think clearly, causing it to be confused for one round per death mage level. The target receives a new Will save at the end of each of its turns, with a successful save ending the effect. You may use the word of

pain once per day. You gain an additional use of the word every four levels, to a maximum of four times per day at 20th level.

REAPER MAGE

Reaper mages are opposed to the undead in all ways, and cannot cast any spells or use any fetishes that create or command undead creatures (though they still have access to the various *dance macabre* spells, see page 82). Their denial of the powers of death make them heartier than other death mages.

Deny Death (Ex): You gain an additional hit point at each character level. When your hit point total drops below 0, you automatically stabilize. You don't die from hp loss until you reach a number of negative hp equal to or greater than Constitution score + ½ your class level.

Reap (Su): As a swift action you can empower a melee attack with the certainty of the grave. The attack gains a bonus to hit equal to equal to your Charisma modifier (to a maximum of your class level), and +1d6 damage (+2d6 if the target is an undead). You must declare if an attack is to be empowered prior to making your attack roll. Empowered attacks count as magic for purposes of bypassing DR. You may use this power a number of times per day equal to 3 + your Charisma modifier.

At 7th level the extra damage from your empowered attack increases to +2d6 (+4d6 if the target is an undead), and it bypasses any DR of an undead target. At 14th level it increases to +3d6 (+6d6 if the target is an undead), and strikes even ethereal and incorporeal undead for full damage.

Protection From Undead (Su): At 8th level as a move action you can create a field antithetical to the powers of necromancy and the undead. The field is centered on you, moves with you, and has a 20-foot radius. While within this field, all creatures gain a deflection bonus to AC and a resistance bonus to saving throws against all attacks and spells from undead creatures and any necromancy spell. These bonuses are equal to your Charisma modifier. This field lasts a

number of minutes equal to your death mage level, and you may use it a number of times per day equal to 3 + your Charisma modifier.



SHADOW MAGE

Shadow mages draw power from the shadows and darkness and use it to trick the living and summon shadowy servants.

Shape Shadow (Su): You can manipulate and command shadow as if it was a physical, malleable material. You gain the benefit of persistent *prestidigitation*, *unseen servant*, and *spectral hand* spells as a result of your ability to shape and command shadows.

Shadow Adept (Su): Whenever you cast a shadow conjuration or shadow evocation spell from the death mage spell list (including lower- and higher-level versions of those spells), you may use it to emulate any cleric, bard or sorcerer/wizard spell from the conjuration or evocation (as appropriate) schools. A typical death mage who casts those spells may only use them to emulate sorcerer/wizard spells, as outlined in the spell descriptions in the *Pathfinder Roleplaying Game Core Rulebook*.

Summon Shadow (Su): At 8th level, you gain the ability to summon three shadows to serve you. This acts as a *summon monster V* spell, except it always summons three shadows, the shadows are of your alignment, and the effect has a duration of one minute per death mage level. You may use this ability once per day at 8th level, twice at 12th level, three times at 16th level and four times per day at 20th level. Beginning at 16th level, you may choose to have the shadows be greater shadows, if you wish.

Voice of the Dead (Su): At 2nd level, the death mage's ability to hear and understand spirits of the dead is developed enough to allow her to speak in this tongue as well. As the spirits themselves are mindless, talking to them serves no purpose (though many death mages do so anyway). Death mages may use the language to understand and be understood by undead creatures (all of which know the voice of the dead as a language, even if it is not listed), and to communicate with each other. Additionally, language is no longer a barrier when the death mage uses a *speak with dead* spell.

Death Bond: At 3rd level a death mage develops a strong connection to the mystic

powers of death and learns to walk a path between the living and the dead. A death mage's training details the many connections that exist between the living and the dead. While other spellcasters take minor advantage of these ties, death mages learn to forge new connections which create a death bond that may take one of three forms.

The first option is for the death mage to gain an unbreathing companion. This functions as the druid's animal companion, except the companion is treated as a magical beast and has the unbreathing subtype (see page 96). The companion is calculated as if the death mage were a druid 2 levels lower than her true class level.

The second option is for the death mage to gain access to either the death or repose cleric domains. When determining the powers and bonus spells granted by this domain, the death mage's effective cleric level is equal to her death mage level. A death mage that selects this option also receives additional domain spell slots, just as a cleric does. She must prepare a spell from her domain in this slot.

The third option is for the death mage to create a fetish. Fetishes are personal magic items, small objects weighing 2 lbs. decorated with trophies taken from the corpses of fallen opponents. A death mage must be holding her fetish to access its powers. Unless specified otherwise, a fetish power functions constantly as long as the death mage has it in her hand. A fetish has a caster level equal to its creator's current death mage level.

Each fetish contains a collection of powers of the death mage's choosing (see *Fetish Powers* below). When a death mage first takes this bond, she fills her fetish with two powers, then one additional power every two full levels (5th, 7th, 9th, and so on to a total of 10 fetish powers at 19th level). Unless a power specifies otherwise, you cannot select the same fetish power more than once. The powers granted by a fetish function only for the death mage that created it (though the imbue fetish power allows her to share those powers in a limited fashion).

A fetish's powers can only be used to target creatures of a type to which the fetish is attuned. Attuning a fetish requires that the death mage attach a small trophy taken from the corpse of a recently killed creature—the fetish will then be attuned to any other creatures of that type. There is no limit to the number of creature types to which a fetish can be attuned other than the death mage be able to secure suitable trophies. In order to get a usable trophy, the death mage must have been within 400 feet of the creature at the time of its death and its CR at the time must have been no lower than 3 below the death mage's character level.

A fetish may be attuned to the following types of creatures: aberration, animal, construct, dragon, fey, humanoid (each subtype is treated as a separate type for fetish attunement), magical beast, monstrous humanoid, ooze, outsider (air, chaotic, earth, evil, fire, good, lawful, native, and water outsiders are each treated as separate types for a fetish's attunement), plant, undead and vermin. Adding a trophy to a fetish takes ten minutes of concentration. If a fetish is lost, the death mage must construct a new one, and re-attune it by taking new trophies.

FETISH POWERS

Angry Spirits (Sp): You may use angry spirits as a standard action. This functions as the bestow curse spell, but it can only target a creature your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 7th level to select this power.

Death Focus (Su): All creatures your fetish is attuned to suffer a -1 penalty to saving throws against your death mage spells and abilities.

Death Mask (Su): You can create a temporary fetish by painting symbols on your face and body. This takes one minute, and requires pigments and stains the death mage can gather at no cost. The temporary fetish lasts for one hour per class level. During this time, you do not have to hold your fetish to access its powers.

Deadly Blow (Su): You deal an additional 1d6 points of damage with melee attacks made against a target your fetish is attuned to.

Healing Spirits (Su): As a move action you may heal a target your fetish is attuned to, if the target is within close range (25 feet + 5 ft./2 death mage levels). You heal the target for 2d6 points of damage. This healing increases to 3d6 for death mages of 8th level or higher, and to 4d6 for death mages of 16th level or higher. You may use this power a number of times per day equal to 3 + your Wisdom modifier.

Instrument of Death (Su): You can turn a melee weapon into a fetish (so you are automatically holding your fetish whenever you are holding your weapon).

Imbue Fetish (Su): You can imbue a power from your fetish on an ally. This is a full-round action during which you must touch your ally (leaving a simple death-themed mark, similar to an *arcane mark*, that remains in place for as long as the target is imbued). Select one power from the following list: death focus, deadly blow, rictus, shielding spirits, silence of the grave, smell of fear, and warding spirits. Your ally gains the benefit of that fetish power for a duration of ten minutes per level of death mage you possess. During this time you do not have access to that power. You may only imbue one ally with a fetish power at a time.

Nightmare Spirits (Su): Once per day, you may afflict a target attuned to your fetish with nightmares. This functions as the *nightmare* spell, but you are always considered to have secondhand knowledge of the target, and a connection at least as strong as a likeness or picture.

Phantom Haunting (Sp): You may use phantom haunting as a standard action. This functions as the persistent image spell, but it is only perceived by creatures of a single type (selected by you each time you use this power) that your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Phantom Scouts (Su): You gain a +4 bonus to all Perception checks regarding creatures your fetish is attuned to.

Phantom Wards (Su): You gain a +2 bonus to saving throws against all spells, spell-like abilities and supernatural abilities from creatures your fetish is attuned to.

Phantom Weapon (Su): You are considered armed whenever making an unarmed attack against a creature your fetish is attuned to. Against such creatures, your unarmed attacks deal 1d8 points of damage (regardless of your size), and have a threat range of 18-20. You may add your Charisma modifier to damage from such attacks, instead of your Strength modifier, if you wish.

Rictus (Su): You gain a +4 bonus to all Intimidate checks made against targets your fetish is attuned to.

Seeking Spirits (Sp): You may use your fetish to locate targets it is attuned to. This functions as the *locate creature* spell cast at your caster level, but can only be used to locate creatures your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Seeking Spirits, Greater (Sp): Once per day, you may use your fetish as a powerful tool of divination. This functions as the spell *discern location*, but may only be used to locate creatures your fetish is attuned to. A death mage must be at least 15th level and the fetish must already contain seeking spirits to select this power.

Smell of Fear (Su): You gain the scent ability, but can only use it to detect targets your fetish is attuned to.

Shielding Spirits (Sp): Against any divination or scrying efforts made by creatures your fetish is attuned to, you are treated as if you had a permanent *nondetection* spell. A death mage must be at least 9th level to select this power.

Silence of the Grave (Su): When the situation allows you to attempt a Stealth check, all

opponents to which your fetish is attuned suffer a -4 penalty to Perception checks to notice you.

Spirits of Allure (Sp): You may use spirits of allure as a standard action. This functions as the *charm monster* spell, but it can only target a creature your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Spirits of Disease (Sp): You may use spirits of disease as a standard action. This functions as the *contagion* spell, but it can only target a creature your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Spirits of Freedom (Sp): You may use spirits of freedom as a standard action. This functions as the *break enchantment* spell, but it can only target a creature your fetish is attuned to. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Spirits of Health (Sp): You may use spirits of health as a standard action. This functions as the *heal* spell, but it can only target a creature your fetish is attuned to and it does not restore any hit point damage. You may use this ability once per day for every five full death mage levels you possess. A death mage must be at least 9th level to select this power.

Sympathetic Pain (Su): As a standard action you may make a ranged touch attack against a target your fetish is attuned to, if the target is within close range (25 feet + 5 ft./2 death mage levels). To use this power you must have your fetish in one hand, and a melee weapon in the other, and hit the fetish with the weapon (though the fetish suffers no damage). On a successful ranged touch attack, your target is shaken for one round per 2 death mage levels. The target may make a Fortitude save (DC 10 + ½ your death mage level + your Intelligence modifier) to halve the duration of this effect.

Sympathetic Strike (Su): As a standard action you may make a ranged touch attack against a target your fetish is attuned to, if the target is within close range (25 feet + 5 ft./2 death mage levels). To use this power you must have your fetish in one hand, and a melee weapon in the other, and hit the fetish with the weapon (though the fetish suffers no damage). On a successful ranged touch attack, your attack deals 2d6 points of damage, as though it came from a spell with the force descriptor. This damage increases to 3d6 for death mages of 8th level or higher, and to 4d6 for death mages of 16th level or higher. You may use this power a number of times per day equal to 3 + your Wisdom modifier.

Veil of Ancestors (Sp): You may use a veil of ancestors on yourself as a standard action. This functions as the *invisibility* spell, but only creatures your fetish is attuned to are unable to see you. You may do this a number of times per day equal to 3 + your Wisdom modifier. A death mage must be at least 7th level to select this ability.

Warding Spirits (Su): You gain a luck bonus to AC against attacks made by targets your fetish is attuned to. This bonus is equal to your Charisma modifier (to a maximum of your death mage level).

Whispering Spirits (Su): You gain a +4 bonus to all Knowledge and Sense Motive checks regarding creatures your fetish is attuned to.

Secrets of the Dead (Su): At 5th level, the number of spirits talking to a death mage, and the secrets they constantly whisper to her, takes a major upswing. As a result, the death mage may add her class level to any Knowledge check regarding a dead or undead person or creature, necromancy, places where people are buried, or ceremonies regarding the dead.

Wisdom of the Grave (Sp): At 10th level, as a standard action, the death mage may ask a single question of any creature that has been dead for no more than one round. This functions like a *speak with dead* spell, though the death mage is allowed only a single question.

Deathly Abeyance (Su): At 15th level, you can hold the spirits of death at bay, preventing yourself or an ally from dying. Once per day, as an immediate reaction, you can grant a creature within 30 feet that has just died a second chance at life. If the target has died as a result of hit point loss, you grant the target a number of temporary hit points equal to your class level plus your Charisma score. If the temporary hit points are enough to prevent the target from being at a negative value greater than its Constitution, the target does not die. The temporary hit points last for 1 minute per death mage level, so to remain among the living your target must seek healing before this time runs up.

If the target died as a result of a failed saving throw, you grant the target an immediate second saving throw. If the die roll of the second saving throw is a 1-10, the target adds +10 to the die roll (resulting in a die roll that must fall between 11-20). If the second save succeeds, the target does not die, though it suffers any other consequence of the effect. If the second save fails, the target still dies.

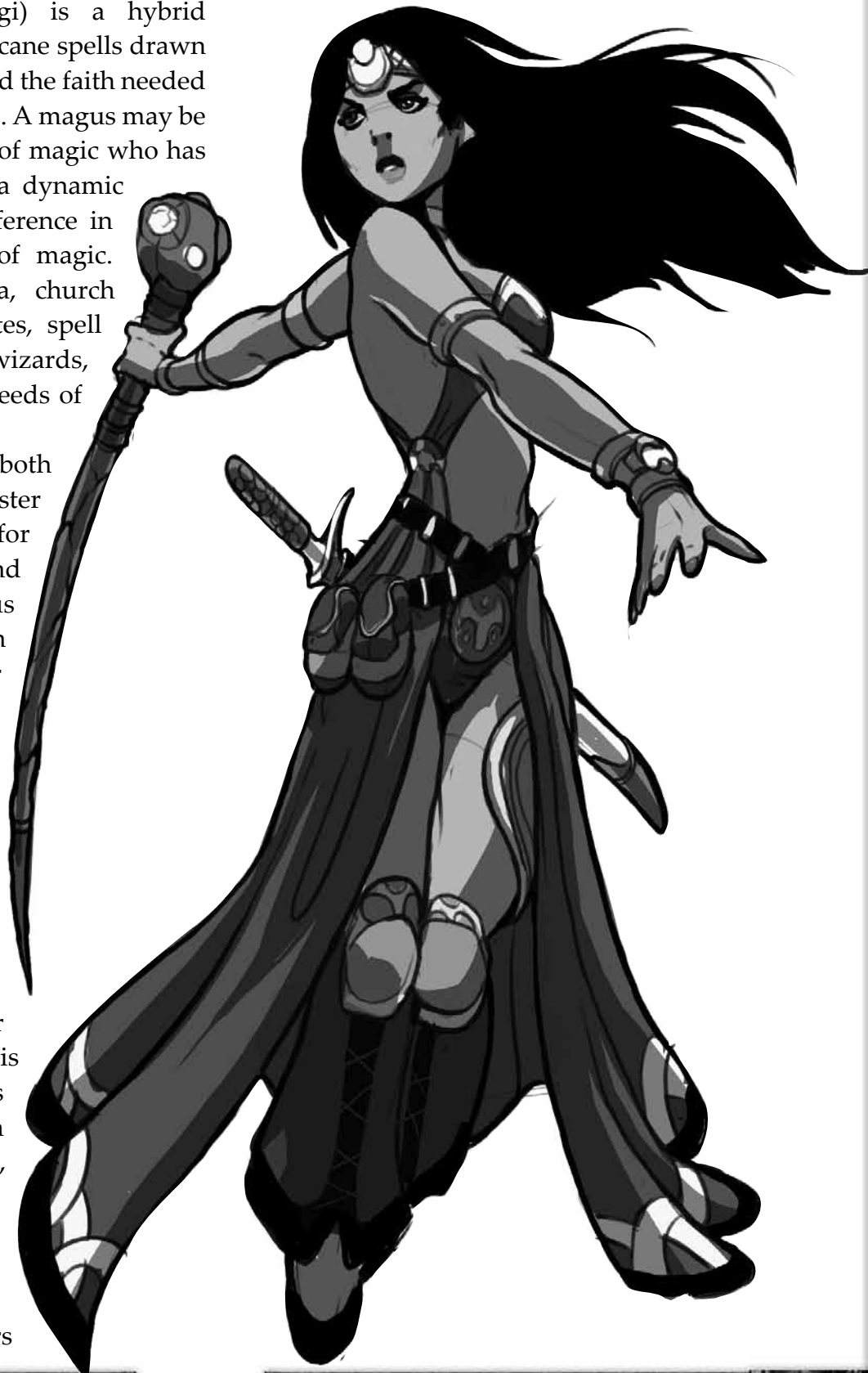
If the target died as a result of neither hit point loss or a failed saving throw, the target remains alive for one round per your class level, then dies.

Final Guide (Sp): At 20th level, a death mage can actually guide the spirit of a slain creature back to its body once a day, restoring the creature to life. This is only possible if the spirit is nearby, and thus this power must be used within a number of rounds equal to your class level since the creature's death. This functions like the *resurrection* spell except there is no material component, and the casting time is 1 full round. Once a creature has been restored to life by a death mage's final guide ability, that creature cannot benefit from that ability again (from any death mage) until it gains an additional class level or hit die.

MAGUS

The magus (plural magi) is a hybrid spellcaster, combining arcane spells drawn from power within herself and the faith needed to also call upon divine spells. A magus may be a church wizard, a priestess of magic who has studied the arcane arts, or a dynamic spiritualist who sees no difference in the two traditional forms of magic. Magi may be called bruxa, church mages, ecclesiathurges, ovates, spell lords, thaumaturges, white wizards, or other titles that suit the needs of your campaign.

A magus is considered both an arcane and divine spellcaster (and can count as either for purposes of requirements and prerequisites). The magus is similar to a sorcerer in that she draws spell power from within herself, casting a limited list of spells known with no need for advanced preparation. Unlike a sorcerer, a magus can draw from both arcane and divine spell lists when selecting spells known, allowing magus's to be prepared for a broader range of circumstances. This is important as the magus's focus is spells to the exclusion of nearly everything else, even more so than other spellcasting classes. Depending on the mystic bond a magus makes, she may not have powers



beyond her spells, but instead she'll learn new ways to use the spells she knows to maximum benefit.

Many magi belong to orders within or associated with churches. Much as paladins are seen as warriors of the church, magi are often seen as mages of the church and, for religions worshipping arcane magic, magi may be as revered as clerics. Such magi often study arcane magic in their youth but find themselves called to serve the god of magic more directly as they grow older. But groups of magi outside of religion also exist, and in some lands they are common as sages and wise women, with master-to-student traditions stretching back for generations.

Role: The role filled by a magus is heavily dependant on what spells she selects. While this is true for any spellcaster, it is especially true for magi because they can draw from nearly any spell list. A magus that selects spells almost exclusively from the spell list of one class can easily execute the most common roles that class is called on to fill. Magi have a very small selection of spells known, but can be experts at getting the most out of the spells they do know. In that regard, the magus could be merely another minor variety of arcane or divine spellcaster, similar to how sorcerers and wizards can both be built to fill the high-damage or broad utility functions of spellcasters. Of course, treating the class this way ignores one of the magus's greatest assets—the ability to learn spells from different class lists.

The more a magus takes advantage of her ability to know disparate kinds of spells, the less she is able to fill the role normally taken by a dedicated spellcaster. While a magus concentrating on wizard spells won't become useless by taking *cure light wounds* as a single 2nd level spell, the fact that a magus knows so few spells makes each spell chosen significantly affect the character's focus. However, a broad-

based magus makes an excellent backup spellcaster, and may be the best option for a "third caster" in a group that already has the primary roles covered.

A magus is also very useful for filling in gaps in a group's abilities. Even if a party includes a cleric and wizard, those two casters may not always have access to spells that augment other party members and remove common afflictions. Because a magus can draw from any spell list, she is well equipped to cover any gaps in the abilities of her allies. This pushes a magus towards a varied list of spells known, and as she gains levels her role within the part is unlikely to resemble those of the more traditional spellcasting classes.

Alignment: A magus may be of any alignment. If a magus worships a deity, her alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Die: d6

Starting Wealth: At 1st level a magus begins play with 4d4 x 10 gp.

CLASS SKILLS

The magus's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (arcana)(Int), Knowledge (history)(Int), Knowledge (local)(Int), Knowledge (planes)(Int), Knowledge (religion)(Int), Perform (oratory)(Cha), Perform (sing)(Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the magus.

Weapon and Armor Proficiency: Mastering two sources of magic leaves little time for weapon training—a magus is proficient

with only the club, dagger, light crossbow, and quarterstaff. A magus is also proficient with light armor, but not with any shields. Due to her mix of arcane and divine power sources, a magus can cast class spells while wearing light armor without incurring the normal arcane spell failure chance (even if casting a spell from an arcane spell list). However, a magus wearing medium or heavy armor incurs a chance of spell failure if the spell in question has a somatic component (even if casting a spell from a divine spell list). A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes, and suffers no additional penalties when casting divine spells received from other classes.

Spells: A magus casts arcane and divine spells drawn from any class' spell list (see "Choosing Spells", below). She can cast any spell she knows without preparing it ahead of

time. To learn or cast a spell, a magus must have a Wisdom 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 Charisma modifier.

Like other spellcasters, a magus can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on "Table 1-4: The Magus". In addition, she receives bonus spells per day if she has a high Charisma score. A magus need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

The magus's potential range of spells is extremely broad, but she may only know a limited total number of spells. A magus begins play knowing four 0-level spells and two 1st-level spells of the magus' choice (see "Choosing Spells", below). At each new magus

TABLE 1-4: THE MAGUS

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells Per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	+0	+0	+0	+2	Mystic bond	3	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		4	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	Mystic talent	5	-	-	-	-	-	-	-	-
4	+2	+1	+1	+4		6	3	-	-	-	-	-	-	-
5	+2	+1	+1	+4	Bonus feat	6	4	-	-	-	-	-	-	-
6	+3	+2	+2	+5		6	5	3	-	-	-	-	-	-
7	+3	+2	+2	+5	Mystic talent	6	6	4	-	-	-	-	-	-
8	+4	+2	+2	+6		6	6	5	3	-	-	-	-	-
9	+4	+3	+3	+6	Bonus feat	6	6	6	4	-	-	-	-	-
10	+5	+3	+3	+7		6	6	6	5	3	-	-	-	-
11	+5	+3	+3	+7	Advanced mystic talent	6	6	6	6	4	-	-	-	-
12	+6/+1	+4	+4	+8		6	6	6	6	5	3	-	-	-
13	+6/+1	+4	+4	+8	Bonus feat	6	6	6	6	6	4	-	-	-
14	+7/+2	+4	+4	+9		6	6	6	6	6	5	3	-	-
15	+7/+2	+5	+5	+9	Advanced mystic talent	6	6	6	6	6	6	4	-	-
16	+8/+3	+5	+5	+10		6	6	6	6	6	6	5	3	-
17	+8/+3	+5	+5	+10	Bonus feat	6	6	6	6	6	6	6	4	-
18	+9/+4	+6	+6	+11		6	6	6	6	6	6	6	5	3
19	+9/+4	+6	+6	+11	Advanced mystic talent	6	6	6	6	6	6	6	6	4
20	+10/+5	+6	+6	+12		6	6	6	6	6	6	6	6	6

level, she gains one or more new spells, as indicated on “Table 1-5: Magus Spells Known”.

Upon reaching 3rd level, and at every other magus level after that (5th, 7th, and so on), a magus can choose to learn a new spell in place of one she already knows. In effect, the magus “loses” the old spell in exchange for the new one. The new spell’s effective level (see “Choosing Spells”, below) must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level class spell the magus can cast. A magus may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A magus functions as both an arcane and a divine spellcaster, qualifying as either for purposes of prerequisites and magic effects. A magus applies metamagic feats to her spells as if she were a sorcerer (unless she has metamagic points—see the metamagic pool mystic bond, below).

Choosing Spells: Choosing spells is a more complex process for the magus than for other spellcasting classes. To begin with, there is no set “magus spell list.” As a practitioner of both arcane and divine magic, a magus will be able to choose spells from the list of any base class (though not spells only available to prestige classes). However, a magus’s choices begin with her primary spell list.

Primary Spell List: A magus must designate the class spell list of a devoted spellcasting class as her primary list. Devoted spellcasting classes are those that receive spells at 1st level, and have 0–9th level spells on their spell lists. (This includes the cleric, death mage, druid, and sorcerer/wizard.) At least half of all the spells a magus knows at each spell level must come from her primary spell list. Even if a magus chooses to learn a new spell in place of one she already knows, she must maintain this ratio at every spell

level. Some mystic bonds (see below), can also add bonus spells to a magus’s primary spell list.

A magus can select spells from her primary spell list as known spells with no penalties or restrictions.

Other Devoted Spellcasting Classes: A magus may select spells known from the list of any devoted spellcasting class other than her class list. If that class draws from the same magic source as the magus’s primary spell list—arcane or divine—she may choose these spells with no penalties (though she is still under the restriction that at least half the spells she knows at each spell level must come from her primary spell list). So, for example, a magus who has selected the cleric spell list as her primary spell list could, upon reaching 7th level, decide to make *flame blade* her new known 2nd-level spell, since it is from the druid spell list—a devoted spellcasting class with the same magic source. However, the magus can only do this if both her other known 2nd-level spells are from the cleric spell list (her primary spell list).

A magus may also select spells known from a devoted spellcasting class that draws from the magic source opposite to that of her primary spell list. However, for the magus such spells have an effective spell level one higher than usual. Thus the magus from our example above, who selected the cleric spell list as her primary spell list, may select *acid arrow* as a spell known. But because that is a 2nd-level spell from the sorcerer/wizard spell list—a devoted spellcasting class with a different magic source—this magus must count it as a 3rd-level spell known. For her, *acid arrow* is treated in all ways as a 3rd-level spell.

Non-Devoted Spellcasting Classes: A magus may also select spells known from the spell list of a non-devoted spellcasting class (a class that either does not receive spells at 1st level, or that does not include 0-level through 9th level spells on its spell list).

For the magus, such spells have an effective spell level two higher than usual, regardless of their magic source. Thus a magus could, upon reaching 7th level, decide to select *bless weapon* as a spell known. Since this is from the paladin spell list (non-devoted spellcasting class), the magus counts it as a 3rd-level spell known. For her, *bless weapon* is treated in all ways as a 3rd-level spell.

If a spell appears on more than one class spell list, the magus may treat it as being from whatever class list is most beneficial to her. For purposes of using magic items and meeting prerequisites, a magus's spell list is considered to include all spells from her primary spell list, plus any other spell that the magus currently knows. Thus a magus can use a *wand of magic missiles* freely if she has taken the sorcerer/wizard spell list as her primary spell list or if she has a different primary spell list but has selected *magic missile* as a spell known. Otherwise, she must make a Use Magic Device check to use the wand.

Chaotic, Evil, Good, and Lawful Spells: A magus can't cast or choose to know spells of an alignment opposed to her own (even if they are arcane spells). Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Cantrips/Orisons: Magi learn a number of cantrips and orisons, or 0-level spells, as noted on "Table 1-5: Magus Spells Known". These spells are cast like any other spell, but they do not consume any slots and may be used again.

Mystic Bond (Ex): At 1st level, a magus forms a bond with the powers of magic. This bond can take one of three forms.

