

THE FAITHFUL FEW

CONVOKERS, DRAGON SPEAKERS, MIDNIGHT LEGATES, AND WARLOCKS



KEVIN GLUSING



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Convoker

Long you have toiled, forging the body that would house the very will of the gods with divine power from the deepest recesses of your consciousness. With your work complete, you speak the prayer to at last call the creature into being. Your avatar is ready.

At first, nothing. Then slowly, quietly, eyes open, and intelligence filters through the carefully molded form. A burning sensation erupts from your forehead as the connection is made between you. You smile as the blessed creature recognizes you, and it smiles back as your life is sworn to it.

Key Ability

Wisdom

At 1st level, your class gives you an ability boost to wisdom.

Hit Points

8 Plus your constitution modifier

You increase your maximum number of hp by this number at 1st level and every level thereafter.

During Combat Encounters...

You work through your avatar to take down your enemies, lending it your strength and stamina in exchange for its power and protection. When it rests, you fall back on divine magic and conjurer's tricks.

During Social Encounters...

Your dutiful practices have made you knowledgeable in several fields of study, and your personality quickly marks you as friend or foe to those who wish to know.

While Exploring...

By giving your avatar freedom to explore, you can scout an area and ensure that you pass through safely without putting your allies directly in harm's way.

In Downtime...

You maintain the close relationship you have forged with your god through their avatar, repairing its physical form or changing it to better suit the situation at hand.

You Might...

- Seek the blessings of other divine beings in addition to your god to improve on the form your avatar possesses.
- Proclaim your faith loudly so that others can exalt in the same glory and follow the same path.
- Use your avatar as a conduit through which you can eventually touch divinity yourself.

Others Probably...

- Greet you warmly, even if they fear or loathe you, because to do otherwise would draw the ire of your deity.
- Give your avatar wide berth because of its overwhelming and awe-inspiring form.
- Wish to learn from you how to bind such powerful creatures to their will, not understanding that your bond is much more than that of master and slave.

Table: Convoker Advancement

Your

Level Class Features

1	Ancestry and background, initial proficiencies, avatar , convocation, divine spellcasting, lifelink, spell repertoire
2	Convoker feat, skill feat
3	2nd-level spells, general feat, signature spells, skill increase, spirit link
4	Convoker feat, skill feat
5	3rd-level spells, ability boosts, ancestry feat, skill increase
6	Convoker feat, skill feat
7	4th-level spells, bond senses, general feat, lightning reflexes, skill increase
8	Convoker feat, skill feat
9	5th-level spells, alertness, ancestry feat, expert spellcaster, skill increase
10	Ability boosts, convoker feat, skill feat
11	6th-level spells, general feat, resolve, simple weapon expertise, skill increase
12	Convoker feat, skill feat
13	7th-level spells, ancestry feat, life bond, light armor expertise, skill increase, weapon specialization
14	Convoker feat, skill feat
15	8th-level spells, ability boosts, general feat, juggernaut, skill increase
16	Convoker feat, skill feat
17	9th-level spells, ancestry feat, master spellcaster, skill increase
18	Convoker feat, skill feat
19	General feat, possess avatar, skill increase
20	Ability boosts, convoker feat, skill feat

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Trained in Perception

Saving Throws

Expert in Fortitude

Trained in Reflex

Expert in Will

Skills

Trained in Nature

Trained in Religion

Trained in a number of additional skills equal to 2 plus your Intelligence modifier

Attacks

Trained in simple weapons

Trained in unarmed attacks

Defenses

Trained in light armor

Trained in unarmored defense

Spells

Trained in divine spell attacks

Trained in divine spell DCs

Class Features

You gain these abilities as a convoker. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Avatar

Upon becoming a convoker, you have crafted and brought to life an avatar of your god, an otherworldly being bound to the physical form you give it. As your power grows, you can invest that power into your avatar, or entreat other divine entities to bless it as well. Choose Celestial Avatar, Fiendish Avatar, or Nature Avatar. You gain that feat and can substitute Religion for Nature when using the Command an Animal action to command your avatar. It takes 1 minute to summon your avatar, which appears with the same Hit Points it had when last Dismissed or banished (the avatar does not regain Hit Points with rest). If the avatar was banished after being reduced to 0 hit points, it returns with half its total hit points and you take that much damage (see lifelink, below). If you summon it during your daily preparations, you do not take this damage. You can use the Dismiss action to Dismiss your avatar as if it was a spell effect.

An avatar has both the minion and summoned traits, so you can command it to take up to 2 actions with the Command an Animal action; this is in place of the usual effects of Command an Animal.

Ability Modifiers

Avatars that take an animal form have ability scores determined by that form. Other avatars begin with base ability modifiers of +2, +2, +1, +1, +0, -2; which you can distribute how you want between Str, Dex, Con, Int, Wis, and Cha. Once these choices are made, increase two of these modifiers by 1 each.

As a worshiper of Pnumadesi's Leviathan, Saresh's avatar takes on a serpentine form and grants him power through the ley lines of that world.

Proficiencies

Your avatar uses your level to determine its proficiency bonuses. It's trained in its unarmed attacks, unarmored defense, all saving throws, Perception, and additional skills equal to 2 + its Int modifier. Avatars can use abilities that require greater Intelligence, such as Coerce or Decipher Writing if trained in the appropriate skill. If the avatar's form can cast spells, the avatar uses your proficiency with divine spell attacks and spell DCs in place of its own or that of its current form.

Hit Points

Your avatar has 6 ancestry Hit Points, plus a number of Hit Points equal to 6 plus its Constitution modifier for each level you have. Its current Hit Points are reduced by 2 for each level you have if it moves more than 1,000 feet away from you. This damage cannot be healed until the avatar is back within 1,000 feet of you.



Table: Convoker Spells per Day

Your Level	Cantrips	Spell Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	2	—	—	—	—	—	—	—	—	—
2	5	3	—	—	—	—	—	—	—	—	—
3	5	3	2	—	—	—	—	—	—	—	—
4	5	3	3	—	—	—	—	—	—	—	—
5	5	3	3	2	—	—	—	—	—	—	—
6	5	3	3	3	—	—	—	—	—	—	—
7	5	3	3	3	2	—	—	—	—	—	—
8	5	3	3	3	3	—	—	—	—	—	—
9	5	3	3	3	3	2	—	—	—	—	—
10	5	3	3	3	3	3	—	—	—	—	—
11	5	3	3	3	3	3	2	—	—	—	—
12	5	3	3	3	3	3	3	—	—	—	—
13	5	3	3	3	3	3	3	2	—	—	—
14	5	3	3	3	3	3	3	3	—	—	—
15	5	3	3	3	3	3	3	3	2	—	—
16	5	3	3	3	3	3	3	3	3	—	—
17	5	3	3	3	3	3	3	3	3	2	—
18	5	3	3	3	3	3	3	3	3	3	—
19	5	3	3	3	3	3	3	3	3	3	1*
20	5	3	3	3	3	3	3	3	3	3	1*

* The possess avatar class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Convocation

While your avatar is not summoned, your bond to it can be turned into power to fuel your convocations. *Convocation* is a focus spell. It costs 1 Focus Point to cast *convocation*, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you can regain 1 Focus Point by spending 10 minutes using the Refocus activity to beseech your deity for more power by performing some minor task for it or otherwise seeing to your avatar's needs.

Convocation is automatically heightened to half your level rounded up. *Convocation* doesn't require spell slots, nor can you cast it using spell slots. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points.

Divine Spellcasting

Your connection to your avatar awakens divine might within you. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. Because you're a convoker, you can usually draw on your connection to your avatar for the power to Cast a Spell instead of providing material components, so you don't need to use a spell component pouch while you control a creature with the summoned trait.

Each day, you can cast up to two 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a convoker, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table: Convoker Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Wisdom, your spell attack rolls and spell DCs use your Wisdom modifier.

Heightening Spells

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels. The signature spells class feature lets you heighten certain spells freely.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up, which equals the highest level of spell you can cast as a convoker. For example, as a 1st-level convoker, your cantrips are 1st-level spells, and as a 5th-level convoker, your cantrips are 3rd-level spells.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level divine spells of your choice and five divine cantrips of your choice. You choose these from the common spells from the divine list or from other divine spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot, you add a spell to your spell repertoire of the same level. At 2nd level, you select another 1st-level spell; at 3rd level, you select two 2nd-level spells, and so on. When you add spells, you might add a higher-level version of a spell you already have, so you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Swapping Spells in Your Repertoire

As you gain new spells in your repertoire, you might want to replace some of the spells you previously learned. Each time you gain a level and learn new spells, you can swap out one of your old spells for a different spell of the same level. This spell can be a cantrip. You can also swap out spells by retraining during downtime.

Lifelink

If your avatar is within 1,000 feet of you and would be reduced to 0 HP by damage, as a reaction with the concentrate trait, you can take the damage. If you do, you take all the damage and your avatar takes none. However, if special effects occur when a hit damages your avatar (such as snake venom), they still apply to your avatar.

Convoker Feats

2nd

At 2nd level and every even-numbered level, you gain a convoker class feat.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*, and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

Signature Spells

3rd

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Spirit Link

3rd

You gain the *spirit link* spell, adding it to your spell repertoire. You can cast this spell as a convoker spell, but only when targeting a creature that you control with the summoned trait. It counts as a signature spell, so you automatically gain access to the heightened versions of this spell.

Sample Convoker

Nature Avatar Convoker

You practice the art of primal convocation through arcane magic, calling upon powerful, natural beasts for guidance and aid.

Ability Scores

Prioritize Strength and Wisdom. Constitution keeps you safe when facing an enemy alongside your avatar. Intelligence can help round your skills out with the opportunity to add Survival or Stealth.

Skills

Arcana, Diplomacy, Medicine, Nature

Starting Feat

Nature avatar

Higher-Level Feats

Shield Blessing (2nd), Assumed Command (4th), Augment Summoning (6th), Greater Shield Blessing (10th), Verdant Blessing (14th), Effortless Control (18th), True Blessing (20th)

Avatar

Spider Companion As snake, but gains speed 30 feet, climb 30 feet, and Envenom instead of constrict and swim.

Str +2, Dex +3, Con +2, Int -2, Wis +1, Cha +0

Envenom

Trigger the spider hits with its jaws.

The spider deals 12 poison damage to the creature; the creature must attempt a basic Fortitude save. If the spider is a specialized companion, increase this damage to 20.

Class Kit

As druid.



Ability Boosts

5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Convoker Feats

If you need to look up a convoker feat by name instead of by level, use this table.

Feat	Level
Ancient One's Blessing ^B	8
Aspect of Divinity	6
Assumed Command	4
Augment Summoning ^B	6
Auspicious Blessing ^B	18
Avatar of Two Faiths	10
Blessing of Knowledge ^B	16
Celestial Avatar	1
Companion Blessing ^B	8
Dragon God's Blessing ^B	12
Effortless Concentration	16
Effortless Control	18
Expanded Convocation	2
Familiar Blessing ^B	2
Feral Blessing ^B	6
Fey Court's Blessing ^B	14
Fiendish Avatar	1
Greater Avatar of Two Faiths	20
Greater Idolatry ^B	16
Greater Shield Blessing ^B	10
Idolatry ^B	2
Improved Aspect of Divinity	12
Improved Idolatry ^B	10
Maker's Call	6
Mighty Blessing ^B	8
Nature Avatar	1
Practiced Command	4
Primal Blessing ^B	14
Quicken Convocation	10
Reckless Blessing ^B	16
Shield Blessing ^B	2
Skilled Blessing ^B	4
Spider Queen's Blessing ^B	12
Spirit Mending	12
Strengthened Blessing ^B	4
Surge of Energy	4
Temporary Reformation	18
Transposition	12
True Blessing	20
Twin Avatar	20
Unusual Convocation	8
Verdant Blessing ^B	14

Bond Senses

The bond shared by you and your avatar grants you a better outlook on the world. You gain the Bond Senses action.

Bond Senses

CONCENTRATE

Requirement You are on the same plane as your avatar.

You tap into your avatar's senses, allowing you to see, hear, and otherwise sense whatever it senses. While tapping into the avatar's senses, you can't use your own body's senses, but you can change back to your body's senses using a single action, which has the concentrate trait.

Lightning Reflexes

7th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Alertness

9th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Expert Spellcaster

9th

You have opened yourself up directly to the influence of your deity. Your proficiency ranks for divine spell attack rolls and spell DCs increase to expert.

Resolve

11th

You've steeled your mind with incredible resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Simple Weapon Expertise

11th

Training and magic improved your weapon technique. Your proficiency rank for simple weapons increases to expert.

Life Bond

13th

If your avatar is within 1,000 feet of you and you would take damage, as a reaction, you can transfer that damage to the avatar. If you do, it takes all the damage and you take none. However, if special effects occur when a hit damages you (such as snake venom), they still apply to you.

Light Armor Expertise

13th

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert.

Weapon Specialization

13th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Juggernaut

15th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Master Spellcaster

17th

With your god's avatar growing even stronger, some of its power bleeds into your own magic. Your proficiency ranks for divine spell attack rolls and spell DCs increase to master.

Possess Avatar

19th

You can retreat to the safety of your avatar's form at any time. You gain the Merge Forms activity and add two common 10th-level divine spells to your repertoire that you can cast while merged with your avatar (see below). You don't gain more 10th-level spells as you level up, unlike other spell slots. You can take the True Blessing feat to gain a second slot.

Possess Avatar

Requirement You must touch your avatar to possess it.

You possess your avatar's form entirely. You can see, hear, and otherwise sense whatever it senses, and you can cast spells while in the avatar. You cannot be seen, damaged, or interacted with directly while in the avatar, but creatures can still scry your location, and time still passes for you normally.

A superscript "B" indicates the feat has the blessing trait.

Your proximity to your avatar also pushes the limits of your bond. You gain a single 10th-level spell slot you can use to cast one of the two spells added above using convoker spellcasting. You can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.

When your avatar has taken more than half its total Hit Points in damage, is critically hit by an attack, or critically fails a saving throw while you are inside, it expels you and deals 10d6 damage to you. You can Dismiss this as if it was a spell effect.

Convoker Feats

At every level that you gain a convoker feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Celestial Avatar	Feat 1
AVATAR CONVOKER	

Prerequisites

a non-evil alignment

Your avatar represents a divine entity of good, the nascent god of balance, or a greater power cursed to exist only in the form you can build for it. It takes the form of a common or uncommon creature that has the astral, celestial, elemental, or monitor trait and whose level is equal to or lower than your own (you may choose a new form from this list when you gain a new convoker level or spend 1 week during downtime to recreate your avatar). It gains that form's attacks, movement, size, senses, special abilities, and spells as well as any weaknesses and vulnerabilities. It keeps its own ability modifiers, proficiencies, and Hit Points.

Special The celestial bond you share with your avatar grants you the ability to summon common creatures with the astral, celestial, elemental, or monitor traits when you cast *convocation*.

Fiendish Avatar	Feat 1
AVATAR CONVOKER	

Prerequisites

a non-good alignment.

Your avatar is a divinely evil being, spawn of a demon lord, or an imprisoned deity that can only manifest with your help. It takes the form of a common or uncommon creature that has the astral, celestial, elemental, or monitor trait and whose level is equal to or lower than your own (you may choose a new form from this list when you gain a new convoker level or spend 1 week during downtime to recreate your avatar). It gains that form's attacks, movement, resistances, size, senses, special abilities, and spells as well as any weaknesses and vulnerabilities. It keeps its own ability modifiers, proficiencies, and Hit Points.

Special The fiendish bond you share with your avatar grants you the ability to summon common creatures with the astral, elemental, fiend, or undead traits when you cast *convocation*.

Key Terms

You'll find these key terms in many convoker abilities.

Avatar: An avatar is a creature with a specific type (such as celestial, fiend, or monitor) associated with a convoker's deity, brought into being by the convoker through prayer and ingenuity. Issuing commands to an avatar is done in the same way as issuing commands to a creature with the minion or summoned traits, except the avatar is smart enough to know what it is being commanded to do and accepts even complex commands, provided the convoker spends the proper number of actions to issue the command.

Blessing: Feats with the blessing trait can be traded out for each other during downtime. You can spend a week of downtime to replace any number of feats with the blessing trait for other feats with that trait of the same levels.

Nature Avatar	Feat 1
AVATAR CONVOKER	

Your avatar represents a god of nature, an Overrealm occupant who enjoys your presence, or a reincarnated beast reliant on your power to exist. It takes the form of a young animal companion that travels with you on your adventures and obeys any simple commands you give it to the best of its abilities (you may choose a new form from the list of animal companions when you gain a new convoker level or spend 1 week during downtime to recreate your avatar). See Animal Companions in Chapter 3 of the *Pathfinder Second Edition Core Rulebook* for more information.