Divine Heritage: This represents a close tie to the divine supernatural world, granting the magus one of the following cleric domains: Charm,

Table 1-5: Magus Spells Known

Character Level	Maximum Spells Known From Primary Spell List (+ From Any Spell List)										
	Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	2 (+2)	1 (+1)	-	-	-	-	-	-	-	-	-
2	3 (+2)	1 (+1)	-	-	-	-	-	-	-	-	-
3	3 (+2)	2 (+1)	-	-	-	-	-	-	-	-	-
4	3 (+3)	2 (+1)	1	-	-	-	-	-	-	-	-
5	3 (+3)	2 (+2)	1 (+1)	-	-	-	-	-	-	-	-
6	4 (+3)	2 (+2)	1 (+1)	1	-	-	-	-	-	-	-
7	4 (+3)	3 (+2)	2 (+1)	1 (+1)	-	-	-	-	-	-	-
8	4 (+4)	3 (+2)	2 (+1)	1 (+1)	1	-	-	-	-	-	-
9	4 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-	-	-
10	5 (+4)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-	-	-
11	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-	-
12	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-	-
13	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-	-
14	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-	-
15	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	-	-	-
16	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	1 (+1)	1	-	-
17	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	-	-
18	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	1 (+1)	1	-
19	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	1 (+1)	-
20	5 (+4)	3 (+2)	3 (+2)	2 (+2)	2 (+2)	2 (+2)	2 (+1)	2 (+1)	2 (+1)	2 (+1)	1 (+1)

Darkness, Destruction, Knowledge, Luck, Magic, or Rune. The magus gains the granted powers of this domain. When determining the powers granted by this domain, the magus's effective cleric level is equal to her magus level. A magus that selects this option receives no additional domain spell slots (unlike a cleric) and does **not** receive the domain's spells as bonus spells known. However, the domain's bonus spells are added to the magus's primary spell list (see "Choosing Spells", above).

Sorcerous Bloodline: This represents an affinity for arcane power, which may be part of the magus's background or may have been bestowed by a ritual when the magus first gained magic powers. This grants the magus one of the following sorcerous bloodlines: abyssal, arcane, celestial, elemental (air, earth, fire, or water), or infernal. The magus gains the class skill, bloodline arcana, and bloodline powers of the selected bloodline. When determining the powers granted by this bloodline, the magus's effective sorcerer level is

equal to her magus level. A magus that selects this option does **not** receive the domain's spells as bonus spells known (unlike a sorcerer). However, bloodline's bonus spells are added to the magus's primary spell list (see "Choosing Spells", above). When she gains bonus magus feats, she may select them from the normal list of bonus magus feats, or from the bonus feats of her sorcerous bloodline.

Metamagic Pool: A magus selecting this option gains a bonus feat at 1st level (which must be a metamagic feat that shifts the level of a spell's required spell slot by no more than 1) and has a pool of metamagic points equal to her magus class level. A magus regains her metamagic points when she regains her spells for the day.

When casting a spell, a magus may use her metamagic points to add metamagic effects from

feats she knows to the spell without increasing the spell slot required to cast it. She expends one metamagic point for each extra level of spell slot the metamagic feat would normally require her to use. A magus may not partially reduce the cost of a metamagic feat, nor reduce the cost of only some of multiple metamagic effects added to a spell—she must spend enough metamagic points to counteract **all** metamagic changes to the spell's spell slot. The magus may apply multiple metamagic feats to the same spell as long as she reduces the spell slot cost of each with metamagic points. The total (before reduction) of the level of a spell cast plus all metamagic points used may never exceed the highest level spell the magus can cast.

A spell cast with metamagic points has its normal casting time, rather than the increased casting time a magus normally requires when adding metamagic to her spells. A magus with the metamagic pool mystic bond may select metamagic feats as magus bonus feats.

A magus with a metamagic pool may still choose to use metamagic feats normally, casting spells as full-round actions and using a higher-level spell slot.

Mystic Talents: As a magus gains experience, she learns a number of talents that assist her in manipulating spells and other forms of magic. At 3rd level, and again at 7th, a magus gains one mystic talent. A magus cannot select an individual talent more than once.

Talents marked with an asterisk add effects to a magus's spellcasting ability.



Only one of these talents can be applied to an individual spell and the decision must be made before the spell is cast.

Dazzling Spell (Su):* As a swift action, the magus adds an element of bright energy to a spell she is casting. Only spells with a casting time of 1 standard action that allow a saving throw may be augmented in this way. Any target that fails its save against the spell is dazzled for 1 round per level of the spell. The magus may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Mystic Accuracy (Ex):* When the magus casts a spell with an area, as a free action she may exclude a single target that would normally be affected. The magus must be able to see the target to exclude it. She may do this a number of times per day equal to 3 + her Wisdom modifier.

Mystic Training: The magus may select a bonus feat from her list of available magus bonus feats.

Spell Guard (Su):* Whenever the magus casts a spell with a casting time of 1 standard action, she may instead cast it as a full round action. The magus channels some of the energy of the spell into a defensive shield around her, giving her a deflection bonus to her AC equal to the level of the spell being cast. This bonus lasts until the beginning of the magus's next turn.

Spell Lore (Ex): The magus adds her level to all Spellcraft checks made to identify a spell being cast. (This is most often useful when attempting to counterspell.)

Spell Restraint (Ex):* Whenever the magus cast a spell with an area described as a radius, she may decide to make the radius smaller. She may reduce the radius down by any number of 5-foot increments, to a minimum of a 5-foot-radius.

Spell Sage (Ex): When the magus attempts a Use Magic Device check to use a scroll or to activate a wand, staff, or other spell trigger item, she gains a +4 competence bonus to the check.

Bonus Feats: At 5th, 9th, 13th and 17th level, a magus gains a bonus feat. The magus must meet all the prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from normal advancement. A magus's bonus feats must be selected from the following list: Any feat with 'Arcane' in the title, Armor Proficiency (medium), Augment Summoning, Combat Casting, Effective Caster*, Eschew Materials, Extra Spells Known*, Extra Spell Slots*, Far Caster*, Greater Spell Focus, Greater Spell Penetration, Improved Counterspell, Lasting Caster*, Magus's Channel Energy*, Magus's Companion*, Magus's Familiar*, Magus's Focus*, Magus's Performance*, Magical Aptitude, Plait Incantation*, Spell Focus, and Spell Penetration.

*New feat, detailed in Chapter 2.

A magus who has taken the sorcerous bloodline mystic bond may instead select bonus feats from the bloodline's list of bonus feats. A magus who has taken the metamagic pool mystic bond may instead select metamagic feats as magus bonus feats.

Advanced Mystic Talents: At 11th, 15th, and 20th level, a magus learns further talents to assist her in manipulating spells and other forms of magic. She may gain one of the abilities described in the "Mystic Talents" entry or, if she prefers, one of the abilities described below. Advanced mystic talents follow the same rules as mystic talents.

Augment Spell (Ex):* Any spell the magus knows that has a variable that increases by caster level which has a maximum, that maximum is increased by the equivalent of one additional caster level. Thus a magus with this talent heals a maximum of 1d8+6 hit points with *cure light wounds*, and deals a maximum of 11d6 fire damage with *fireball*.

Metamystic (Su): A magus must have the metamagic pool mystic bond to select this advanced talent. The magus gains additional metamagic points equal to her Wisdom bonus.

*Mystic Counter (Su)**: When the magus uses *dispel magic* or *greater dispel magic* to counterspell, she gains a +4 competence bonus to her dispel check. This stacks with the +4 bonus granted by *greater dispel magic*. A magus must know *dispel magic* or *greater dispel magic* to select this talent.

*Mystic Focus (Su)**: When the magus casts a spell with an area, as a free action she may choose to focus the entire might of the spell on a single target. The spell's save DC is increased by +2, but only one target is affected by the spell. She may do this a number of times per day equal to 3 + her Wisdom modifier on a single target within that area.

Mystic Power: The magus may learn one additional spell known. This must be from the magus's primary spell list, and cannot be of the highest level spell she can cast. A magus may never know more spells at a given level than she knows at the spell level below it.

*Spell Diligence (Su)**: As a swift action the magus may focus all her attention on casting a single spell. Only spells with a casting time of 1 standard action and a range of personal or touch may be cast in this way. The magus adds her level to any concentration check made to cast a spell when using spell diligence. The magus may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Steal Spell (Su): The magus can attempt to gain the benefit of a spell currently active on another creature. The magus must successfully dispel the spell to be stolen, using the dispel magic or greater dispel magic spells. If the spell is lower level than the highest level spell the magus could cast, has a duration greater than 1 round, and the magus could theoretically have selected it as a spell known (it does not have prerequisites the magus does not meet and is not available only to a prestige class the magus does not belong to), the magus gains the benefit of the spell. It lasts for one round per 2 magus levels or until its original duration expires, whichever comes first. A magus may attempt this a number of times per day equal to 3 + her Wisdom modifier.

*Transfer Spell (Ex)**: The magus can cast some spells with a range of "personal" and a target of "you" as if they had a range of "touch" and a target of "1 willing creature." Only spells that do not increase the target's attack bonus or armor class and have a duration longer than 1 round may be cast in this way. The magus can only use this talent on spells with a spell level no greater than half of the highest level spell the magus knows. The magus may use this ability a total number of times per day equal to 3 + her Wisdom modifier.

SHADOW ASSASSIN

More than just killers, shadow assassins are masters of secret combat techniques focused on light and exotic weapons, tactics designed to single out and slay a single foe in direct confrontation, and of course a mystic connection to and manipulation of shadow. Traditionally trained in clans with histories going back centuries, shadow assassins may try to conceal their existence from the common population, or may be legendary enforcers of specific religions or rulers. Shadow assassins must train for years in the same kinds of conditions monks and wizards do, and for most their path is a lifelong dedication to mastering the darkness and overcoming any lone target.

Role: Shadow assassins are masters of stealth, moving about the battlefield unseen and unsuspected. They are not the masters of traps that rogues are, nor as adept at combat as monks, but like both those classes they serve as useful support from an unexpected quarter. Their combat style is focused on selecting a specific foe and taking it down as quickly as possible, even if that requires a (brief) head-on confrontation. Shadow assassins are particularly adept at manipulating shadowy terrain to serve their needs, though their skills are not without uses elsewhere as well.

It is worth noting that the shadow assassin's primary focuses are mystically using shadow for utility and concealment rather than movement, and killing targets through weapon skill and mystic concentrate rather than poison or careful study of a foe's weaknesses. A shadow assassin wishing to explore other related areas of study is well served to take levels in the assassin and/or shadow dancer prestige classes, which augment the shadow assassin class without overlapping its base powers.



Alignment: Shadow assassins may be of any alignment.

Hit Die: d8

Starting Wealth: At 1st level a shadow assassin begins play with 3d6 x 10 gp.

CLASS SKILLS

The shadow assassin's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (local), Knowledge (history), Knowledge (the planes), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the shadow assassin.

Weapon and Armor Proficiency: A shadow assassin is proficient in all simple weapons, all light weapons, as well as bolas, net, repeating crossbow (light only), shuriken, spiked chain, and whip. The shadow assassin is proficient with light armor and small shields, but not heavy shields or tower shields.

Deadly Focus (Su): Once per day a shadow assassin can call on his mystic training to focus all his power, agility, determination and training with light weapons on the effort to kill a single target. As a swift action, the shadow assassin chooses one target within sight to be the target of his deadly focus. When attacking with a light weapon, bolas or shuriken the shadow assassin adds a bonus to his attack and damage rolls made against the target of his deadly focus. This bonus is equal to the shadow assassin's Wisdom bonus (if any), to a maximum of his class level. The deadly focus effect remains until the target of the deadly focus is dead or the next time the shadow assassin rests and regains the uses of his daily abilities.

TABLE 1-6: THE SHADOW ASSASSIN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+2	Deadly focus
2	+1	+0	+3	+3	Shadowmeld (stealth bonus), shadow style
3	+2	+1	+3	+3	Shadow talent
4	+3	+1	+4	+4	Evasion, shadowmeld (skill bonus)
5	+3	+1	+4	+4	Daggermaster +1
6	+4	+2	+5	+5	Greater deadly focus 1/day, shadow style
7	+5	+2	+5	+5	Shadow talent
8	+6/+1	+2	+6	+6	Shadowmeld (camouflage)
9	+6/+1	+3	+6	+6	Daggermaster +2
10	+7/+2	+3	+7	+7	Improved Evasion, bypass DR
11	+8/+3	+3	+7	+7	Shadow talent, shadow style
12	+9/+4	+4	+8	+8	Shadowmeld (produce shadow)
13	+9/+4	+4	+8	+8	Daggermaster +3
14	+10/+5	+4	+9	+9	Greater deadly focus 2/day
15	+11/+6/+1	+5	+9	+9	Shadow talent, shadow style
16	+12/+7/+2	+5	+10	+10	Shadowmeld (living shadow)
17	+12/+7/+2	+5	+10	+10	Daggermaster +4
18	+13/+8/+3	+6	+11	+11	Greater deadly focus 3/day
19	+14/+9/+4	+6	+11	+11	Shadow talent
20	+15/+10/+5	+6	+12	+12	Shadowmeld (death shadow), shadow style

If the target of a shadow assassin's deadly focus dies, the shadow assassin may clear his mind and regain the use of his deadly focus. Such focus requires fifteen minutes of rest and quiet contemplation.

Refocusing ends his deadly focus bonus against any previous target, even if that target should somehow be restored to life and attack on the same day. If the target of a shadow assassin's deadly focus does not die, the shadow assassin cannot regain the use of this ability until he rests and regains all his daily abilities.

Shadowmeld: A shadow assassin is trained to be one with the shadows, wrapping himself in mystic cloaks of darkness. The effects of shadowmeld work only in areas of dim or less light. Even a single square of dim light is enough, as long as the shadow assassin is in it, as is an area concealed by dust or smoke. Occasional shadows scattered around areas considered normally or brightly lit does not qualify. As the shadow assassin gains levels, his shadowmeld grants the powers listed below.

Stealth Bonus (Su): At second level and above a shadow assassin adds his class level to all Stealth checks made in conditions of dim or darker lighting. This bonus does not stack with any bonus to stealth gained from invisibility effects, and works even against targets with darkvision, scent, or similar senses.

Skill Bonus (Su): At 4th level and above the shadow assassin's comfort within and mastery of shadows allows him to add half his class level to any Acrobatics, Bluff, Climb, Escape Artist or Sleight of Hand check made in conditions of dim or darker lighting.

Camouflage (Su): At 8th level and above the shadow assassin can physically wrap himself in the shadow from dim or less light, using it as camouflage and making him more difficult to see even for targets with darkvision. The shadow assassin gains 20% concealment in dim or less lighting, even from creatures with

darkvision or non-visual senses. (Normally dim light provides 20% concealment only against targets with normal vision).

Produce Shadow (Su): At 12th level and above, the shadow assassin can carry shadow with him, and produce it when areas of dim light are needed. This functions as the spell *darkness*, except it drops all light conditions to dim light (and has no effect in dim light or darkness). Produced shadows negate any *light* spell of a level equal to or less than half the shadow assassin's class level, and are themselves only negated by a *light* spell of higher level than half the shadow assassin's class level. The shadow assassin can produce shadows for a number of rounds equal to his class level plus Wisdom modifier each day. The duration need not be used consecutively. The shadow assassin may produce shadows numerous times a day, as long as the total rounds used does not exceed his maximum. A shadow assassin may only have one shadow produced at a time, however. If a new shadow is produced, any older shadow dissipates.

Living Shadow (Su): At 16th level and above, the shadow assassin can become a living shadow. This functions as the *gaseous form* spell, except the shadow assassin can still make attacks with light weapons, bolas, and shuriken (though such attacks deal only half damage), and the shadow assassin can attack insubstantial targets without any miss chance or reduction in damage done. The shadow assassin must be in an area of dim or less lighting to become a living shadow, but may then travel freely into bright light while maintaining the form. The shadow assassin can maintain the living shadow form for a number of rounds equal to his class level plus Wisdom modifier each day. The duration need not be used consecutively. The shadow assassin may assume this form numerous times a day, as long as the total rounds used does not exceed his maximum. Living shadow requires a standard action to activate and a free action to dismiss.

Death Shadow (Su): At 20th level the shadow assassin can become a death shadow. This functions as the *ethereal jaunt* spell, except the shadow assassin can still make attacks with light weapons, bolas, and shuriken against targets in the material plane if those targets are in an area of dim or less lighting. The shadow assassin must be in an area of dim or less light to become a death shadow, but may then travel freely into bright light while maintaining the form. The shadow assassin can maintain the death shadow form for a number of rounds equal to his class level plus Wisdom modifier each day. The duration need not be used consecutively. The shadow assassin may assume this form numerous times a day, as long as the total rounds used does not exceed his maximum. Death shadow requires a standard action to activate and a free action to dismiss.

Shadow Style: Though all shadow assassins focus on concealment, special weapon training and a mystic connection to the power of shadow, there are numerous specific paths that training can take. At 2nd level every shadow assassin selects one shadow style from the list below, to represent the direction his particular training takes them. At 6th, 11th, 15th and 19th level the shadow assassin may select additional shadow styles, which may continue his existing training (selecting the same style a second or in some cases a third time) or he may choose a new style.

In many lands each clan of shadow assassin has a specific style it trains all its members in, and the secrets of those styles are closely guarded secrets the clan kills to protect.

Exotic Weapon Style (Ex): Any shadow assassin ability the character has that is normally limited to light weapons may also be used with any exotic weapon the character is proficient with. This ability does not grant proficiency with any additional exotic weapon, it just allows such weapons the character is proficient with to count as light weapons for class abilities. The

shadow assassin may also gain the benefits of the *Combat Expertise* feat with any exotic weapon with which he is proficient.

At 6th level, the complex and confusing movements of the shadow assassin's exotic weapon also grant him a +2 bonus to his CMD whenever he is wielding an exotic weapon he is proficient with. At 10th level this increases to a +4 bonus to his CMD.

If this shadow style is selected a second time, the shadow assassin treats any exotic weapon he is proficient with that has a x2 critical multiplier as if it had a x3 multiplier.

Shadowblade (Su): As a swift action the shadow assassin can create a weapon made of solid shadows (this can be any light weapon with which he is proficient). This weapon is treated as magic for purpose of bypassing DR, and has an enhancement bonus to attack and damage equal to +1 for every three full levels of the shadow assassin class. It has the same hardness and hit points as a normal magic weapon of its type, and dissipates at the end of any round it is not held in the shadow assassin's hand. A shadow assassin may dissipate the weapon at will.

If this shadow style is selected a second time, the weapon counts as a force effect. If selected a third time, the shadow assassin can form a shadow weapon as a free action.

Shadowglide (Su): A shadow assassin with this style never treats any terrain in dim or worse lighting conditions as difficult terrain. At 6th level he may, when in dim or less lighting, move 10 feet whenever taking the "5-foot step" action. At 12th level, the shadow assassin gains a 30 foot fly rate that only functions in dim or darker lighting conditions.

If selected a second time, the shadow assassin is able to master his own shadow to allow him to move more quickly, granting a +10 foot bonus to his speed (even in normal or bright lighting).

Shadow Poison (Su): The shadow assassin can create umbral venom, a poison distilled from the shadows themselves. One dose of the poison can be create and added to a weapon as a swift action, and lasts until the weapon successfully strikes a target or the beginning of the next round, whichever comes first. Umbral venom is an injury poison with no onset time, a frequency of 1/round for 6 rounds, and a Fortitude save of $(10 + \frac{1}{2}$ shadow assassin level + Wisdom modifier).

On the first failed saving throw, the poison victim's sight dims so that it suffers a 10% miss change on all attack rolls (unless it has a nonvisual sense that can compensate, such as tremorsense). On a second failed save, all creatures have concealment against the poison victim's sight (normally resulting in a 20% miss chance). On a third failed save, the poison victim is blinded. The effects of umbral venom last until the next dawn, or until the victim has a light or daylight spell cast upon it.

A shadow assassin must have the poison use talent and be at least 11th level to select this shadow style.

Shadow Sensor (Su): When in conditions of dim or less light, the shadow assassin adds half his class level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). Also, a shadow assassin can use Disable Device to disarm magic traps in dim or worse lighting.

If selected a second time, whenever the shadow assassin in dim or worse lighting comes within 10 feet of a trap, he receives an immediate Perception skill check to notice the trap. (This check should be made in secret by the GM.) If selected a third time, it takes the shadow assassin half the normal amount of time to disable a trap in dim or worse lighting using the Disable Device skill (minimum 1 round).

Shuriken Style (Su): A favored weapon of many shadow assassins, shuriken are not particularly effective as ranged weapons unless they are used to deliver poison. This shadow style instead imbues each shuriken thrown with a bit of solid shadow, increasing the amount of damage done by any shuriken the shadow assassin throws by +1d6. This increases to +2d6 at 6th level, and to +3d6 at 10th level. The additional damage is treated as being normal piercing weapon damage. Thus a 2nd level human shadow assassin deals 1d2+1d6 damage with a shuriken attack.

If selected a second time, the shadow assassin increases the enhancement bonus to attack and damage of any shuriken he throws by +1 for every six full class levels. If selected a third time, the shadow assassin may forgo granting part or all of the additional enhancement bonus to instead give his thrown shurikens the following magic abilities for the listed cost (see table 15-9 in the *Pathfinder Core Rulebook*): distance (+1 enhancement), frost (+1 bonus), seeking (+1 bonus), speed (+3 bonus).

Spell Style (Sp): A shadow assassin with this style learns a very small number of arcane spells from the necromancy or illusions schools of the sorcerer/wizard spell list. He gains the ability to learn and prepare two 0-level spells (which he may then cast as often as desired, as a wizard does with cantrips). At 6th level the shadow assassin may select a third 0-level spell, and learns a single 1st level spell he may cast twice a day. At 12th level, the shadow assassin learns a second 1st level spell he may cast twice a day, and a single 2nd level spell he may cast twice per day.

A shadow assassin's caster level is equal to his class level once he has taken this style. The save of any shadow assassin spell he casts is equal to $10 +$ spell level + his Wisdom modifier. The shadow assassin may cast these spells in light armor without penalty, but if wearing

medium or heavy armor suffers normal arcane spell failure for any spell with somatic components.

If this style is selected a second time, the shadow assassin gains a +4 bonus to any concentration check he makes regarding these spells. If selected a third time, he increases the save DC of any shadow assassin spell he casts by +4.

Two-Weapon Style (Ex): If the shadow assassin is fighting with two light weapons he can cause ribbons of shadow to flow from his off-hand weapon, concealing his movements and forming complex, confusing patterns. This both makes it more difficult to strike the shadow

assassin, and aids him in efforts to perform combat maneuvers. The shadow assassin gains a +1 dodge bonus to AC and a +2 insight bonus to his CMB whenever he is wielding two light melee weapons. This bonuses increase to +2 dodge bonus to AC and a +4 insight bonus to his CMB at 6th level, and +3 dodge bonus to AC and a +6 insight bonus to his CMB at 10th level.

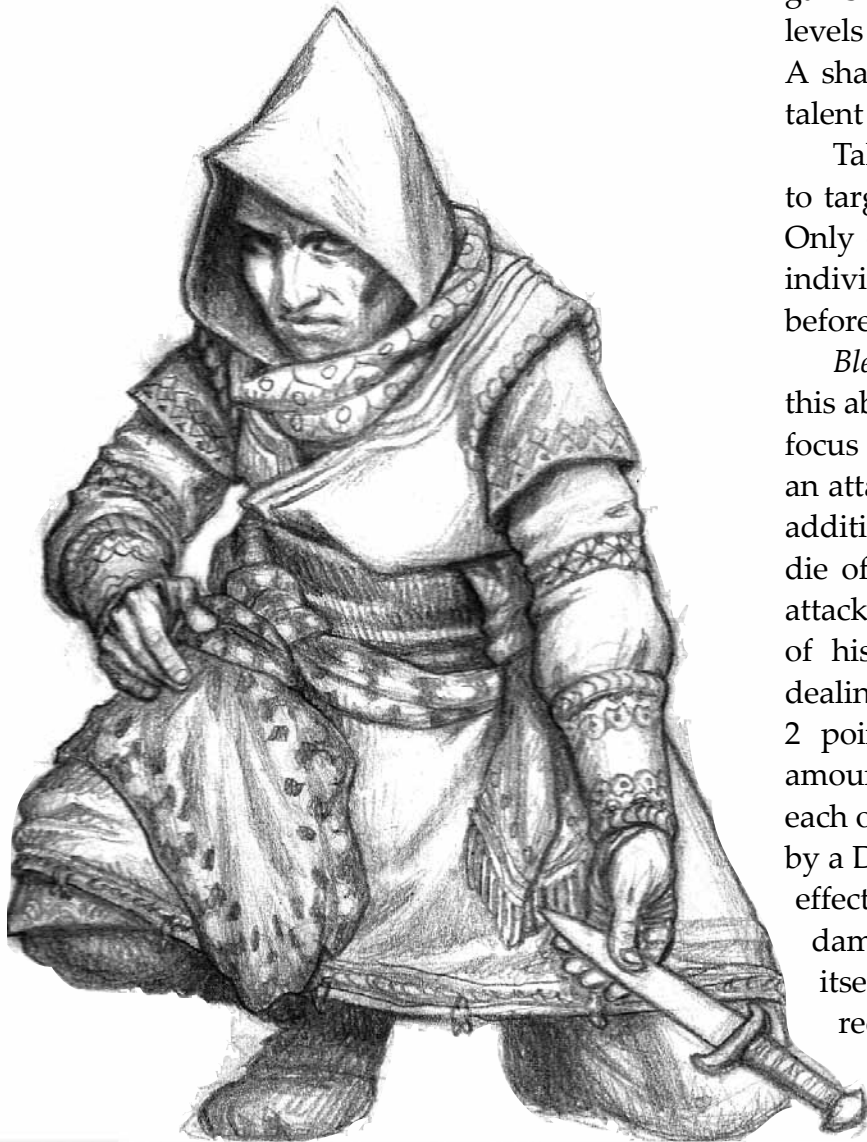
If selected a second time, the shadow assassin gains a bonus to Bluff checks made to feint equal to half his class level when he wields two light weapons.

Shadow Talents: As a shadow assassin gains experience, he learns a number of talents that aid him and confound his foes. Starting at 3rd level, a shadow assassin gains one shadow talent. He gains an additional shadow talent for every 4 levels of shadow assassin attained after 3rd level. A shadow assassin cannot select an individual talent more than once.

Talents marked with an asterisk add effects to targets of a shadow assassin's deadly focus. Only one of these talents can be applied to an individual attack and the decision must be made before the attack roll is made.

Bleeding Attack (Ex):* A shadow assassin with this ability can cause living targets of his deadly focus to bleed by successfully hitting them with an attack. This attack causes the target to take 1 additional point of damage each round for each die of damage dealt by the shadow assassin's attack. (Thus if the shadow assassin hits a target of his deadly focus with a flaming dagger, dealing 1d4 + 1d6 fire damage, the target suffers 2 points of bleed). Bleeding creatures take that amount of damage every round at the start of each of their turns. The bleeding can be stopped by a DC 15 Heal check or the application of any effect that heals hit point damage. Bleeding damage from this ability does not stack with itself. Bleeding damage bypasses any damage reduction the creature might possess.

Darkvision (Ex): A shadow assassin with this talent gains darkvision



with a range of 60 feet. If the shadow assassin already has darkvision, he instead increases the range of his darkvision by +30 feet.

Improved Uncanny Dodge (Ex): A shadow assassin with this talent can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels in a class that grants sneak attack than the shadow assassin's class level.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum level in a class that grants sneak attack required to flank the character.

A shadow assassin must already have uncanny dodge from some source before selecting this talent.

Ledge Walker (Ex): This ability allows a shadow assassin to move along narrow surfaces at full speed using the Acrobatics skill without penalty. In addition, a shadow assassin with this talent is not flat footed when using Acrobatics to move along narrow surfaces.

Low-Light Vision (Ex): The shadow assassin gains low-light vision.

Poison Use (Ex): Shadow assassins with this talent are trained in the use of poison and cannot accidentally poison themselves when applying poison to a blade.

Silence(Su):* A shadow assassin with this talent can silence targets of his deadly focus. Each time the shadow assassin hits the target of his deadly focus with a melee attack from a light weapon, the target must make a Fortitude save. The DC of this save is 10 + half the shadow assassin's class level + the shadow assassin's Wisdom modifier. This functions like the *silence* spell and only affects the target.

Skill Mastery: The shadow assassin becomes so confident in the use of certain skills that he can use them reliably even under adverse conditions.

Upon gaining this ability, he selects a number of skills equal to 3 + his Intelligence modifier. When making a skill check with one of these skills, he may take 10 even if stress and distractions would normally prevent him from doing so. A shadow assassin may gain this special ability multiple times, selecting additional skills for skill mastery to apply to each time.

A shadow assassin must be at least 10th level to select this talent.

Style Mastery: This talent allows a shadow assassin to make an additional shadow style selection. The shadow assassin must meet any prerequisites of the style, and this talent may only be selected once.

Swarm of Blades(Ex):* A shadow assassin can only use this talent when wielding a reach weapon, spiked chain, repeating crossbow, shurikens, or two light weapons. When the shadow assassin successfully hits the target of his deadly focus with a single attack as a standard action, he may activate the swarm of blades as a swift action. All foes within 20 feet of the target must make Reflex saves (DC 10 + ½ shadow assassin's class level + shadow assassin's Dexterity modifier) or take 1d6 damage. If the shadow assassin is 9th level the damage increases to 2d6, if 15th increase to 3d6, and if 20th increase to 4d6. If the shadow assassin uses a repeating crossbow or shuriken for this attack, he must expend ammunition for each target damaged.

A shadow assassin can use this ability a number of times per day equal to 3 + his Wisdom modifier (minimum 1/day).

Uncanny Dodge (Ex): A shadow assassin with this talent can react to danger before his senses would normally allow him to do so. He cannot be caught flat footed, even if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A shadow assassin with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him. (See Chapter Eight: Combat of the

Pathfinder Roleplaying Game Core Rulebook for more information on the feint action.)

Evasion (Ex): At 4th level and higher, a shadow assassin can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the shadow assassin is wearing light armor, medium armor, or no armor. A helpless shadow assassin does not gain the benefit of evasion.

Daggermaster (Ex): A shadow assassin prefers weapons that are small, fast and easily concealed. At 5th level his extensive special training with weapons of this kind grants the shadow assassin a +1 bonus to all attack and damage rolls made with light weapons he is proficient with, as well as bolas and shuriken. This bonus increases to +2 at 9th, +3 at 13th, and +4 at 17th level.

Additionally, a shadow assassin with daggermaster may treat his class level as levels of fighter for purpose of qualifying for feats. However, any feat the shadow assassin takes that has levels in the fighter class as a prerequisite can only be used with light melee weapons, bola, and skuriken.

For example, White Lotus is a 5th level shadow assassin with Weapon Focus (kama) and Weapon Focus (longsword). Because he can count his shadow assassin levels as fighter levels when qualifying for feats, he opts to take Weapon Specialization as his 5th level feat. However, even though he has Weapon Focus in both kama and longsword, he can only use feats that require levels in fighter with light weapons, making Weapon Specialization kama his only logical choice.

Bypass DR (Su): Beginning at 10th level, any attacks a shadow assassin makes with a light weapon, bolas, or shuriken against the target of a deadly focus or greater deadly focus (see below) automatically bypass any DR the creature might possess.

Greater Deadly Focus (Su): Beginning at 6th level, a shadow assassin can call upon an even greater focus when attempting to slay a target. This acts as a deadly focus, except the shadow assassin adds double his class level to all damage dealt to the target with light weapons, bolas, and shuriken. This bonus damage replaces the Wisdom modifier bonus to damage granted by a deadly focus. Any ability that works with deadly focus also works with greater deadly focus, and choosing a target of a greater deadly focus ends any bonuses against a previous target of deadly focus (and vice-versa).

The daily use of greater deadly focus is separate from the daily use of the standard deadly focus. Even if a shadow assassin has lost his deadly focus for the day, he is still free to activate his greater deadly focus. Initially, the discipline required for a greater deadly focus is too much for a shadow assassin to regain in the same day it is used even if the target of his focus is slain (he cannot meditate to regain the use of greater deadly focus).

As the shadow assassin gains levels, he eventually earns the ability to call on his greater deadly focus multiple times per day. At 14th level a shadow assassin may use greater deadly focus twice per day, and three times per day at 18th level. While doing so does not require him to take time to clear his mind (as regaining deadly focus does), he cannot simultaneously have more than one target. Choosing a new target ends all bonuses granted against any previous targets of either deadly focus or greater deadly focus.

Improved Evasion (Ex): This works like evasion, except that while the shadow assassin still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless shadow assassin does not gain the benefit of improved evasion.

WAR MASTER

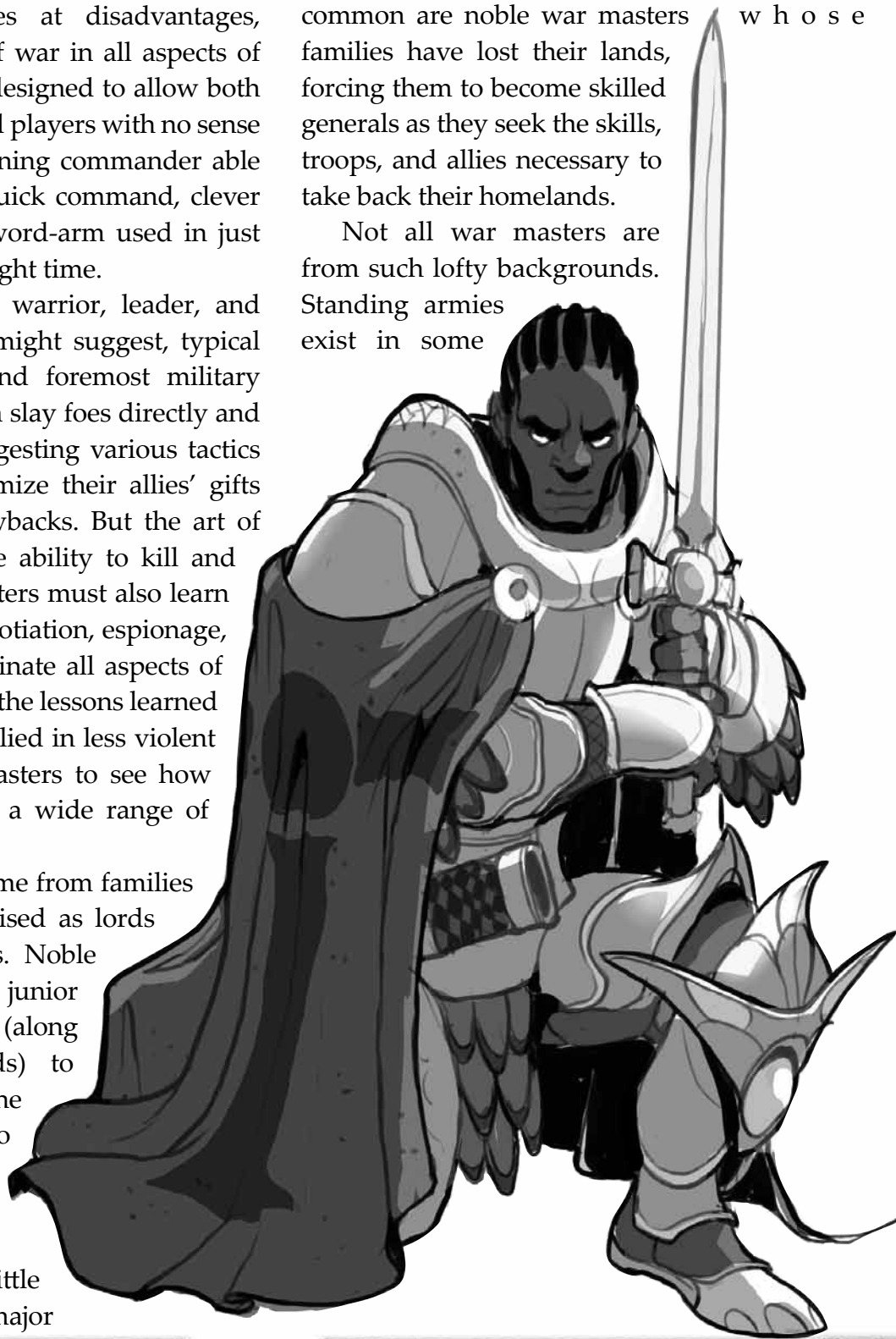
The war master is a class designed to lead others in battle, using (mostly) nonmagical talents to grant combat benefits to friends and followers, place enemies at disadvantages, and use the many arts of war in all aspects of his life. A war master is designed to allow both experienced tacticians and players with no sense of strategy to play a cunning commander able to turn the tide with a quick command, clever stratagem, and strong sword-arm used in just the right way at just the right time.

The war master is a warrior, leader, and planner. As their name might suggest, typical war masters are first and foremost military commanders, able to both slay foes directly and to aid their allies by suggesting various tactics and maneuvers to maximize their allies' gifts and minimize their drawbacks. But the art of war is far more than the ability to kill and lead killers, and war masters must also learn at least some skills of negotiation, espionage, and organization to dominate all aspects of armed conflict. Similarly, the lessons learned in battle can often be applied in less violent venues, allowing war masters to see how to gain an advantage in a wide range of situations.

Many war masters come from families of wealth and power, raised as lords as well as battle leaders. Noble families often push their junior scions to be war masters (along with clerics or wizards) to ensure the family has the skills and power needed to defend its holdings and organize its forces. Noble war masters are often younger children with little chance of inheriting major

holdings, or the offspring of trusted servants who have been given an opportunity to become knights, squires, or royal guards. Almost as common are noble war masters whose families have lost their lands, forcing them to become skilled generals as they seek the skills, troops, and allies necessary to take back their homelands.

Not all war masters are from such lofty backgrounds. Standing armies exist in some



lands and, whether mercenary company or formal kingdom soldiers, they require skilled leaders at every level of organization. A war master may be an experienced squire often left to command a knight's retinue, a grizzled veteran leading detachments of 120 men through a dozen border wars, or a young commoner who showed promise in training and was placed in charge of a squad of 6 spearmen. Middle-class war masters are often the children of guards, craftsmen, scholars and successful businessmen. They have much of the advantage in contacts and wealth true nobles do, but have fewer eyes watching them and patrons demanding their help. Professional mercenaries often fall into this category, but so do loyal members of troubled guilds that are under attack from brigands, nobles, or opposing trade groups. While noble-born war masters often learn to apply the rules of war to business, middle-class war masters may have been taught salesmanship first, and how to rally a band of hammer-wielding blacksmiths to defend their had-earned gold second.

Lower class war masters may seem unlikely, but the denizens of the street have their own hierarchy. Tavern keepers, slum lords, crime bosses, procurers, con men, beggars and smugglers have the same needs to organize warriors, engage in negotiations and make contacts as other castes, and war masters rise to fill these roles. Many low-class war masters are crime lords, running shadow empires in back allies and basements out of sight of polite society. Others are open brigands, seeking to become bandit kings and perhaps someday claim a title through force of arms.

Role: At low levels a war master is generally a secondary warrior in combat and an extra source of information and negotiation in towns and cities. Though he is not as skilled in weapons or personal combat maneuvers as a fighter, the war master is able to fight on the front line next

to a party's barbarian and paladin or hold his own when cut off from allies. However, he excels when working closely with other warriors, using his battle tactics to turn a small unit into more than the sum of its parts. When a force of men-at-arms is not available, a war master can aid any group that finds itself united against a foe, from peasants with pitchforks to less-martially inclined wizards and bards.

As he gains levels the war master is more likely to take center stage in combat, working to place himself at the middle of any conflict to ensure his allies are all in range to hear and see his directions. His network of social support may also grow, allowing him to use followers to hold areas important to himself and his allies while they are away adventuring, gain safe passage from tribes of monsters in return for bribes or tribute, or secure aid from powerful lords and noble's on his party's behalf. At high levels a war master is an impressive figure able to augment any group he is with in many kinds of situations, and may well be the head of a guild, mercenary company, or even small nation.

Alignment: A war master may be of any alignment, though most are lawful.

Hit Die: d10

Starting Wealth: At 1st level a war master begins play with 5d6 x 10 gp.

CLASS SKILLS

The war master's class skills are Appraise (Int), Bluff (Cha), climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the war master.

Weapon and Armor Proficiency: A war master is proficient with all simple and martial weapons, light, medium and heavy armor, and all shields (other than tower shields).

Battle Tactics: A war master is trained to use tactics and strategy to direct units and individuals to create beneficial combat situations that favor his allies. (A war master may always choose to count as one of his own allies, both for fulfilling conditions required by tactics, and for receiving the benefit of them.) He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a war master can use battle tactics for 2 additional rounds per day. Each round, the war master can produce any one of the types of battle tactics that he has mastered, as indicated by his level.

Starting a war master's tactic is a standard action, but it can be maintained each round as a free action. Changing a war master's tactic from one effect to another requires the war master to stop the previous tactic and start a new one as a standard action. A war master's tactic cannot be disrupted, but it ends immediately if the war master is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A war master cannot have more than one war master's tactic in effect at one time.

At 7th level, a war master can start a war master's tactic as a move action instead of a standard action. At 13th level, a war master can start a war master's tactic as a swift action.

Each war master's tactic has audible components and some also have visual components. Targets must be able to hear the war master for the tactics to have any effect, and such tactics are language dependent. A deaf war master has a 20% chance to fail when

TABLE 1-7: THE WAR MASTER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	Battle tactics, assail, countering tactics, covering maneuvers, deployment
2	+2	+0	+3	+3	Consul, war master talent
3	+3	+1	+3	+3	Individual tactics
4	+4	+1	+4	+4	War master talent
5	+5	+1	+4	+4	Goad, mark of quality
6	+6/+1	+2	+5	+5	War master talent
7	+7/+2	+2	+5	+5	Guarded tactics
8	+8/+3	+2	+6	+6	War master talent
9	+9/+4	+3	+6	+6	Assail (multiple foes), raid tactics
10	+10/+5	+3	+7	+7	War master talent
11	+11/+6/+1	+3	+7	+7	Rally 1/day
12	+12/+7/+2	+4	+8	+8	Advanced talents, war master talent
13	+13/+8/+3	+4	+8	+8	Assault tactics
14	+14/+9/+4	+4	+9	+9	War master talent
15	+15/+10/+5	+5	+9	+9	Heroic tactics
16	+16/+11/+6/+1	+5	+10	+10	War master talent
17	+17/+12/+7/+2	+5	+10	+10	Assail (foes threatened by 2 allies)
18	+18/+13/+8/+3	+6	+11	+11	War master talent
19	+19/+14/+9/+4	+6	+11	+11	Rally 2/day
20	+20/+15/+10/+5	+6	+12	+12	Warlord

attempting to use a war master's tactic. If he fails this check, the attempt still counts as one round of battle tactics against his daily limit. If a war master's tactic has a visual component, the targets must have line of sight to the war master for the tactic to have any effect. A blind war master has a 50% chance to fail when attempting to use a war master's tactic with a visual component. If he fails this check, the attempt still counts as one round of battle tactics against his daily limit.

Assail (Ex): At 1st level a war master learns to direct his allies to overwhelm a foe's defenses, forcing the enemy to divide its attention among multiple targets. The war master selects one foe he can see. If that foe is threatened by three of the war master's allies, it is considered flanked for the first melee attack each ally makes in the ally's round.

At 9th level, this power causes *any* foes the war master can see that are threatened by three allies to be flanked for the first attack each ally makes in a round. At 17th level, this power causes any foes the war master can see that are threatened by two allies to be flanked for the first attack each ally makes in a round.

For example, Candreth is a 7th level elven war master. He and two allies (Anushka the human rogue and Bazrel the half-orc paladin) are all fighting an ogre in melee. As a standard action, Candreth begins his assail war master's tactic. Since all three allies threaten the ogre, each treats it as flanked for their first melee attack against it each round. Bazrel decides to make a single attack to take advantage of his Vital Strike feat, which is more likely to connect now that the ogre is considered flanked. Since Anushka has Two-Weapon Fighting, she decides to take a full attack action and make two swings on the ogre. Since her first attack treats the ogre as flanked, she can add her +4d6 sneak attack to her first swing. Her second attack can not be a sneak attack, since her second swing does not also treat the ogre as flanked.

Countering Tactics (Ex): At 1st level, a war master learns to counter the advantages foes gain by superior planning, morale, or position. Each round of the countering tactics he makes a Knowledge (nobility) skill check. The war master compares this to every foe he can see and has line of effect to. If the war master's Knowledge check hits a DC of (10 + target's hit dice or level), that foe gains no benefit from morale bonuses, luck bonuses, or battle tactics; cannot flank; and suffers a -4 penalty to all attacks of opportunity made. A creature the war master fails to affect with a use of countering tactics remains immune to any further use of the ability by the same war master for 24 hours.

Covering Maneuvers (Su): A 1st-level war master can use his tactics to direct his allies to watch out for one another, and assist each in remaining safe and protected. Any affected allies adjacent to at least one additional ally receives a +1 morale bonus to Armor Class, CMD, and Reflex saving throws. At 5th level, and every six war master levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Covering maneuvers requires both audible and visual components.

Deployment (Ex): At 1st-level a war master can direct allies to get into advantageous positions quickly. All the war master's allies he can see gain a +10 foot enhancement bonus to their base movement if they take a double move or run action. At 10th level this becomes a +15 foot enhancement bonus for allies that take a double move or run action.

Individual Tactics (Ex): A war master of 3rd level or higher can use his tactics to help an ally use combat strategies outside the ally's normal repertoire. The war master selects one ally within 30 feet. The war master grants that ally the use of one combat feat selected by the war master that he knows, and that the ally meets the prerequisites for. The war master can

change what feat the ally gains access to as a move action while maintaining the war master's tactic. At 6th level, and every 6 war master levels afterward (12th, 16th, and so on) the war master can select an additional feat to grant to his ally. All feats must be combat feats known by the war master, for which that the ally meets the prerequisites. Individual tactics requires both audible and visual components.

Goad (Su): A war master of 5th level or higher can use his tactics to force a foe into immediate action. He selects one foe he can see and has line of effect to within 60 feet. That target must make a Will save against a DC of (10 + ½ the war master's class level + the war master's Intelligence bonus). If the foe fails, it cannot ready or delay any actions. If it does not take its turn in the normal initiative order, it loses its action until the next round. The targeted foe is allowed a new saving throw against the goad at the beginning of every turn. Goad is an enchantment (compulsion), mind-affecting ability.

Guarded Tactics (Ex): A war master of 7th level or higher can employ tactics to protect weaker allies from being hampered by complex maneuvers by foes. All allies within 60 feet able to see and hear the war master may use his CMD rather than their own, if they choose to do so.

Raid Tactics (Ex): A war master of 9th level or higher can use his tactics to develop quick raids that maximize the potency of his allies while minimizing their weaknesses. This ability affects allies within 60 feet that can see and hear the war master. Affected allies ignore penalties from confused, exhausted, fatigued, frightened, shaken, and sickened conditions for the duration of the tactics. These conditions are not removed, but they have no effect on creatures under the effects of the raid tactics. Each round the war master maintains the raid tactics, he expends two rounds of his battle tactics daily maximum. Raid tactics requires both audible and visual components.

Assault Tactics (Ex): A war master of 13th level or higher can direct his allies to take positions that makes the most of their attack types. This ability affects allies within 60 feet that can see and hear the war master. Affected allies deal an additional 1 hit point of damage for each die of damage they deal, to a maximum of half the war master's class level.

For example, Grimmnur is a 14th level dwarven war master, fighting with his allies Dalla (a 13th human barbarian swinging a greatsword for 2d6+9 damage) and Trebliock (a 13th level elf wizard). When Grimmnur uses his assault tactics, Dalla gains a +2 damage bonus with her greatsword (which deals 2 dice of damage). When Trebliock casts a 10d6 fireball, he gains a +7 bonus to its damage dealt (+1 per die for 10 dice, to a maximum of +7 for ½ Grimmnur's 14 war master levels).

Heroic Tactics (Ex): A war master of 15th level or higher can employ tactics that allow a number of allies to employ strategies outside their normal repertoire. The war master selects one combat feat he knows. All allies within 60 feet that meet the prerequisites for the selected feat gain use of it. The war master can change what feat his allies gain access to as a move action while maintaining the war master's tactic, but all allies are given access to the same feat.

Consul (Ex): Though not all war masters move in highly-placed circles, they all learn the ins-and-outs of political maneuvers as part of their training in the art of war. At 2nd level a war master learns to use his understanding of the rules of the courts and places of political power to assist him in any social interaction, even with individuals of low social standing. The war master may use his Knowledge (nobility) bonus in place of his Diplomacy bonus whenever making a Diplomacy check.

War Master Talents: As a war master gains experience, he learns a number of talents that aid him and his allies. Starting at 2nd level, a war master gains one war master talent. He gains an

additional war master talent for every 2 levels of war master attained after 2nd level. A war master cannot select an individual talent more than once unless the talent says otherwise.

Talents marked with an asterisk add effects to the battle tactics ability. Only one of these talents can be in effect at a time and the decision to add it to a use of battle tactics must be made when the tactics are first started.

Born Leader (Ex): This talent adds half a war master's class level to his Leadership score, for purpose of determining the total number of followers he gains from the Leadership feat (but NOT to determine the level of his cohort) . If this bonus causes the war master's Leadership score to be 26 or higher, the war master gains further followers. To determine how many additional followers above the normal maximum the war master receives, subtract 10 from the war master's Leadership score, and compare this new number to the Leadership chart to determine additional followers gained.

For example, Sir Mark is a 14th level war master with a 18 Charisma, a base of operations, great renown, and the born leader talent. His normal Leadership score is 22, giving him 75 1st-level followers, 7 2nd-level, 4 3rd-level, 2 4th-level, 2 5th-level, and 1 6th-level. However, because he has born leader, Sir mark;'s effective leadership for followers is 7 higher (half his level), making it 29. This gives him the maximum normal number of followers (135 1st-level followers, 13 2nd-level, 7 3rd-level, 4 4th-level, 2 5th-level, and 3 6th-level), plus the followers of a leadership score of 19 (10 lower than his effective leadership score), for an additional 40 1st-level, 4 2nd-level, 2 3rd-level, 1 4th-level, and 1 5th-level follower.

A war master must have the Leadership feat prior to selecting the born leader talent.

Contacts (Ex): As a leader of men and lord of command, a war master is likely to have contacts among any large population. Upon reaching a new community, the war master may immediately make a Diplomacy check to see if he is aware of a contact in the community. A check result of 9 or less indicates no specific contact. A check result

of 10–29 means that the war master knows one contact that is indifferent, a check result of 30–39 means he knows one contact that is friendly, and a check result of 40 or more means he knows one contact that is helpful.

Contacts are always typical members of the community, rather than knights or court wizards, and the war master must treat a contact well to gain actual aid. A contact has no special connection to the war master's allies, and has an initial attitude toward them consistent with how others in the community would feel.

Coordinated Attacks (Ex):* All allies affected by the war master's battle tactics coordinate their attacks, aiding each other in locating and targeting foes. An ally can ignore a target's concealment, or treat total concealment as normal concealment, if he can hear an ally against whom the target does not have concealment. An ally able to reduce an invisible target's concealment as a result of this ability is considered to have pinpointed the invisible target.

Cover Fire (Ex):* Whenever the war master grants benefits to his allies from any battle tactic, the allies also gain the ability to take the aid another combat action with ranged attacks. Both the target of the attack, and the ally to benefit from the aid another, must be in line of effect of the war master.

Esprit de Corps (Ex): Any follower of the war master (gained from the Leadership feat) gains a +2 morale bonus to attacks, skill checks, damage rolls, CMD, and saving throws when within 60 feet of the war master. If they are currently suffering any fear effects, they may attempt a new save to resist those effects (against the original DC) once a round as long as they are within 60 feet of the war master.

These bonuses apply as long as followers know they are close to the war master, even if the war master is unconscious, paralyzed, or unable to react. The effect even carries on for 24 hours after the war master's death, as long as followers are within range.

The feeling of confidence the war master instills in his troops allows him to recruit

additional kinds of creatures as cohorts. The following creatures may be taken as monster cohorts, using the rules from the *Pathfinder Roleplaying Game Bestiary*, with the listed effective cohort “level.” Many war masters use such special cohorts as bodyguards or steeds.

Creature	Cohort Level
Ankylosaurus (dinosaur)	11
Behir	17
Bulette	12
Cauchemar (nightmare)	20
Centaur	7
Chimera	13
Coutal	20
Dire hyena	6
Dire lion	13
Dire shark	19
Dire tiger	18
Elephant	15
Giant frilled lizard	11
Giant mantis	8
Giant moray eel	10
Giant scorpion	9
Giant wasp	8
Dire wolf	8
Gorgon	18
Gynophinx	18
Lamia	11
Lion	7
Mastadon elephant	19
Nightmare	11
Orca	10
Pteranodon (dinosaur)	7
Rhinoceros	8
Shark	6
Stegosaurus (dinosaur)	16
Tiger	8
Triceratops (dinosaur)	20
Winter wolf	9
Wooly rhinoceros	11

A war master must have the Leadership feat to select this war master talent.

Faith (Sp): Fighting men often depend on the gods for good fortune, and in some cases are actually faithful enough to receive direct answers to their prayers. A war master with this talent gains the ability to cast a 0-level

spell from the cleric spell list. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the war master’s level. The save DC for this spell is 10 + the war master’s Wisdom modifier. The war master must have a Wisdom of at least 10 to select this talent.

Fighting Spirit (Ex): Some war masters are dedicated fighting men nearly as skilled as members of the fighter class. This talent grants the war master one bonus combat feat. The feat may be one normally restricted to fighters, using half the war master’s class level as his fighter level for purpose of the feat’s prerequisite. The war master must meet all other prerequisites of the feat.

Hand Up (Ex): As a move action, the war master can assist an adjacent prone ally to stand. The ally must take a move action on their turn to actually stand from prone, but if the war master is still adjacent the ally does not suffer an attack of opportunity for standing.

Hard March (Ex): The war master can keep his allies focused on moving forward with alacrity, using careful planning to reduce the breaks required, directing a group’s scouts to find the best route through terrain, and ensuring assistance is given to anyone at risk of falling behind. As a result the war master and his allies (to a maximum of 20 people per war master level) double their miles per hour of overland speed. The group may still hustle or use a forced march to further increase their speed or time traveled, but suffers the normal penalties for doing so.

Hold! (Ex)*: Whenever the war master grants benefits to his allies from any war master’s tactic, the allies also gain the ability to ready a full round action (rather than ready a standard action, as normal).