Special Even as an animal companion, your avatar's base Int modifier is -2. It is trained in 2 additional skills of your choice and can use abilities that require greater Intelligence, if trained and able to do so. The natural bond you share with your avatar grants you the ability to summon common creatures with the animal, beast, plant, or fungus traits when you cast *convocation*.

2nd Level	Feat 2
Expanded Convocation	Feat 2

CONVOKER

Your esoteric study of other religions yields greater ways to conjure their followers. Choose a feat with the avatar trait (such as Celestial Avatar). You gain the ability to summon common creatures with the traits listed in that feat when you cast *convocation*. You do not have to meet the prerequisites of the chosen feat.

Special You can select this feat more than once. Each time you select it, choose another feat with the avatar trait.

Familiar Blessing	Feat 2
BLESSING CONVOKER	

Prerequisites

Celestial Avatar or Fiendish Avatar

Your deity enjoys dabbling in the arcane, and so the general shape of its avatar resembles a wizard's familiar. You can select two familiar or master abilities each day during your daily preparations as if your avatar was a familiar.

Special You can select this feat twice. If you do, you can select four familiar or master abilities each day, instead of two.

Idolatry

Feat 2

BLESSING CONVOKER

You carve or paint symbols on your avatar's given form, then extract them with practiced effort. Choose 3 common talismans of level 2 or lower. Each day during your daily preparations, you can create three temporary talismans in any combination from among those you chose. See *Talismans* in chapter 11 of the *Pathfinder Second Edition Core Rulebook* for more information.

You can use the Affix a Talisman activity to attach temporary talismans to equipment normally, or you can use it to attach all of your temporary talismans to your avatar as if it were wearing or wielding the appropriate items. The avatar must meet the requirements of its talismans to activate them.

For example, you can affix a *crying angel* pendant to your avatar as if it were wearing armor, but only if it is trained in Medicine.

Any talismans you create this way become non-magical the next time you make your daily preparations. A temporary talisman has no value.

Shield Blessing

Feat 2

BLESSING CONVOKER

Requirement You are within your avatar's reach.

Your avatar can flare one of its appendages out to protect you from physical harm. You can use the Raise a Shield action to gain a +2 circumstance bonus to your AC, and you can use the Shield Block reaction, treating your avatar as a shield with Hardness 5.

4th Level

Assumed Command

Feat 4

CONVOKER

Your avatar gains some autonomy while you are otherwise occupied. During an encounter, even if you don't use the Command an Animal action, your avatar can still use 1 action on your turn that round to Stride or Strike.

Special If you have Nature avatar, your avatar's natural form grows to maturity, becoming a mature animal companion and gaining additional capabilities.

Practiced Command

Feat 4

CONVOKER

You have spent extensive time growing accustomed to your conjurations. You can urge your summoned creatures to do their utmost. You can spend 2 actions to Command an Animal or Sustain a Spell instead of 1 when commanding your avatar or a creature summoned with your *convocation* spell. If you do, that creature uses an additional action.

Skilled Blessing

Feat 4

BLESSING CONVOKER

Requirement Your avatar must be trained in the skill associated with the chosen feat.

Your avatar gains a skill feat of your choice.

Strengthened Blessing

Feat 4

BLESSING CONVOKER

Prerequisites Celestial Avatar or Fiendish Avatar

The sigils drawn across your avatar's form glow brighter than they once did. Increase up to 4 of your avatar's ability modifiers by 1 each, and its damage from one die to two dice (for instance 1d8 to 2d8). Increase its proficiency rank for Perception and all saving throws to expert. Increase its proficiency ranks in four skills of your choice to trained, and if it was already trained in one of those skills, increase its proficiency rank in that skill to expert. If your Avatar is Medium or smaller, it grows by one size.

Surge of Energy

Feat 4

CONVOKER

Frequency once per day

Trigger Your avatar is banished or Dismissed.

Your bond to your avatar surges as it leaves reality, and you regain 1 Focus Point, up to your usual maximum.

6th Level

Aspect of Divinity

Feat 6

CONVOKER

When you replace feats with the blessing trait during downtime, you can choose to apply the benefit of one of those feats of 4th level or lower to yourself, instead of to your avatar.

Augment Summoning

Feat 6

BLESSING CONVOKER

The movements required to improve your conjurations also glow as symbols upon your avatar. You gain the *augment summoning* focus spell. Increase the number of Focus Points in your focus pool by 1. Each day during your daily preparations, you can spend 1 focus point to grant your avatar 1 charge of *augment summoning* that either of you can then Cast at any time, granting the avatar the benefits of that spell for up to 1 minute. Your avatar can only store 1 charge of *augment summoning* at a time.

Feral Blessing

Feat 6

BLESSING CONVOKER

Your avatar becomes more feral, growing long tufts of hair across its form as it takes on a canid appearance. When you select this feat, choose one of the following options.

- Your avatar gains a claw unarmed attack with the agile trait that deals 1d6 slashing damage and a jaws attack that deals 1d8 piercing damage.
- Your avatar gains scent (imprecise, 30 feet) and grants you that sense for 1 minute after you use bond senses. You can Dismiss this effect.
- Your avatar's claw and jaws gain the deadly d10 trait.
- You can give your avatar a -2 penalty to its AC to increase the damage die size of its claw and jaws by one step.

Special You can select this feat more than once. Each time you select it, choose a different option.

Maker's Call

Feat 6

CONVOKER TELEPORTATION

You gain the *dimension door* spell, adding it to your spell repertoire, but only to cast it as described here. The spell teleports your avatar as if it were you to an unoccupied space adjacent to you. When cast this way, *dimension door* counts as a signature spell, so you automatically gain access to the heightened versions of the spell.

8th Level

Ancient One's Blessing

Feat 8

BLESSING CONVOKER

Your avatar has been blessed by an Ancient One, an aberrant god of chaos. When you select this feat, choose one of the following options.

- Your avatar gains resistance 10 to precision damage and resistance 10 to extra damage from critical hits. If the resistance is greater than the extra damage, it reduces the extra damage to 0 but doesn't reduce the attack's normal damage.
- Your avatar gains darkvision and grants you darkvision for 1 minute after you use bond senses. You can Dismiss this effect.
- Poison coats your avatar's skin. Any creature that hits the avatar with an unarmed attack or with a non-reach melee weapon takes 2d6 poison damage.

Special You can select this feat three times. Each time, choose a different option. If you have Avatar of Two Faiths, you can grant your avatar the aberration trait and learn spells from the occult spell list.

Mighty Blessing

Feat 8

BLESSING CONVOKER

Prerequisites Assumed Command or Strengthened Blessing

Your avatar grows stronger still. It gains benefits as if it were a nimble or savage animal companion (your choice).

Unusual Convocation

Feat 8

CONVOKER

The unusual bond you share with your avatar grants you the ability to summon common creatures with the aberration, construct, fey, or ooze traits when you cast *convocation*.

Special: If you have Avatar of Two Faiths, you can grant your avatar the aberration trait and learn spells from the occult spell list.

10th Level

Avatar of Two Faiths

Feat 10

CONVOKER

You practice more than one faith, which has a profound effect on your avatar and the power it grants you. Choose a feat with the avatar trait that you do not already have and one of the traits listed by that feat. Your avatar gains that trait and qualifies for blessing feats with that feat as a prerequisite.

Sample Convoker

Celestial Avatar Convoker

You convoke a lesser, divine entity, with whom you craft a form it can take on your world. Your dedication is rewarded with greater power.

Ability Scores

Prioritize Intelligence and Wisdom. Charisma increases the potency of your spells when you fall back on them, while Dexterity or Strength aid with certain skill checks.

Skills

Arcana, Athletics, Medicine, Nature, Religion, Survival

Starting Feat

Celestial Avatar

Higher-Level Feats

Idolatry (2nd), Mighty Blessing (4th), Maker's Call (6th), Improved Idolatry (10th), Spirit Mending (12th), Greater Idolatry (16th), Twin Avatar (20th)

Avatar

Str +2, Dex -1, Con +2, Int +0, Wis +2, Cha +1.

Idolatry Crying angel pendant, owlbear claw, potency crystal

Improved Idolatry Fear gem, tiger menuki

Greater Idolatry Dazing coil, flame navette

Class Kit

As cleric, plus studded leather armor.

Money Left Over 10 gp



In addition, you can have one spell in your spell repertoire from a tradition that matches one of your avatar feats. You cast that spell as a divine convoker spell. You can swap which spell you add and from which tradition any time you could retrain your blessing feats, but you can't have more than one spell from another tradition in your spell repertoire at the same time using this feat.

Celestial Avatar abjuration, conjuration, divination, or evocation spells from the arcane tradition

Fiendish Avatar enchantment, illusion, necromancy, or transmutation spells from the arcane tradition

Nature avatar primal tradition

Improved Idolatry

Feat 10

BLESSING CONVOKER

Prerequisites Idolatry

You can change your chosen talismans for any 5 common talismans of level 10 or lower. Each day during your daily preparations, you can create five of these talismans in any combination.

Quicken Convocation ♦

Feat 10

BLESSING CONVOKER

Frequency once per day

Choose one of the following options.

- You can use your next action to summon your avatar.
- If your next action is to cast a convoker spell that conjures a creature and is at least 2 levels lower than the highest level convoker spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).
- You can quicken your avatar's actions, granting it the effects of a 3rd-level *haste* spell for 1 minute.

Greater Shield Blessing

Feat 10

BLESSING CONVOKER

Prerequisites Shield Blessing

Requirements The protected creature is within your avatar's reach.

You can use the Raise a Shield action when you or one of your allies is within reach of your avatar, granting that creature a +4 circumstance bonus to its AC, and you can use the Shield Block reaction, treating your avatar as a shield with Hardness equal to 5 + half your level.

12th Level

Spider Queen's Blessing

Feat 12

BLESSING CONVOKER

Your avatar is blessed by the spider queen, whose favor does not come cheap. It grows several additional legs as its form extends out to give it the appearance of a tauric spider creature. When you select this feat, choose one of the following options.

- Your avatar gains greater darkvision and grants you that sense for 1 minute after you use bond senses. You can Dismiss this effect.
- Your avatar gains tremorsense (imprecise, 60 feet) and grants you that sense for 1 minute after you use bond senses. You can Dismiss this effect.
- Your avatar gains a climb Speed equal to its speed.

Special You can select this feat more than once. Each time you select it, choose a different option.

Improved Aspect of Divinity

12th

CONVOKER

When you replace feats with the blessing trait during downtime, you can choose to apply the benefit of two of those feats of 6th level or lower or one of those feats of 10th level or lower to yourself, instead of your avatar.

Spirit Mending

Feat 12

CONVOKER

You can channel soothing energy through your bond to your avatar after opening the way with your life link. If you and your avatar both rest for 10 minutes after you cast *spirit link* on it or prevent damage to it with life link, it recovers half its maximum Hit Points. If you take your daily rest after doing so, the rest restores your avatar to maximum Hit Points and removes all non-permanent drained, enfeebled, clumsy, and stupefied conditions, as well as all poisons and diseases of 19th level or lower.

Special: If you also have the Verdant Blessing feat, your avatar can gain the benefits listed above without your aid, so long as it is in its non-creature plant form.

Transposition ↗

Feat 12

CONVOKER TELEPORTATION

Prerequisites Maker's Call

Trigger You cast use Maker's Call to cast *dimension door*.

You teleport yourself into the space your avatar occupied before it was transported to you as part of *dimension door*'s effect.

14th Level

Fey Court's Blessing

Feat 14

BLESSING CONVOKER

Prerequisites Assumed Command or Strengthened Blessing

Your avatar has been blessed directly by the Fey Court of the Overrealm. It gains one animal companion specialization of your choice.

Special You can select this feat twice. Each time, add a different specialization to your avatar.

Primal Blessing

Feat 14

BLESSING CONVOKER

Your avatar has been blessed by one of the original, primal entities of your world. When you select this feat, choose one of the following options.

- Your avatar gains a fly Speed of 60 feet.
- Your avatar gains a burrow Speed of 20 feet, reduces its land Speed by 10 feet (minimum 5 feet), and gains resistance 5 to physical damage.
- Your avatar's attacks deal 1d6 extra fire damage, and it gains resistance 10 to fire and weakness 5 to cold and water.
- Your avatar gains a swim Speed of 60 feet, can spend 1 action after a melee attack to attempt a Shove (ignoring multiple attack penalty), and gains resistance 5 to fire.

Verdant Blessing

Feat 14

BLESSING CONVOKER

Prerequisites Nature avatar

Your avatar's physical form becomes a plant version of itself. It gains the plant trait. When you use the Command an Animal action, you can command your avatar to change from a form that looks mostly like its old self into a tree or any other non-creature plant as a single action, which has the concentrate trait. This has the same effect as *tree shape*, except your avatar can turn into any kind of non-creature plant and its AC is 30.

16th Level

Blessing of Knowledge

Feat 16

BLESSING

CONVOKER

You have received the blessing of the gods of knowledge and secrets, former seekers who deposed their creator and ascended to godhood in his place. You and your avatar can each communicate telepathically with creatures within 60 feet of both of you with whom you both share a language. The communication is two-way once established, so a creature your avatar contacts can also communicate with each of you.

In addition, while within 1,000 feet of you, your avatar can use an Interact action to gain limited access to the seeker hivemind, granting you a +3 item bonus to Arcana, Lore, Medicine, Nature, Occultism, Performance, Religion, and Survival checks, and all checks to Recall Knowledge for up to 1 hour, after which the avatar must rest for at least 10 minutes before activating its mechanical brain again.

Effortless Concentration ♦

Feat 16

CONVOKER

Requirement You haven't acted yet on your turn.

You can maintain a spell with hardly a thought. You immediately gain the effects of a Sustain a Spell action, allowing you to extend the duration of one of your active convoker spells.

Greater Idolatry

Feat 16

BLESSING

CONVOKER

Prerequisites Improved Idolatry

You can change your chosen talismans for any 8 common talismans of level 16 or lower. Each day during your daily preparations, you can create eight of these talismans in any combination.

Reckless Blessing ♦

Feat 16

BLESSING

CONVOKER

Trigger Your turn begins, and your avatar is at half or fewer Hit Points.

Your avatar grows furious at the impertinence of mortal beings, and throws caution to the wind to finish the fight. It gains a +2 circumstance bonus to attack rolls, a -2 penalty to AC, and a -1 penalty to saves. These bonuses and penalties last until your avatar is banished or Dismissed, or until it is brought above half Hit Points, whichever comes first.

18th Level

Auspicious Blessing

Feat 18

BLESSING

CONVOKER

Prerequisites Celestial Avatar or Fiendish Avatar

You tap directly into your avatar's divine nature to awaken more of its godly power, turning it pure white, deep red, or darkest black. It gains the following benefits:

- It is marked as a sacred creature by your deity's religious.
- Its proficiency rank in Religion increases to expert (or master if it was already an expert).
- It can speak the language associated with your deity's servitors (Celestial for avatars who are good).
- It increases its Intelligence modifier by 2 and its Wisdom modifier by 1.

Special This feat counts as Fey Court's Blessing.

Sample Convoker

Fiendish Avatar Convoker

You beseech a demonic entity for scraps of its supposed power, yet it relies on you to give it physical form.

Ability Scores

Prioritize Constitution and Charisma. Dexterity helps keep you out of physical danger most of the time, and Wisdom gives you the upper hand should anybody, or anything try to deceive you.

Skills

Deception, Intimidate, Nature, Occultism, Religion

Starting Feat

Fiendish Avatar

Higher-Level Feats

Familiar Blessing (2nd), Practiced Command (4th), Feral Blessing (6th), Quicken Convocation (10th), Fey Court's Blessing (14th), Reckless Blessing (16th), True Blessing (20th)

Avatar

Str +3, Dex +1, Con +2, Int +1, Wis -2, Cha +1

Class Kit

As cleric, plus studded leather armor.

Money Left Over 10 gp

Dragon God's Blessing

Feat 18

BLESSING

POLYMORPH

CONVOKER

You have received the blessing of a chromatic or metallic god of dragons. Your avatar gains resistance 5 to your choice of acid, cold, electricity, fire, or poison. It can spend two of its own actions to transform into a ferocious huge dragon, gaining the effects of an 8th-level *dragon form* spell for 1 minute, or until it uses an action to Dismiss the effect. When the effect ends, the avatar can't use it again for 1 minute.

Effortless Control ◆◆◆

CONVOKER

Frequency once per minute

Requirement You haven't acted yet on your turn.

You can command your avatar without concern. You immediately gain the effects of a Command an Animal action, allowing you to command your avatar to take up to two actions.

Temporary Reformation ◆◆◆

CONVOKER

Frequency once per day

Requirement Your avatar must be adjacent to you.

You immediately retrain one of your blessing feats for another of the same level or lower. The feat returns to normal the next time you take your daily rest.

20th Level

Greater Avatar of Two Faiths

Feat 20

CONVOKER

Prerequisites Avatar of Two Faiths

Your bond to your avatar is extraordinarily complex. Choose a third feat with the avatar trait that you do not already have and one of the traits listed by that feat. Your avatar gains that trait and qualifies for blessing feats with that feat as a prerequisite.

In addition, you can have up to three spells from any of the traditions associated with your avatar in your spell repertoire, rather than just one. These spells must each be of a different spell level, but they don't need to be from the same magical tradition.

True Blessing

Feat 20

CONVOKER

Prerequisites merge forms

You can draw further power from the bond you share with your avatar. You gain an additional 10th-level spell slot.

Twin Avatar ◆◆◆

Feat 20

POLYMORPH | CONVOKER

Frequency once per day

You have fully developed the bond you share with your avatar, which allows you to take a similar form, gaining the effects of a 10th-level *avatar* spell for 1 minute, or until you use an action to Dismiss the effect.

For the purpose of this feat, you are treated as having any deity whose alignment is within one step of your own and that of your avatar. The form you take is not otherwise associated with that deity.

Feat 18

Convoker Multiclass Archetype

You might have already been a devout follower of your god, or maybe you only paid lip service to the pantheon when others expected it. None of that matters anymore, because you are being chosen for something greater than yourself. You are being given a direct path to a deity through their avatar.

Multiclass Convoker Characters

The convoker archetype grants you a special companion that you customize through blessings and command in much the way you would an animal. If you want an ally whose life is bound to your own, take the first steps as a convoker.

Convoker Avatar Dedication

Feat 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Wisdom 14

You gain the lifelink class feature out to 250 feet and an avatar with 4 ancestry Hit Points, plus a number of Hit Points equal to 4 plus its Constitution modifier for every 2 levels you have, as you would if you were a convoker.

You become trained in your choice of Arcana or Nature, and can use the Command an Animal action with either; if you are already trained in both of these skills, you become trained in a skill of your choice.

Special You cannot select another dedication feat until you have gained two other feats from the convoker archetype.

Convoker Dedication

Feat 2

ARCHETYPE | DEDICATION | MULTICLASS

Prerequisites Wisdom 14

You cast spells like a convoker and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the divine spell list, or any other cantrips you learn or discover. You're trained in spell attack rolls and spell DCs for divine spells. Your key spellcasting ability for convoker archetype spells is Wisdom, and they are divine convoker spells. You become trained in Arcana and Occultism; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

Choose a feat with the avatar trait as you would if you were a convoker. You have that feat for all purposes, allowing you to take feats that use it as a prerequisite, but you don't gain any of the other abilities it grants.

Special You cannot select another dedication feat until you have gained two other feats from the convoker archetype.

Basic Entreaty

Feat 4

ARCHETYPE

Prerequisites Convoker Dedication or Convoker Avatar Dedication

You gain a 1st- or 2nd-level convoker feat of your choice.

Basic Convoker Spellcasting

Feat 4

ARCHETYPE

Prerequisites Convoker Dedication

You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the convoker archetype, add a common divine spell or another spell you learned or discovered to your repertoire, of the appropriate spell level.

Convocation**ARCHETYPE****Prerequisites** Convoker Dedication

You gain the *convocation* focus spell with the traits from your chosen avatar feat. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by beseeching your god through your avatar.

Advanced Entreaty**ARCHETYPE****Prerequisites** Basic Arcana

You gain one convoker feat. For the purpose of meeting its prerequisites, your convoker level is equal to half your character level.

Special You can select this feat more than once.

Each time you select it, you gain another convoker feat.

Feat 4**Expert Convoker Spellcasting****Feat 12****ARCHETYPE****Prerequisites** Basic Convoker Spellcasting, master in Arcana

You gain the expert spellcasting benefits of a multiclass character.

Master Convoker Spellcasting**Feat 18****ARCHETYPE****Prerequisites** Expert Convoker Spellcasting, legendary in Arcana

You gain the master spellcasting benefits of a multiclass character.



Dragon Speaker

You grew up with a closer relationship to a nearby dragon flight than others may believe, acting as brood guardian and ally to the flight while your patrons hunt or are otherwise away. As a reward for your reverence, you have been gifted with draconic power which allows you to better protect yourself and your flight.

What pulled you away from your dragon allies? Maybe their numbers were badly depleted in an attack, and now you seek revenge; or perhaps you have left in search of something the flight needs to maintain its place. You could even have seen the dragons as oppressors of your people and use their power in hopes of eventually breaking free of them. Your reason is your own, but your strength is drawn from them.

Key Ability

Wisdom

At 1st level, your class gives you an ability boost to Wisdom.

Hit Points

8 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You activate a special set of auras that aid you and your allies. Your dragon speaker path helps you put emphasis on these auras, combat, or becoming a dragon yourself.

During Social Encounters...

Your interactions with dragonkind have taught you decorum and respect, making you a decent speaker for any, not just dragons. You are also attentive to subtle personality quirks and make for a good judge of character.

While Exploring...

Dragons aren't exactly the most modern of creatures, so you have some experience living in hills, hunting, and gathering your own meals. Your skills naturally lend themselves to scouting, but you may or may not choose to focus on it.

In Downtime...

You seek good company while away from your flight, and you have likely adopted their preferences for entertainment and relaxation. If you are a craftsperson, you take pride in sharing your skills.

You Might...

- Wish to help improve relations between dragons and the humanoid races.
- Feel like an outsider among other members of your race.
- Obsessively study all dragons, not just your own flight, as you attempt to become one yourself.

Others Probably...

- Respect you for your status as speaker for a flight of dragons.
- Fear drawing too much of your ire, lest you turn your dragons on them.
- Hold some amount of envy that you have earned such a strong position with what could be seen as a threat to a kingdom or its people.

Table: Dragon Speaker Advancement

Your

Level Class Features

1	Ancestry and background, initial proficiencies, dragon speaker feat, dragon flight, dragon speaker path, shield block
2	Dragon speaker feat, skill feat
3	Breath weapon 1d6, general feat, skill increase
4	Dragon speaker feat, skill feat
5	Ability boosts, ancestry feat, breath weapon 2d6, skill increase, weapon expertise
6	Dragon speaker feat, skill feat
7	Draconic expertise, dragon speaker path feature, general feat, skill increase, weapon specialization
8	Dragon speaker feat, skill feat
9	Ancestry feat, great fortitude, skill increase
10	Ability boosts, dragon speaker feat, skill feat
11	Alertness, breath weapon 3d6, general feat, medium armor expertise, skill increase
12	Dragon speaker feat, skill feat
13	Ancestry feat, dragon speaker path feature, resolve, skill increase, weapon mastery
14	Dragon speaker feat, skill feat
15	Ability boosts, draconic mastery, general feat, greater weapon specialization, skill increase
16	Dragon speaker feat, skill feat
17	Ancestry feat, breath weapon 4d6, evasion, medium armor mastery, skill increase
18	Dragon speaker feat, skill feat
19	Draconic legend, dragon speaker path feature, skill increase
20	Ability boosts, dragon speaker feat, skill feat

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Trained in Perception

Saving Throws

Trained in Fortitude

Expert in Reflex

Expert in Will

Skills

Trained in your choice of Arcana or Nature

Trained in one or more skills determined by your dragon flight

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

Attacks

Trained in simple weapons

Trained in unarmed attacks

Defenses

Trained in light armor

Trained in medium armor

Trained in unarmored defense

Class DC

Trained in dragon speaker class DC

Class Features

You gain these abilities as a dragon speaker. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Dragon Speaker Feats

At 1st level and every even-numbered level, you gain a dragon speaker class feat.

Dragon Flight

As a dragon speaker, you select 1 dragon flight as a sponsor at 1st level. You are a member of that dragon flight first and foremost, though you may learn tricks from the other flights as well during your adventures. The flights presented in this book relate to chromatic and metallic dragons, but other flights can and do exist. You could even be part of a mixed flight of dragons founded to keep each other safe during the collapse of their shattered world.

The descriptions and features of each flight can be found at the end of this section.

Dragon Speaker Path

Choose a dragon speaker path that represents the journey you take as a member of your flight. This choice determines the features you gain at 1st, 7th, 13th, and 19th level.

Path of the Dragon Warrior

If you gain no more Hit Points per level than $10 + \text{your Constitution modifier}$, You gain 2 additional Hit Points for each dragon speaker class feat you have. Otherwise, you gain the Toughness general feat. You also become trained in one martial weapon of your choice. If you were already trained in all martial weapons, you become trained in one advanced weapon of your choice.

Beginning at 7th level, Select one weapon when you make your daily preparations. In your hands, the weapon gains the effect of a property rune. Choose *returning*, *striking*, *weapon potency*, or *wounding*. You also gain the weapon's critical specialization effect.

Kalay's family has long served the bronze dragons of the Sunlight Forest, where despite heavy tree cover, the translucent leaves create a beautiful, green-hued region with close ties to the fey's Overrealm.

Beginning at 13th level when you choose the weapon for your path during your daily preparations, add the following property runes to the list of effects you can choose from: any elemental property (*corrosive*, *flaming*, *frost*, or *shock*) that matches your breath weapon, and any aligned properties (*anarchic*, *axiomatic*, *holy*, or *unholy*) that match your alignment.

Beginning at 19th level, your proficiency rank increases to legendary with your chosen weapon.

Path of the Totem Bearer

If you gain no more Hit Points per level than $10 + \text{your Constitution modifier}$, You gain 1 additional Hit Point for each dragon speaker class feat you have. Otherwise, you gain the Toughness general feat. The durations of all of your draconic auras increase to 24 hours, and you can activate your draconic auras using only 2 actions (focus, and either verbal or somatic).

Beginning at 7th level, you can have up to two auras active at the same time. Increase the number of Focus Points in your focus pool by 1.

Beginning at 13th level, you can activate your draconic auras using only 1 action (focus).

Beginning at 19th level, you can have up to three auras active at the same time. Increase the number of Focus Points in your focus pool by 1.

Path of the True-Form Devotee

Vicious claws grow from your fingers. They are finesse unarmed attacks that deal $1d4$ slashing damage and $1d6$ extra damage of the same type as your breath weapon (see dragon flight). Your skin is also covered in small scales that glow with faint energy, giving you resistance 5 to the same damage type.

Beginning at 7th level, the extra damage increases to $2d6$, and the resistance increases to 10.

Beginning at 13th level, you can cast *dragon form* once per day as an innate spell of the same magical tradition as your draconic auras, taking the same form as that of your dragon flight.

Beginning at 19th level, the extra damage from your claws increases to $3d6$, the resistance increases to 15, and you can cast *dragon form* one additional time per day.

Shield Block

You gain the Shield Block general feat, a reaction that lets you reduce damage with your shield.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*, and have the skill trait You must be trained or better in the corresponding skill to select a skill feat.



Sample Dragon Speaker

Dragon Warrior

You are a dragon warrior, a dragon speaker whose expertise lies in combat. You were trained to guard your flight's hoard, and you can now put that training to good use.

Ability Scores

Prioritize Strength and Wisdom. Constitution makes you even harder to kill than you already are, and Charisma lets you better represent your flight to the rest of the world.

Skills

Acrobatics, Athletics, Arcana, Crafting, Diplomacy, Intimidation, Society

Dragon Flight

Copper or red

Starting Feat

Draconic Presence

Higher-Level Feats

Ensorcelled Strike (2nd), Draconic Pride (4th), Attack of Opportunity (6th), Twisting Tail (8th), Combat Reflexes (12th), Masterful Reflexes (16th), Dragon Champion (20th)

Notes

You will want to get Acrobatics at least to master proficiency by 16th level, and legendary if you decide to choose Legendary Reflexes as your 20th-level feat instead.

Class Kit

As champion, plus a bastard sword and a steel shield to take advantage of shield block. Money Left Over 5 gp 2 sp

Breath Weapon

3rd

At 3rd level, you can unleash a breath weapon used by your dragon flight. Exhaling dragon breath uses a single action. The damage type and the area of the dragon breath depend on your dragon flight. Regardless of the type, the breath weapon deals 1d6 damage, and each creature in the area must attempt a basic Reflex save against your class DC.

After you use your breath weapon, you can't do so again for 1d4 rounds.

At 5th level, your breath weapon deals 2d6 damage instead. At 11th level, it deals 3d6 damage, and at 17th level, it deals 4d6 damage.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ability Boosts

5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Weapon Expertise

5th

You've dedicated yourself to learning the intricacies of your weapons. Your proficiency ranks for all simple weapons and unarmed attacks increase to expert. If you walk the path of the dragon warrior, your proficiency with your chosen weapon increases to expert as well.

Draconic Expertise

7th

Your proficiency rank for your dragon speaker class DC increases to expert. If you have draconic auras, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your draconic auras increases to expert.

Weapon Specialization

7th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Great Fortitude

9th

Your physique is incredibly hardy. Your proficiency rank for Fortitude saves increases to expert.

Alertness

11th

You remain alert to threats around you. Your proficiency rank for Perception increases to expert.

Medium Armor Expertise

11th

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Resolve

13th

You've steeled your mind with incredible resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Weapon Mastery

13th

You fully understand the intricacies of your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to master. If you walk the path of the dragon warrior, your proficiency with your chosen weapon increases to master as well.

Draconic Mastery

15th

Your proficiency rank for your dragon speaker class DC increases to master. If you have draconic auras, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your draconic auras increases to master.

Greater Weapon Specialization

15th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Evasion

17th

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Medium Armor Mastery

17th

Your skill with armor improves, increasing your ability to prevent blows. Your proficiency ranks for light and medium armor, as well as for unarmored defense, increase to master.

Draconic Legend

19th

Your proficiency rank for your dragon speaker class DC increases to legendary. If you have draconic auras, your proficiency rank for spell attacks and spell DCs with the tradition of magic you use for your draconic auras increases to legendary.

Dragon Flights

Each of the following dragon flights are available to dragon speaker characters.

Black Dragon Flight

To be a dragon speaker of a flight of black dragons is to know and understand suffering. A tyrannical brood, you are either a slave given some measure of freedom to work the flight's will, or you were born or reborn to the flight through magical ritual, raised to be their eyes and ears among the humanoids who rightly fear entering their swamps.

- You are trained in Acrobatics and Stealth; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably chaotic evil, chaotic neutral, or neutral evil.
- Your breath weapon is a 30-foot line of acid.

Blue Dragon Flight

As a dragon speaker who ventured from the lands of the blue dragon flights, you are a dogged diplomat who rarely takes no for an answer. You prefer action, and will spur others to it by just about any means necessary. While not necessarily evil, your methods might border on the illegal, and your attitude toward such activities probably draws looks from your more righteous companions.

Key Terms

You'll find these key terms in many dragon speaker abilities.

Draconic Aura: By tapping into your connection to your dragon flight through a special focus given to you upon becoming a dragon speaker, you can create magical effects. Certain feats grant you special spells called draconic auras, which are a type of focus spell. You can usually have only 1 draconic aura active at a time. It costs 1 Focus Point to cast a focus spell. When you gain your first draconic aura, you also gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity. Unlike other characters, you don't need to do anything specific to Refocus, as your connection to your dragon flight naturally replenishes your focus pool.

When you first gain a draconic aura, decide whether your draconic auras are arcane spells or primal spells. You become trained in spell attacks and spell DCs of that tradition.

Focus spells are automatically heightened to half your level rounded up. Taking feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 points.

Flourish: Flourish actions are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

- You are trained in Deception and Society; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably lawful evil, lawful neutral, or neutral evil.
- Your breath weapon is a 30-foot line of electricity.

Brass Dragon Flight

Whimsy and fun are the credo of your flight. You delight in traveling out to meet other people and learn about new, entertaining cultures. When nobody's looking, you make a deal here, or sign an agreement there, all to keep the information moving and your stream of contacts growing. After all, if you can stay ahead of danger, maybe it won't make its way back home.

- You are trained in Diplomacy and Performance; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably chaotic good, chaotic neutral, or true neutral.
- Your breath weapon is a 30-foot line of fire.