Perspicacity (Ex): This talent represents the war master’s mastery of studying details, and using them to draw a conclusion about the bigger picture. The war master may use his Perception bonus in place of his Appraise

or Sense Motive bonus whenever making an Appraise or Sense Motive check.

Shout of Warning (Ex): As a move action a war master can shout a warning of impending danger to his allies. All allies able to hear him cease to be flat-footed, even if they are surprised.

Sphere of Influence (Ex): A war master with this talent has learned how to maximize his efforts within a certain class of skills. The war master gains a +1 bonus to all skill and ability checks based on a single ability score selected when this talent is taken. If the war master is 10th level or higher, this bonus increases to +2. This talent may be selected more than once. A different ability score must be selected each time the talent is taken.

Stay Down! (Ex): Any ally able to see and hear the war master gains an additional +1 bonus to AC and reflex saves when the ally has any kind of cover. This increases to a +2 increase if the war master is 8th level or higher, and to a +3 increase if the war master is 16th level or higher.

Strong Faith (Sp): A war master with this talent gains the ability to cast a 1st-level spell from the cleric spell list two times a day as a spell-like ability. The caster level for this ability is equal to the war master's level. The save DC for this spell is 11 + the war master's Wisdom

modifier. The war master must have a Wisdom of at least 11 to select this talent. A war master must have the faith war master talent before choosing this talent.

*Take Them Alive!** (Ex): Whenever the war master grants benefits to his allies from any war master's tactic, the allies also gain the ability for half the damage they deal to be nonlethal damage.

Undermine (Ex): As a full-round action, a war master with this talent can make a single



undermine attack against a foe. If the attack hits, the foe suffers a -2 penalty to its saving throws and a -4 penalty to its CMD until the beginning of the war master's next turn.

Advanced Talents: At 12th level, and every two levels thereafter, a war master can choose one of the following advanced talents in place of a war master talent.

Agents (Ex): This talent represents the war master's efforts to have spies and emissaries in areas he is likely to operate. Any time the war master enters a new kingdom, town, or settlement, he may make a DC 25 Diplomacy check. On a successful check, the war master may choose to have one of his followers of 2nd level or higher be an agent within the community. This agent is removed from the total number of followers the war master has available, and is attached to the community. Depending on the nature of the community, the GM must decide if the agent is a clandestine spy or an open representative of the war master or his patrons. In either case the agent is loyal to the war master and knows the lay of the land and local rumors, and is likely to be able to provide information about current events, a place to hide, and someone who can safely sell items or buy supplies without raising suspicions.

Every two levels the war master gains after selecting this talent he may "reassign" one of his agents, removing the agent from the community it was previously in and returning it to the pool of available followers. A war master with no available followers of 2nd or higher level can't use the agent talent until he has an available follower.

Back-Up Plan (Ex):* Whenever the war master grants benefits to his allies from any battle tactic, each ally also gain the ability to reroll any one attack roll, damage roll, or saving throw. If an ally does choose to reroll one of these die rolls, the ally must take the second result even if it is worse than the original die roll. An ally may only make one reroll from

a specific war master's backup plan talent in a given day, even if that war master uses this talent multiple times during the day. Each time an ally chooses to make a reroll, the war master expends one additional round of battle tactics from his daily limit.

Formation (Ex):* Whenever the war master grants benefits to his allies from any war master's tactic, they also gain the ability to make one additional attack of opportunity each round, and a +4 morale bonus to attack rolls for attacks of opportunity.

Hearten (Su): When a war master with the hearten talent uses his rally ability, he adds his Intelligence modifier to the number of temporary hit points gained by each ally.

Lasting Tactics (Ex): With this talent, a war master may opt to have a war master's tactic continue to be effective for 2 rounds after he stops maintaining it (even if the war master begins a new set of tactics). These 2 rounds count against the war master's daily total of battle tactics.

Parley (Ex): The art of trying to reach a truce of some kind with foes is represented by the parley talent. With this talent, a war master can make a special Diplomacy check as a full round action with hostile, unfriendly or indifferent NPCs to attempt to convince them to agree to a temporary cessation of hostilities. This can be attempted in combat, even against foes wishing the war master or his allies immediate harm. The DC for this special check is the same as the DC for improving the attitude of an NPC (see Diplomacy in the *Pathfinder Roleplaying Game Core Rulebook* for more information). A successful check convinces a foe to stop attempting to harm the war master and his allies for 1d4 rounds, as long as the war master and his allies do nothing to improve their situation (or at least aren't caught doing anything). Thus neither the war master nor his allies may heal, move to better positions, cast spells, or ready

equipment during the parley. In most cases if the war master and his allies don't offer concessions to a hostile foe, violence is renewed (even if negotiations seem to be going well) after the 1d4 rounds of parley.

Mark of Quality (Ex): At 5th level the war master's experience with high-quality gear grows into a knack for getting more out of masterwork equipment. Anytime the war master uses a masterwork weapon, armor, tool kit or similar item he receives a +1 circumstance bonus. If the object is a masterwork weapon, the bonus is applied to attack rolls. If armor, the maximum Dex bonus is increased by 1 when the war master is wearing it. If the equipment is some other piece of gear (such as a masterwork tool), the bonus applies to whatever skill or ability check the equipment normally grants a bonus to.

These bonuses apply to all magic weapons and armor the war master may use (which must be masterwork to be imbued with magic), but normally do not apply to other magic items unless they are magical versions of mundane masterwork tools or kits. If the war master is 10th level or higher, the circumstance bonus increases to +2.

Rally (Su): At 11th level a war master can rally flagging forces, giving them renewed hope and endurance to carry on and win victory. A rally affects all allies in a 30-foot radius burst. Those allies gain 4d6 temporary hit points, +1d6 for every two war master levels beyond 11th (5d6 at 13th, 6d6 at 15th, and so on). Each ally may also make one saving throw against any one effect it currently suffers which could have been prevented with a successful saving throw (with the same save DC as the original saving throw), and on a successful save the effect ends. A war master may rally once per day. At 19th level, the war master may rally twice per day.

Warlord (Ex): At 20th level, the war master becomes an expert in the fine art of directing a battle, able to assess his foes with great skill and use that knowledge to guide his allies to victory. The war master can assess a single foe as a move action, and use that information to guide his allies in defeating the foe. The war master makes a Sense Motive check with a DC of (10 + foe's total Bluff bonus) or (10 + foe's base attack bonus + foe's Charisma modifier), whichever is higher. If the war master succeeds, he learns the target's current and maximum hit points, base attack bonus, armor class, and total Fortitude, Reflex and Will saving throw bonuses. Any ally able to see and hear the war master gains a +5 bonus to attack and damage rolls against any target the war master has assessed in the past 24 hours. If the war master fails an assess check, he cannot attempt to assess the same foe again for 24 hours.

CHAPTER • 2



CHAPTER 2: FEATS



Feats are an extremely powerful tool for fine-tuning a character concept in the *Pathfinder Roleplaying Game*. Even if two human fighters both have Weapon Focus and Weapon Specialization with bastard swords, if one selected Power Attack, Cleave, Great Cleave, and Vital Strike while the other chose Dodge, Mobility, Spring Attack, and Wind Stance, they will act, fight, and feel very different in play.

In this section you'll find feats that are designed to support specific kinds of fighting styles. Lightly armored combatants have new feats that reward their maneuverability (such as Acrobatic Dodge, Cloak Fighting, or Web of Steel). More heavily armored characters have choices that can increase their defensive effectiveness (like the Armor Focus feats, Layered Armor and Shield Specialization). And any character that depends on extraordinary-but-mundane prowess over magical abilities can benefit from Avoid the Arcane and other feats that require a character have no caster level.

Characters who seek victory through misdirection rather than overt force have a wide range of new options available. Many are designed to create sneaky combat maneuvers (such as Catch!, Improved Catch Off-Guard, and Set-Up) while others use combat to conceal some other action (False Blow), lull an opponent into a false sense of victory (Feign Death), or keep a fight unobtrusive (Muffle). There are also feats that give players more sneaky out-of-combat choices (including Double Bluff, Establish Persona, and Subtle).

And we haven't left spellcasters out of the bounty of new possibilities. Hex feats (Caustic Hex, Chill Hex, Jolt Hex, and others) let spellcasters make changes in how their spells work without resorting to metamagic. Mage feats (like Battle Mage and Blood Mage) grant spellcasters new spells which require the spellcaster to take specific other actions before they can be cast. And augmentation feats (such as Arcane Shield, Bolster, and Effective Caster) simply let the spellcaster make the most of the spells and abilities they already possess.

ACROBATIC DODGE (COMBAT)

Your nimble moves often allow you to flip away from a foe's attack.

Prerequisites: Dex 15, Acrobatic.

Benefit: As an immediate action when you would normally be hit with a melee or ranged attack roll, you may make an Acrobatics check to avoid being hit. The DC for this check is equal to the attack roll that hit you. You gain a free 5-foot step as part of this Acrobatics check, and must take it. (If you cannot take your 5-foot step, you cannot use this feat. The movement doesn't count against any other movement you are taking, and does not provoke an attack of opportunity.) You may only use this feat when you have an armor check penalty of 0, are carrying no more than a light load, and are not wielding a two-handed weapon or shield. You may use this ability a number of times per day equal to 3 + your Dexterity bonus.

ANCHOR (COMBAT)

You have trained yourself to hold a central point of a battle.

Prerequisites: Base attack +1.

Benefit: If at least one square adjacent to you is impassible to a foe (a wall, a pit, or some other terrain that your foe cannot move into), that foe cannot flank you. Additionally, as a move action, you can harass any foes within your threatened area. Enemies must treat the spaces you threaten as difficult terrain, spending double the normal movement to pass through the area.

ARCANE DEFENSE

Choose a school of magic. You can resist spells from that school better than normal.

Benefit: Add a +2 bonus to saving throws you make against spells of the chosen school.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

ARCANE SHIELD (COMBAT)

You draw upon your arcane power to enhance your shield or armor with magical energy.

Prerequisite: Ability to cast arcane spells.

Benefit: As a swift action, you can imbue

either your armor or your shield with a fraction of your power. For 1 round, an imbued shield or set of armor gains a +1 enhancement bonus to its Armor class. For every five caster levels you possess, this bonus increases by +1, to a maximum of +5 at 20th level.

ARMOR FOCUS, HEAVY (COMBAT)

You are a master of using heavy armor to avoid damage.

Prerequisites: Con 13, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency.

Benefit: Whenever you are wearing heavy armor, you gain DR 2/-. This stacks with the DR gained from the Armor Mastery fighter ability and any DR gained from the material your armor is made from, but not with DR from any other source.

ARMOR FOCUS, MEDIUM (COMBAT)

You are a master of using medium armor to avoid damage.

Prerequisites: Con 13, Light Armor Proficiency, Medium Armor Proficiency.

Benefit: Whenever you are wearing medium armor, you gain DR 1/-. This stacks with the DR gained from the Armor Mastery fighter ability and any DR gained from the material your armor is made from, but not with DR from any other source.

AVOID THE ARCANE (COMBAT)

Your fast reaction time often allows you to duck magic effects.

Prerequisite: Dex 13, Lightning Reflexes, no caster level.

Benefit: Once per round, when targeted by a spell or effect that allows a Fortitude save or a Will save, you can instead make a Reflex saving throw. You may use the ability a number of times per day equal to 3 + your Dexterity bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

TABLE 2-1: FEATS

Feat	Prerequisites	Benefit
Acrobatic Dodge*	Dex 15, Acrobatic	Avoid attacks with an Acrobatics check.
Anchor*	Base attack +1	You are difficult to flank or move around.
Arcane Defense	None	+2 bonus to saves against one school of magic
Arcane Shield*	Ability to cast arcane spells	Gain a bonus to your shield or armor.
Armor Focus, Heavy*	Con 13, Light Armor Proficiency, Medium Armor Proficiency, Heavy Armor Proficiency.	Gain DR 2/- in heavy armor.
Armor Focus, Medium*	Con 13, Light Armor Proficiency, Medium Armor Prof.	Gain DR 1/- in medium armor.
Avoid the Arcane*	Dex 13, Lightning Reflexes, no caster level	Make a Ref save in place of a Fort or Will save.
Battle Mage	Caster level 5	Gain spells you can only use if you've been in combat.
Blood Mage	Caster level 5	Learn spells you can only cast after taking damage.
Bolster	Channel energy	Grant targets of your channel energy bonuses to attacks and saves vs fear.
Bravado	Bluff 5 ranks.	Use Bluff to demoralize foes.
Bushwhack	Perception 5 ranks, Stealth 5 ranks.	Conceal allies with Stealth.
Catch!	Bluff 1 rank, Intimidate 1 rank, Deceitful	Toss an object to a foe, in hopes he'll catch it and drop his weapons.
Caustic Hex	Can cast 3 acid spells	Reduce an acid spell's save DC to gain a secondary affect.
Chill Hex	Can cast 3 cold spells	Reduce a cold spell's save DC to gain a secondary affect.
Cleansing	Channel energy	Grant targets of your channel energy bonuses to saves vs disease and poison.
Cloak Fighting	5 ranks Perform (dance), proficient with: dire flail, flail, heavy flail, nunchuku, spiked chain, or whip	Use a cloak to gain concealment as a move action
Cold Focus	Can cast one spell with the [cold] descriptor	Add +2 to the DC for all saving throws against spells you cast with the [cold] descriptor.
Deadly Accuracy*	Dex 15, base attack bonus +6.	Reroll a 1 on ranged weapon damage.
Defensive Shot*	Point-Blank Shot, Precise Shot	Make ranged attacks without provoking attacks of opportunity.
Deflect Spells *	Dex 13, Wis 13, Deflect Arrows, Improved Unarmed Strike, ki pool class ability.	Prevent a spell with a ranged attack roll from hitting you.
Devastating Charge*	Str 13, Power Attack, base attack bonus +1.	Deal +2d4 damage with an unmounted charge.
Double Bluff	Deceitful.	Create a new Bluff to explain a failed Bluff.
Effective Caster	Spellcasting attribute 17	Increase your effective caster level for areas and number of targets.
Elemental Warding	Channel energy	Grant energy resistance to targets of your channel energy.
Esoteric Schooling	Can cast 0-level spells	Learn a 0-level spell from another class.
Established Persona	Disguise 2 ranks.	Gain bonuses to pass yourself off as specific persona.
Exalted Bull Rush*	Str 13, Improved Bull Rush, Power Attack, base attack bonus +1.	Damage your foe with a Bull Rush.
Extra Cohort	Leadership	Gain an additional cohort.
Extra Rivenspell	Archon 1	Gain one additional rivenspell ability.
Extra Spell Slots	Caster level 3	Gain two additional spell slots.
Extra Spells Known	Caster level 3	Gain two additional spells known.
Extra Tactics	Battle tactics class feature	Gain 6 more battle tactics per day.
Fake Out*	Two-Weapon Fighting, Bluff 5 ranks	Fool your foe about which weapon you are attacking with.
False Blow	Deceitful, base attack bonus +1.	Use a fake attack to cover a Sleight of Hand check.
Falter*	Catch Off-Guard	Look off-balance to lure in a target.
Far Caster	Spellcasting attribute 13	Increase your effective caster level for determining range.
Feign Death	Con 13, Bluff 5 ranks.	Play dead.

Feat	Prerequisites	Benefit
Footwork*	Dodge, Nimble Moves, Acrobatics 5 ranks.	Gain a +1 dodge bonus when able to move freely.
Greater Deadly Accuracy*	Dex 15, Deadly Accuracy, base attack bonus +9.	Roll a 1 or 2 on ranged weapon damage.
Greater Improved Initiative*	Dex 17, Imp. Initiative, uncanny dodge class feature.	Get an initiative check of 20 + Dex bonus.
Greater Rivenspell	Archon 4	Gain more energy from a spell you rive than most archons.
Grim Determination	Self Sufficient, base attack bonus +2, no caster level	Gain temporary hit points once a day.
Guerilla Tactics*	Stealth as a class skill.	Plan an ambush, giving your allies bonuses for 1-3 rnds.
Head Butt*	Con 13, Toughness	Gain a natural weapon attack.
Improved Bond	Second Bond, bond class feature, character level 5	Calculate your second bond at your full class level.
Improved Catch Off-Guard*	Catch Off-Guard	Constantly surprise foes with improvised weapons.
Improved Elemental Warding	Elemental Warding, channel energy	Grant your allies elemental resistance.
Increased Spell Maximum	Archon 1	Learn a greater number of spells
Jolt Hex	Can cast 3 electricity spells	Reduce an electricity spell's save DC to gain a secondary affect.
Knife Trick*	None	Draw and attack with a light weapon using Sleight of Hand
Lasting Caster	Spellcasting attribute 15	Increase your effective caster level for determining durations.
Layered Armor*	Con 15; armor training II class feature, proficiency in light, medium, and heavy armor	Wear light armor under your heavy armor.
Magus's Channel Energy	Magus 5, 9 or more spells known from the cleric spell list.	Gain the supernatural ability to channel positive energy like a cleric
Magus's Companion	Magus 5, 9 or more spells known from the druid spell list.	Gain an animal companion
Magus's Familiar	Magus 5, 9 or more spells known from the sorcerer/wizard spell list.	Gain a familiar
Magus's Focus	Magus 1	Pick 1 level of spells from another spell list. Those spells are one level closer to their normal level.
Magus's performance	Magus 9, 7 or more spells known from the bard spell list.	Gain the bardic performance abilities of countersong, distraction, fascinate, and inspire courage.
Master Artificer	2 item creation feats, 5 ranks craft	+4 to checks to create items, create items faster.
Meditative Incantation	Int 13	Take 15 minutes to open a prepared spell slot.
Mind Over Magic*	Wis 13, Iron Will, no caster level	Make a Will save rather than a Ref or Fort save.
Mounted Caster	Mounted Combat	Cast while riding without concentration checks.
Muffle	Dex 13, Improved Grapple, Improved Unarmed Strike	Silence the targets of your grapples.
Necrothurge	Caster level 5	Learn spells you can only cast after killing something.
Patois	Int 13+, 5 ranks Linguistics	Communicate in languages you don't know.
Physical Adept	Athletic, No caster level	Gain an extra standard action.
Plait Incantation	Spell Focus, caster level 1	Ready to use a spell to increase another caster's spell power.
Reflect Spells*	Dex 17, Wis 17, Deflect Arrows, Deflect Spells**, Improved Unarmed Strike, Snatch Arrow, ki pool class ability.	Redirect a spell at another target.
Resolute	Iron Will	Reduce the level of most fear effects to shaken.
Saddle Warrior*	Dex 13+, Mounted Combat, Ride-by Attack.	Make multiple melee attacks from a moving mount.
Scorch Hex	Can cast 3 fire spells	Reduce a fire spell's save DC to gain a secondary affect.
Second Bond	Bond class feature, character level 5	Gain a second class bond.
Secret Spell	Bluff 5 ranks, Spellcraft 5 ranks.	Cast a spell stealthily.
Self Delusion	Cha 13.	Add Charisma to Will saves, rather than Wisdom.

Feat	Prerequisites	Benefit
Sensitive	5 ranks Spellcraft	Use Spellcraft rather than Perception to notice some magic effects and creatures.
Set Up*	Subtle**	Make an attack to draw a foe off-guard, giving allies +2 to attacks.
Shield Specialization*	Shield Focus, Shield Proficiency	Gain bonuses when fighting defensively.
Sidewinder Hex	Bluff 3 ranks.	Cast a spell that fakes what target it's headed for.
Signature Spell	Spell Mastery or a domain	Sacrifice a prepared spell to cast your signature spell.
Smash*	Str 13, Power Attack, base attack +1	Add your armor bonus to Strength checks to break things.
Spell Bluff	Secret Spell**, Bluff 5 ranks, Spellcraft 5 ranks.	Fool observers about what spell you are casting.
Spell Finesse	None	Change your spellcasting ability.
Spell Flare	Spell Focus	Cast a spell with an impressive display, demoralizing observers.
Spell Specialization	Weapon Focus (ray), caster level 4	Deal +2 damage with spell that require ranged touch attacks.
Subtle	None	Your actions are difficult to notice.
Sucker Punch*	Deceitful, Improved Unarmed Attack, Quick Draw	Stun or knock out a foe you punch from surprise.
Summon Defenders	Augment Summoning	Conjured creatures gain +2 to AC and saves.
Surprise Attack*	Stealth as class skill.	Charge an unsuspecting target without being noticed.
Synergistic Training	Caster level 1, levels in two classes	Increase your caster levels in a second class.
Takedown*	Athletic	Make attacks that can hit multiple targets.
Thieves' Cant	Bluff as class skill.	Send and receive secret messages.
Touché	Dex 13, base attack bonus +1	Take a penalty to damage to gain a bonus to attack rolls.
Tougher Than Thaumaturgy	Con 13, Great Fortitude, no caster level	Make a Fort save rather than a Ref or Will save.
Trickster Mage	Cha 13, Caster level 5.	Learn spells you can only cast when you have deceived someone.
Wall Runner	Wis 13, Acrobatic Steps, Nimble Moves.	Run up along walls.
Weapon Trickery*	Bluff as class skill, Cha 13.	Misdirect foes to allow you to use Charisma for your melee attacks.
Web of Steel*	Int 13, Dex 15, Dodge, Combat Expertise, Weapon Focus, base attack +1.	Gain an armor bonus from wielding a weapon.
Woodwose	Caster level 5	Learn spells you can only cast in natural environments.

* Combat feat. A fighter may select this as a fighter bonus feat. ** This prerequisite is a new feat, detailed in this volume, *** A spellcaster attribute is the ability used by a class to determine the save DC of spells cast by that class. Thus bards and sorcerers use Cha as a spellcasting ability score, clerics and druids use Wis, and wizards use Int.

BATTLE MAGE

You have learned the magic of sword and blade.

Prerequisites: Str 13, Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select

from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you successfully hit a foe in combat with a weapon attack not augmented by a spell (such as *true strike* or *greater magic weapon*) in a situation where you cannot take 10 on skill checks (situations where you are faced with serious threats or distractions), you gain one battle mark. As a free action, you may spend a battle mark. This allows you to cast one of your known battle mage spells by spending a spell slot of the same level or higher. You must meet all

the normal requirements and components (including casting time) in order to cast the battle mage spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused battle marks. Any time you fail an attack roll of any kind, you lose one battle mark.

Battle Mage Bonus Spell List

0 level: *guidance, stabilize, virtue*

1st level: *command, expeditious retreat, shield, true strike*

2nd level: *align weapon, divine favor, magic weapon, shield other*

3rd level: *haste, heroism, magic vestment, rage, see invisibility*

4th level: *bless weapon, freedom of movement, phantom steed*

5th level: *divine power, greater magic weapon, sending*

6th level: *greater command, righteous might, wall of stone*

7th level: *antilife shell, blade barrier, giant form I*

8th level: *demand, giant form II, moment of prescience*

9th level: *iron body, foresight*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

BLOOD MAGIC

You have learned the magic of injury and pain.

Prerequisite: Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known.

This slot must be of the highest level spell being learned.

Each time you take hp damage from a single blow or source equal to or greater than your character level, or have a -2 or greater penalty inflicted on you as a pain effect, you gain one blood mark. As a free action, you may spend a blood mark. This allows you to cast one of your known blood mage spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the blood mage spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused blood marks. Any time you recover hit points through any method, you lose one blood mark.

Blood Mage Bonus Spell List

0 level: *bleed, daze, resistance*

1st level: *enlarge person, hideous laughter, lesser confusion, true strike*

2nd level: *aid, bull's strength, shatter, touch of idiocy*

3rd level: *glyph of warding, heroism, rage, scare*

4th level: *crushing despair, confusion, explosive runes*

5th level: *lesser planar binding, nightmare, shout*

6th level: *greater glyph of warding, phantasmal killer, song of discord*

7th level: *blasphemy, insanity, instant summons*

8th level: *greater shout, regenerate, symbol*

9th level: *unholy aura, weird*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

BOLSTER

Your channeled energy boosts the bravery of your allies.

Prerequisite: Channel energy

Benefit: Any creature healed by a use of your channel energy ability gains a +1 luck bonus on attack and damage rolls, as well as a resistance bonus to saves against fear equal to your Wisdom bonus (minimum +1). These bonuses last for one round for each die of healing dealt by your channel energy.

BRAVADO

You may not be Intimidating, but you can pretend to be.

Prerequisites: Bluff 5 ranks.

Benefit: You may make a Bluff check to demoralize foes, as the Intimidate skill can be used to do. You can only attempt this once per day for any given opponent. Any foe you attempt to demoralize, but fail to do so, sees you lack conviction in your own attempt and gains a +1 morale bonus to attack rolls against you for 1 round. If you fail by 5 or more the morale bonus lasts for an additional 1d4 rounds.

BUSHWHACK

You can help your allies to better hide themselves in preparation for making a surprise attack.

Prerequisites: Perception 5 ranks, Stealth 5 ranks.

Benefit: As a full-round action, you may help an adjacent ally to conceal himself advantageously. The ally uses your Stealth check rather than his own, for as long as the ally remains where you placed him and takes no actions.



CATCH!

You've learned a quick, clever way to disarm a foe at range.

Prerequisites: Bluff 1 rank, Intimidate 1 rank, Deceitful

Benefits: As a standard action, you can toss a small non-weapon item at a target within 20 feet while firmly shouting for them to catch it. You may make a Bluff check against the target's CMD. If your check succeeds, the target reflexively catches the item, dropping any held object to do so. If the target is being threatened or in danger from your or your allies, you take a -5 penalty to your Bluff check. If you are not speaking a language understood by the target, you take a -5 penalty to your Bluff check. If the target has more levels or hit dice than you, you take a -5 penalty to your Bluff check. These penalties are cumulative. This feat does not work on any target that has observed this trick being used within the past 24 hours.

CAUSTIC HEX

You can use acid magic to create caustic vapors.

Prerequisites: Able to cast 3 spells that deal acid damage

Benefit: You can cast spells that deal acid damage as "caustic spells," creating a cloud of burning vapor around any target that suffers a direct hit, spreading the acid damage over a slightly larger area of the target. Only spells that allow a saving throw and deal acid damage can be caustic spells, and the save DC of a caustic spell is 1 lower than normal (because the acid is spread over a larger area in order to create a cloud of vapor). When you cast a caustic spell, any target that fails its save against the spell is engulfed in a thin cloud of stinging vapor.

Targets engulfed in the vapor from a caustic spell have difficulty seeing, hearing, or smelling targets. For the duration of the vapor, targets treat all other creatures as having 20% concealment. This effect lasts 1 round for every 3 levels of the caustic spell (minimum 1 round). Targets with blindsense and those immune to acid damage are immune to this added effect.

CHILL HEX

You can use cold magic to slow things down.

Prerequisites: Able to cast 3 spells that deal cold damage

Benefit: You can cast spells that deal cold damage as “chill spells,” which reach colder temperatures and move more slowly as they sink deeply into their targets. Only spells that allow a saving throw and deal cold damage can be chill spells, and the save DC of a chill spell is 1 lower than normal (because the cold takes longer to settle in as it freezes targets to greater depths). When you cast a chill spell, any target that fails its save begins to shiver as it develops a skin of frost over its muscles.

Targets shivering from a chill spell have all their movement rates halved for a number of rounds equal to 1 + the level of the chill spell. A target may take a full round action to rub warmth back into its flesh, ending this added effect. The spell also ends if the target takes any fire damage, or receives a Heal check (DC 15 +level of the chill spell). Targets immune to critical hits or cold damage are immune to this added effect.

CLEANSING

Your channeled energy boosts the resilience of your allies.

Prerequisite: Channel energy

Benefit: Any creature healed by a use of your channel energy ability gains a resistance bonus to Fortitude saves against poison or disease. The bonus is equal to your Wisdom bonus (minimum +1), and lasts for one round for each die of healing dealt by your channel energy.

CLOAK FIGHTING (COMBAT)

You can distract and confuse a foe with the whirls and snaps of a swirling cloak.

Prerequisites: 5 ranks Perform (dance), proficient with at least one of the following weapons: dire flail, flail, heavy flail, nunchuku, spiked chain, or whip.

Benefit: When you have a cloak in one hand, as a move action you may make a

Perform (dance) check opposed by one opponent's Perception or Sense Motive check (whichever is better for the opponent). If you win the opposed check, you gain 20% concealment from that opponent until the beginning of your next turn.

COLD FOCUS

Prerequisite: Able to cast one spell with the [cold] descriptor

Benefit: Add +2 to the Difficulty Class for all saving throws against spells you cast with the [cold] descriptor. This bonus is considered to be a Spell Focus bonus, and thus does not stack with any additional Difficulty Class increases you receive from the Spell Focus feat.

DEADLY ACCURACY (COMBAT)

Your aim is too good to deal minimum damage.

Prerequisites: Dex 15, base attack bonus +6.

Benefit: You have deadly accuracy with your agility-based weapon attacks. When dealing damage with a weapon to which you add your Dexterity to your attack rolls (all ranged weapon attacks, and melee weapon attacks made with Weapon Finesse), you can reroll any result of 1 on your weapon's damage dice. Only weapon attacks that require an attack roll benefit from this feat. You must keep the result of the reroll, even if it is another 1.

DEFENSIVE SHOT (COMBAT)

You can make a ranged attack without distracting yourself from immediate threats.

Prerequisites: Point-Blank Shot, Precise Shot.

Benefit: You may decide to make a ranged attack defensively, taking a -2 penalty to all ranged attacks you make during the round. Such attacks do not provoke attacks of opportunity. If you take any other actions during the round that does provoke an attack of opportunity (such as casting a spell) you suffer the consequences normally.

Normal: Making a ranged attack normally provokes attacks of opportunity from threatening foes.

DEFLECT SPELLS (COMBAT)

You can knock spells and other projectiles off course, preventing them from hitting you.

Prerequisites: Dex 13, Wis 13, Deflect Arrows, Improved Unarmed Strike, ki pool class ability.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a ranged attack from a spell, extraordinary natural weapon, spell-like ability, or supernatural ability, you may spend 1 point from your *ki* pool to deflect it so that you take no damage from it. You must be aware of the attack and not flat-footed. Attempting to deflect a magic ranged attack doesn't count as an action. Only spells and abilities with ranged attack rolls can be deflected with this feat.

DEVASTATING CHARGE (COMBAT)

You put a lot of power behind your blows when you run into combat.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefits: When you are not mounted and you use the charge action, a successful attack deals an additional 2d4 points of damage. If you are using a 2-handed weapon, or a 1-handed weapon in 2 hands, you instead deal an additional, 3d4 points of damage.

DOUBLE BLUFF

Even when your mark doesn't believe you, you often weave a credible second story explaining why you had to lie once already.

Prerequisites: Deceitful.

Benefit: When you fail a Bluff check to fool someone, you can attempt a Double Bluff. This requires you to develop some story by which you admit your first Bluff was a lie, but explain it away as part of a new lie. ("No, you're right, I'm not a spy for the king. In fact, I'm an assassin, sent to kill the king and end his tyrannical rule. But I had no idea you were one of the few locals who had seen through the king's front of fair treatment and goodness, so I had to lie to you to conceal my true purpose.") This second attempt

is at only a -2 penalty, instead of the normal -10 penalty for a second effort to deceive a subject with Bluff. If your second attempt fails, however, no third attempt is possible, regardless of what stratagem you employ.

EFFECTIVE CASTER

Your spells affect more targets and bigger areas than others of your power level.

Prerequisites: Spellcasting attribute 17

Benefit: When determining the number of targets your spell can affect, or the size of its effect or area, you treat your caster level as if it were two higher.

ELEMENTAL WARDING

Your channeled energy grants your allies elemental resistance.

Prerequisite: Channel energy

Benefit: Any creature healed by a use of your channel energy ability gains resistance to an element of your choice. The resistance is equal to your Wisdom bonus (minimum 1), and lasts for one round for each die of healing dealt by your channel energy. You must choose a single element to grant resistance against each time you channel energy, you cannot grant different targets resistance to different forms of energy.

ESOTERIC SCHOOLING

Your training in magic included a few unusual lessons.

Prerequisites: Ability to cast 0-level spells.

Benefit: Pick one 0-level spell. It need not be a spell on your class' spell list. You can cast this spell at will. You cast it as if it were a spell from your class list.

Special: This feat may be taken more than once. Each time it is taken, you select a new 0-level spell to cast at will.

ESTABLISHED PERSONA

You have worked hard to create believable alternate roles for yourself.

Prerequisites: Disguise 2 ranks.

Benefit: You have a number of well-established personas other than your own

identity. These are roles you have crafted and maintained back stories for, with lists of contacts and documentation of events in the personas' lives (such as guild membership, paying taxes, doing business, and so on). You have used these personas often enough that inquiries into them will find people who know only the persona, and will confirm they exist as real people. You gain a +4 bonus to all Bluff and Disguise checks to pass as an established persona, and to Linguistics check to make forgeries in support of the persona. This bonus increases to +6 at 10th level.

You must keep a list of your personas, and each requires GM approval. You have one established persona for every 2 levels or hit dice you possess. You may replace an existing persona with a new one (losing the benefits of this feat for your old persona, as you no longer maintain it) once at every odd-numbered level.

EXALTED BULL RUSH (COMBAT)

You know how to slam into a foe in a way that is both damaging and effective at relocating him.

Prerequisites: Str 13, Improved Bull Rush, Power Attack, base attack bonus +1.

Benefit: You can charge into a foe and use your body to damage him, while simultaneously pushing him backwards. When you make a Bull Rush, you also make a normal melee attack roll. (This is considered a charge.) If your attack roll succeeds, you deal melee damage. The damage is 1d3 if you are unarmored, 1d4 if in light armor, 1d6 in medium armor, and 1d8 in heavy armor. You add 150% of your Strength bonus to this damage.

EXTRA COHORT

You have an additional trusted companion that acts as a counterpart to your other cohorts.

Prerequisite: Leadership

Benefit: You gain an additional cohort from your Leadership feat. The maximum level of this cohort is four levels below your own level. It otherwise gains experience and levels using the normal cohort rules.

EXTRA RIVENSPELL

You have learned an additional way to rive spells.

Prerequisites: Archon 1

Benefit: You gain one additional rivenspell ability. You must meet all the rivenspell ability's prerequisites.

Special: You may select this feat more than once. Each time you do so, you learn one additional rivenspell ability.

EXTRA SPELLS KNOWN

You have broadened your repertoire of spells.

Prerequisite: Spontaneous spellcasting class level 3

Benefit: You learn two additional spells known for one spontaneous spellcasting class (such as bard or sorcerer) you have levels in. You may never use this feat to know more spells at any level than you know at each level below it.

Special: You can gain Extra Spells Known multiple times. Its effects stack.

EXTRA SPELL SLOTS

You have a great capacity for spellcasting.

Prerequisite: Spellcasting class level 3

Benefit: You gain two additional spells slots for one spellcasting class you have levels in. You may never use this feat to have more spell slots at any level than you know at each level below it.

Special: You can gain Extra Spell Slots multiple times. Its effects stack.

EXTRA TACTICS

You can use your battle tactics more often than normal.

Prerequisites: Battle tactics class feature.

Benefit: You can use your battle tactics an additional for 6 additional rounds per day.

Special: You can gain Extra Tactics multiple times. Its effects stack.

FAKE OUT (COMBAT)

You have learned to attack with the weapon an opponent does not suspect.

Prerequisites: Two-Weapon Fighting, Bluff 5 ranks

Benefit: You can attempt to gain an advantage by feinting with a primary weapon, then attacking

with a secondary. When you are wielding two weapons, as a standard action you may make a single attack with a light weapon in your off-hand. Rather than a standard attack roll, make a Bluff check. If your skill check exceeds your target's AC, your attack hits. (Deal damage as an off-hand attack, which normally means you add only half your Strength bonus to the damage of this attack.) If your skill check also exceeds a DC of 10 + the target's base attack bonus + the target's Wisdom modifier (or 10 + your target's Sense Motive bonus, whichever is higher), your target is also denied its Dexterity bonus to AC against this attack.

FALSE BLOW

You can use a fake attack to cover more nefarious efforts.

Prerequisites: Deceitful, base attack bonus +1.

Benefit: As a standard action, make a melee attack against a target. If you hit the target, you deal no weapon damage. You may, however, make a Sleight of Hand check to remove one item from the creature even though it may be aware of you and is in combat. Determine the success of the item removal, and if the target notices that you took something, using the standard Sleight of Hand rules.

FALTER (COMBAT)

Though you look vulnerable, that wobble is part of your cunning plan.

Prerequisite: Catch Off-Guard

Benefit: As a standard action, you may make a Bluff check to appear to have made a misstep and be off-balance. This is opposed by the Sense Motive check of any opponent observing you. If you win this check, the opponent believes you have lost your Dexterity bonus to your AC. Not only is this not the case, any foe fooled by this Bluff that attacks you in the next round and misses also provokes an attack of opportunity from you.

FAR CASTER

You can send spells farther than others of your power level.

Prerequisites: Spellcasting attribute 13

Benefit: When determining the maximum range of your spells, you treat your caster level as if it were two higher.

FEIGN DEATH

For you, playing dead is more than lying still and holding your breath.

Prerequisites: Con 13, Bluff 5 ranks.

Benefit: You can attempt to appear dead, slowing your heart rate and breathing considerably, blocking out reactions to pinpricks and similar stimuli, and lowering your body temperature. Entering this trance-like state is a standard action, and while maintaining it you are paralyzed (though you remain aware of your surroundings). In this trance you can hold your breath for one minute per point of Constitution score, which is also the maximum duration of your trance. You appear dead to all casual observers, and may make a Bluff check (opposed by an examiner's Heal or Perception check, whichever is higher) to appear dead even to a careful examination. If you ready an action to use this feat when you are next struck for damage, the attacker must make a Perception check opposed by your Bluff, or believe it has slain you.

FOOTWORK (COMBAT)

Your quick, nimble movements make it difficult for your foes to predict where you will be, and thus make it more difficult for them to strike you in combat.

Prerequisites: Dodge, Nimble Moves, 5 ranks Acrobatics.

Benefit: When wearing light armor or no armor, carrying no more than light encumbrance, and not suffering any effect which reduces your movement, you gain a +1 dodge bonus to AC. (As with all dodge bonuses, this stacks with the dodge bonus gained from the dodge feat.)

GREATER DEADLY ACCURACY (COMBAT)

Your aim is nearly preternatural in its effectiveness.

Prerequisite: Dex 15, Deadly Accuracy, base attack bonus +9.

Benefit: As Deadly Accuracy, except you can reroll any natural 1 or 2 on damage for your Dexterity-based weapons. You must keep the result of the reroll, even if it is another 1 or 2.

GREATER IMPROVED INITIATIVE (COMBAT)

You almost always go first.

Prerequisites: Dex 17, Improved Initiative, uncanny dodge class feature.

Benefit: Whenever you need to make an initiative check to determine initiative order, you automatically get a result of 20 + Dexterity modifier + all bonuses that add to initiative checks. If you make an initiative check for a purpose other than to determine initiative order, you roll normally.

GREATER RIVENSPELL

You gain more energy from a spell you rive than most archons.

Prerequisites: Archon 4

Benefit: You treat spells of 1st level or higher as if they were +1 spell level for purposes of all calculations when you use them to power a rivenspell ability.

GRIM DETERMINATION

You know you have nothing going for you but your wits and strong sword arm, and you can call upon that knowledge to push yourself past the normal boundary of physical effort.

Prerequisites: Self Sufficient, base attack bonus +2, no caster level.

Benefit: Once per day, as a swift action you can call upon the deep reserve of your independence, unbolstered by prayers or arcane knowledge, to drive yourself onward despite your injuries. You gain 1d6 temporary hit points for every two character levels you possess.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

GUERRILLA TACTICS (COMBAT)

Your superior ambush planning skills can give your allies bonuses in a fight.

Prerequisites: Stealth as a class skill.

Benefit: You can form an ambush plan for any combat area you have considerable accurate information about in advance. You must either observe the conditions of the prospective

battlefield personally or receive a detailed scouting report. Forming a plan takes one minute, but if the information you base it on is inaccurate (or changes before the battle) your plan grants no bonus.

Make a Stealth check and compare it to the table below. This determines what bonus your plan grants to you and any allies you have briefed on the plan. This bonus begins in the first round of combat, and is reduced by 1 at the end of your turn on the second round of combat and each round thereafter. The bonus applies to attack rolls, saving throws, and Stealth checks made by you and your allies. Only one ambush plan can be in place for a given set of allies in a battle.

Skill Check Result	Bonus
20 or less	+1
21-30	+2
31 or more	+3

HEAD BUTT (COMBAT)

You've learned how to use your cranium to smash your foes.

Prerequisites: Con 13, Toughness.

Benefit: You gain a natural attack that deals 1d3 points of damage (1d2 for Small characters, 1d4 for Large characters). If you have an unarmed attack that deals more damage, you may choose to deal that damage instead when you use this natural attack. If you damage a foe with this natural weapon, you take 1/4 of the damage you inflict (if you have damage reduction, it does not reduce the share of the damage you suffer). You can use this natural attack without penalty even if your hands or feet are bound, or if you are in a grapple (you do not have to make a grapple check to use this natural attack when you are involved in a grapple).

IMPROVED BOND

Your second mystic tie has grown as strong as your first.

Prerequisites: Character level 5, Second Bond, a "bond" class ability.

Benefit: Treat your class level as normal for all calculations related to your second bond, rather than treating it as three levels lower.

IMPROVED CATCH OFF-GUARD (COMBAT)

It may look like you're at a disadvantage, but you can hold a battalion at bay with a broken chair and a mead jug.

Prerequisites: Catch Off-Guard

Benefit: Foes (even armed foes) are flat-footed against attacks you make with an improvised weapon. At the end of each round as a free action, a foe may make a Sense Motive check opposed by your Bluff check. If the foe's Sense Motive check is successful, it stops being flat-footed by any improvised weapon attack you make for 24 hours. Your improvised weapon attacks threaten on a natural attack roll of 19 or 20.

IMPROVED ELEMENTAL WARDING

Your channeled energy grants your allies elemental resistance.

Prerequisite: Elemental Warding; channel energy

Benefit: When you grant elemental resistance to targets of your channel energy ability through the Elemental Warding feat, add 5 to the



resistance each creature gains. You may choose to grant each target of your channel energy resistance to a different form of energy.

INCREASED SPELL MAXIMUM

You have focused greater attention on your arcane studies than most archons, and thus can learn a greater number of spells.

Prerequisites: 1st-level Archon.

Benefit: Your maximum spells known for each spell level increases by 1. You still must learn these spells normally, they are not automatically gained by taking this feat.

Special: You can select this feat multiple times, its effects stack.

JOLT HEX

You can use electric magic to make targets unsteady.

Prerequisites: Able to cast 3 spells that deal electricity damage

Benefit: You can cast spells that deal electricity damage as "jolt spells," which have less total power and move more slowly but linger on their target's body. Only spells that allow a saving throw and deal electricity damage can be jolt spells, and the save DC of a jolt spell is 1 lower than normal (because the weaker, slower lightning is easier to dodge). When you cast a jolt spell, any target that fails its save against the spell suffers muscle spasms from the lingering electricity.

Targets with muscle spasms suffer a -4 penalty to all Dex-based ability and skill checks, and a -2 penalty to all ranged attack rolls. This penalty lasts 1 round for each level of the jolt spell (minimum 1 round). Targets with Improved Evasion or immunity to electricity damage are immune to this added effect.

KNIFETRICK (COMBAT)

You have learned to draw a weapon and attack a foe as one quick action.

Benefit: As a standard action you can draw a light weapon and attack one target with it. Rather than make a standard attack roll, make a Sleight of Hand check. If your skill check exceeds your target's AC, your attack hits. If your skill check

also exceeds a DC of 10 + the target's base attack bonus + the target's Wisdom modifier (or 10 + your target's Sense Motive bonus, whichever is higher), your target is also denied its Dexterity bonus to AC against this attack. Any given target may be the target of your Knife Trick only once per day.

LASTING CASTER

Your spells last longer than others of your power level.

Prerequisites: Spellcasting attribute 15

Benefit: When determining the duration of your spells, you treat your caster level as if it were two higher.

LAYERED ARMOR (COMBAT)

You have learned to access the power of more than one suit or armor.

Prerequisites: Con 15; armor training II class feature; proficiency in light, medium, and heavy armor

Benefit: You may wear both a set of light magic armor and heavy magic armor simultaneously (the magic light armor is worn as part of the underlayers for the set of magic heavy armor) and gain the benefit of magic abilities from both.

Wearing both a light and heavy suit of armor has consequences. Your armor bonus is equal to the heavy armor's armor bonus (including magical enhancement) +1. You gain no benefit from the light armor's enhancement bonus. Your armor check penalty is equal to the worse of the two penalties -1. Your maximum Dexterity bonus to AC is equal to the worse of the two bonuses -1 (minimum 0). For movement and special abilities, you are considered to be wearing a suit of heavy armor (even if the suit of heavy armor is usually counted as medium armor for those purposes).

You get the benefits of all the magic abilities granted by the heavy armor. You may select one magic ability granted by the light armor—this may not be any version of slick or shadow and it may not be the armor's enhancement bonus. You gain the benefit of the selected magic ability. As a standard action, you may change which of the light armor's magic abilities you have selected.

Normal: Normally characters cannot wear two sets of armor and, if they did, would only gain the benefit of one set of magical abilities.

MAGUS'S CHANNEL ENERGY

Your ties to divine energy have granted you the ability to channel energy.

Prerequisites: Magus 5, 9 or more spells known from the cleric spell list.

Benefit: You gain the supernatural ability to channel positive energy like a cleric. Your effective cleric level for channeling energy is your magus level -4. This is a Charisma-based ability.

MAGUS'S COMPANION

Your ties to nature have attracted a guardian companion to assist you.

Prerequisites: Magus 5, 9 or more spells known from the druid spell list.

Benefit: You gain an animal companion. You may select from the following list: badger, bird, camel, cat (small), dire rat, dog, horse (heavy or light), pony, snake (viper or constrictor), or wolf. If appropriate for the campaign, you may choose shark instead. This animal is a loyal companion that accompanies you on your adventures.

This feat functions like the druid animal companion ability (which is part of the nature bond class feature), except that your effective druid level is equal to your magus level -4.

MAGUS'S FAMILIAR

Your ties to arcane magic have attracted a guardian familiar to assist you.

Prerequisite: Magus 5, 9 or more spells known from the sorcerer/wizard spell list.

Benefit: You gain a familiar. You may select from the following list: bat, cat, hawk, lizard, monkey, owl, rat, raven, viper, toad, and weasel. This feat functions like the familiar ability (which is part of the arcane bond class feature), except that your effective wizard level is equal to your magus level -4.

MAGUS'S FOCUS

You have a strong affinity for a group of spells outside your primary spell list.

Prerequisite: Magus 1

Benefit: Select one level of spells for one class with a class spell list. Any spells known you select from this level of the class spell list have an effective spell level one closer to its true spell level.

Example: Xasha is a magus who has selected cleric as her primary spell list. She takes Magus's Focus, selecting 1st level paladin spells. Now when she selects 1st level paladin spells as spells known, they have an effective spell level just one higher than their normal spell level (rather than two levels higher, as would be normal).

Special: You may select this feat more than once. Each time you select a different levels of spells from a class spell list.

MAGUS'S PERFORMANCE

Your ties to the magic of song and story have granted you magic performance abilities.

Prerequisites: Magus 9, 7 or more spells known from the bard spell list.

Benefit: You gain the bardic performance abilities of countersong, distraction, fascinate, and inspire courage. Your bard level for these abilities is equal to your magus level -4. While you do gain additional rounds of performance per day, the ability to begin performances more easily, and the improved effect of fascinate and inspire courage based on your effective bard level, you never gain new forms of bardic performance (such as inspire competence, suggestion, or dirge of doom).

MASTER ARTIFICER

You are a master of magic item creation.

Prerequisites: Any two item creation feats, 5 ranks of any craft skill.

Benefit: You gain a +4 bonus to any skill check made to complete a magic item you are creating (normally this is a Spellcraft check, but sometimes other skills are used). You create magic items in half the normal hours per day (4 hours for one day of work, or two hours for a days work if you increase your completion DC by 5). As long as the total time spent on item creation does not exceed 8 hours per day, you can accomplish multiple days work on an item in a single day. See Item Creation in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook* for more details on item creation and the time required.

MEDITATIVE INCANTATION

You can meditate to un-prepare a spell.

Prerequisite: Int 13

Benefit: You are capable of taking 15 minutes of meditation to "erase" a prepared spell. The spell slot the erased spell used to occupy is then open and can be filled with a new prepared spell. This feat is only useful to spellcasters who prepare their spells in advance.

MIND OVER MAGIC (COMBAT)

You can overcome magic effects through pure force of will.

Prerequisite: Wis 13, Iron Will, no caster level.

Benefit: Once per round, when targeted by a spell or effect that allows a Reflex save or a Fortitude save, you can instead make a Will saving throw. You may use the ability a number of times per day equal to 3 + your Wisdom bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

MOUNTED CASTER

You are adept at casting while riding.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefits: You can have a mount move both before and after you cast a spell, and cast a spell while your mount takes a run action, without needing to make a concentration check. You gain a +2 bonus to any concentration check you are forced to make while mounted.

MUFFLE

You can quiet a target you grab.

Prerequisite: Dex 13, Improved Grapple, Improved Unarmed Strike

Benefit: When you successfully initiate a grapple, you muffle sounds made by your target until it breaks the grapple. While the target is free to cry out (of fulfill the verbal components of spellcasting), you suppress the sounds so it is difficult for even nearby creatures to hear those noises. You may make a Stealth check against any opponent not directly observing you to prevent the sounds and movement of the grapple from being noticed.

NECROTHURGE

You have learned the magic of death.

Prerequisite: Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you kill a living creature with a CR of at least your level -3, you gain one death mark. As a free action you may spend a death mark. This allows you to cast one of your known necrothurge spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the necrothurge spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused death marks.

Necrothurgy Bonus Spell List

0 level: *bleed, disrupt undead, tough of fatigue*

1st level: *cause fear, deathwatch, scare, ray of enfeeblement*

2nd level: *blindness/deafness, command undead, death knell, gentle repose*

3rd level: *animate dead, halt undead, speak with dead, ray of exhaustion*

4th level: *contagion, death ward, fear*

5th level: *blight, slay living, symbol of pain*

6th level: *circle of death, create undead, undeath to death*

7th level: *control undead, destruction, finger of death*

8th level: *create greater undead, horrid wilting, waves of exhaustion*

9th level: *soul bind, wail of the banshee*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

PATOIS

You are familiar with a little bit of a lot of different languages, and can try to decipher similar languages on the fly.

Prerequisites: Int 13+, 5 ranks Linguistics

Benefit: Whenever you encounter creatures speaking a language you don't know, you can attempt to communicate by using phrases and words from similar languages. This requires you to make a Linguistics check (DC 15) for each concept you try to convey or understand, and even then only simple concepts can be exchanged. (As a general rule, each check allows you to send and receive one ideas that can be expressed with no more than five words, each with no more than one syllable.)

PHYSICAL ADEPT

You constantly focus on training your body, often while your allies prepare their spells for the day.

Prerequisites: Athletic, no caster level.

Benefit: You can take an extra standard action at the beginning or end of your round. This standard action must be used for a purely physical action such as making an attack, readying an item, moving, or trying to lift or break something. You may do this once per day, plus once per day for every four full levels you have.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

PLAIT INCANTATION

You can weave your spells together with another caster, augmenting their mystic power.

Prerequisites: Spell Focus, caster level 1

Benefit: As a standard action, you can ready an action to plait one of your spells into that of a second spellcaster, weaving the mystic energies of the two spells together. When the allied spellcaster casts a spell, you take your readied action to cast your spell in response. Rather than have its normal affect, your spell grants your allied spellcaster a +2 enhancement bonus to his caster level for the spell that triggered your readied action. The spell you use to plait with your ally's must be within 2 levels of the spell cast by your ally, and cannot be a 0-level spell (which lacks the power to plait).

REFLECT SPELLS (COMBAT)

Instead of knocking an incoming spell aside, you can redirect it to a new target.

Prerequisites: Dex 17, Wis 17, Deflect Arrows, Deflect Spells**, Improved Unarmed Strike, Snatch Arrow, ki pool class ability.

Benefit: When you successfully deflect a spell or ability using the Deflect Spell feat, you may choose to immediately spend a second point from your *ki* pool as a swift action to redirect the spell or ability to a new target, even though it is not your turn. The spell or ability's maximum range must be long enough to go from the original attacker, to you, to the target you redirect it toward or the spell fails to reach the new target. You make any required attack roll to hit the new target, but all other affects are determined by the caster level and abilities of the original attacker.

RESOLUTE

While not fearless, you stand fast in the face of even the most overwhelming mundane and mystic fears.

Prerequisites: Iron Will.

Benefit: Any time you would normally be cowering, frightened, or panicked, you are instead shaken for the same duration. You take only half the penalties from similar effects.

SADDLE WARRIOR (COMBAT)

You are greatly skilled at making melee attacks from the saddle.

Prerequisites: Dex 13+, Mounted Combat, Ride-by Attack.

Benefit: When riding a moving steed, you may make a melee full-attack action as long as your steed moves at least 10 feet between each of your attacks. The steed may move before and after each of your attacks, as long as its total movement does not exceed its speed, but must move at least 10 feet between every melee attack you make.

Normal: Normally, a character riding a moving mount may only make one melee attack each round.

SCORCH HEX

You can use fire magic to set things aflame.

Prerequisites: Able to cast 3 spells that deal fire damage

Benefit: You can cast spells that deal fire damage as "scorch spells," which burn at slightly lower temperatures but last incrementally longer, giving them a chance to catch foes on fire. Only spells that allow a saving throw and deal fire damage can be scorch spells, and the save DC of a scorch spell is 1 lower than normal (because the weaker, slower fire is easier to dodge). When you cast a scorch spell, any target that fails its save against the spell catches on fire. Targets with Improved Evasion are immune to this extra effect, as are creatures immune to fire damage and some constructs and inanimate objects made from substances that don't burn (at the GM's discretion).

Targets that catch on fire take damage at the beginning of your turn every round until the flames are extinguished. This damage is based on the level of the scorch spell that ignited them. A 0- or 1st-level spell deals 1 point of damage each round. A 2nd- or 3rd-level spell deals 1d3 points of fire damage each round. A 4th- or 5th-level spell deals 1d4 points of fire damage a round. A 6th-level spell or higher deals 1d6 points of fire damage a round. A target burns until it takes a standard action to extinguish itself, it enters an area fire cannot survive in (such as jumping in a river), or an ally makes a Heal check with a DC of 15 + level of scorch spell.

SECOND BOND

Your strong mystic ties allow you to make a second occult bond.

Prerequisites: Character level 5; Arcane bond, death bond, divine bond, hunter's bond, mystic bond, or nature bond.