Bronze Dragon Flight

Aloof and stoic, principled and protective. These four words perfectly describe your outlook on the world and its people. Given the opportunity, you could lock yourself away in a library for days, only drawn out with the promise of raiding an ancient tomb for even more forgotten lore and history. On the rare occasion that you are roused to anger, you deal with your enemies swiftly so that you can return to your studies.

- You are trained in two Lore skill subcategories of your choice.
- You are probably lawful neutral, true neutral, or neutral good.
- Your breath weapon is a 30-foot line of electricity.

Sample Dragon Speaker

Totem Bearer

You are a totem bearer, a dragon speaker whose expertise lies in protecting others. You were trained to care for your flight's brood and those ailing from combat.

Ability Scores

Prioritize Dexterity and Wisdom. Strength is a good third choice, since it can help increase your damage with melee weapons, and Constitution gives you more Hit Points for when you do have to close in during combat.

Skills

Athletics, Arcana, Crafting, Medicine, Religion, Stealth, Thievery

Dragon Flight

Gold or white

Starting Feat

Draconic Resilience

Higher-Level Feats

Draconic Vigor (2nd), Draconic Presence (4th), Breath Resistance (6th), Camouflage (10th), Speaker's Focus (12th), Golden Luck (16th), Totem Champion (20th)

Notes

You will want to get Stealth at least to master proficiency by 10th level.

Class Kit

As druid, but replace holly and mistletoe with healer's tools and thief's tools. Money Left Over 3 gp, 3 sp 

Gold Dragon Flight

You became a dragon speaker during a momentous meeting of gold dragons, whose long lifespans and preference for seclusion rarely brings them together to brood. During the event in question, you were chosen for a variety of reasons only you know and which you may or may not wish to share. The dragons saw something wonderful in you, and responded in kind, marking you as ally and protector of their kin.

- You are trained in Medicine and Religion; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably lawful good, lawful neutral, or true neutral.
- Your breath weapon is a 15-foot cone of fire.

Green Dragon Flight

If blue dragons are the outgoing politicians of the chromatic flights, green dragons are the reclusive scholars, and you're no different. While you are willing to hold negotiations on topics such as what is considered dragon hunting grounds, your decisions in such matters are often final, with the greater portion going to your flight. For you, adventuring comes second to understanding the larger world and your flight's place in it.

- You are trained in Nature and Survival; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably lawful evil, lawful neutral, or true neutral.
- Your breath weapon is a 15-foot cone of poison.

Red Dragon Flight

Being a dragon speaker for red dragons, Your flight treats you well; assuming you haven't done anything to slight them, which try as you might you often do. You can never be sure if you're a welcome part of the flight or an appetizer not quite ready to be served, but the sheer power you gain by acting on the reds' behalf has been worth the daily threats on your life, so far.

- You are trained in Athletics and Intimidation; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably chaotic evil, chaotic neutral, or neutral evil.
- Your breath weapon is a 15-foot cone of fire.

Silver Dragon Flight

The pride of the silver dragons drew you to them, and you have sworn yourself to their righteous cause. You are a dutiful member of your flight, and their best representative when interacting with others. You denounce evil, and uphold what you believe is right in the world, acting as guardian to your brood and the allies with whom you choose to adventure.

- You are trained in Religion and Survival; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably lawful good, lawful neutral, or neutral good.
- Your breath weapon is a 15-foot cone of cold.

White Dragon Flight

Your adoption into a flight of white dragons was more coincidence than attempt on your part. You saved an ailing member of the flight, or protected their eggs from some other predator when it believed them unguarded. Now, you've been welcomed by the brutish lot, and their magic keeps you warm, even on the coldest nights.

- You are trained in Athletics and Thievery; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.
- You are probably chaotic evil, neutral evil, or true neutral.
- Your breath weapon is a 15-foot cone of cold.

Dragon Speaker Feats

At every level that you gain a dragon speaker feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Draconic Frenzy ♦

Feat 1

DRAGON SPEAKER FLURISH

Choose one. As it has the flourish trait, you can use Draconic Frenzy only once per turn.

- Make two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses. Apply your multiple attack penalty to the Strikes normally.
- Make one melee weapon Strike and use your breath weapon.

Draconic Presence

Feat 1

DRAGON SPEAKER

You learn the *draconic presence* draconic aura, which improves your chances of acting sooner during combat.

Draconic Resilience

Feat 1

DRAGON SPEAKER

You learn the *draconic resilience* draconic aura, which protects you and your allies from harm.

Draconic Senses

Feat 1

DRAGON SPEAKER

You learn the *draconic senses* draconic aura, which makes it easier for you and your allies to see in some situations.

Draconic Vigor

Feat 1

DRAGON SPEAKER

You learn the *draconic vigor* draconic aura, which grants you and your allies fast healing for a short time.

2nd Level

Acute Scent

Feat 2

DRAGON SPEAKER

Your sense of smell improves. You gain imprecise scent with a range of 30 feet.

Ensorcelled Strike ♦

Feat 2

DRAGON SPEAKER

Frequency once per 10 minutes

You draw in some of the inherent magic of dragons to enhance your weapons, natural or otherwise. Make a Strike or Draconic Frenzy (this doesn't change the limit on using only one flourish per turn). You gain a +1 status bonus to your attack rolls with the Strikes, and the Strikes deal 1d6 extra damage. This damage is chosen each time you strike and can be of the same type as your breath weapon or one of your alignments. If you are true neutral, you can choose force instead.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Ice Climb

Feat 2

DRAGON SPEAKER

You can climb on ice as though you had a climb Speed equal to your land Speed. You ignore difficult terrain and greater difficult terrain from ice and snow, and you don't risk falling when crossing ice.

Dragon Speaker Feats

If you need to look up a dragon speaker feat by name instead of by level, use this table.

Feat	Level
Acute Scent	2
Acute Vision	10
Adult Dragon Spellcaster	14
Ancient Dragon Spellcaster	20
Attack of Opportunity	6
Breath Resistance	6
Camouflage	10
Combat Reflexes	12
Deadly Blood	8
Deep Breath	4
Desert Thirst	10
Desert Wind	12
Detect Magic	10
Draconic Frenzy	1
Draconic Momentum	6
Draconic Presence	1
Draconic Pride	4
Draconic Resilience	1
Draconic Senses	1
Draconic Vigor	1
Dragon Champion	20
Dragon Roar	6
Dragon Spellcaster Devotion	4
Dragon Wings	12
Elemental Scales	12
Ensorcelled Strike	2
Frightful Presence	6
Gift of Freedom	14
Golden Luck	16
Greater Draconic Frenzy	14
Ground Slam	6
Ice Climb	2
Legendary Reflexes	20
Manipulate Energy	16
Mass Laughter	18
Masterful Reflexes	16
Redirect Fire	16
Repulsive Breath	10
Shape Ice	4
Silver Lining	8
Sleep Breath	16
Slowing Breath	8
Sound Imitation	10
Speaker's Focus	12
Storm Breath	18
Strengthened Wings	18
Tail Lash	8
Totem Champion	20
Trackless Step	6
True-Form Champion	20
Twisting Tail	8
Vortex Breath	14
Wake of Power	18
Weakening Breath	12
Wing Deflection	2
Woodland Stride	4
Young Dragon Spellcaster	6

Wing Deflection

Feat 2

DRAGON SPEAKER

Trigger You are targeted with an attack by an attacker you can see.

Requirement You have at least 1 hand free.

You swing your arm down in the same way a dragon uses its wing to deflect blows. You gain a +2 circumstance bonus to AC against the triggering attack.

4th Level

Deep Breath

Feat 4

DRAGON SPEAKER

Prerequisites breath weapon

You can spend an additional action and a focus point to increase your breath weapon's damage to 1d6 per level.

If you don't already have one, you gain a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity. Unlike other characters, you don't need to do anything specific to Refocus, as your connection to your dragon flight naturally replenishes your focus pool.

Dragon Spellcaster Devotion

Feat 4

DRAGON SPEAKER

Prerequisites Wisdom 14

You have studied the draconic magic of your flight, mastering a few simple spells. You gain a spell repertoire with 2 cantrips of the same magical tradition as your draconic auras. Choose from the following spells granted by your dragon flight.

Black dancing lights, detect magic, prestidigitation, read aura, tanglefoot

Blue detect magic, message, read aura, shield, sigil

Brass dancing lights, detect magic, mage hand, prestidigitation, read aura

Bronze detect magic, light, message, read aura, shield

Copper detect magic, ghost sound, message, read aura

Gold daze, detect magic, forbidding ward, prestidigitation, read aura

Green dancing lights, detect magic, ghost sound, read aura, shield

Red chill touch, daze, mage hand, message, sigil

Silver detect magic, light, message, read aura, stabilize

White detect magic, ghost sound, mage hand, ray of frost, read aura

Draconic Pride

Feat 4

DRAGON SPEAKER

You gain the *draconic pride* draconic aura, which fills you and your allies with courage.

Shape Ice

Feat 4

DRAGON SPEAKER

Requirement Your breath weapon deals cold damage.

You reshape a cube of ice or snow you touch, up to 10 feet across. Any creature standing atop the ice must succeed at a Reflex save or Acrobatics check against your class DC. On a failure, the creature falls prone atop the ice; on a critical failure, it falls off the ice entirely and is also prone. At 10th level, you learn *wall of ice* as an innate spell of the same magical tradition as your draconic auras. You can cast that spell once per day.

Woodland Stride

Feat 4

DRAGON SPEAKER

You can always find a path, almost as if foliage parted before you. You ignore any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede your progress.

6th Level

Attack of Opportunity

Feat 6

DRAGON SPEAKER

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Breath Resistance

Feat 6

DRAGON SPEAKER

You gain the *breath resistance* draconic aura, which grants you and your allies resistance to some area effects.

Draconic Momentum

Feat 6

DRAGON SPEAKER

Trigger You score a critical hit with a Strike.

You Recharge your breath weapon.

Dragon Roar

Feat 6

AUDITORY DRAGON SPEAKER EMOTION FEAR

You bellow, instilling fear in your enemies. Enemies within a 15-foot emanation must succeed at a Will save against your Intimidation DC or be frightened 1 (frightened 2 on a critical failure). When a creature frightened by the roar begins its turn adjacent to you, it can't reduce its frightened value below 1 on that turn. Your first attack that hits a frightened creature after you roar and before the end of your next turn gains a +4 circumstance bonus to damage.

After you use Dragon Roar, you can't use it again for 1d4 rounds. Creatures in the area of your roar are then temporarily immune for 1 minute.

Frightful Presence

Feat 6

DRAGON SPEAKER

You gain the *frightful presence* draconic aura, which fills your enemies with dread.

Ground Slam

Feat 6

DRAGON SPEAKER

Requirement You are on the ground or Flying within 10 feet of the ground.

You slam into the ground. Each creature on the ground within 10 feet of you must succeed at a Reflex save against your class DC or fall prone and take 1d6 bludgeoning damage per 3 levels. You can then Step. If you walk the path of the dragon warrior, you can target a single creature with Ground Slam instead.

Trackless Step

Feat 6

DRAGON SPEAKER

Prerequisites Woodland Stride

When you move through natural terrains, you are difficult to track. You always gain the benefits of the Cover Tracks action in such terrains, without moving at half your Speed.

Young Dragon Spellcaster

Feat 6

DRAGON SPEAKER

Prerequisites Dragon Spellcaster Devotion

You gain a 1st-level spell slot and a 2nd-level spell slot of the same magical tradition as your draconic auras. Choose from the following spells granted by your dragon flight.

Special: At 8th level, you also gain a 3rd-level spell slot.

Black 1st—alarm, ray of enfeeblement, true strike; 2nd—blur, glitterdust, invisibility; 3rd—slow, stinking cloud, paralyze

Blue 1st—alarm, charm, unseen servant; 2nd—dispel magic, invisibility, mirror image; 3rd—dream message, hypnotic pattern, paralyze

Brass 1st—alarm, sleep, ventriloquism; 2nd—humanoid form, mirror image, resist energy; 3rd—earthbind, locate, paralyze

Bronze 1st—alarm, hydraulic push, true strike; 2nd—comprehend language, mirror image, resist energy; 3rd—dispel magic, mind reading, slow

Copper 1st—fleet step, illusory object, magic aura; 2nd—glitterdust, invisibility, see invisibility; 3rd—dispel magic, haste, meld into stone

Gold 1st—alarm, mending, protection, spirit link; 2nd—restoration, resist energy, see invisibility; 3rd—dispel magic, haste, heal

Green 1st—illusory object, true strike, ventriloquism; 2nd—humanoid form, mirror image, see invisibility; 3rd—dispel magic, locate, mind reading

Red 1st—charm, ray of enfeeblement, true strike; 2nd—comprehend language, resist energy, see invisibility; 3rd—grease, haste, mind reading

Silver 1st—alarm, bless, protection, true strike; 2nd—augury, calm emotions, restoration, see invisibility; 3rd—heal, paralyze, wall of wind

White 1st—ray of enfeeblement, true strike; 2nd—dispel magic, invisibility, resist energy; 3rd—earthbind, haste, vampiric touch

8th Level

Deadly Blood

Feat 8

DRAGON SPEAKER

Frequency once per 10 minutes

Trigger An adjacent creature deals piercing or slashing damage to you.

Requirement Your breath weapon is recharged.

You blood sprays on the creature, dealing 1d6 damage of the same type as your breath weapon, plus an additional effect.

- A creature that takes acid, fire, or poison damage in this way also takes persistent damage of the same type equal to your Wisdom modifier for 1 round.
- A creature that takes cold or electricity damage in this way is slowed 1 for 1 round.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Sample Dragon Speaker

True-Form Devotee

You are a true-form devotee, a dragon speaker whose mission in life is to become a dragon yourself. You have studied every aspect of not only your flight but others as well in your search of the solution.

Ability Scores

Prioritize Strength and Dexterity. Wisdom gives you a boost in any auras you may choose, or the occasional dragon speaker feat. Intelligence helps you to better understand dragons and other creatures' interactions with them.

Skills

Accounting Lore, Arcana, Dragon Lore, Nature, Occultism, Society, Survival

Dragon Flight

Bronze or green

Starting Feat

Draconic Frenzy

Higher-Level Feats

Wing Deflection (2nd), Deep Breath (4th), Ground Slam (6th), Tail Lash (8th), Dragon Wings (12th), Manipulate Energy (16th), True-Form Champion (20th)

Class Kit

As a monk, plus hide armor. Money Left Over 8 gp, 2 sp

Silver Lining

Feat 8

DRAGON SPEAKER

Prerequisites non-evil alignment

You gain the champion's tenets of good and a champion feat of your choice. You are also bound by the champion's anathema and must follow the champion's code and alignment requirements for your cause. For the purpose of meeting the feat's prerequisites, your champion level is equal to your character level—4.

Special You can select this feat twice beginning at 14th level, and up to three times at 20th level.

Slowing Breath

Feat 8

ABJURATION DRAGON SPEAKER TRANSMUTATION

Prerequisites breath weapon

Frequency once per 10 minutes

Requirement Your breath weapon is recharged.

You expend your breath weapon to breathe out a puff of rancid air. This has the same effect as a *slow* spell (using your class DC), but it targets each creature in a 30-foot line. A creature that fails its save is slowed 1 for a number of rounds equal to your Wisdom modifier (or slowed 2 on a critical failure).

Special If you have a focus pool, you can spend 1 Focus Point to ignore the requirements.

Tail Lash

Feat 8

DRAGON SPEAKER

Trigger A creature within your reach takes an action to Strike or attempt a skill check.

Your heightened senses allow you to hamper your enemy's actions taken in your presence. Make a melee Strike against the triggering creature with a -2 penalty. If your attack hits, the creature takes a -2 circumstance penalty to the triggering roll. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Twisting Tail

Feat 8

DRAGON SPEAKER

Prerequisites Attack of Opportunity

Trigger A creature within your reach uses a move action or would leave a square as part of an action it's using.

Your heightened senses allow you to stop even magical movement in your presence. Make a melee Strike against the triggering creature with a -4 penalty. If your attack hits, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike. At 16th level, the penalty is -2.

10th Level

Acute Vision

Feat 10

DRAGON SPEAKER

You ignore the concealed condition from fog, smoke, and similar effects.

Camouflage

Feat 10

DRAGON SPEAKER

Prerequisites master in Stealth

You alter your appearance to blend in to the wilderness. In natural terrain, you can Sneak even if you're observed.