Benefit: You may take an additional bond of the ability that qualified you for this feat. You may select the same bond you already have, or take a new bond. Any bond you take must be one available to your class. Your effective class level for purposes of your second bond is your actual class level -3.

For example, Hyrga Greeneye is a 5th level druid who has selected an animal companion with her nature bond ability. Upon taking the Second Bond feat, she has the choice to either take a second animal companion, or gain access to one of the cleric domains listed under nature bond. When determining the powers and bonus spells granted by this domain, Hyrga's effective cleric level is 2nd (her druid level -3).

A GM may decide to make other class features with "bond" in their name available through this feat. In general, if a class has a bond feature that gives a character a choice between several different types of mystic connections to the forces manipulated by that class, it should be possible to take another choice from that list with the Second Bond feat.

SECRET SPELL

You know how to conceal your spellcasting.

Prerequisites: Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: You may make a Spellcraft check to conceal the act of spellcasting from opponents observing you. Your check is opposed by the Perception check of each observer. (If the spell has a casting time of more than 1 full round, observers may make Perception checks once a round to notice your spellcasting.) If you attempt to conceal a spell you must use a material component or a focus to cast, you suffer a -5 penalty to your Spellcraft check. If you attempt to conceal a spell with no verbal component (including spells using the Silent Spell feat), you gain a +5 bonus to your Spellcraft check.

Casting a spell secretly takes at least a full round action, even if the spell's normal casting time is less than that.

If the spell has no listed visual or other sensory effects, any opponent who fails the opposed Perception check is unaware a spell has been cast (although they may deduce magic is in use if they observe the effects of the spell). If the spell has any listed sensory effect (which includes any spell that deals damage), observers become aware you have cast the spell once you are finished, even if they fail their Perception check.

SELF DELUSION

Even you believe your boasts about your greatness.

Prerequisite: Cha 13.

Benefit: You may add your Charisma modifier, rather than your Wisdom modifier, to your Will saving throw bonus.

SENSITIVE

You are sensitive to the flows of mystic energy through the world.

Prerequisite: 5 ranks Spellcraft

Benefit: You may make a Spellcraft check in place of a Perception check to notice spells, spell effects, magic items, and creatures of the aberration, construct, dragon, fey, outsider, and undead type. If you beat the required DC to notice something with Spellcraft by 5, you learn what category of thing you have sensed (including its type if it is a creature).

SET UP (COMBAT)

Your foe thinks you missed, but now he's right where you wanted him.

Prerequisite: Subtle.

Benefit: As a standard action make a melee attack with a +2 circumstance bonus against one foe. If your attack hits, you deal no damage and your foe thinks you simply missed. In fact, in order to dodge your attack, your foe has moved himself into a more vulnerable position and all your allies have +2 circumstance bonuses to melee attacks against that foe until the beginning of your next turn.



Normal: You can use aid another in combat to grant a single ally a +2 bonus to a single attack against a foe.

SHIELD SPECIALIZATION (COMBAT)

You are expert in the use of shields to defend yourself.

Prerequisites: Shield Focus, Shield Proficiency.

Benefit: Whenever you fight defensively or take the full defense action and you are using a shield, you double the normal bonus to AC granted by the maneuver. Additionally, you may take the Deflect Arrows feat even if you do not meet its normal prerequisites. However, rather than having one hand free to use the Deflect Arrows feat, you must have a shield.

SIDEWINDER HEX

You can make a spell appear to aim at a foe other than than your true target.

Prerequisite: Bluff 3 ranks.

Benefit: You can attempt to cast spells that deal damage as “sidewinder spells,” which give false visual cues as to their end destination. Only spells with a casting time of 1 standard action that target one or more creatures (rather than having an area or effect), can be sidewinder hexes. Additionally, the spell must either deal dice of damage, or have a duration based on caster level.

Casting the spell as a sidewinder hex takes a full round action, and allows you to make a Bluff

check (opposed by the Sense Motive check of each target of the spell). Those targets who fail their opposed sense Motive suffer a -2 penalty to their Armor Class and saving throws against the sidewinder hex.

Because the spell uses some of its energy to create the misdirection regarding its target, it is not as effective even if it affects its target.

Sidewinder hexes that deal dice of damage suffer a -1 per die penalty to damage done. Sidewinder spells that have durations based on caster level have half

the normal duration.

SIGNATURE SPELL

You are so familiar with one spell that you can cast it even when you have other spells prepared.

Prerequisites: Spell Mastery or access to a cleric domain.

Benefit: Pick one spell you have taken Spell Mastery with, or one spell from a domain you have access to, to be your signature spell. You can channel stored spell energy into your signature spell even if you haven’t prepared it ahead of time. You can cast your signature spell by “losing” a prepared spell of the same level or higher.

Special: This feat may be taken more than once. Each time it allows you to select a different signature spell.

SMASH (COMBAT)

You hurl yourself into foes and objects with abandon.

Prerequisites: Str 13, Power Attack, base attack +1.

Benefits: If you charge into an object (including doors and walls), you may add your armor bonus and shield bonus to a Strength check to attempt to break it. If you successfully Bull Rush a foe, you can push him back an additional 5 feet for every 5 points of armor bonus you have.

SPELL BLUFF

You can appear to be casting a different spell than your truly are.

Prerequisites: Secret Spell, Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: You may make a Bluff check when spellcasting to fool observers into thinking you are casting a different spell. Your check is opposed by the Spellcraft check of each observer. (If the spell has a casting time of more than 1 full round, observers may make Spellcraft checks once a round to correctly identify your spellcasting.) If you attempt to Spell Bluff with a spell that has a material component or a focus, you suffer a –5 penalty to your Bluff check. You select what spell those failing their Spellcraft check believe you are casting. If this is not a spell you are actually able to cast, you take a –5 penalty to your Bluff check. These penalties are cumulative. The effects of your spell may reveal your deception once it has been fully cast, but not until after it is too late for a foe to counterspell.

SPELL FINESSE

You have learned to cast spells using a different style than most of your spellcasting tradition.

Benefit: Choose one of the following ability scores – Intelligence, Wisdom or Charisma. All you spellcasting calculations are now based on this ability, including maximum level of spell you can cast, spell save DCs, and bonus spells per day. If you have spellcasting abilities from multiple sources, you can change all of them to this same attribute. Once this feat is taken and your new spellcasting attribute is selected, it cannot be changed.

SPELL FLARE

You can make your spells seem much more impressive than they truly are.

Prerequisite: Spell Focus

Benefit: While casting a spell from a school of magic in which you have Spell Focus, you can cause a bewildering show of lights and sounds to accompany the spellcasting. Casting a spell in this way takes at least a full round, even if the casting time of the spell is normally less than this.

Make a Spellcraft check to demoralize all foes within 30 feet who can see your display (this

works identically to the way the Intimidate skill's demoralizing ability does).

SPELL SPECIALIZATION

You deal more damage with ray or energy missile spells.

Prerequisites: Weapon Focus (ray), Spellcaster level 4th+.

Benefit: You gain a +2 bonus to all damage dealt by spells that require a touch attack.

SUBTLE

It can be very difficult to know what you're up to.

Benefit: When you make certain skill checks (Appraise and Escape Artist checks, Diplomacy checks to gather information, or Perception checks to notice fine details in the environment), subjects observing or interacting with you must make a Sense Motive checks (opposed by whatever skill you are using) to realize you are doing anything other than engaging in casual conversation or observation.

SUCKER PUNCH (COMBAT)

You know how to make the most of an unexpected strike.

Prerequisite: Deceitful, Improved Unarmed Attack, Quick Draw

Benefit: If you attack a flat-footed foe in the surprise round of combat with an unarmed attack and successfully strike and damage the target, that foe must make a Fortitude save (DC 10 +1/2 your level or HD + your Strength modifier) or be stunned for 1 round. If the target fails this save by 5 or more, it is instead unconscious for 1d4 rounds (creatures that are immune to critical hits and those that need not sleep are stunned for an additional 1d4 rounds).

SUMMON DEFENDERS

Your summoned creatures have a knack for surviving combat and helping you do the same.

Prerequisite: Augment Summoning.

Benefit: Each creature you conjure with any *summon* spell gains a +2 enhancement bonus to its armor bonus (increasing the creature's total Armor Class) and saving throws. If you are adjacent to one of your own summoned creatures, you gain a +1 dodge bonus to AC.

SURPRISE ATTACK (COMBAT)

You can burst out at a foe and strike before it realizes what you are doing.

Prerequisite: Stealth as class skill.

Benefit: When you are unobserved, you make take a full round action to charge a single target that is unaware of you. You make a Stealth check, opposed by your opponent's Perception check. (You may make this check even if in bright light and lacking cover.) If your check succeeds, your target is unaware of you until after the attack at the end of your charge. (Creatures other than your target may notice you normally.) The target is denied its Dexterity bonus against the attack made at the end of your charge.

SYNERGISTIC TRAINING

You learn how to apply the lessons from all areas of your life to improve your spellcasting.

Prerequisites: Caster level 1, levels in two character classes.

Benefit: Select two classes you have levels in and can continue to advance in. The first class selected must have a caster level, and the second class cannot have an ability that increases the caster level of your first class. You gain a bonus to your caster level in your first class, equal to the levels you have in the second class.

Special: You can take this feat more than once. Each time you take it, you must select a different class as your first class.

TAKEDOWN (COMBAT)

Your combat style includes energetic, powerful attacks that can strike more than one target.

Prerequisite: Athletic.

Benefit: If you make a weapon attack (including natural weapon and unarmed attacks) that deals enough damage to knock the target unconscious or dead, you get an immediate extra attack against another creature. If the initial attack was a melee attack, your second attack must target another foe within reach, as your weapon continues in a wide arc to catch your second target in the same swing. If the initial attack was a ranged attack, your second attack must be in a line from you to the first target,

further from you than the first target but within range of your attack (as your attack continues through your first target into your second target).

You cannot take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same base bonus as the attack that dropped the previous creature, though different circumstances may change your total attack modifier. You can use this ability once per round.

THIEVES' CANT

You can use slang and suggestive gestures to pass secret messages openly.

Prerequisite: Bluff as class skill.

Benefit: Your subtle cunning allows you to use the secret messages application of the Bluff skill in three additional ways. First, your attempts to pass a secret message of no more than 15 words may be done a free action rather than a full-round action (though you may only do so once per round). Second, characters take a -5 penalty to Sense Motive checks when attempting to decipher your secret messages. Third, any time you attempt to send a secret message to another character who has the Thieves' Cant feat, there is no chance of the message being misunderstood by the recipient.

TOUCHÉ (COMBAT)

You can make a quick, accurate attack at the expense of hitting power.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a -1 penalty to all weapon damage and combat maneuver checks (to a minimum of 0) to gain a +1 bonus to all melee weapon attack rolls. This bonus to attack rolls is increased to by an additional +1 if you are fighting with a one-handed or light weapon in one hand, and have nothing in your other hand. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increased by -1 and the bonus to attacks increases by +1.

You must choose to use this feat before making any attack rolls, and its effects last until your next turn. The bonus does not apply to touch attacks or effects that do not deal hit point damage.

TOUGHER THAN THAUMATURGY (COMBAT)

You are tough enough to shrug off magic effects.

Prerequisite: Con 13, Great Fortitude, no caster level.

Benefit: Once per round, when targeted by a spell or effect that allows a Reflex save or a Will save, you can instead make a Fortitude saving throw. You may use the ability a number of times per day equal to 3 + your Constitution bonus.

Special: If you have this feat and gain a caster level, you may immediately decide to permanently forgo any spellcasting ability and retain this feat. If you do not make this decision this feat is lost, and cannot be replaced.

TRICKSTER MAGE

You have learned the magic of chicanery and guile.

Prerequisites: Cha 13, Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. (You may take this feat more than once in order to eventually gain higher-level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Each time you make a successful Bluff check in a situation where you cannot take 10 (situations where you are faced with serious threats or distractions), you gain one duplicity mark. As a free action, you may spend a duplicity mark. This allows you to cast one of your known trickster mage spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the trickster mage spell.

Each day when you rest, recover hit points, and regain uses of your spells, you lose any unused duplicity marks. Any time you fail a Bluff or Disguise check, or a Linguistics check to pass off a forgery, you lose one duplicity mark.

Trickster Mage Bonus Spell List

0 level: *ghost sound, open/close, prestidigitation*

1st level: *disguise self, lesser confusion, silent image, undetectable alignment*

2nd level: *alter self, detect thoughts, hypnotic pattern, minor image*

3rd level: *phantom trap, soften earth and stone, wood shape*

4th level: *major image, meld into stone, stone shape*

5th level: *glibness, seeming, transmute rock to mud*

6th level: *mislead, modify memory, programmed image*

7th level: *insanity, project image, reverse gravity*

8th level: *demand, polymorph any object, sympathy*

9th level: *summon nature's ally IX (pixie only), time stop*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list.

WALL RUNNER

You can make part of your move up and along walls.

Prerequisite: Wis 13, Acrobatic Steps, Nimble Moves.

Benefit: As long as you are no more than lightly encumbered and suffering an armor check penalty of no more than -1, you can take part of one move action each round to traverse a wall or other relatively smooth vertical surface if you begin and end your move on a horizontal surface. The height you can achieve on the wall is limited only by this movement restriction. If you do not end your move on a horizontal surface, you fall prone, taking falling damage as appropriate for your distance above the ground. Treat the wall as a normal floor for the purpose of measuring your movement. Passing from floor to wall or wall to floor costs no movement; you can change surfaces freely. Opponents on the ground can make attacks of opportunity normally if you leave a threatened space (even if you leave it by running up a wall).

Special: You can take other move actions in conjunction with moving along a wall. For instance, the Spring Attack feat combined with Wall Runner allows you to make an attack from the wall against a foe standing on the ground who is within the area you threaten as you run past on a wall. However, if you are somehow prevented from completing your move, you fall. Likewise, you could make Acrobatics checks while moving along the wall to avoid attacks of opportunity from leaving threatened spaces.

WEAPONTRICKERY (COMBAT)

Your fighting style is built on misdirection, hiding your true skill, and constantly concealing your true target and style of attack.

Prerequisites: Bluff as class skill, Cha 13.

Benefit: With a light or one-handed martial weapon, made for a creature of your size category, you may use your Charisma modifier instead of your Strength modifier on attack rolls.

WEB OF STEEL (COMBAT)

You can use your weapons to protect you as well as armor does.

Prerequisites: Int 13, Dex 15, Dodge, Combat Expertise, Weapon Focus, base attack +1.

Benefit: When you are not flat-footed, wearing light armor or no armor, and have a melee weapon you have Weapon Focus for in hand ready for use, you gain an armor bonus to your AC. This bonus is equal to 1/2 your character level +2. Any circumstance that would cause you to lose your dodge bonus also causes you to lose this armor bonus to AC. Like any armor bonus, it does not stack with other sources of armor.

WOODWOSE

You have learned the magic of nature.

Prerequisite: Caster level 5.

Benefit: You may select 6 spells from the following bonus spell list. The spells selected must be of levels you can cast, and become part of your spell list. You may not select more spells from a level than you have selected from each level below it. You must also select one form of natural terrain (cold, desert, forest, jungle, mountains, plains,

swamp, underground, or water). (You may take this feat more than once in order to eventually gain higher level spells. See Special, below.)

If you are a spellcaster with limited spells known (bards and sorcerers, for example), you do not automatically know the spells you select from this list. However, you may learn three of these selected spells and count them as only one spell slot toward your maximum spells known. This slot must be of the highest level spell being learned.

Whenever you are in the natural terrain you selected, you may cast one of your known woodwose spells by spending a spell slot of the same level or higher. You must meet all the normal requirements and components (including casting time) in order to cast the woodwose spell.

Woodwose Bonus Spell List

0 level: *create water detect poison, flare, guidance*

1st level: *calm animals, entangle, obscuring mist, wind wall*

2nd level: *barkskin, fog cloud, hold animal, soften earth and stone*

3rd level: *dominate animal, plant growth, quench, stone shape*

4th level: *command plants, sleet storm, spike stones*

5th level: *awaken, tree stride, wall of thorns*

6th level: *antilife shell, control winds, repel wood*

7th level: *animal shapes, animate plants, wind walk*

8th level: *control plants, earthquake, whirlwind*

9th level: *shambler, shapechange*

Special: This feat may be selected more than once. Each time it allows you to select 6 more spells from the list, and one more type of natural terrain you can cast your woodwose spells in.

CHAPTER • 3



CHAPTER 3: MAGIC



Magic is one of the most expansive categories within a fantasy game, and we could fill this entire tome if we tried to add useful options for every possible kind of magic to which characters might gain access. Instead, we decided to choose one common and popular theme—elemental magic — and look at ways we can expand and improve on the choices characters have when building elementally-themed characters.

Elemental magic in the *Pathfinder Roleplaying Game* is broadly divided into five damage types (acid, electricity, fire, cold, sonic) rather than the “classic” four elements (air, earth, fire, and water). This creates some connections that may seem odd at first glance, such as the link between earth as an element and acid as a damage type (see “Acidic Earth” below), but works fairly well overall. Players wishing to build characters around themes of air, lightning and thunder, fire, water or the sea have access to a good selection of spells and mystic specializations.

However two common sources of power in fantasy literature and myth—earth and cold—don’t receive equal attention. Maybe it’s because *fireball* and *lightning bolt* are quantum leaps forward in the offensive arsenals of low-level sorcerers and wizards, or just that the limited amount of space in any core rulebook, that ideas like an Ice cleric domain and a Stone bloodline for sorcerers divorced from the connection to acid damage are overlooked. We address these oversights by presenting new earth, stone, cold, and ice spells (including at least one spell for every level), and a broad range of new class options designed to help spellcasters to be able to better focus on the magic of earth and ice.

ARCHON SPELL LIST

0-LEVEL ARCHON SPELLS (CANTRIPS)

Arcane Mark, Dancing Lights, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Mending, Message, Open/Close, Prestidigitation, Read Magic, Resistance, Touch of Fatigue

1ST-LEVEL ARCHON SPELLS

Alarm, Animate Rope, Burning Hands, Charm Person, Chill Touch, Comprehend Languages, Detect Secret Doors, Detect Undead, Disguise Self, Endure Elements, Enlarge Person, Erase, Feather Fall, Floating Disk, Grease, Hold Portal, Jump, Magic Aura, Magic Missile, Magic Weapon, Mount, Obscuring Mist, Protection from Chaos/Evil/Good/Law, Ray of Enfeeblement, Shield, Shocking Grasp, Silent Image, Ventriloquism

2ND-LEVEL ARCHON SPELLS

Acid Arrow, Alter Self, Bear's Endurance, Blindness/Deafness, Blur, Bull's Strength, Cat's Grace, Darkness, Darkvision, Detect Thoughts, Eagle's Splendor, Fog Cloud, Fox's Cunning, Ghoul Touch, Glitterdust, Gust of Wind, Hypnotic Pattern, Invisibility, Knock, Levitate, Locate Object, Make Whole, Minor Image, Mirror Image, Obscure Object, Owl's Wisdom, Protection from Arrows, Pyrotechnics, Resist Energy, Scorching Ray, See Invisibility, Shatter, Spectral Hand, Spider Climb, Touch of Idiocy, Whispering Wind

3RD-LEVEL ARCHON SPELLS

Clairaudience/Clairvoyance, Daylight, Dispell Magic, Displacement, Explosive Runes, Fireball, Flame Arrow, Fly, Gaseous Form, Haste, Heroism, Keen Edge, Lightning Bolt, Magic Circle against Chaos/Evil/Good/Law, Magic Weapon, Greater, Major Image, Protection from Energy, Phantom Steed, Rage, Ray of Exhaustion, Sleet Storm, Slow, Stinking Cloud, Suggestion, Tiny Hut, Tongues;, Vampiric Touch, Water Breathing

4TH-LEVEL ARCHON SPELLS

Arcane Eye, Bestow Curse, Black Tentacles, Confusion, Contagion, Crushing Despair, Detect Scrying, Dimension Door, Enervation, Fear, Fire Shield, Globe of Invulnerability, Lesser, Ice Storm, Locate Creature, Minor Creation, Phantasmal Killer, Remove Curse, Resilient Sphere, Secure, Shelter, Shout, Solid Fog, Stone Shape

5TH-LEVEL ARCHON SPELLS

Baleful Polymorph, Blight, Break Enchantment, Cone of Cold, Dismissal, Dream, Interposing Hand, Mage's Faithful Hound, Major Creation, Mind Fog, Nightmare, Overland Flight, Persistent Image, Polymorph, Prying Eyes, Sending, Telepathic Bond, Teleport, Transmute Mud to Rock, Transmute Rock to Mud, Waves of Fatigue

6TH-LEVEL ARCHON SPELLS

Acid Fog, Antimagic Field, Chain Lightning, Control Water, Disintegrate, Eyebite, Flesh to Stone, Forceful Hand, Freezing Sphere, Guards and Wards, Globe of Invulnerability, Heroism, Greater, Mislead, Move Earth, Permanent Image, Shadow Walk, Stone to Flesh, Veil

DEATH MAGE SPELL LIST

Spells marked with an asterisk (*) are detailed in the New Spells section below.

0-LEVEL DEATH MAGE SPELLS

Bleed, Detect Magic, Detect Poison, Disrupt Undead, Guidance, Read Magic, Touch of Fatigue, Stabilize, Virtue

1ST-LEVEL DEATH MAGE SPELLS

Cause Fear, Chill Touch, Dance Macabre I*, Deathly Pall*, Deathwatch, Grave Shield*, Inflict Light Wounds, Obscuring Mist, Ray of Enfeeblement, Remove Fear, Spectral Eye*

2ND-LEVEL DEATH MAGE SPELLS

Command Undead, Dance Macabre II*, Death Knell, False Life, Fog Cloud, Gentle Repose, Ghoul Touch, Inflict Moderate Wounds, Remove Paralysis, Scare, Spectral Hand

3RD-LEVEL DEATH MAGE SPELLS

Animate Dead, Anti-Undead Shell*, Dance Macabre III*, Deeper Darkness, Halt Undead, Inflict Serious Wounds, Ray of Exhaustion, Shadow Conjunction, Lesser*, Speak with Dead, Vampiric Touch

4TH-LEVEL DEATH MAGE SPELLS

Bestow Curse, Contagion, Dance Macabre IV*, Death Ward, Enervation, False Vigor*, Inflict Critical Wounds, Inflict Light Wounds, Mass, Fear, Shadow Conjunction

5TH-LEVEL DEATH MAGE SPELLS

Blight, Dance Macabre V*, False Life, Greater*, Inflict Moderate Wounds, Mass, Insect Plague, Magic Jar, Shadow Evocation, Slay Living, Symbol of Pain, Waves of Fatigue

6TH-LEVEL DEATH MAGE SPELLS

Circle of Death, Create Undead, Dance Macabre VI*, Eyebite, Harm, Inflict Serious Wounds, Mass, Shadow Conjunction, Improved*, Shadow Walk, Symbol of Fear, Undeath to Death

7TH-LEVEL DEATH MAGE SPELLS

Control Undead, Dance Macabre VII*, Destruction, Finger of Death, Inflict Critical Wounds, Mass, Power Word, Blind, Shadow Conjunction, Greater, Symbol of Weakness, Waves of Exhaustion

8TH-LEVEL DEATH MAGE SPELLS

Clone, Dance Macabre VIII*, Create Greater Undead, False Vigor, Mass*, Horrid Wilting, Inflict Grievous Wounds, Mass*, Shadow Evocation, Greater, Symbol of Death

9TH-LEVEL DEATH MAGE SPELLS

Astral Projection, Dance Macabre IX*, Energy Drain, Harm, Mass*, Shades, Soul Bind, Wail of the Banshee

ACIDIC EARTH

The connection between the element of earth and the alchemical damage type of acid is not immediately obvious to those unstudied in alchemy and arcane knowledge. A brief explanation of the connection may be useful to those seeking to master the magic of stone. What spellcasters and alchemists simply call “acid” is, in fact, a wide variety of caustic materials able to burn, dissolve, or corrode through chemical reaction.

While liquid acids are well known, and have ties to the elemental plane of water, there are also solid caustic materials with ties to the elemental plane of earth. These include items such as lye (also known as caustic soda, a dry white material used in soapmaking) and caustic potash (also known as alkali salt). The exact process by which these caustic solids burn and corrode is not the same as many liquid acids, but the effect on material exposed to them is very similar.

Thus there are two elemental sources with which “acid” may be aligned. Black dragons, for example, are tied to the element of water and call forth a wet acidic breath that is also linked to that element. Sorcerers with an elemental earth bloodline, however, call upon the power of caustic salts and deal acid damage with a connection to

elemental earth. Despite the two different elemental and alchemical sources of these caustic materials, for purposes of spells they both qualify as “acid” for game rule purposes.

DON'T TRY THIS AT HOME!

A quick note we hope isn't necessary. Acids and bases, alkali and caustic materials are very real and can be quite dangerous. None are treated in a realistic or scientifically accurate manner in this product. All information is presented for entertainment value only, to be used in a fictional, fantasy based setting where magic is real. Don't interact with any acid or caustic material without professional supervision.

STONE DESCRIPTOR DAMAGE

This book adds a new spell descriptor for [stone] spells. This is considered a subset of [earth] spells, and all spells with the [stone] descriptor are considered [earth] spells as well. Spells that have the [stone] designator do not deal spell damage, instead the damage they deal is treated as weapon damage. Thus, spell resistance is not effective against such spells and creatures immune to spells (such as many golems) are still affected by them. Because [stone] spells are considered to do weapon damage, they are affected by a creature's Damage Reduction (if any). Each [stone] spell that does damage lists the effective material the spell is considered to be made of for purposes of penetrating DR. Despite the fact that cold iron is strongly tied to elemental stone, no magic spell can duplicate the effects of cold iron and thus [stone] spells never deal damage as a cold iron weapon. In all other regards, [stone] spells follow the normal rules for spells and spellcasting. Damaging [stone] spells do not penetrate an antimagic shell as the summoned rock winks out of existence when hitting the shell (much as summoned creatures do).

NEW SPELL LISTS

BARD SPELLS

1st-level Bard Spells

Climb^M: Grant a bonus to target's Climb checks and allow faster climbing.

Ironpage: Give one scroll or valuable book the resilience of iron.

2nd-level Bard Spells

Dust Storm^M: Create a 20-foot-radius area of concealment.

4th-level Bard Spells

Ice Mirror: Scry through a mirror of ice.

CLERIC SPELLS

0-Level (Orisons)

Create Ice: Form one 5-foot-square of ice.

3rd-Level Cleric Spells

Caustic Weapon: Cause a weapon to deal +1d6 acid damage.

5th-Level Cleric Spells

Pummel^F: Make one ranged attack a round, dealing 3d6 damage on a successful attack.

Wall of Earth^M: Create a shapeable wall of earth.

6th-Level Cleric Spells

Iron Warden^F: Summon one or more cold iron elementals.

DRUID SPELLS

0-Level (Orisons)

Create Ice: Form one 5-foot-square of ice.

1st-Level Druid Spells

Climb^F: Grant a bonus to target's Climb checks and allow faster climbing.

2nd-Level Druid Spells

Desiccate: Dry an ooze, making it vulnerable to critical hits and sneak attacks.

Dust Storm^M: Create a 20-foot-radius area of concealment.

Frostfield: Create a field of cold that extinguishes fires, or used to dispel fire magic.

Ironhide, Lesser^F: Grant target 25% negation of critical hits and sneak attacks.

3rd-Level Druid Spells

Petrify: Make a cloth, leather, or wooden item as hard as stone.

4th-Level Druid Spells

Arctic Air: Create a zone of extreme cold, dealing 2d6 damage/round.