Desert Thirst

Feat 10

DRAGON SPEAKER TRANSMUTATION

Frequency once per 10 minutes

You attempt to destroy up to 2 gallons of liquid, turning it into sand. This destroys liquid magic or alchemical items if they're of a lower level than you (a creature can attempt a Will save against your class DC to protect all liquids in its possession). This doesn't affect the liquids in a creature's body.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Detect Magic

Feat 10

DRAGON SPEAKER

You have learned the dragons' secret of detecting magic around you. You can cast a 4th-level *detect magic* cantrip as an innate spell of the same magical tradition as your draconic auras. Increase the number of Focus Points in your focus pool by 1. If this would give you more than 3 focus points in your Focus Pool, you can spend an action to Refocus once per day instead.

Repulsive Breath

Feat 10

ABJURATION DRAGON SPEAKER INCAPACITATION MENTAL

Prerequisites breath weapon

Frequency once per 10 minutes

Requirement Your breath weapon is recharged.

You expend your breath weapon to breathe out a puff of rancid air. This has the same effect as a *stinking cloud* spell (using your class DC), but in a 30-foot line. A creature that fails its save is also fleeing for 1 round instead of slowed (or for 2 rounds on a critical failure).

Special If you have a focus pool, you can spend 1 Focus Point to ignore the requirements.

Sound Imitation

Feat 10

DRAGON SPEAKER

You can mimic any sound you have heard within a number of minutes equal to your Wisdom modifier. You must succeed at a Deception check with a +4 circumstance bonus to do so. This allows you to parrot a creature's exact words, but does not give you the ability to understand them if you do not know the language.

Special You can sustain one use of this ability at a time by successfully repeating the sounds to yourself before you forget them.

12th Level

Combat Reflexes

Feat 12

DRAGON SPEAKER

Prerequisites Attack of Opportunity

At the start of each of your turns, you gain an additional reaction that you can use only to make an Attack of Opportunity, Tail Lash, or Twisting Tail.

Desert Wind

Feat 12

DRAGON SPEAKER MORPH TRANSMUTATION

Frequency once per 10 minutes

You call upon the cutting desert winds. This has the same effect as a *gust of wind* spell (using your class DC), but in a 60-foot cone. A creature that fails its save is also blinded until the end of its next turn (or for 1 minute on a critical failure).

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Dragon Wings

Feat 12

DRAGON SPEAKER MORPH TRANSMUTATION

You sprout dragon wings from your back of the same color as your dragon flight. You gain a fly Speed equal to your land Speed. After flying for a number of rounds up to your Strength modifier (minimum 1) in the same day, you are fatigued and cannot fly. Resting or Refocusing for at least 10 minutes resets

this limit. If you are flying when you become fatigued, you start to fall, but you take no damage from the fall and land standing up.

Elemental Scales

Feat 12

DRAGON SPEAKER

You gain the *elemental scales* draconic aura, which allows you and your allies to take retribution against nearby creatures that hit you.

Speaker's Focus

Feat 12

DRAGON SPEAKER

Your focus as a dragon speaker is uncanny. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

Weakening Breath

Feat 12

ABJURATION DRAGON SPEAKER INCAPACITATION MENTAL

Prerequisites breath weapon

Frequency once per 10 minutes

Requirement Your breath weapon is recharged.

You expend your breath weapon to breathe out a puff of hot, dry air. This has the same effect as a *ray of enfeeblement* spell (using your class DC), but in a 15-foot cone.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the requirements.

14th Level

Adult Dragon Spellcaster

Feat 14

DRAGON SPEAKER

Prerequisites Young Dragon Spellcaster

You gain a 4th-level spell slot and a 5th-level spell slot of the same magical tradition as your draconic auras. Choose from the following spells granted by your dragon flight.

Special: At 16th level, you also gain a 6th-level spell slot.

Black 4th—clairvoyance, dimension door, suggestion; 5th—black tentacles, mariner's curse, prying eye; 6th—dominate, true seeing, wall of force

Blue 4th—clairvoyance, dimension door, hallucinatory terrain; 5th—chromatic wall, false vision, illusory scene; 6th—baleful polymorph, feeblemind, mislead

Brass 4th—confusion, dimensional anchor, dimension door; 5th—hallucination, mind probe, tongues; 6th—dominate, teleport, true seeing

Bronze 4th—suggestion; 5th—control water, illusory scene, tongues; 6th—mislead, true seeing, teleport

Copper 4th—confusion, creation, stoneskin; 5th—false vision, hallucination, tongues; 6th—mislead, phantasmal calamity, teleport

Gold 4th—discern lies; 5th—banishment, breath of life, sending; 6th—blade barrier, true seeing

Green 4th—clairvoyance, dimension door, stoneskin; 5th—cloudkill, dispel magic, tongues; 6th—feeblemind, teleport, true seeing

Red 4th—crushing despair, invisibility, stoneskin; 5th—cloak of colors, command, tongues; 6th—dispel magic, teleport, wall of force

Silver 4th—freedom of movement, read omens, restoration; 5th—banishment, sending; 6th—repulsion, true seeing, zealous conviction

White 4th—charm, dimension door, freedom of movement; 5th—chromatic wall, passwall, tongues; 6th—baleful polymorph, dominate, true seeing

Gift of Freedom

Feat 14

DRAGON SPEAKER

You can attempt to counteract a sleep effect or an effect imposing the paralyzed condition on a target within 30 feet of you. If you are the target, this is a reaction, requiring only the use of your mind.

Greater Draconic Frenzy

Feat 14

DRAGON SPEAKER FLOURISH OPEN

Prerequisites Draconic Frenzy

You attack all nearby adversaries. Make a melee Strike against each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but do not increase your penalty until you have made all your attacks.

Vortex Breath

Feat 14

DRAGON SPEAKER EVOCATION WATER

Prerequisites breath weapon

Frequency once per 10 minutes

Requirement Your breath weapon is recharged.

You expend your breath weapon to breathe out a powerful blast of water that swirls and draws up those within its area. This has the same effect as a *reverse gravity* spell, but the range is 30 feet and the duration is sustained up to 1 minute. Creatures and objects in the area float and must hold their breath to avoid drowning. Creatures can attempt an Athletics check against your class DC to swim in the area.

When you sustain the effect, you create a current that attempts to Shove creatures back to the center of the area with an Athletics modifier of +20, unless your own modifier is higher.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the requirements.

16th Level

Golden Luck

Feat 16

DRAGON SPEAKER FORTUNE

Frequency once per 10 minutes

Trigger You fail a saving throw.

Improve your result by one degree of success, turning a failure into a success or a critical failure into a normal failure. You can't use this ability again for 1d4 rounds.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency, but you must still wait 1d4 rounds to use Golden Luck again.

Redirect Fire

Feat 16

ABJURATION DRAGON SPEAKER

Frequency once per 10 minutes

Trigger A creature within 100 feet casts a fire spell, or a fire spell otherwise comes into effect from a source within 100 feet.

Requirement Your breath weapon deals fire damage.

You make all the choices to determine the targets, destination, or other effects of the spell, as though you were the caster.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Masterful and Legendary Reflexes

While presented as dragon speaker and midnight legate feats here, Masterful Reflexes (Feat 16) and Legendary Reflexes (Feat 20) are also available to fighters, monks, rangers, and rogues. For these classes, Masterful Reflexes has the requirement that you used no more than 1 reaction on your last turn, and Legendary Reflexes ignores that requirement.

Manipulate Energy ♦♦

Feat 16

CONCENTRATION DRAGON SPEAKER TRANSMUTATION

Frequency once per 10 minutes

You attempt to take control of a magical effect or spell within 100 feet that shares an energy type with your breath weapon. If you succeed at a counteract check, the original caster loses control of the spell or magic effect, control is transferred to you, and you count as having Sustained the Spell with this action (if applicable). You can choose to end the spell instead of taking control.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Masterful Reflexes

Feat 16

DRAGON SPEAKER

Prerequisites master in Acrobatics, Combat Reflexes

Requirement Your breath weapon is recharging.

Using your breath weapon raises your adrenaline and sharpens your attention to enemies' actions. You gain 2 reactions at the start of your turn each round.

Sleep Breath ♦♦

Feat 16

DRAGON SPEAKER ENCHANTMENT SLEEP

Prerequisites breath weapon

Frequency once per 10 minutes

Requirement Your breath weapon is recharged.

You expend your breath weapon to breathe out a puff of stifling gas. This has the same effect as a sleep spell (using your class DC), but in a 15-foot cone. A creature that fails its save falls unconscious for 1d6 rounds (or for 1 minute on a critical failure).

Special If you have a focus pool, you can spend 1 Focus Point to ignore the requirements.

18th Level

Mass Laughter ♦♦

Feat 18

DRAGON SPEAKER EMOTION ENCHANTMENT MENTAL

You tell a fantastic joke. Each enemy within 100 feet of you able to hear and understand you must succeed at a Will save against your class DC or suffer the effects of a 9th-level *hideous laughter* spell for 1 minute.

Storm Breath ♦

Feat 18

DRAGON SPEAKER

Prerequisites breath weapon

Frequency once per 10 minutes

Trigger You use your breath weapon.

Requirement Your breath weapon deals electricity damage.

A 20-foot-radius storm cloud appears 80 feet above a point of your choosing along your breath weapon's path. The cloud lasts for 10 minutes and allows you spend an action to call

down a bolt of lightning from the cloud once per round that deals 6d12 electricity damage to all enemies in its path. Those creatures must attempt a basic Reflex save.

Special If you have a focus pool, you can spend 1 Focus Point to ignore the frequency.

Strengthened Wings

Feat 18

DRAGON SPEAKER

Prerequisites Dragon Wings

You can use your dragon wings to fly without becoming fatigued or requiring rest.

Wake of Power

Feat 18

DRAGON SPEAKER

You learn the *wake of power* draconic aura, which allows you to create a cloud of dangerous energy around you.

20th Level

Ancient Dragon Spellcaster

Feat 20

DRAGON SPEAKER

Prerequisites Adult Dragon Spellcaster

You gain a 7th-level spell slot and an 8th-level spell slot of the same magical tradition as your draconic auras. Choose from the following spells granted by your dragon flight.

Black 7th—*finger of death, mask of terror, reverse gravity*; 8th—*disappearance, mind blank*

Blue 7th—*paralyze, prismatic spray, spell turning*; 8th—*disappearance, maze, mind blank*

Brass 7th—*power word blind, project image, reverse gravity*; 8th—*disappearance, maze*

Bronze 7th—*prismatic spray, spell turning, suggestion*; 8th—*disappearance, mind blank, polar ray*

Copper 7th—*prismatic spray, project image, reverse gravity*; 8th—*maze, prismatic wall*

Gold 7th—*dimensional lock, energy aegis, spell turning*; 8th—*discern location, divine aura*

Green 7th—*contingency, prismatic spray, spell turning*; 8th—*mind blank, prismatic wall*

Red 7th—*prismatic spray, resist energy, reverse gravity*; 8th—*discern location, mind blank, prismatic wall*

Silver 7th—*divine decree, energy aegis, plane shift*; 8th—*discern location, divine decree*

White 7th—*paralyze, resist energy*; 8th—*discern location, polar ray*

Dragon Champion

Feat 20

DRAGON SPEAKER

Prerequisites path of the dragon warrior

Your path has transformed your chosen weapon into a paragon of its type. When you choose the weapon for your path of the dragon warrior during your preparations, add the following property runes to the list of effects you can choose from: *dancing, grievous, keen, and* any greater elemental property (*corrosive, flaming, frost, or shock*) that matches your breath weapon.

Legendary Reflexes

Feat 20

DRAGON SPEAKER

Prerequisites legendary in Acrobatics, Masterful Reflexes

You are always attentive to your enemies' actions. You gain 2 reactions at the start of your turn each round whether or not your breath weapon is recharging.

Totem Champion ♦

Feat 20

DRAGON SPEAKER

Prerequisites path of the totem bearer

You spend 1 focus point and immediately activate up to 3 draconic auras you know. If you haven't used Totem Champion since you last made your daily preparations, you do not spend any focus points.

True-Form Champion ♦

Feat 20

DRAGON SPEAKER

Prerequisites path of the true-form devotee

When you cast your *dragon form* innate spell, it is an 8th-level spell. When you rest or Refocus for at least 10 minutes, you regain 1 use of that spell.

Dragon Speaker Multiclass Archetype

Your life took you on a different path initially, leading you to become something you thought was true to your nature at the time. Now that you've established your place within a dragon flight, you oft wonder what could have been different. Still, you accept that your life before was but a preamble to the new one you now live among those with whom you truly belong.

Multiclass Dragon speaker Characters

The dragon speaker archetype allows you to represent a closer connection to a dragon flight than you might otherwise have. By adopting—or being adopted by—such a flight, you can begin to learn more about their ways, and mark yourself as representative of their kind.



Dragon Speaker Dedication

Feat 2

ARCHETYPE DEDICATION MULTICLASS

Prerequisites Wisdom 14

You become trained in light armor. You become trained in your choice of Arcana and Nature; for each of these skills in which you were already trained, you instead become trained in a skill of your choice.

Choose a dragon flight and dragon speaker path as you would if you were a dragon speaker. You have that flight and path for all purposes, allowing you to take feats that use them as a prerequisite, but you don't gain any of the other abilities they grant.

Special You cannot select another dedication feat until you have gained two other feats from the dragon speaker archetype.

Basic Draconic Training

Feat 4

ARCHETYPE

Prerequisites Dragon Speaker Dedication

You gain a 1st- or 2nd-level dragon speaker feat of your choice.

Dragon Speaker Resiliency

Feat 4

ARCHETYPE

Prerequisites Dragon Speaker Dedication, class granting no more Hit Points per level than $10 + \text{your Constitution modifier}$

You gain 3 additional Hit Points for each dragon speaker archetype class feat you have. As you continue selecting dragon speaker archetype class feats, you continue to gain additional Hit Points in this way.

Advanced Draconic Training

Feat 6

ARCHETYPE

Prerequisites Basic Draconic Training

You gain one dragon speaker feat. For the purpose of meeting its prerequisites, your dragon speaker level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another dragon speaker feat.

Dragon Speaker Breath Weapon

Feat 6

ARCHETYPE

Prerequisites Dragon Speaker Dedication

You gain the breath weapon ability for the dragon flight you chose for Dragon Speaker Dedication. For the purpose of improving your breath weapon, your dragon speaker level is equal to half your character level +1.

Dragon Speaker Path Feature

Feat 6

ARCHETYPE

Prerequisites Dragon Speaker Dedication

You gain the 1st-level benefits of the dragon speaker path you chose for Dragon Speaker Dedication.

Greater Dragon Speaker Path Feature

Feat 12

ARCHETYPE

Prerequisites Dragon Speaker Path Feature

You gain the 7th-level benefits of the dragon speaker path you chose for Dragon Speaker Dedication.

Kalay's closest friend and rival, Ikaika, did not begin her path as a dragon speaker until she had already become a ranger of some notoriety.

Now, she continues to wield her ceremonial weapons, but can fall back on her dangerous claws when the fight calls for it.

Midnight Legate

You learned the hard way that magic is a danger when wielded by those who do not understand it against those who believe it to be a cure-all. Now, after what you believe to be too little training, you're expected to challenge the likes of clerics, sorcerers, and warlocks who threaten existence with their power using only a journal and whatever weapon you're wielding today.

Such is the cause, you suppose. After being recruited into the midnight legates by your predecessor, you have proven yourself capable of recognizing magic at its most dangerous and stopping it before it can get worse. Now, you're as ready as you can be to take the next step toward a safer world.

Key Ability

Intelligence

At 1st level, your class gives you an ability boost to Intelligence.

Hit Points

10 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You keep magic-using enemies in check through a combination of fighting techniques and study of those same powers.

During Social Encounters...

You speak on the merits of a controlled environment when it comes to the use of spellcasting, attempting to prove your point without resorting to mob mentality or violence.

While Exploring...

You search for clues that may lead you to sources of power, such as magical locations, creatures, or spellcasters. You can quickly surmise if something magical is a threat and help determine if it should be dealt with accordingly.

In Downtime...

You sit, side-by-side, with others who study magic, gleaning what you can about its proper use and occasionally gathering more spells to add to your journal.

You Might...

- Argue with an allied spellcaster over when and whether they should cast some spells.
- Stick up for those who cannot do so for themselves, whether or not they can use magic in some way.
- View magic as a necessary evil, but wish to mitigate its use to those with proper authority and training.

Others Probably...

- Expect you to kill wizards, druids, and the like on sight.
- Believe you will hunt them down if you learn of their magical heritage or talents.
- Want to hire you as a mercenary who will control magic on their terms, rather than your own.