Earthwalk: Send two creatures up to 10 miles/level through earth or stone.

Excavate^F: Create a hole in earth or rock, up to one 5-foot-cube per level.

Ice Mirror: Scry through a mirror of ice.

Ironhide^F: Grant target 50% negation of critical hits and sneak attacks.

Wall of Earth^M: Create a shapeable wall of earth.

5th-Level Druid Spells

Algid Aura: A field of cold grants caster the [cold] descriptor and freezes all who touch him.

Crush^F: Deal 5d10 weapon damage in a small area, and 5d4 in a larger area.

Earth Armor: Cover yourself in protective armor to gain +8 AC and temporary hit points.

Iron Warden^F: Summon one or more cold iron elementals.

6th-Level Druid Spells

Ironhide, Greater^F: Grant target 75% negation of critical hits and sneak attacks.

8th-Level

Greater Ice Mirror: Scry and cast 0- and 1st-level spells through a mirror of ice

9th-Level Druid Spells

Avalanche: Deal 1d8/2 levels damage in an area at unlimited range.

Glacier: Create a massive barrier of ice.

Wall of Mithral^M: 30 hp/3 caster levels, can be shaped or toppled onto foes.

SORCERER/WIZARD SPELLS

0-Level (Cantrips)

Conjuration

Create Ice: Form one 5-foot-square of ice.

1st-Level Sorcerer/Wizard Spells

Abjuration

Ironhide, Lesser^M: Grant target 25% negation of critical hits and sneak attacks.

Ironpage: Give one scroll or valuable book the resilience of iron.

Conjuration

Blue Touch: Heal 1d4, +1/level, points of fire damage.

Evocation

Biting Wind: Creates a freezing wind that attacks as you direct.

2nd-Level Sorcerer/Wizard Spells

Conjuration

Dust Storm^M: Create a 20-foot-radius area of concealment.

Hammerhand^M: Cover your hands in stone, gaining a weapon attack that deals 1d8 points of damage, +1 per 2 levels.

Serac: Create a platform of moving ice.

Evocation

Acid Salt^M: Deal 1d3+1 points of acid damage over a large area.

Frostfield: Create a field of cold that extinguishes fires, or used to dispel fire magic.

Transmutation

Caustic Weapon: Cause a weapon to deal +1d6 acid damage.

Climb^M: Grant a bonus to target's Climb checks and allow faster climbing.

3rd-Level Sorcerer/Wizard Spells

Abjuration

Ironhide^M: Grant target 50% negation of critical hits and sneak attacks.

Conjuration

Pummel^M: Make one ranged attack a round, dealing 3d6 damage on a successful attack.

Wall of Earth^M: Create a shapeable wall of earth.

Evocation

Arctic Air: Create a zone of extreme cold, dealing 2d6 damage/round.

Transmutation

Desiccate: Dry an ooze, making it vulnerable to critical hits and sneak attacks.

Lye Field: Turn an area into difficult terrain that deals acid damage.

4th-Level Sorcerer/Wizard Spells

Conjuration

Crush^M: Deal 5d10 weapon damage in a small area, and 5d4 in a larger area.

Frost Fighter: Summon four small ice elementals.

Iceshockle: Create a potent melee weapon with 10 ft. range.

Divination

Ice Mirror: Scry through a mirror of ice.

Transmutation

Excavate^M: Create a hole in earth or rock, up to one 5-foot-cube per level.

Petrify: Make a cloth, leather, or wooden item as hard as stone.

5th-Level Sorcerer/Wizard Spells

Abjuration

Algid Aura: A field of cold grants caster the [cold] descriptor and freezes all who touch him.

Ironhide Greater^M: Grant target 75% negation of critical hits and sneak attacks.

Conjuration

Rockslide^M: Rain of stone deals 8d6 silver and adamantite weapon damage in a cone.

Transmutation

Earthwalk: Send two creatures up to 10 miles/level through earth or stone.

6th-Level Sorcerer/Wizard Spells

Abjuration

Earth Armor: Cover yourself in protective armor to gain +8 AC and temporary hit points.

Conjuration

Iron Warden^F: Summon one or more cold iron elementals.

Wall of Caustics: Create a barrier of caustic salt.

Winter Warrior: Summon one large ice elemental.

7th-Level Sorcerer/Wizard Spells

Conjuration

Avalanche: Deal 1d8/2 levels damage in an area at unlimited range.

Wall of Mithral^M: 30 hp/3 caster levels, can be shaped or toppled onto foes.

8th-Level Sorcerer/Wizard Spells

Divination

Greater Ice Mirror: Scry and cast 0 and 1st-level spells through a mirror of ice.

9th-Level Sorcerer/Wizard Spells

Evocation

Glacier: Create a massive barrier of ice.

NEW SPELLS

The following spells are presented in alphabetical order, with the exception of those whose names begin with "greater."

ACID SALT

School: evocation [acid]; **Level:** sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S, M (ground stone dust)

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

Area: cylinder (30 ft./level radius, 100 ft. high)

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

This spell creates a vast area of airborne corrosive salts that deal 1d3+1 points of acid damage to creatures and objects.

ANTI-UNDEAD SHELL

School: abjuration; **Level:** death mage 3

Casting Time: 1 round

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Area: 10-ft.-radius emanation centered on you

Duration: 1 min./level

Saving Throw: Will negates (see text); **Spell Resistance:** Yes

You bring into being a mobile, hemispherical energy field that prevents the entrance of most types of undead. Mindless undead (those with no Intelligence score) are automatically affected by this spell. Other undead receive a Will save when they first come into contact with an anti-undead shell. On a failed save they are unable to enter the shell for its duration, on a successful save they ignore the spell.

This spell may only be used defensively, not aggressively. Forcing an abjuration barrier against creatures that spell keeps at bay collapses the barrier.

ARCTIC AIR

School: evocation [cold]; **Level:** sorcerer/wizard 3, druid 4

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius emanation centered on a creature, object, or point in space.

Duration: 1 round/level

Saving Throw: Fortitude half, Will negates (see text); **Spell Resistance:** Yes

This spell may be centered on a point in space or on a creature or object. If centered on a point in space, the area is immobile. If centered on a creature or object the spell moves with the creature or object, but the target is allowed a Will save to negate the spell.

Each round a creature is within the area of the spell, it is dealt 2d6 points of cold damage (Fortitude save for half). Creatures take this damage on their round if they are within the area at any point during their turn, but take damage only once each turn. For simplicity, unattended inanimate objects are dealt damage once a round at the beginning of the turn of the spell's caster.

ALGID AURA

School: abjuration [cold]; **Level:** druid 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, M (fur or feather from a creature native to a cold region)

Range: Personal

Target: Caster

Duration: 1 minute/level

Saving Throw: Fortitude partial; **Spell Resistance:** yes

An *algid aura* covers the caster in a field of freezing air so cold it causes humidity in the air to form tiny snowflakes as he passes. The caster gains the [cold] descriptor for the duration of the spell, making him immune to damage from attacks with the [cold] descriptor and causing him to take double damage from fire damage. The caster is also immune to the effects of mundane cold. If placed in water, a thin sheet of ice forms around the caster each round, but not enough to buoy or immobilize him.

Additionally, any creature striking the caster with a melee attack must make a Fortitude save or be temporarily flash frozen. Those that fail the save are frozen in place for 1 round. Such targets can breath and are aware of their surroundings, but cannot take any physical actions (including speech). Creatures with wings cannot flap them, and fall.

AVALANCHE

School: conjuration (creation)[cold]; **Level:** druid 9, sorcerer/wizard 7

Casting Time: 1 standard action

Components: V, S

Range: Unlimited

Area: Cylinder (30 ft. radius, 60 ft. high)

Duration: instantaneous

Saving Throw: Reflex half; **Spell Resistance:** yes

An avalanche spell may be cast anywhere on the same plane as the caster. The caster must be able to see the target area, either directly, with the aid of a spyglass, or through some form of divination at least as accurate as normal sight (such as a *scrying* spell, or the use of a *crystal ball*).

The spell creates a mass of snow and ice that crashes onto the affected area. This deals 1d8 points of cold damage per two caster levels (maximum 10d8) and affects every creature and object that takes damage as if it was hit with a bull rush with a CMB of 10 + caster level. All creatures and objects moved by the bull rush are pushed directly away from the center of the spell.

BITING WIND

School: evocation [cold]; **Level:** sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, M (a whistle made of walrus or bear bone)

Range: Medium (100 ft. + 10 ft./level)

Effect: animated breeze

Duration: 1 minute/level

Saving Throw: Fortitude partial; **Spell Resistance:** yes

This spell creates an animated wind of freezing cold air that moves and attacks a single target as directed by the caster. The wind must make a touch attack using the caster's ranged attack bonus, dealing 1d6 points of subdual damage. The wind is invisible, and gains all the bonuses of an invisible attacker (though it cannot be used to deliver sneak attacks). The wind strikes as a spell rather than a weapon (and thus can hit incorporeal creatures for

50% damage) and always strikes from the direction of the caster. It attacks its designated target once each round unless directed to a new target by the caster (which requires a standard action).

Creatures that take damage from the wind must make a Fortitude save. On a failed save the target is shaken and suffers a -2 penalty to all attack and damage rolls and skill check for 1 round/caster level.

BLUE TOUCH

School: conjuration (healing) [cold]; **Level:** sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, F

Range: touch

Target: creature or object touched

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

Blue touch covers one of the caster's hands with a blue aura, which is transferred by touch to a creature or object. The aura draws heat and burns out of the thing touched, healing 1d4 hp +1 point per level of the caster (maximum 1d4+5). The healing only works on hp lost to fire damage, or on any damage suffered by a creature of the [cold] type. A target of this spell stops bleeding (stabilizing if dying) even if it has suffered no fire damage.

CAUSTIC WEAPON

School: transmutation [acid][earth]; **Level:** sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: weapon touched

Duration: one minute/level

Saving Throw: Will negates (harmless, object);

Spell Resistance: yes (harmless, object)

Caustic weapon imbues the targeted weapon with a shimmering stone-like field which grants the weapon a magic enhancement that deals an additional +1d6 acid damage on each successful strike. (If the weapon is not magical, it also counts as a magic weapon for purposes of bypassing DR for the duration of the spell.) This spell fails if cast upon a weapon that already deals acid

damage. It cannot be cast on most natural weapons or a collection of ammunition, though it can be cast on a ranged weapon, imbuing all missiles fired from the weapon the additional damage for the spell's duration. It can be cast on the natural weapons of a creature of the [earth] subtype.

CLIMB

School: transmutation [earth]; **Level:** bard 1, druid 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S, M/DF (a claw from any creature with a natural climb rate)

Range: touch

Target: creature touched

Duration: 10 minutes/level

Saving Throw: none; **Spell Resistance:** yes (Harmless)

The subject gets a +5 enhancement bonus to all Climb checks and may move at his full movement rate with a successful Climb check (with no increase to the check's DC). The subject does not suffer any penalty to his Climb check from armor or the weight of equipment carried. It is worth noting that this spell can even be used on creatures who normally can't climb at all, such as horses.

The bonus increases to +10 at caster level 9, and +15 at caster level 15.

CREATE ICE

School: conjuration (creation) [cold]; **Level:** cleric 0, druid 0, sorcerer/wizard 0

Casting Time: 1 standard action

Components: V, S

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

Effect: one 5-ft-square of ice

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell generates a sheet of clear, pure ice. Enough ice is generated to cover one 5-foot square, which is treated as difficult terrain. This ice melts after 1 hour (the ice melts into roughly 16 gallons of water, weighing 120 lbs), or 10 minutes in hot terrain.

CRUSH

School: conjuration (creation)[stone]; **Level:** druid 5, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S, M (a sling stone or bullet)

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

Area: 5-foot-radius spread (see text)

Duration: instantaneous

Saving Throw: see text; **Spell Resistance:** no

This spell causes a massive stone boulder to crash down into the spell's area, making an attack roll of 1d20 + your caster level + your Wisdom or Intelligence bonus against any creatures in that area. Targets struck are dealt 5d10 bludgeoning damage. The stone boulder then explodes, doing damage to everything within a 20-foot radius (including creatures hit by the initial attack) with the shrapnel. Creatures must make a Reflex save or suffer 5d4 slashing damage. All damage dealt by this spell acts as a magic weapon for purposes of penetrating DR.

DANCE MACABRE I – IX

School: conjuration (summoning); **Level:** death mage 1–9

These spells function as *summon nature's ally* spells of the same level except they can only summon animals, magical beasts, and humanoids. All creatures summoned are of the unbreathing subtype. An animal summoned with this spell is treated as a magical beast, though no changes to its statistics are made other than those specific by the unbreathing subtype. (For more information on the unbreathing subtype, see page 96.)

DEATHLY PALL

School: abjuration; **Level:** death mage 1

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 min./level

You call upon the immunities of the already dead to grant yourself some of their resilience. You gain cold resistance 5, a +2 enhancement bonus to your Strength, and 1d6 temporary hit points, +1 per 2 caster levels (maximum +5). Your skin becomes pale and your eyes turn dark, giving you a +5 bonus to disguise checks to appear to be dead or undead.

DESICCATE

School: transmutation [earth]; **Level:** sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

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

Target: one ooze

Duration: 1 round/level

Saving Throw: Fortitude negates; **Spell**

Resistance: yes

An ooze affected by a *desiccate* is surrounded in a pale nimbus of mystic energy imbued with the drying properties of salt. This energy has little effect on most cuts and injuries, but can seep into the ooze when it is struck by a particularly well-placed or deep blow, causing the ooze to dry out, flake and crack. This makes the ooze vulnerable to critical hits and precision damage (such as sneak attack) for the duration of the spell.

DUST STORM

School: conjuration (creation)[earth]; **Level:** bard 2, druid 2, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S, M (a pinch of dust)

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

Area: 20-ft.-radius-spread

Duration: one minute/level (D)

Saving Throw: none; **Spell Resistance:** no

A swirling mass of thick dust spreads out from the point you designate. This dust severely limits visibility, creates a constant droning noise, and blocks scent, granting concealment against all senses (including special senses such as tremorsense) for anything entirely within its area (but not to Large or bigger creatures and objects only partially within the spell's area). Creatures with concealment gain a 20% miss chance against successful attacks and can make Stealth checks, as outlined in the normal rules for concealment. This spell cannot be negated by high winds, and is fully functional underwater.

You may choose to double the spell's radius when cast, at the cost of reducing its duration to one round/2 levels.

EARTH ARMOR

School: abjuration [earth]; **Level:** druid 5, sorcerer/wizard 6

Casting Time: 1 standard action

Components: V

Range: touch

Target: creature touched

Duration: 10 minutes/level or until discharged (see text)

Saving Throw: no; **Spell Resistance:** no

You cover the target in a thick layer of earth with protruding spikes of harder rock, forming a protective barrier. The target gains a +8 armor bonus to AC, and 1d4 temporary hit points per 2 caster levels (maximum 10d4). The armor reduces the target's movement as if he was in heavy armor (though this has no effect on characters whose movement is already reduced as a result of heavy armor), has a 20% arcane spell failure, maximum Dexterity bonus to AC of +1, and no armor check penalty. The target functions as if wearing heavy armor for purpose of special abilities.

While wearing the armor, the target can walk along any earth, stone, or rock surface as if it were flat (including up walls and across ceilings), and no rocky terrain ever counts as difficult terrain. The target can smash foes with his earthen limbs, which attack, threaten foes, and deal damage as if he was armed with a morningstar (but leave his hands free). If the target's temporary hit point total is dropped to 0 or lower, the spell ends.

EARTHWALK

School: transmutation [earth]; **Level:** druid 4, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V

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

Target: up to two creatures touched

Duration: instantaneous

Saving Throw: no; **Spell Resistance:** no

This spell allows you to send one or two willing creatures touched from one location with a large quantity of earth or stone to another such location within 10 miles/level. You may be one of the creatures sent, or

not, as you prefer. The spell has no saving throw because if the targets do not wish to be affected by this spell they automatically resist it. The caster may send each target to the same location, or to two different locations. Only two creatures, each with all the objects they are carrying up to their heavy load, may be moved with this spell.

The locations used as departure and arrival points for this spell must have areas of exposed dirt, earth, rock, or stone that at least equals the volume of the creatures sent. The rocky material need not be natural—dungeon floors and city walls are viable locations. The departure and arrival locations must be connected by a contiguous volume of rocky material. This is almost always the case for outdoor locations and stone buildings set on bedrock foundations. The path of travel need not be a straight line—the spell can transport targets from a beach area to an island by creating a path beneath the ocean, but cannot reach a treetop, boat, interior of a wooden building, or a castle floating on a cloud.

Each target is instantly transferred from your current location to any other spot the caster can see or has been to that qualifies as an arrival location. Travel does not leave the material plane and is not hampered by a *dimensional anchor* spell or similar magic.

EXCAVATE

School: transmutation [earth]; **Level:** druid 4, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S, M/DF (a trowel or any digging tool)

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

Effect: see text

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell creates a hole in earth, clay, packed dirt, or stone, but not in harder materials such as processed or forged metals or non-earthen material such as wood. The size of the hole is dependent on the hardness of the material excavated. When used on earthen materials of hardness 7 or less, the spell can create a hole as large as one five-foot-cube per level. Against materials with a hardness of 8 or more (including most stone,

rock, and masonry), the spell effect is reduced to no more than one cubic foot per level. Materials with a hardness greater than 15 are not affected by this spell.

Holes created by the *excavate* spell may be any simple geometric shape, such as a hemisphere, cube or trench. It is not possible to create complex tunnel systems or mazes with a single use of the spell, though such things could be constructed by connecting numerous smaller holes from multiple castings.

Alternatively, you may also cast this spell on a creature of the [earth] subtype, as a single-target spell. Rather than its normal effect, the *excavate* deals 1d6 points of damage (a successful fortitude save halves the damage).

FALSE LIFE, GREATER

School: necromancy; **Level:** death mage 5

This spell functions like *false life*, except the temporary hit points gains are equal to 3d10 +1/level (maximum +20).

FALSE VIGOR

School: necromancy; **Level:** death mage 4

Casting Time: 1 standard action

Components: V, S, M (a drop of blood)

Range: touch

Target: creature touched

Duration: 1 hour/level or until discharged, see text

Saving Throw: Will negates (harmless); **Spell Resistance:** Yes (harmless)

You harness the powers of unlife to grant the target a limited ability to avoid death. While the spell is in effect, the target gains temporary hit points equal to 2d10 +1 per caster level (maximum +15).

FALSE VIGOR, MASS

School: necromancy; **Level:** death mage 8

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more creatures, no two of which can be more than 30 ft. apart.

This spell functions like *false vigor*, except as noted above. It grants temporary hit points equal to 3d10 +1 per caster level (maximum +25).

FROST FIGHTERS

School: conjuration (summoning)[cold]; **Level:** sorcerer/wizard 4

Casting Time: 1 round

Components: V, S

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

Effect: four summoned ice elementals

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

This spell summons four small ice elementals (which look like soft-looking clumps of snow). They appear where the caster wishes and can act immediately. The elementals do their best to defend the caster and attack his enemies. If the caster can communicate with the elementals, they can be instructed to take other actions. They obey the caster to the best of their ability. (Ice elementals are described on page 95.) As with all summoned monsters, these ice elementals cannot be summoned into an environment that cannot support them.

FROSTFIELD

School: evocation [cold]; **Level:** druid 2, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S

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

Target or Area: 30-ft. radius burst, or one spellcaster, creature, or spell

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell creates a field of magic frost that coats everything within its area. All mundane fires up to the size of a bonfire are immediately extinguished by this frost. Creatures of the [fire] type take 3d6 cold damage. *Frostfield* can also be used against spells with the [fire] descriptor in the same way a *dispel magic* spell can be, including being able to attempt to counterspell any [Fire] spell.

GLACIER

School: evocation [cold]; **Level:** druid 9, sorcerer/wizard 9

Casting Time: 1 round

Components: V, S

Range: unlimited

Target or Area: anchored area of ice up to one 100-ft. square per level, 20 ft. thick

Duration: 1 hour/level

Saving Throw: none; **Spell Resistance:** no

This spell creates an anchored upright plane of ice anywhere within the caster's line-of-sight. A *glacier* cannot form in an area occupied by physical objects or creatures. Its surface must be smooth and unbroken when created, though it can mold its edges to form a snug fit against any terrain it is cast on or adjacent to. Any creature adjacent to the *glacier* when it is created may attempt a Reflex save to disrupt the wall as it is being formed. A successful save indicates that the spell automatically fails. Fire can melt a *glacier*, and it deals full damage to it (instead of the normal half damage taken by objects). Suddenly melting a *glacier* creates a great cloud of steamy fog that lasts for 1 hour.

The *glacier* is 20 feet thick. It covers up to a 100-foot-square area per caster level (so a 20th-level wizard can create a wall of ice 2,000 feet long and 100 feet high, a wall 1,000 feet long and 200 feet high, or any other combination of length and height that does not exceed 200,000 square feet). The entire area of the spell must be within the caster's line of sight, which frequently limits the practical maximum size of the spell. The plane must be oriented to be straight up and down, it is not possible to use *glacier* to create a ramp or tilted slope, or to lay it flat along the ground. A *glacier* must either be anchored on the floor or be anchored on two opposite sides.

Each 100-foot square of wall has 300 hit points. Creatures can hit the wall automatically. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 25 + caster level. Even when the ice has been broken through, a sheet of frigid air remains. Any creature stepping through it (including the one who broke through the wall) takes 5d6 points of cold damage + 1 point per caster level (no save).

GRAVE SHIELD

School: abjuration; **Level:** death mage 1

Casting Time: 1 standard action

Components: V, S

Range: personal

Target: you

Duration: 1 hour/level

You call your personal spirits to form a barrier to protect you in the mortal world. This creates a flickering disk of swirling grey forms, which moves to intercept any threat to you. While this has no effect on hit point damage, the grave shield does weaken many effects the dead and undead are immune to. You gain a +1 luck bonus to all saving throws against mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning effects, energy drains, and exhaustion and fatigue effects. This bonus increases every 5 caster levels, to +2 at 5th level, +3 at 10th level, to a maximum of +5 at 20th level.

HAMMERHAND

School: conjuration (creation)[stone]; **Level:** sorcerer/wizard 2
Casting Time: 1 standard action
Components: V, S, M (a small stone)
Range: personal
Target: caster
Duration: one minute/level (D)

Your hands are covered with a thick layer of rune-covered quartz-like stone. This prevents you from using your hands for any but the crudest manipulations (it is not possible to perform any level of manipulation that requires a skill check), though magic flows through the stone's runes in such a way it does not interfere with casting spells that include somatic components. It also allows you to make a slam melee attack as a weapon you are proficient with. This attack deals 1d8 points of damage +1 per 2 caster levels. You use your normal attack bonus and are treated as being armed. This slam attack penetrates DR as if it was a magic weapon but does not grant any actual bonus to attack or damage rolls.

HARM, MASS

School: necromancy; **Level:** death mage 9
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One or more creatures, no two of which can be more than 30 ft. apart.

This spell functions like *harm*, except as noted above. The maximum number of points of damage dealt to each creature is 250.

ICE MIRROR

School: divination (scrying)[cold]; **Level:** bard 4, druid 4, sorcerer/wizard 4
Casting Time: 10 minutes
Components: V, S, F (a sheet of ice)
Range: see text
Effect: magical sensor
Duration: 1 minute/level (D)
Saving Throw: none; **Spell Resistance:** no

Ice mirror creates an invisible magical sensor at a specific location that allows you to see as if you were at that location. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you, or an obvious one. Once you have selected the locale, the sensor can move at a fly speed of 10 feet, though it must have an unobstructed path to do so (the sensor is approximately 1 foot in diameter, and cannot squeeze through smaller spaces). As with all divination (scrying) spells, the sensor has your full visual acuity, including any magical effects. *Ice mirror* functions only on the plane of existence you are currently occupying.

ICE MIRROR, GREATER

School: divination (scrying)[cold]; **Level:** druid 8, sorcerer/wizard 8
Casting Time: 10 minutes
Components: V, S, F (a sheet of ice)
Range: see text
Effect: magical sensor
Duration: 10 minutes/level (D)
Saving Throw: none; **Spell Resistance:** no

This spell functions like *ice mirror*, except as noted above. Additionally, you can cast any 0- or 1st-level spells through the magic sensor it creates, counting spell ranges as beginning at the location of the sensor.

ICESHOCKLE

School: conjuration [cold]; **Level:** sorcerer/wizard 4
Casting Time: 1 standard action
Components: V, S
Range: personal
Effect: weapon of ice
Duration: 1 hour/level (D)
Saving Throw: none; **Spell Resistance:** no

This spell creates an 8-foot long sharp growth of ice along one of the caster's forearms, jutting

out five to six feet past his wrist, creating a frozen weapon that looks like a cross between a sword and a lance. This weapon can be wielded by the caster as a piercing/slashing reach weapon that deals 2d6 damage. The caster is automatically proficient with this weapon, and attacks with it as if he had a 20 Strength (if the caster's Strength is greater than 20, he can use his own modifiers). The weapon has a threat range of 19–20, and a x3 critical multiplier. Unlike most reach weapons, the *iceshockle* can be used to attack opponents adjacent to the caster as well as those 10 feet away. Since the ice covers one of the caster's hand, he cannot complete any Somatic components during the spell's duration.

At any time after casting, as a standard action the caster may fire the *iceshockle* at any target within 100 feet + 10 feet/level. This is treated as a ranged touch attack, and does critical damage automatically. This ends the spell's duration.

INFLECT GRIEVOUS WOUNDS, MASS

School: necromancy; **Level:** death mage 8

This spell functions like *mass inflict light wounds*, except that it deals 5d8 points of damage +1 per caster level (maximum +40).

IRON WARDEN

School: conjuration (summoning)[earth]; **Level:** cleric 6, druid 5, sorcerer/wizard 6

Casting Time: 1 round

Components: V, S, F/DF (a piece of cold iron)

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

Effect: one summoned creature

Duration: 1 round/level

Saving Throw: none; **Spell Resistance:** no

This spell functions as *summon monster VI*, except as noted above and that always summons a single Huge cold iron elemental (see cold iron elemental on page 95 for rules on cold iron elementals). If your caster level is 14th or higher, you have the choice of summoning one greater cold iron elemental or two huge cold iron elementals. If your caster level is 16th or higher, you have the choice of summoning one elder cold iron elemental, two greater cold iron elementals, or 1d3+1 huge cold iron elementals.

Unlike a typical cold iron elemental, any elemental summoned by this spell has the special

ability to cast *dispel magic* (using its hit dice as its caster level) once.

IRONHIDE

School: abjuration [earth]; **Level:** druid 4, sorcerer/wizard 3

Casting Time: 1 standard action

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

Range: touch

Target: creature touched

Duration: ten minutes/level

Saving Throw: Fortitude negates (harmless);

Spell Resistance: yes (harmless)

The target's skin gains an iron-like resilience. The spell grants a 50% chance that any critical hit or sneak attack that hits the target is negated and the damage for that attack is instead rolled normally.

IRONHIDE, GREATER

School: abjuration [earth]; **Level:** druid 6, sorcerer/wizard 5

Casting Time: 1 standard action

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

Range: touch

Target: creature touched

Duration: one hour/level

Saving Throw: Fortitude negates (harmless);

Spell Resistance: yes (harmless)

This functions as the *ironhide* spell, except the chance of negating a critical hit or sneak attack is 75%.