Table: Midnight Legate Advancement

Your

Level Class Features

1	Ancestry and background, initial proficiencies, counterstrike, recognize spell, regiment
2	Midnight legate feat, skill feat
3	Combat acumen, general feat, skill increase
4	Midnight legate feat, skill feat
5	Ability boosts, ancestry feat, martial weapon expertise, skill increase
6	Midnight legate feat, skill feat
7	General feat, resolve, midnight legate expertise, skill increase, vigilant senses, weapon specialization
8	Midnight legate feat, skill feat
9	Ancestry feat, detect magic, evasion, magic resistance, skill increase
10	Ability boosts, midnight legate feat, skill feat
11	Combat acumen, general feat, juggernaut, medium armor expertise, skill increase
12	Midnight legate feat, skill feat
13	Ancestry feat, dispel magic, skill increase, weapon mastery
14	Midnight legate feat, skill feat
15	Ability boosts, general feat, masterful legate, skill increase
16	Midnight legate feat, skill feat
17	Ancestry feat, perfect guard, skill increase, superior acumen
18	Midnight legate feat, skill feat
19	Combat acumen, general feat, legendary legate, second skin, skill increase
20	Ability boosts, midnight legate feat, skill feat

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Expert in Perception

Saving Throws

Expert in Fortitude

Trained in Reflex

Expert in Will

Skills

Trained in Arcana

Trained in your choice of Nature, Occultism, or Religion

Trained in a number of additional skills equal to 4 plus your Intelligence modifier

Attacks

Trained in simple weapons

Trained in martial weapons

Trained in unarmed attacks

Defenses

Trained in light armor

Trained in medium armor

Trained in unarmored defense

Class DC

Trained in midnight legate class DC

Class Features

You gain these abilities as a midnight legate. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Pathfinder Second Edition Core Rulebook.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Counterstrike

You know how to interrupt spellcasting and magical abilities as they occur. You gain the counterstrike reaction.

Counterstrike

Trigger A creature within your reach uses a manipulate action or a concentrate action, or attempts to create an obviously magical effect.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack hits and the trigger is a spell or magical effect, you can also attempt to counteract it with a circumstance bonus equal to the number of damage dice for your weapon. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Recognize Spell

To be inducted into the midnight legates, you were required to learn how to recognize most common spells. You gain the Recognize Spell general feat and can use that feat to recognize spells whether or not you are trained in the appropriate skill.

Regiment

Upon becoming a midnight legate, you join a specific regiment, which grants you a class feat and additional benefits as you gain midnight legate levels. While you'll always be a member of your initial regiment, it's not unheard of for a midnight legate to request to join additional regiments in search of greater tactics with which to bring in dangerous creatures and spellcasters, and PC midnight legates are among the most likely to blend the training of different regiments.

Libris Consortium

As a member of the Libris Consortium, you work directly with a wizard's school, a clergy, or some other official group of spellcasters who have given you their trust and use you to keep their erstwhile members in check. You gain the Spellbook midnight legate feat.

Rafael al Fontein was a petty smuggler before the Shadow Stalkers offered him an opportunity to join the midnight legates. With his new skillset, he now patrols the docks to find and obtain illegal magic items, undocumented magical creatures, and stow away refugees from nearby magical countries.

Lorekeepers

You likely joined the Lorekeepers because you wanted to have a broad knowledge of all creatures able to use magic. Months and years have come and gone as you poured through the journals of your fellow legates, until finally you felt ready to put your studies to the test. You gain the Spellcaster Lore midnight legate feat.

Mage Hounds

The original midnight legates were never far from their mage hounds, specially bred beasts who could smell the use of magic in their vicinity and help bring those who opposed the dark god to heel. The secrets for breeding mage hounds are now reserved for only the most dedicated of midnight legates, and you hope to earn that privilege. You gain the Animal Companion midnight legate feat.

Shadow Stalkers

The shadow stalkers do their best work in the cities of the world, where they often police the use of illegal and potentially harmful magic that can affect so many people in such enclosed spaces. You gain the Grim Pursuit midnight legate feat.



Sample Midnight Legate

Libris Consortium Legate

You have joined the *Libris Consortium*, and you keep your journal handy wherever you go. You are always ready to add new spells to your spellbook so that you have them ready when the time comes to stop a dangerous magic user.

Ability Scores

Prioritize Strength and Intelligence. Constitution allows you to last longer in the rare event that your other defenses fail you, while Dexterity and Wisdom are great supplemental options for better saving throws.

Skills

Acrobatics, Arcana, Medicine, Nature, Occultism, Religion, Stealth

Regiment

Libris Consortium

Starting Feat

Spellbook

Higher-Level Feats

Counterspell (2nd), Quick Recognition, (4th), Bespell Weapon (6th), Focused Versatility (8th), Clever Counterspell (12th), Cognitive Loophole (16th), Midnight Legionnaire (20th)

Notes

You will want to get Arcana at least to expert proficiency by 4th level.

Class Kit

As fighter, plus a maul. Money Left Over 9 gp

Midnight Legate Feats

2nd

At 2nd level and every even-numbered level thereafter, you gain a Midnight Legate class feat.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*, and have the skill trait You must be trained or better in the corresponding skill to select a skill feat.

Combat Acumen

3rd

In studying how spellcasters act and move about the field of battle, you have also learned to watch the movements of other creatures closely. The first time you hit a creature in a round, if you attacked that creature at least once on your last turn, you also deal 1d6 additional precision damage. (Precision damage increases the damage you already deal, using the same type, but is ineffective against creatures that lack vital organs or weak points.) At 11th level, the extra damage increases to 2d6 precision damage, and at 19th level, the extra damage increases to 3d6 precision damage. Against a spellcaster or an obviously magical creature, increase the damage die size to d8.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ability Boosts

5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Martial Weapon Expertise

5th

Training and magic improved your weapon technique. Your proficiency rank for simple and martial weapons increases to expert.

Midnight Legate Expertise

7th

You've practiced your techniques to make them harder to resist. Your proficiency rank for your midnight legate class DC increases to expert.

Resolve

7th

You've steeled your mind with incredible resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Vigilant Senses

7th

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Weapon Specialization

7th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Detect Magic

9th

You can cast *detect magic* as an innate spell at will, as a spell of the arcane tradition.

Magic Resistance

9th

Your continued training makes you more resistant to magic. You gain a +1 status bonus to saving throws against spells and magical effects.

Evasion

9th

You've learned to move quickly to avoid explosions, a dragon's breath, and worse. Your proficiency rank for Reflex saves increases to master. When you roll a success on a Reflex save, you get a critical success instead.

Juggernaut

11th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Medium Armor Expertise

11th

You've learned to defend yourself better against attacks. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to expert.

Dispel Magic

13th

You are inherently able to suppress nearby magic effects. You can cast *dispel magic* as an innate spell a number of times each day equal to your Intelligence modifier, as a spell of the arcane tradition.

Weapon Mastery

13th

You fully understand the intricacies of your weapons. Your proficiency ranks for simple weapons and unarmed attacks increase to master.

Masterful Legate

15th

You have honed your abilities as a mage hunter to incredible levels. Your proficiency rank for your midnight legate class DC increases to master. When using a ranged weapon that you have master proficiency in, you can ignore the penalty if attacking a spellcaster or obviously magical creature within the weapon's second and third range increments.

If you have master proficiency in Perception, you gain a +4 circumstance bonus to Perception checks when you Seek spellcasters and obviously magical creatures, and if you have master proficiency in Survival, you gain a +4 circumstance bonus to Survival checks when you Track those creatures.

Greater Weapon Specialization

17th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Key Terms

You'll find these key terms in many midnight legate abilities.

Counteract: Your counterstrike, as well as spells such as *dispel magic*, can be used to eliminate the effects of other spells. At least one creature, object, or manifestation of the spell you are trying to counteract must be within your reach or within range of the spell that you are using. When you attempt a counteract check, use your Intelligence modifier and your proficiency bonus for your midnight legate class DC or the skill associated with the spell's magical tradition, (Arcana, Occultism, Nature, or Religion) whichever is higher.

Flourish: Flourish actions are techniques that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

Obviously Magical Creature: These creatures are made entirely of magic, innately use magic, or have some inherent, magical effect to their presence. Elementals and genies, as well as most celestials, dragons, fey, and fiends are obviously magical creatures. Beasts such as the phoenix are obviously magical, but a warg is not. Creatures such as werewolves can hide the fact that they are obviously magical creatures until they transform or otherwise use the ability that reveals them for what they truly are. The GM determines if something is an obviously magical creature.

Open: These maneuvers work only as the first salvo in the attacks you make on your turn. You can use an action with the open trait only if you haven't used an action with the attack or open trait yet this turn.

Press: Actions with this trait allow you to follow up earlier attacks. An action with the press trait can be used only if you are currently affected by a multiple attack penalty.

Some actions with the press trait also grant an effect on a failure. The effects that are added on a failure don't apply on a critical failure. If your press action succeeds, you can choose to apply the failure effect instead. (For example, you may wish to do this when an attack deals no damage due to resistance.) Because a press action requires a multiple attack penalty, you can't use one when it's not your turn, even if you use the Ready activity.

Perfect Guard

17th

You have made great progress in your personal studies of magic users. Choose Fortitude or Will. Your proficiency rank for the chosen type of save increases to legendary. When you roll a critical failure on the chosen type of save, you get a failure instead. When you fail at the chosen type of save against an effect that deals damage, you take half damage.

Superior Acumen

17th

Your weapon mastery allows you to hit your target's vital areas multiple times. The second time in a round you hit the same creature, you also deal 1d6 precision damage. At 19th level, your second hit in a round against the same creature deals 2d6 precision damage, and your third hit in a round against the same creature deals 1d6 precision damage. Against a spellcaster or an obviously magical creature, increase the damage die size to d8.

Midnight Legate Feats

If you need to look up a midnight legate feat by name instead of by level, use this table.

Feat	Level
Animal Companion	1
Attack of Opportunity	6
Bespell Weapon	6
Blind-Fight	8
Camouflage	10
Careful Step	12
Clever Counterspell	12
Cognitive Loophole	16
Companion Acumen	8
Companion's Cry	4
Countermancy	4
Counterspell	2
Cut the Tongue	20
Dawnbringer Inductee	2
Dawnbringer's Focus	14
Disjunction	18
DisPELLing Strike	8
Evasiveness	10
Exploitation	10
Favored Enemy	6
Focused Versatility	8
Grim Pursuit	1
Incredible Companion	10
Infinite Possibilities	18
Legate Tradition	4
Legendary Monster Hunter	16
Legendary Reflexes	20
Lend Acumen	8
Magic Sense	12
Master Monster Hunter	10
Masterful Reflexes	16
Mature Animal Companion	6
Midnight Legionnaire	20
Mobility	2
Monster Hunter	2
Monster Warden	4
Predator's Pounce	14
Quick Recognition	4
Rebuke Death	8
Regiment Explorer	2
Reflect Spell	14
Sense the Unseen	14
Shadow Stalker Lord	18
Side By Side	12
Specialized Companion	16
Spellbook	1
Spring Attack	12
Spellcaster Lore	1
Stalker's Step	10
Stealthy Companion	14
Superior Combat Acumen	18
Thrill of the Hunt	4
Ultimate Step	20

Legendary Legate

19th

Your knowledge of spellcasters rivals their own, giving you a comprehensive understanding of both magical theory and practical spellcraft. Your proficiency rank for your midnight legate class DC increases to legendary.

Second Skin

19th

Your armor has become akin to a second skin for you. Your proficiency ranks for light armor, medium armor, and unarmored defense increase to master. When wearing light or medium armor, you can rest normally, rather than receiving poor rest that leaves you fatigued.

Midnight Legate Feats

At every level that you gain a midnight legate feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Animal Companion

Feat 1

MIDNIGHT LEGATE

Prerequisites

Mage Hounds regiment

You gain the service of a young animal companion that travels with you and obeys simple commands as best as it can. When you spend an action to Command your animal companion, one of your animal companion's actions can be the counterstrike reaction, which still uses your values.

Grim Pursuit

Feat 1

MIDNIGHT LEGATE

Prerequisites

Shadow Stalkers regiment

You take your role seriously, but prefer to keep it hidden from others. You are trained in Stealth and can use that skill to Track a creature through an urban environment. Once per day, when Tracking a spellcaster or an obviously magical creature, you can roll twice and use the higher result, and that action gains the fortune trait.

Special: You qualify for feats with Survival as a prerequisite when those feats apply directly to Tracking. You can use either Stealth or Survival with those feats.

Spellbook

Feat 1

MIDNIGHT LEGATE

Prerequisites

Libris Consortium regiment

You keep a journal containing notes on the spells you have seen in your career. This counts as a spellbook worth 10 sp or less, which you receive for free and must study to prepare spells each day as if you were a wizard of the same level. The journal contains your choice of 10 cantrips and five 1st-level spells from any tradition (arcane, divine, occult, or primal) in which you are trained with the associated skill (Arcana, Religion, Occultism, or Nature, respectively). You choose these from the common spells on those spell lists, or from other spells you gain access to.

Each time you gain a level, you add two more spells to your spellbook, of any level of spell equal to half your level, rounded up. You can also use the associated skills to add other spells that you find in your adventures.

When you counteract a spell with one you prepared from a spellbook, if you roll a critical failure, you instead get a failure.

Spellcaster Lore

Feat 1

MIDNIGHT LEGATE

Prerequisites

Lorekeepers regiment

Your studies make you informed on every type of spellcaster. You are trained in Spellcaster Lore, a special Lore skill that can be used only to Recall Knowledge, but on any topic pertaining to spellcasters and creatures within innate spellcasting. If you have legendary proficiency in Arcana, Nature, Occultism, or Religion, you gain expert proficiency in Spellcaster Lore, but you can't increase your proficiency rank in Spellcaster Lore by any other means.

2nd Level

Counterspell ↘

Feat 2

ABJURATION | ARCANE | MIDNIGHT LEGATE

Prerequisites a spellbook

Trigger A creature Casts a Spell that you have prepared.

When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell.

Dawnbringer Inductee

Feat 2

MIDNIGHT LEGATE

Prerequisites trained in Medicine, non-evil alignment

When the dark god was defeated, the Dawnbringers were a collection of legates from each regiment who worked for years to build a better reputation among those previously displaced by their kind. While they no longer accept direct membership, they watch for members of all regiments such as yourself to join their ranks.

You gain the champion's tenets of good and the appropriate devotion spell for your cause. You are also bound by the champion's anathema and must follow the champion's code and alignment requirements for your cause. If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by praying or serving your deity.

Mobility

Feat 2

MIDNIGHT LEGATE

Prerequisites trained in Acrobatics, Shadow Stalkers regiment

You move in a way that denies your enemies the opportunity to retaliate. When you take a Stride action to move half your Speed or less, that movement does not trigger reactions. You can use Mobility when Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type.

Monster Hunter

Feat 2

MIDNIGHT LEGATE

Prerequisites Lorekeepers regiment

You swiftly assess your prey and apply what you know. When you critically succeed at a check to Recall Knowledge about an obviously magical creature, you note a weakness in the creature's defenses. You and allies you tell gain a +1 circumstance bonus to your next attack roll against that creature. You can give bonuses from Monster Hunter only once per day against a particular creature.

Regiment Explorer

Feat 2

MIDNIGHT LEGATE

You have learned the secrets of another legate regiment, passing whatever rites of initiation that regiment requires and gaining access to its secrets. Choose a regiment other than your own. You gain a 1st-level feat that lists that regiment as a prerequisite, and you are now a member of that regiment for the purpose of meeting feat prerequisites.

Special You can take this feat multiple times. Each time you do, you must choose a different regiment other than your own.

4th Level

Companion's Cry

Feat 4

MIDNIGHT LEGATE

Prerequisites an animal companion

You can urge your companion to do its utmost. You can spend 2 actions to Command an Animal instead of 1 when commanding your animal companion. If you do, your animal companion uses an additional action.

Countermancy

Feat 4

MIDNIGHT LEGATE

Prerequisites expert in Medicine, Dawnbringer Inductee

You gain the *heal animal* focus spell (druid Focus 1) as a midnight legate focus spell. When you successfully counteract a spell or effect using counterstrike, you can choose to deal no damage and instead gain 1 charge of this spell, which has the concentrate trait. This charge can be cast without spending a Focus Point and targets any willing creature within its range. You can have one such charge at a time.

Legate Tradition

Feat 4

MIDNIGHT LEGATE

Prerequisites a spellbook

Choose a spellcasting tradition. You can prepare an additional spell per spell level from that spellcasting tradition each day, to be used only when counteracting spells.

Monster Warden

Feat 4

MIDNIGHT LEGATE

Prerequisites Monster Hunter

You understand how to defend yourself and others against obviously magical creatures. When you grant bonuses from Monster Hunter, you and your allies also each gain a +1 circumstance bonus to your next saving throw against that particular creature and to your AC against that creature's next attack against you.

Quick Recognition

Feat 4

MIDNIGHT LEGATE

Prerequisites expert in Arcana, Nature, Occultism, or Religion; Lorekeepers regiment, Recognize Spell

You Recognize Spells swiftly. Once per round, you can Recognize a Spell using a skill in which you're an expert as a free action.

Thrill of the Hunt ♦

Feat 4

CONCENTRATE

MIDNIGHT LEGATE

Prerequisites Grim Pursuit

You designate a single creature as your prey and focus your attacks against that creature. You must be able to see or hear the prey, or you must be tracking the prey during exploration. You can benefit from combat acumen without attacking your prey at least once on your last turn.

You can have only one creature designated as prey at a time. If you use Thrill of the Hunt against a creature when you already have a creature designated, the prior creature loses the designation and the new prey gains the designation. Your designation lasts until your next daily preparations.

6th Level

Attack of Opportunity ↘

Feat 6

MIDNIGHT LEGATE

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

Your attention to enemies' movements makes you adept at stopping them. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Bespell Weapon ◇

Feat 6

MIDNIGHT LEGATE

Frequency once per turn

Requirements Your most recent action or reaction was to counteract a non-cantrip spell.

You siphon the residual energy from the last spell you counteracted into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just counteracted.

- **Abjuration** force damage
- **Conjuration** or **Transmutation** the same type as the weapon
- **Divination, Enchantment, or Illusion** mental damage
- **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage
- **Necromancy** negative damage

Favored Enemy

Feat 6

MIDNIGHT LEGATE

Prerequisites Monster Hunter

You have studied magic users extensively and can hunt them more easily. When you gain this feat, choose spellcasters or one type of obviously magical creature (beasts, celestials, dragons, and so on) as your favored enemy. When you roll initiative and can see an enemy that belongs to the chosen category, you can Recall Knowledge as a free action, designating the favored enemy and applying the benefits of Monster Hunter (and Monster Warden, if you have it) to that enemy on a success as well as a critical success.

The benefit doesn't apply against favored enemies disguised as other creatures, and the GM determines whether it applies against a creature disguised as a favored enemy.

Mature Animal Companion

Feat 6

MIDNIGHT LEGATE

Prerequisites an animal companion

Your animal companion grows up, becoming a mature animal companion and gaining additional capabilities.

If its target is a spellcaster or obviously magical creature, your animal companion assaults that creature even without your orders. During an encounter, even if you don't use the Command an Animal action, your animal companion can still use 1 action that round on your turn to Stride toward or Strike that creature.

8th Level

Blind-Fight

Feat 8

MIDNIGHT LEGATE

Prerequisites master in Perception

Your battle instincts make you more aware of concealed and invisible opponents. You don't need to succeed at a flat check to target concealed creatures. You're not flat-footed to creatures that are hidden from you (unless you're flat-footed to them for reasons other than the hidden condition), and you need only a successful DC 5 flat check to target a hidden creature.

While you're adjacent to an undetected creature of your level or lower, it is instead only hidden from you.

Companion Acumen

Feat 8

MIDNIGHT LEGATE

Prerequisites combat acumen, Animal Companion

Your animal companion shares your incredible hunting skills, allowing it to take down magical beings with ease. Your animal companion gains your combat acumen benefit.

Dispelling Strike ◇

Feat 8

MIDNIGHT LEGATE

Your attack slices through the threads binding magic to a target. Make a Strike against a creature. If your Strike deals combat acumen damage, you attempt to counteract a single spell active on the target.

Focused Versatility

Feat 8

MIDNIGHT LEGATE

Prerequisites Libris Consortium regiment

You can access the fundamental abilities of any school of magic. During your daily preparations, choose one focus spell gained by a 1st-level spellcasting class. You can counteract that spell until your next daily preparations. When you Refocus, you can choose a different focus spell, replacing the previous one. Increase the number of Focus Points in your focus pool by 1. If you do not have a focus pool, you gain one with 1 Focus Point.

Special You can select this feat more than once. When you do, you do not gain additional Focus Points.

Lend Acumen ◇

Feat 8

MIDNIGHT LEGATE

By pointing out vulnerabilities, you grant the benefits of your combat acumen to an ally until the end of their next turn. Depending on whether you call out or use gestures, this action gains either the auditory or visual trait.

Rebuke Death

Feat 8

MIDNIGHT LEGATE

Prerequisites master in Medicine, Dawnbringer Inductee

You gain the *rebuke death* focus spell (cleric Focus 4) as a midnight legate focus spell. Increase the number of Focus Points in your focus pool by 1.

10th Level

Camouflage

Feat 10

MIDNIGHT LEGATE

Prerequisites master in Stealth

You alter your appearance to blend in to your surroundings. In natural terrain, you can Sneak even if you're observed. If you have grim pursuit, you can blend into urban terrain as well.

Evasiveness

Feat 10

MIDNIGHT LEGATE

Prerequisites expert in Reflex saves

Your proficiency rank for Reflex saves increases to master. At 17th level, you add Reflex to your list of options for perfect guard.

Exploitation ♦

Feat 10

MIDNIGHT LEGATE

You alter your attacks to overcome some resistances. If the next action you use is to Strike a spellcaster or an obviously magical creature, the attack ignores an amount of the target's resistance to damage equal to your level. This applies to all damage the attack deals, including persistent damage and damage caused by an ongoing effect of the attack. A creature's immunities are unaffected.

At 14th level, you can apply this benefit against any creature you Strike, not just spellcasters and obviously magical creatures.

Incredible Companion

Feat 10

MIDNIGHT LEGATE

Prerequisites Mature Animal Companion

Your animal companion continues to grow and develop. It becomes a nimble or savage animal companion (your choice), gaining additional capabilities determined by the type of companion.

Master Monster Hunter

Feat 10

MIDNIGHT LEGATE

Prerequisites master in Arcana, Lorekeepers regiment

You have developed a nearly encyclopedic knowledge of all creatures of the world. You can use Arcana to Recall Knowledge to identify any creature. In addition, you gain the benefits of Monster Hunter (and Monster Warden, if you have it) on a success as well as a critical success.

Stalker's Step

Feat 10

MIDNIGHT LEGATE

Prerequisites Shadow Stalkers regiment

You can guide your allies to move quietly through dark alleys and city streets. When you Sneak during exploration in urban terrain, you can designate any number of your allies to gain the benefits as if they were using that activity during that exploration. This requires no action on their part.

12th Level

Careful Step

Feat 12

MIDNIGHT LEGATE

You move quickly through obstacles, whether they're crumbling stone, overgrown pathways, or dilapidated buildings. You can ignore the effects of non-magical difficult terrain. As normal for ignoring difficult terrain, this also lets you treat the hindrances of greater difficult terrain as those of difficult terrain.

Clever Counterspell

Feat 12

MIDNIGHT LEGATE

Prerequisites Counterspell, Quick Recognition

You creatively apply your prepared spells to Counterspell a much wider variety of your opponents' magic. Instead of being able to counter a foe's spell with Counterspell only if you have

that same spell prepared, you can use Counterspell as long as you have the spell the foe is casting in your spellbook. When you use Counterspell in this way, the prepared spell you expend must share a trait other than its tradition with the triggering spell. At the GM's discretion, you can instead use a spell that has an opposing trait or that otherwise logically would counter the triggering spell (such as using a cold or water spell to counter fireball or using remove fear to counter a fear spell).

Regardless of what spell you expend, you take a -2 penalty to your counteract check, though the GM can waive this penalty if the expended spell is especially appropriate.

Magic Sense

Feat 12

DETECTION DIVINATION MIDNIGHT LEGATE

You have a literal sixth sense for magic. You can sense the presence of magic auras as though you were always using a 1st-level *detect magic* spell. This detects magic in your field of vision only. When you Seek, you gain the benefits of a 3rd-level *detect magic* spell on things you see (in addition to the normal benefits of Seeking). You can turn this sense off and on with a free action at the start or the end of your turn.

Side By Side

Feat 12

MIDNIGHT LEGATE

Prerequisites Animal Companion

You and your animal companion fight in tandem, distracting your foes and keeping them off balance. Whenever you and your animal companion are adjacent to the same foe, you are both flanking that foe with each other, regardless of your actual positions.

Spring Attack

Feat 12

MIDNIGHT LEGATE PRESS

Prerequisites expert in Acrobatics, Mobility

Requirements You are adjacent to an enemy.

Springing away from one foe, you Strike at another. Stride up to your Speed, but you must end that movement within melee reach of a different enemy. At the end of your movement, make a melee Strike against an enemy now within reach. You can use Spring Attack while Burrowing, Climbing, Flying, or Swimming instead of Striding if you have the corresponding movement type

14th Level

Dawnbringer's Focus

Feat 14

MIDNIGHT LEGATE

Prerequisites Dawnbringer Inductee

Your continued membership in the Dawnbringers has granted you greater focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

Predator's Pounce ♦

Feat 14

FLOURISH MIDNIGHT LEGATE OPEN

Prerequisites Grim Pursuit

Requirements You are unarmored or wearing light or medium armor.

You close the distance to your prey in a blur, pouncing on the creature before it can react. You Stride up to your Speed and make a Strike at the end of your movement.

Reflect Spell

Feat 14

MIDNIGHT LEGATE

Prerequisites Counterspell

When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

Sense the Unseen

Feat 14

MIDNIGHT LEGATE

Trigger You fail a check to Seek.

When you look for foes, you catch the slightest of cues. Even though you failed at the triggering check, you automatically sense any undetected creatures in the area where you're Seeking, making them merely hidden to you.

Stealthy Companion

Feat 14

MIDNIGHT LEGATE

Prerequisites Animal Companion, Camouflage

You've trained your animal companion to blend in to its surroundings. Your animal companion gains the benefit of the Camouflage feat. If your companion is a specialized ambusher, its proficiency rank for Stealth increases to master (or legendary if it was already master).

16th Level

Cognitive Loophole

Feat 16

Trigger Your turn ends.

Requirements You are currently affected by a mental effect that you gained by failing, but not critically failing, a saving throw.

You can find a loophole in a mental effect to temporarily overcome it. Until the end of your next turn, you ignore a single mental effect that meets the requirement. You can suppress a particular effect using Cognitive Loophole only once.

Special You can use this reaction even if the mental effect is preventing you from using reactions.

Legendary Monster Hunter

Feat 16

Prerequisites legendary in Arcana, Master Monster Hunter

Your knowledge of monsters is so incredible that it reveals glaring flaws in your enemies. Your bonus from Monster Hunter (and the bonus from Monster Warden if you have it) increases from +1 to +2 for you and any allies who benefit.

Masterful Reflexes

Feat 16

MIDNIGHT LEGATE

Prerequisites master in Acrobatics, Combat Reflexes

Requirement You used no more than one reaction on your last turn.

Familiarizing yourself with enemies raises your adrenaline and sharpens your attention to their actions. You gain 2 reactions at the start of your turn each round.

Specialized Companion

Feat 16

MIDNIGHT LEGATE

Prerequisites Incredible Companion

Your animal companion has become cunning enough to become specialized. Your animal companion gains one specialization of your choice.

18th Level

Disjunction

Feat 18

MIDNIGHT LEGATE

Trigger You use your *dispel magic* midnight legate class feature to suppress a magic item.

You cast *disjunction* instead.

Infinite Possibilities

Feat 18

MIDNIGHT LEGATE

Prerequisites Libris Consortium regiment

You've found a way to prepare a spell slot that exists in your mind as many different possibilities at once. Once during your daily preparations, you can use a spell slot to hold that infinite potential, rather than using it to prepare a spell. You can use this spell slot to counteract any spell from your spellbook that's at least 2 levels lower than the slot you designate. You don't have any particular spell prepared in that slot until you use it to counteract one.

Shadow Stalker Lord

Feat 18

MIDNIGHT LEGATE

Prerequisites Shadow Stalkers regiment, Camouflage

You blend in to your surroundings so well that others have trouble telling you apart from the terrain. While in urban terrain, you're always concealed from all foes if you choose to be, except for creatures you have attacked since the start of your turn each round.

Superior Companion Acumen

Feat 18

MIDNIGHT LEGATE

Prerequisites superior acumen, Companion Acumen

Your animal companion shares your incredible hunting skills, allowing it to take down magical beings with ease. Your animal companion gains your superior acumen benefit.

20th Level

Cut the Tongue

Feat 20

MIDNIGHT LEGATE

When you successfully counteract a spell, that spell's caster must attempt a Fortitude save against your midnight legate class DC.

Critical Success The target is unaffected.

Success The target has to succeed at a DC 8 flat check any time it uses a

Failure The target takes persistent bleed damage equal to your combat acumen damage. Until it is restored to full Hit Points, the target can't use sonic attacks, nor can it use actions with the auditory trait. This prevents it from casting spells that include verbal components.

Critical Failure As failure, but the target's tongue is ruined, making the effect permanent.

Legendary Reflexes

Feat 20

MIDNIGHT LEGATE

Prerequisites legendary in Acrobatics, Masterful Reflexes

You are always attentive to your enemies' actions. You gain 2 reactions at the start of your turn each round.

Midnight Legionnaire

Feat 20

MIDNIGHT LEGATE

Prerequisites a spellbook

Add two common 10th-level spells of any tradition to your spellbook. You gain a single 10th-level spell slot with which to prepare one each day to be used when counteracting spells.

Ultimate Step

Feat 20

MIDNIGHT LEGATE

Prerequisites Careful Step

You are so skilled at navigating side streets, your movement is completely unaffected by terrain. You ignore the effects of all difficult terrain, greater difficult terrain, and hazardous terrain, and you don't trigger traps and hazards that are triggered by moving into an area (such as trip wires and pressure plates), unless you want to.

Midnight Legate Multiclass Archetype

It probably crossed your mind once or twice that not all spellcasters were as well versed in their craft. After all, even soldiers existed in various degrees of training. At one point, though, it became too much, and now you seek to prevent any potential incidents by facing them head on.

Multiclass Midnight legate Characters

The midnight legate archetype puts you at the forefront of defending against a magical onslaught. The tools you gain work best against spellcasters and obviously magical creatures, but you're also no slouch against regular enemies and those wielding power they probably shouldn't.

Midnight Legate Dedication

Feat 2

Archetype | Dedication | Multiclass

Prerequisites Strength 14, Intelligence 14

You become trained in simple weapons and martial weapons. You become trained in your choice of Arcana, Nature, Occultism, or Religion; if you are already trained in all of these skills, you instead become trained in a skill of your choice. You become trained in midnight legate class DC.

Choose a regiment as you would if you were a midnight legate. You become a member of that regiment, allowing you to take the order's feats.

Special You cannot select another dedication feat until you have gained two other feats from the midnight legate archetype.

Basic Acuity

Feat 4

Archetype

Prerequisites Midnight Legate Dedication

You gain a 1st- or 2nd-level midnight legate feat of your choice.

Counterstriker

Feat 4

Archetype

Prerequisites Midnight Legate Dedication

You gain the Counterstrike reaction.

Lady Catherine de Tent had sailed the high seas for many years before the night some careless young mage burnt her ship to a husk, killing most of her crew. As one of only a few survivors, Catherine now feels it is her duty to prevent such a terrible accident from happening again.

Midnight Legate Resiliency

Feat 4

Archetype

Prerequisites Midnight Legate Dedication, class granting no more Hit Points per level than $8 + \text{your Constitution modifier}$

You gain 3 additional Hit Points for each midnight legate archetype class feat you have. As you continue selecting midnight legate archetype class feats, you continue to gain additional Hit Points in this way.

Advanced Acuity

Feat 6

Archetype

Prerequisites Basic Acuity

You gain one midnight legate feat. For the purpose of meeting its prerequisites, your midnight legate level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another midnight legate feat.

Magic Guard

Feat 12

Archetype

Prerequisites Midnight Legate Dedication, expert in at least one saving throw

Choose one saving throw (Fortitude, Reflex, or Will) in which you are an expert. Your proficiency rank in the chosen saving throw increases to master.



Warlock

You were a student of magic, learning what you could of the powers that create such amazing and outlandish results as spells. As you delved deeper into the occult, you discovered something else; an otherworldly being that watches you, offering greater power in the form of an ancient pact. Maybe you saw this as an opportunity to gain an advantage over other spellcasters your age who were just now coming into their own, or maybe an ancestor of yours promised your soul to long before you were born.

Whether you signed the pact yourself or not, you are beholden to the entity now. Your best option is to embrace your bond, draw from it, and use it to define your own fate as a warlock.