IRONHIDE, LESSER

School: abjuration [earth]; **Level:** druid 2, sorcerer/wizard 1

Casting Time: 1 standard action

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

Range: touch

Target: creature touched

Duration: one minute/level

Saving Throw: Fortitude negates (harmless);

Spell Resistance: yes (harmless)

This functions as the *ironhide* spell, except the chance of negating a critical hit or sneak attack is 25%.

IRONPAGE

School: abjuration [earth]; **Level:** bard 1, sorcerer/wizard 1

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: Book or scroll touched

Duration: 1 day/level

Saving Throw: Will negates (harmless, object);

Spell Resistance: yes (harmless, object)

Ironpage protects one book or scroll from damage. Not every book is eligible to be the target of this spell—only finely crafted works worth no less than one gp/page of text or 20 gp total can be affected by *ironpage*. The book or scroll is no longer considered flammable (it can be damaged by fire, but never catches on fire), is completely waterproof, and gains a hardness of 15 and 1 hp per gp of value.

LYE FIELD

School: transmutation [acid][earth]; **Level:** sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S

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

Area: three 10-ft. squares per level

Duration: 1 round/level

Saving Throw: Fortitude partial; **Spell**

Resistance: yes

You cause the ground in the affected area to be covered in a field of sharp, spiked lumps of white lye. This spell only affects areas with a solid surface and does not work underwater. The area becomes difficult terrain. Any creature moving on foot into or through the spell's area takes 1d6 points of acid damage for each 5 feet of movement through the *lye field*.

Any creature that takes damage from this spell must also succeed on a Fortitude save or suffer injuries to its feet and legs that slow its land speed by half. This speed penalty lasts for 24 hours or until the injured creature receives a *cure* spell (which also restores lost hit points). Another character can remove the penalty by taking 10 minutes to dress the injuries and succeeding on a Heal check against the spell's save DC.

PETRIFY

School: transmutation [earth]; **Level:** druid 3, sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S,

Range: touch

Target or Area: Large or smaller object touched or 10-foot-radius spread

Duration: instantaneous

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

The *petrify* spell turns one cloth, wood, or leather object no larger than a Large creature, or a 10-foot-radius section of a larger cloth, wood (including grasses), or leather object (including paper and parchment), into smooth stone. If the object or section had a hardness of less than 10, it is increased to 10. It is as hard to catch on fire as rock of the same shape and size. The object or section otherwise maintains the same properties (including flexibility, allowing clothing to still be worn normally after being affected by a *petrify*). It has no effect on animated or living objects. Objects held by a creature gain that creature's Will save and SR to resist the spell.

Clothing affected by this spell does not grant the wearer any additional protection—it has hardness enough to make it difficult to damage, but can still be penetrated enough to injure the wearer. However, it is possible to give it protective properties by casting the spell as a ritual (casting time 10 minutes) with a material component cost of 1,300 gp. This turns one set of clothing into armor with a +1 armor bonus to AC, no arcane spell failure, no maximum Dexterity bonus, and no armor check penalty. Existing cloth or leather armor becomes masterwork if given this treatment (though masterwork gains no additional benefit).

This spell can be used to create tents as tough as stone, prevent books from being flammable, make rope much harder to cut, or any of a number of similar uses.

PUMMEL

School: conjuration (creation)[stone]; **Level:** cleric 5, sorcerer/wizard 3

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

Casting Time: 1 standard action

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

Effect: one stone projectile/round

Duration: one round/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell creates a stone projectile each round of its duration. Each round you may

pick a target and make a ranged attack which, if the projectile hits, inflicts 3d6 hp of damage. The projectiles act as magic silver weapons for purposes of penetrating DR, although no bonus is granted to attack or damage rolls. Though the attack takes only a swift action each round after the first, you cannot make any other attacks or cast any other spells while the *pummel* spell is in effect.

ROCKSLIDE

School: conjuration (creation)[stone]; **Level:** sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, M (stone)

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

Area: cone-shaped burst

Duration: instantaneous

Saving Throw: none; **Spell Resistance:** no

This spell creates a wave of crushing, slashing, and shattering stones in an area starting at the caster's hand and extending outward in a cone. The caster makes a single ranged touch attack and compares it to the AC of every target in the area. Targets hit are dealt 9d6 points of bludgeoning and slashing damage. The attacks acts as magic, adamantine, and silver weapons for purposes of penetrating DR, though they have no enhancement bonus to their attacks or damage rolls.

SERAC

School: conjuration [cold]; **Level:** sorcerer/wizard 2

Casting Time: 1 round

Components: V, S

Range: personal

Effect: 5-ft.-radius of moving ice

Duration: 1 hour/level (D)

Saving Throw: none; **Spell Resistance:** no

This spell summons a platform of glacier-like ice two feet thick and five feet in radius. If the caster moves more than 25 feet from the *serac*, it evaporates. If the caster stands on the ice platform, it moves under his mental command. The platform can carry 800 lbs + 100 lbs per level at a speed of 40 ft. The caster can direct it at this speed each round as a free action, or cause the platform to take a double move as a move action.

The *serac* sticks to the ground and glides on a watery surface. It can flow over obstacles as high as five feet and a slope as steep as 45 degrees, ignoring difficult terrain. Any object or creature the caster wishes to stay on the platform has no chance of slipping off no matter how fast or wildly it moves. Anything that tries to remain on the platform against the caster's wishes finds the platform very slick (as if it was covered in a *grease* spell cast by the caster of the *serac*). The ice platform leaves an obvious path on typical terrain, giving a +10 bonus to anyone attempting to track its movements. On ground covered with snow or ice the platform leaves no trail, and actually places a -5 penalty on all efforts to track it.

Any time a [fire] spell of 3rd level or higher deals damage in the area of the *serac*, the caster of the [fire] spell should make a caster level check with a DC of 10 + (caster level of the *serac*). On a successful check, the *serac* spell ends.

SHADOW CONJURATION, IMPROVED

School: illusion (shadow); **Level:** death mage 6

This spell functions like *shadow conjuration*, except that it duplicates any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 5th level or lower. The illusory conjuration created deals half (50%) damage to nonbelievers, and nondamaging effects are 50% likely to work against nonbelievers.

SHADOW CONJURATION, LESSER

School: illusion (shadow); **Level:** death mage 3

This spell functions like *shadow conjuration*, except that it duplicates any sorcerer or wizard conjuration (summoning) or conjuration (creation) spell of 3rd level or lower. The illusory conjuration created deals one-tenths (10%) damage to nonbelievers, and nondamaging effects are 10% likely to work against nonbelievers.

WALL OF CAUSTICS

School: conjuration (creation)[acid][earth];

Level: sorcerer/wizard 6

Casting Time: 1 standard action

Components: V, S, M (a pinch of salt)

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

Area: Caustic salt wall whose area is up to one 5-ft. square/2 levels (S)

Duration: instantaneous

Saving Throw: see text; **Spell Resistance:** no

This spell creates a freestanding barrier of caustic salt. A *wall of caustics* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of caustics* in almost any shape you desire. The wall created need not be vertical. However, its entire length must be supported by a firm foundation. It can be used as a ramp, for example, but not to bridge a chasm (unless the *wall of caustics* can fill the entire chasm). The wall can be crudely shaped to allow crenellations, battlements, and so forth, though this level of detail reduces the spell's area by half.

Like any other wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and digging. Each 5-foot square of the wall has hardness 0 and 10 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + 2 per inch of thickness. It is possible, but difficult, to trap mobile opponents within or under a *wall of caustics*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Any creature attacking the wall with natural weapons, or while adjacent to it, suffers acid damage as the caustic salts of the wall shatter into corrosive dust. Each time such an attack causes hp damage to the *wall of caustics*, it deals 1d6 points of acid damage to its attacker, +1 per caster level (maximum +20). A creature walking on the wall or forced to squeeze

through an area that includes the wall also suffers this damage. (Damage is dealt when the creature first comes in contact with the wall and at the beginning of each round it maintains the contact, though the creature never suffers this damage more than once per round.)

WALL OF EARTH

School: conjuration (creation)[earth]; **Level:** cleric 5, druid 4, sorcerer/wizard 3

Casting Time: 1 standard action

Components: V, S, M/DF (a small clay or stone brick)

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

Area: Earthen wall whose area is up to on 5-ft. square/2 levels (S)

Duration: instantaneous

Saving Throw: see text; **Spell Resistance:** no

This spell creates a earthen barrier that merges into adjoining dirt, soil, or rock surfaces. A *wall of earth* is 1 inch thick per four caster levels and composed of up to one 5-foot square per level. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

Unlike a *wall of iron*, you can create a *wall of earth* in almost any shape you desire. The wall created need not be vertical, however, it must merge with and be solidly supported by existing stone or earth, and its entire length must be supported by a firm foundation. It can be used as a ramp, for example, but not to bridge a chasm (unless the *wall of earth* can fill the entire chasm). The wall can be crudely shaped to allow crenellations, battlements, and so forth, though this level of detail reduces the spell's area by half.

Like any other earth wall, this one can be destroyed by a *disintegrate* spell or by normal means such as breaking and digging. Each 5-foot square of the wall has hardness 0 and 10 hit points per inch of thickness. A section of wall whose hit points drop to 0 is breached. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 10 + 2 per inch of thickness.

It is possible, but difficult, to trap mobile opponents within or under a *wall of earth*,

provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

WALL OF MITHRAL

School: conjuration (creation)[earth]; **Level:** druid 9, sorcerer/wizard 7

Casting Time: 1 standard action

Components: V, S, M/DF (a coin-sized piece of mithral worth 50 gp)

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

Effect: Mithral wall whose area is up to on 5-ft. square/level (S)

Duration: instantaneous

Saving Throw: see text; **Spell Resistance:** no

You cause a mithral wall to spring into being. The wall cannot be conjured so that it occupies the same space as a creature or another object. A *wall of mithral* is 1 inch thick per three caster levels. You can double the wall's area by halving its thickness. Each 5-foot square of the wall has 30 hit points per inch of thickness and hardness 15. If a creature tries to break through the wall with a single attack, the DC for the Strength check is 30 + 2 per inch of thickness.

You can create a *wall of mithral* in almost any shape you desire. The wall created need not be vertical, but it must merge with or sit upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the spell's area by half. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area.

If you desire, the wall can be created vertically resting on a flat surface but not attached to the surface, so that it can be tipped over to fall on and crush creatures beneath it. The wall is 50% likely to tip in either direction if left unpushed. Creatures can push the wall in one direction rather than letting it fall randomly. A creature must make a DC 30 Strength check to push the wall over. Creatures with room to flee the falling wall may do so by making successful Reflex saves. Any Large or smaller creature that fails takes 7d6 points of damage while fleeing from the wall. The wall cannot crush Huge and larger creatures.

The wall can also be a flat, vertical plane, suitable for sealing off a passage or closing a breach, in which case the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so.

It is possible, but difficult, to trap mobile opponents within or under a *wall of mithral*, provided the wall is shaped so it can hold the creatures. Creatures can avoid entrapment with successful Reflex saves.

Like any wall, this wall is subject to disintegration or destruction from magical energies. Mithral created by this spell is not suitable for use in the creation of other objects and cannot be sold.

WINTER WARRIOR

School: conjuration (summoning)[cold]; **Level:** sorcerer/wizard 6

Casting Time: 1 round

Components: V, S

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

Effect: summoned ice elemental

Duration: 1 minute/level

Saving Throw: none; **Spell Resistance:** no

This spell summons a large ice elemental (a hulking brute of jagged ice and packed snow). It appears where the caster wishes and can act immediately. It does its best to defend the caster and attack his enemies. If the caster can communicate with the elemental, it can be instructed to take other actions. It obeys the caster to the best of its ability. (Ice elementals are described on page 95.) As with all summoned monsters, this ice elemental cannot be summoned into an environment that cannot support it.

NEW CLASS OPTIONS

With the addition of new spells, it's only natural that some spellcasting classes have more options. Present below are the frost and stone bloodlines (for sorcerers), the cold and earth specialists (for wizards), and the cold iron and ice domains (which may be taken by clerics, or by druids selecting a cleric domain with their nature bond class ability).

After those are five new monster options, the arctic, cold iron, ice, and ironskinned

elemental templates, to broaden encounter options for earth- or cold-based adventures, plus the unbreathing subtype.

NEW ARCANE BLOODLINES

Frost Bloodline (Sorcerer)

Your family has ties to supernatural forces of the frozen north. Perhaps you come from a tribe of barbarians who are descended from frost giants, or maybe you were born with the mark of an ice linnorm on your skin.

Class Skill: Survival.

Bonus Spells: *chill touch* (3rd), *fog cloud* (5th), *sleet storm* (7th), *ice storm* (9th), *cone of cold* (11th), *freezing sphere* (13th), *greater ice mirror** (15th), *polar ray* (17th), *glacier** (19th).

*New spell introduced in this volume.

Bonus Feats: Arcane Armor Training, Cold Focus*, Defensive Combat Training, Endurance, Great Fortitude, Light Armor Proficiency, Nimble Moves, Skill Focus (Survival).

*New feat, see page 58.

Bloodline Arcana: Any time you cast a spell that deals damage, you may choose to have it deal cold damage instead of its normal damage type. When you use this ability, damaging spells you cast gain the [cold] descriptor. If the spell has an effect other than dealing damage there is no change to its non-damaging effect. If you use this ability with spells that have the [force] descriptor (such as *magic missile*), the spell loses that descriptor.

You treat all spells with the [fire] descriptor as one level higher for purposes of spells known and spell slots. Thus, while you can choose to know *fireball*, for you it is a 4th level spell.

Bloodline Powers: The powers of cold and ice are your to command, and your mastery of them leads to an increasing personal stamina.

Arctic Ray (Sp): Starting at 1st level, you can unleash a ray of pure cold 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.

Cold Resistance (Ex): At 3rd level, you gain cold resistance 5 and can add a +2 bonus to all saving throws against natural cold hazard and spells and abilities with the [cold] descriptor. At 9th

level, your resistance to cold increases to 10, and your save bonus against cold increases to +4.

Northern Resilience (Ex): At 9th level you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 15th level, and to +6 at 17th level.

Ice Armor (Sp): At 15th level as a move action you can surround yourself with a flexible suit of arcane ice, protecting you from attacks. The ice qualifies as light armor, with a -1 armor check penalty, +6 maximum Dexterity bonus to AC, and a 5% arcane spell failure chance. The ice gives you an armor bonus to AC equal to your class level, and lasts for one round per class level. You can use this ability a number of times per day equal to your Charisma bonus.

Lord of the North (Ex): At 20th level you become a paragon of northern resistance. You gain a +2 bonus to all Fortitude saves and immunity to cold damage. You never treat any terrain in cold regions as difficult terrain. Any time you deal cold damage, you add +1 to each die of damage dealt. You can communicate telepathically with any creature of the [cold] subtype, and gain a +5 circumstance bonus to any Diplomacy checks made with such creatures.

Stone Bloodline (Sorcerer)

While an elemental bloodline of earth exists in the core rules, it focuses on the link between elemental earth and acidic salts, with most of its powers dealing with acid damage. The stone bloodline is designed for characters whose connection to earth and rock focus more on the impact and durability of pure stone.

You have ties to supernatural forces of earth, rock, and mountain. Perhaps you are descended from barbarians who mingled with stone giants, or your ancestors may have worshiped greater earth elementals as gods.

Class Skill: Climb.

Bonus Spells: *ironhide, lesser** (3rd), *hammerhand** (5th), *ironhide** (7th), *petrify** (9th), *ironhide, greater** (11th), *earth armor** (13th), *wall of mithral** (15th), *iron body* (17th), *earthquake* (19th).

*New spell introduced in this volume.

Bonus Feats: Agile Maneuvers, Alertness, Arcane Armor Mastery, Arcane Armor Training, Armor Proficiency (heavy, light or medium), Blind-Fight, Deadly Aim, Defensive Combat Training.

Bloodline Arcana: Any time you cast a spell that deals damage, you may choose to have it gain the [stone] descriptor, causing it to deal weapon damage rather than its normal spell damage type. If the spell had the acid, cold, electricity, fire, force, or sonic descriptor, that descriptor is lost. If the spell has an effect other than dealing damage there is no change to its non-damaging effect. For 0-level spells the [stone] damage acts as a nonmagic weapon. For 1st-3rd level spells, the [stone] damage acts as a magic weapon. For 4th-6th level spells, the [stone] damage acts as a magic silver weapon. For 7th-9th level spells, the [stone] damage acts as a magic silver adamantine weapon.

When you cast a spell that does not deal hp damage, but has the [earth] descriptor, you treat your caster level as two higher.

Bloodline Powers: The striking power and durability of stone is yours to command.

Stone Pitch (Su): You can make sling attacks without requiring a sling. You are considered proficient in these attacks and may add your Charisma bonus rather than Dexterity bonus to your ranged attack rolls. You must have appropriate sling ammunition to use this attack. If no sling bullets are available, you may use any hand-held earth, clay, or stone object for this ability, but suffer a -1 penalty to attack and damage rolls.

At 5th level these sling attacks are treated as if the sling used has a +1 enhancement bonus to attack and damage. At 8th, 11th, 14th and 17th level this bonus increases by +1. At 8th level or higher you may choose to gain a special magic property rather than an enhancement bonus. You may choose from distance, merciful, seeking, or speed (sacrificing an enhancement bonus equal to the property's base price modifier, as defined in Chapter 15 of the *Pathfinder Roleplaying Game Core Rulebook*). You may also choose to sacrifice +2 of your enhancement bonus to add anarchic, axiomatic, holy, or unholy if your alignment matches the property to be added (chaotic, lawful, good, or evil, respectively). Once you select a special ability it may not be changed until you gain another increase to this ability's enhancement bonus, and you must always retain at least +1 of your total enhancement bonus to these attacks.

Ironguts (Su): At 3rd level, you gain a +1 natural armor bonus and +1 to all Fortitude saves. At 9th level these bonuses increase to +2, and at 15th level they increase to +4.

Tough As Stone (Su): 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.

Call of the Earth (Su): At 15th level, whenever you summon a creature of the [earth] subtype with a spell from the sorcerer/wizard list, you summon one additional creature of the same kind.

Earthborn (Su): At 20th level you gain the [earth] subtype. You need not eat, sleep or breathe. As a move action, you can become an earth elemental. This functions as the *elemental body IV* spell, except you can only become an earth elemental. You may maintain this form each day for a total of ten minutes/level. This duration need not be used all at once, you may dispel the form and reassume it multiple times per day as long as your maximum duration is not exceeded.

NEW ARCANESPECIALTIES

Cold Specialist

Wizards who are cold specialists focus on arcane cold of all schools, rather than studying one school of magic as most wizards do.

Resistance (Ex): You gain cold resistance 10. At 11th level, this resistance increases to 15. At 20th level, this resistance changes to immunity to cold damage.

Intense Cold (Su): Whenever you cast a spell that deals cold damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. At 20th level, whenever you cast a spell with the [cold] descriptor you can roll twice to penetrate a creature's spell resistance and take the better result.

Cold Mastery (Su): At 6th level, anytime you are within 30 feet of a creature of the [cold] subtype, as a free action you can make a Knowledge (arcana) check to learn its type (and all subtypes) and any information usually gained from a Knowledge check appropriate to its type. The DC of this check is 10 + the creature's CR.

You also make a Knowledge (arcana) check as a free action whenever anyone within your line of sight casts a spell with the [cold] descriptor. The DC of this check is 15 + the spell's level. On a successful check you know the name, level, and general effect of the spell being cast.

Any time a spellcaster casts a spell with the [cold] or [fire] descriptors, and you have identified the spell being cast, you may use any prepared spell of the same or higher level in an attempt to counterspell the [cold] or [fire] spell.

Earth Specialist

Wizards who are earth specialists focus on the application of earth, stone, and rock—with a special emphasis on caustic salts—within all schools rather than studying one school of magic, as most wizards do.

Caustic Resistance (Ex): You gain acid resistance 10. At 11th level, this resistance increases to 15. At 20th level, this resistance changes to immunity to acid damage.

Earth Mastery (Su): You gain a +1 bonus on attack and damage rolls if both you and your target are touching the ground. You also gain a +1 bonus to your CMD if both you and your attacker are touching the ground. At 10th level, these bonuses increase to +2.

Stone Mastery (Su): At 6th level, as a free action you can make a Knowledge (Arcana) check anytime you are within 30 feet of a creature of the [earth] subtype to learn its type and all subtypes, including any information gained from a Knowledge check appropriate to its type. The DC of this check is 10 + the creature's CR.

You also make a Knowledge (arcana) check as a free action whenever anyone within your line of sight casts a spell with the [acid] or [earth] descriptors. The DC of this check is 15 + the spell's level. On a successful check you know the name, level, and general effect of the spell being cast.

For any spells you learn with the [acid] or [earth] descriptors, you gain the benefits

of the Eschew Materials, Spell Mastery, and Spell Focus feats. At 12th level, you also gain the benefits of Spell Penetration with these spells. You do not need to actually have these feats to gain these benefits, and the benefits do not stack if you also take the feats for these spells.

NEW DOMAINS

Cold Iron Domain

It is beyond the power of any spell to duplicate the antimagic properties of cold iron (though some can manipulate or alter its natural effects), but it is not outside the power of the gods to do so, and through them some servants can gain the ore's unique abilities as granted powers. The cold iron domain is common among gods of dwarves, smiths, warriors, and those deities who oppose magic and wizards.

The cold iron domain may be selected by a druid using the nature bond class ability.

Granted Powers: You can call on the power of cold iron to harm foes vulnerable to it and make yourself more resilient.

Iron Aura (Su): You can imbue one touched weapon with the ability to strike as a cold iron weapon, regardless of the weapon's true construction. The weapon retains all the properties, if any, of the material it is actually made of and gains a +1 nonmagical enhancement bonus as if it were a masterwork weapon (masterwork weapons so imbued gain no additional bonus). Ranged weapons with an iron aura bestow the property of cold iron on ammunition fired from them. The iron aura lasts for one minute per cleric level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Damage Resistance (Ex): At 6th level, you gain DR 2/adamantine. This increases to DR 4/adamantine at 12th level, and DR 6/adamantine at 20th level.

Domain Spells: 1st-*obscure object*, 2nd-*chill metal*, 3rd-*dispel magic*, 4th-*lesser globe of invulnerability*, 5th-*wall of iron*, 6th-*iron warden**, 7th-*spell turning*, 8th-*iron body*, 9th-*mage's disjunction*.

*New spell introduced in this book.

Ice Domain

The ice domain is often associated with gods of the giant and dwarf pantheons, those who have a northern creature as a holy symbol, and any that include mountains in their concerns. Most communities in frozen terrains have at least one god with the ice domain.

Granted Powers: You can manipulate cold and ice, and are resistant to cold damage.

Ice Bolt (Sp): As a standard action, you can unleash a razor-sharp bolt of ice, targeting any foe within 30 feet as a ranged attack. This bolt of ice deals 1d4 piercing damage and 1d4 cold damage + 1 point of cold damage for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain cold resistance 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells: 1st-*biting cold**, 2nd-*frostfield**, 3rd-*serac**, 4th-*ice mirror**, 5th-*algid aura**, 6th-*cone of cold*, 7th-*avalanche**, 8th-*greater ice mirror**, 9th-*glacier**.

*New spell introduced in this book.

NEW TEMPLATES

Arctic

Arctic is a simple template for living creatures, though it is most common among animals and magical beasts. It has a +0 CR modifier. Arctic versions of all animal companion types exist, and are available to characters with animal companions.

Arctic creatures take only half any cold damage dealt to them, and suffer a -2 penalty to saving throws against fire damage and spells with the [fire] descriptor. They gain a +5 bonus to Fortitude saves from natural cold dangers, the DC of their Fortitude saves against natural cold dangers does not increase (it's always DC 15), and they are treated as if wearing cold weather gear.

Arctic creatures are generally white, and thus receive a +5 bonus to Stealth checks in snowy conditions.

Arctic creatures suffer a -2 penalty to all Fortitude saves against natural heat dangers, and a -5 penalty to Stealth checks made in areas that are not snowy.

Cold-Iron Elemental

Cold-iron elemental is a simple template that can be applied only to earth elementals. It indicates a creature from the plane of earth that is made entirely of cold iron.

- A cold-iron elemental does not receive the earth glide or earth mastery special abilities.
- A cold-iron elemental's natural attacks function as cold iron for purposes of bypassing DR.
- A cold-iron elemental has SR equal to 5 + hit dice.

Ice Elementals

Ice elemental is a template used to turn earth elementals into creatures of elemental ice, by making the following changes.

- Remove the [earth] subtype and earth mastery.
- Ice elementals speak Aquan, and do not speak Terran.
- Add the [cold] subtype and the special ability "freeze."

Freeze (Ex): Those hit by an ice elemental's slam attacks must succeed as a Reflex save or suffer frostbite. The Reflex save DC is (10 + ice elemental's hit dice + ice elemental's Con modifier). Those that fail suffer cold damage equal to the elemental's slam attack each round for 1d4 rounds. If a heat source is available (such as a torch), as a move action a freezing character can use the heat source to thaw himself and avoid future damage. If an ice elemental strikes a creature that is already freezing, the amount of damage the creature takes each round is not increased, but the duration of the cold damage is extended by +1d4 rounds.

Creatures that hit an ice elemental with natural weapons or melee attacks (other than reach attacks) take freezing damage as though they were hit by the elemental's slam attack.

Ironskinned

Ironskinned is a simple template for creatures with strong connections to the elemental plane of earth, though it is most common among animals and magic beasts. It has a +0 CR modifier. Ironskinned versions of all animal companion types exist, and are available to characters with animal companions.

- Ironskinned creatures gain acid resistance based on their level or hit dice. Ironskinned creatures with 0–5 hit dice gain acid resistance 3, those with 6–10 level or hit dice gain acid resistance 5, those with 11–20 hit dice gain acid resistance 10, and those with 21+ level or hit dice gain acid resistance 15.

- Ironskinned creatures with 6 or more hit dice gain damage reduction based on their level or hit dice. Ironskinned creatures with 6–10 level or hit dice gain damage reduction 1/adamantine, those with 11–20 hit dice gain DR 2/adamantine, and those with 21+ level or hit dice gain DR 3/adamantine.

- Ironskinned creatures move at half the rate of normal versions of the same creature and suffer a –4 penalty to all Swim checks due to their weight and thick builds. However, they suffer no reduction in movement from medium or heavy encumbrance or any kind of armor.

- Ironskinned creatures suffer a –2 penalty to all Reflex saves as a result of their thick hides slightly slowing them.

- Ironskinned creatures are vulnerable to sonic damage.

NEW SUBTYPE

Unbreathing

Unbreathing is a subtype that can be applied to magic beasts and humanoids. Unbreathing creatures are alive, but share the appearance of and some traits with undead creatures. Unbreathing creatures have strong connections to the powers of death, just as creatures with the cold or fire subtype are connected to those forces. Unbreathing are not undead, however, and must eat, sleep and even (occasionally) breathe. Most unbreathing creatures look like zombie or ghoul versions of their normal cousins, though a rare few have transparent hide and flesh, making them look like animate skeletons.

- Unbreathing creatures can choose to not breathe for a duration of one minute per point of Constitution score. After this duration, they use normal drowning/suffocation rules.

- Spells and effects that affect or damage undead also affect or damage unbreathing creatures. Spells or effects that specify they do not affect undead do not affect unbreathing creatures.

- Unbreathing creatures cannot have the fire subtype. They gain resistance to cold equal to one point per level or hit die.

- Unbreathing creatures are resistant to healing magic. They receive only half the hp of healing granted by any magic source of healing.