Key Ability

Charisma

At 1st level, your class gives you an ability boost to Charisma.

Hit Points

8 plus your Constitution Modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You keep your enemies in check with a mix of invocations and occult magic granted by your patron.

During Social Encounters...

You are always wondering when the next test of your dedication will begin, or if it already has, so you play each encounter by ear until you know definitively if you should work toward its conclusion or let others take charge while you contemplate what is still to come.

While Exploring...

Your study of the occult already makes you more attentive than most, and your keen senses might be heightened further by your patron. While it may not be your first priority, this also makes you a reasonable choice to take point while exploring for things your allies may need as well.

In Downtime...

You seek to at least appease your patron through little nods to its work and your relation to it. You craft baubles and other items with the mark of your patron as your seal, recruit new warlocks with demonstrations of the power you have gained thus far, or live quietly on the fringe of a society where your pact cannot bring harm to others.

You Might...

- Tout your otherworldly patron as a god to those who might form a religion dedicated to it and you.
- Hate that your life was promised to some greater being without your knowledge and seek to overcome it.
- Work patiently to understand, and perhaps eventually dominate some greater being.
- View your place in the world as a stepping stone to greater things and your patron as the key to getting there.

Others Probably...

- Wonder what they'll find you doing next in the name of your otherworldly patron.
- Recognize your plight and wish to aid you in finding another way to save your soul.
- Try to bring you over to their faith in a vain attempt to save your soul or, failing that, prevent you from converting others to your different point of view.

Table: Warlock Advancement

Your

Level Class Features

1	Ancestry and background, initial proficiencies, occult spellcasting, anathema, otherworldly patron, spell repertoire, warlock invocations
2	Skill feat, warlock feat
3	2nd-level spells, general feat, pact boon, signature spells, skill increase
4	Skill feat, warlock feat
5	3rd-level spells, ability boosts, ancestry feat, pact feature, skill increase
6	Skill feat, warlock feat
7	4th-level spells, expert spellcaster, general feat, skill increase
8	Skill feat, warlock feat
9	5th-level spells, ancestry feat, magical fortitude, pact feature, skill increase
10	Ability boosts, skill feat, warlock feat
11	6th-level spells, general feat, lightning reflexes, simple weapon expertise, skill increase
12	Skill feat, warlock feat
13	7th-level spells, ancestry feat, light armor expertise, skill increase, weapon specialization
14	Skill feat, warlock feat
15	8th-level spells, ability boosts, general feat, master spellcaster, pact feature, skill increase
16	Skill feat, warlock feat
17	9th-level spells, ancestry feat, resolve, skill increase
18	Skill feat, warlock feat
19	General feat, legendary spellcaster, skill increase, the tenth circle
20	Ability boosts, skill feat, warlock feat

Initial Proficiencies

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

Perception

Expert in Perception

Saving Throws

Trained in Fortitude

Trained in Reflex

Expert in Will

Skills

Trained in Occultism

Trained in a number of additional skills equal to 3 plus your Intelligence modifier

Attacks

Trained in simple weapons

If your patron grants training with a weapon, you also gain access to that weapon.

Trained in unarmed attacks

Defenses

Untrained in all armor

Trained in unarmored defense

Spells

Trained in occult spell attacks

Trained in occult spell DCs

Class Features

You gain these abilities as a warlock. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

Ancestry and Background

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. These proficiencies are noted at the start of this class.

Occult Spellcasting

Your patron has deemed you worthy of the occult magic you now channel. You can cast spells using the Cast a Spell activity, and you can supply material, somatic, and verbal components when casting spells. Because you're a warlock, you rely on all components of a spell to cast it properly. When you Cast a Spell with one or two components, you can add a material component to that spell to also Cast a Invocation (see below).

Each day, you can cast up to three 1st-level spells. You must know spells to cast them, and you learn them via the spell repertoire class feature. The number of spells you can cast each day is called your spell slots.

As you increase in level as a warlock, your number of spells per day increases, as does the highest level of spells you can cast, as shown on Table: Warlock Spells per Day.

Some of your spells require you to attempt a spell attack roll to see how effective they are, or have your enemies roll against your spell DC (typically by attempting a saving throw). Since your key ability is Charisma, your spell attack rolls and spell DCs use your Charisma modifier.

Heightening Spells

When you get spell slots of 2nd level and higher, you can fill those slots with stronger versions of lower-level spells. This increases the spell's level to match the spell slot. You must have a spell in your spell repertoire at the level you want to cast in order to heighten it to that level. Many spells have specific improvements when they are heightened to certain levels. The Signature Spells feat lets you heighten certain spells freely.

Cantrips

Some of your spells are cantrips. A cantrip is a special type of spell that doesn't use spell slots. You can cast a cantrip at will, any number of times per day. A cantrip is automatically heightened to half your level rounded up, which equals the highest level of spell you can cast as a warlock. For example, as a 1st-level warlock, your cantrips are 1st-level spells, and as a 5th-level warlock, your cantrips are 3rd-level spells.

Sendry's parents promised her to the Council of Fiends in exchange for giving them a daughter who could carry on their legacy. Her hellcat familiar watches her closely and ensures that she keeps her end of the bargain.

Otherworldly Patron

As a warlock, you are a mortal bound to a greater being to whom you or a loved one has promised your soul through a pact. The most common otherworldly patrons, along with their alignments, areas of concern, and the benefits you get for signing a pact with that patron can be found at the end of this section. Your alignment must be one allowed by your patron, as listed in their entry. Your patron grants you greater proficiency in one saving throw, skill, or weapon. If your patron grants training in a weapon is uncommon, you also get access to that weapon.

Your otherworldly patron also adds spells to your spell list. You learn and can cast these just like you can any spell on the occult spell list, once you can learn spells of their level as a warlock. Some of these spells aren't normally on the occult list, but they're occult spells when you learn them this way.



Table: Warlock Spells per Day

Your Level	Cantrips	Spell Level									
		1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
1	5	3	—	—	—	—	—	—	—	—	—
2	5	4	—	—	—	—	—	—	—	—	—
3	5	4	3	—	—	—	—	—	—	—	—
4	5	4	4	—	—	—	—	—	—	—	—
5	5	4	4	3	—	—	—	—	—	—	—
6	5	4	4	4	—	—	—	—	—	—	—
7	5	4	4	4	3	—	—	—	—	—	—
8	5	4	4	4	4	—	—	—	—	—	—
9	5	4	4	4	4	3	—	—	—	—	—
10	5	4	4	4	4	4	—	—	—	—	—
11	5	4	4	4	4	4	3	—	—	—	—
12	5	4	4	4	4	4	4	—	—	—	—
13	5	4	4	4	4	4	4	3	—	—	—
14	5	4	4	4	4	4	4	4	—	—	—
15	5	4	4	4	4	4	4	4	3	—	—
16	5	4	4	4	4	4	4	4	4	—	—
17	5	4	4	4	4	4	4	4	4	3	—
18	5	4	4	4	4	4	4	4	4	4	—
19	5	4	4	4	4	4	4	4	4	4	1*
20	5	4	4	4	4	4	4	4	4	4	1*

* The tenth circle class feature gives you a 10th-level spell slot that works a bit differently from other spell slots.

Anathema

Acts fundamentally opposed to your patron's alignment or ideals are anathema to your faith. Learning or casting spells, committing acts, and using items that are anathema to your patron remove you from your patron's good graces.

Casting spells with an alignment trait (chaotic, evil, good, lawful) is almost always anathema to patrons of opposed alignments. A warlock of a neutral patron isn't limited this way, but their alignment might change over time if they frequently cast spells or use abilities with a certain alignment. Similarly, casting spells that are anathema to the tenets or goals of your pact could interfere with your connection to your patron. For example, casting a spell to summon a demon would be anathema to the Faerie Court, who rivals the Council of Fiends and sees them as a danger to themselves and others. For borderline cases, you and your GM determine which acts are anathema.

If you perform enough acts that are anathema to your patron, or if your alignment changes to one not allowed by your patron, you lose the magical abilities that come from your connection to your patron. The class features that you lose are determined by the GM, but they likely include your pact boon and all occult spellcasting. These abilities can be regained only if you demonstrate your repentance by conducting an *atone* ritual.

Spell Repertoire

The collection of spells you can cast is called your spell repertoire. At 1st level, you learn two 1st-level spells of your choice and four cantrips of your choice, as well as an additional spell and cantrip from your otherworldly patron (see below). You choose these from the common spells from the occult list, or from other occult spells to which you have access. You can cast any spell in your spell repertoire by using a spell slot of an appropriate spell level.

You add to this spell repertoire as you increase in level. Each time you get a spell slot (see Table: Warlock Spells per Day), you add a spell of the same level to your spell repertoire. When you gain access to a new level of spells, your first new spell is always your patron spell, but you can choose the other spells you gain. At 2nd level, you select another 1st-level spell; at 3rd level, you gain a new patron spell and two other 2nd-level spells, and so on. When you add spells, you might choose a higher-level version of a spell you already have so that you can cast a heightened version of that spell.

Though you gain them at the same rate, your spell slots and the spells in your spell repertoire are separate. If a feat or other ability adds a spell to your spell repertoire, it wouldn't give you another spell slot, and vice versa.

Warlock Invocations

Invocations are special cantrips that you can use as often as you like, provided you have a spell slot available of the right level (see Key Terms). Invocations are in addition to the cantrips you choose from the occult list. Generally, only feats can give you more invocations. Unlike other cantrips, you can't swap out invocations gained from warlock feats at a later level, unless you swap out the specific feat via retraining.

You learn the *energy blast* invocation, which acts as a ranged weapon with which you can attack your enemies.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*, and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the *Pathfinder Second Edition Core Rulebook*.

Pact Boon

3rd

You have earned the favor of your patron. Choose a pact boon. The pact boons presented in this book are as follows.

Commanding Leash

Your patron sends you a strange companion that to the untrained eye appears as a normal member of its species. You gain a familiar with the spell delivery master ability in addition to its normal abilities, and the Drain Familiar free action.

Drain Familiar ♦

Occult | Warlock

Frequency once per day

Requirements You Cast a Spell on your previous turn and haven't acted yet on your turn.

You expend the power stored in your familiar. During your turn, you regain the ability to cast the spell you Cast on your previous turn, without spending a spell slot. You must Cast that Spell and meet its other requirements this turn or lose it.

Eldritch Weapon

When you conjure your energy blast, it can take the shape of a melee weapon with which you are trained. Choose 1 weapon as your eldritch weapon. You are an expert with this weapon. It gains the backstabber trait. When you Strike a creature that has the flat-footed condition with your eldritch weapon, you deal extra precision damage equal to your Charisma modifier.

Tome of Secrets

Your knowledge of pacts and your patron is more academic than other warlocks. You keep a book of occult spells similar to a wizard's spellbook. You add all the spells in your spell repertoire to this book for free, and you can add additional occult spells to the book by paying the appropriate cost and using your Occultism skill, similarly to how a wizard can Learn Spells to add those spells to his spellbook.

During your daily preparations, choose any one spell from your book of occult spells. If it isn't in your spell repertoire, add it to your spell repertoire until the next time you prepare. If it's already in your spell repertoire, add it as an additional signature spell for that day.

Signature Spells

3rd

You've learned to cast some of your spells more flexibly. For each spell level you have access to, choose one spell of that level to be a signature spell. You don't need to learn heightened versions of signature spells separately; instead, you can heighten these spells freely. If you've learned a signature spell at a higher level than its minimum, you can also cast all its lower-level versions without learning those separately. If you swap out a signature spell, you can choose a replacement signature spell of the same spell level at which you learned the previous spell. You can also retrain specifically to change a signature spell to a different spell of that level without swapping any spells; this takes as much time as retraining a spell normally does.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

Key Terms

You'll find these key terms in many warlock abilities.

Invocation: To cast an invocation, you must have at least 1 spell slot remaining of its base level or higher. Unlike other cantrips, you choose to which level you will heighten an invocation when you cast it. If you run out of spell slots of that level, any ongoing effects from your invocation at that level end immediately. You can cast only one invocation each turn, and you can only have one invocation of each level active at a time. You can Dismiss an invocation as part of the same action required to Cast a Spell at that level.

The three types of invocations are channel, essence, and invoke. Channel invocations add an effect to your energy blast. Essence invocations change the base form of your energy blast in some way. Invoke invocations call directly on otherworldly power to mimic some spells and special effects.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

Ability Boosts

5th

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

Ancestry Feats

5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the *Pathfinder Second Edition Core Rulebook*.

Expert Spellcaster

7th

You have proven your worth, whether to yourself or your patron. Your proficiency ranks for occult spell attack rolls and spell DCs increase to expert.

Magical Fortitude

7th

Magical power has improved your body's resiliency. Your proficiency rank for Fortitude saves increases to expert.

Lightning Reflexes

11th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Weapon Expertise

11th

Training and magic improved your weapon technique. Your proficiency rank for simple weapons and your patron's weapon increases to expert. If you have the eldritch weapon pact boon, your proficiency rank for that weapon increases to master.

Light Armor Expertise

13th

You've learned how to dodge while wearing light or no armor. Your proficiency ranks for light armor and unarmored defense increase to expert. If you have the sea legs pact feature, your proficiency rank increases to master instead.

Sample Warlock

Merciless Sea Warlock

You are more at home on the water than land, and you cherish any opportunity to return from the trials your patron challenges you with beyond its salt-laden boarders.

Ability Scores

Prioritize Charisma and Dexterity. Constitution keeps you going after taking a few hits in combat, and Wisdom further boosts your already exceptional Perception and gives you an edge when surviving on land or sea.

Skills

Acrobatics, Nature, Occultism, Survival, Thievery

Otherworldly Patron

The Merciless Sea

Higher-Level Feats

Dangerous Waters (2nd), Invoke Entropy (4th), Invoke the Fog (6th), Never-Ending Breath (10th), Invoke the Titan (14th), Invoke the Unknown (18th), Warlock Ascendant (20th)

Pact Boon

Tome of Secrets

Class Kit

As sorcerer, plus a trident. Money Left Over 11 gp 9 sp

Weapon Specialization

13th

You've learned how to inflict greater injuries with the weapons you know best. You deal 2 additional damage with weapons and unarmed attacks in which you are an expert. This damage increases to 3 if you're a master, and to 4 if you're legendary.

Master Spellcaster

15th

You have earned the respect of all but the most powerful warlocks; a goal accomplished by very few. Your proficiency ranks for occult spell attack rolls and spell DCs increase to master.

Resolve

17th

You've steeled your mind with incredible resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Legendary Spellcaster

19th

The Fates themselves have taken notice of the power you can now call on. Your proficiency ranks for occult spell attack rolls and spell DCs increase to legendary.

The Tenth Circle

19th

Your patron has revealed to you one of its greatest secrets in the form of magic beyond that of mere mortals. Add two common 10th-level occult spells to your repertoire. You gain a single 10th-level spell slot you can use to cast one of those two spells using warlock spellcasting. You don't gain more 10th-level spells as you level up, unlike other spell slots, and you can't use 10th-level slots with abilities that give you more spell slots or that let you cast spells without expending spell slots.

Otherworldly Patrons

Choose your otherworldly patron, the source of your power. It has a major influence on your abilities and the spells you can cast.

Reading a Patron's Entry

Each otherworldly patron entry contains the following information.

Patron Spells You automatically add the spells listed here to your spell repertoire as occult spells, in addition to those you gain through warlock spellcasting. At 1st level, you gain a cantrip and a 1st-level spell. You learn the other spells on the list as soon as you gain the ability to cast warlock spells of that level.

Pact Features At 1st, 5th, 9th, and 15th level, you gain your patron's listed class feature in addition to any other class features you would gain at that level.

The Council of Fiends

The Council of Fiends was formed when a small group of demon lords learned they could garner more power through making pacts similar to devils and their contracts. Now, not only have they bastardized that practice, but they enjoy the ire it draws from their lawful counterparts.

Anathema Actively following laws you don't personally believe in or failing to put an enemy down after it has served its purpose is anathema to the Council of Fiends.

Weapon: You are trained with the scimitar.

Patron Spells cantrip: *electric arc*; 1st: *burning hands*; 2nd: *darkvision*; 3rd: *blindness*; 4th: *wall of fire*; 5th: *flame strike*; 6th: *feeblemind*; 7th: *fiery body*; 8th: *polar ray*; 9th *massacre*

Bloodlust (1st): You draw power from the destruction left in the wake of battle. You gain the Bloodlust warlock feat.

Fiendish Luck (5th): When you fail an attack roll, Perception check, saving throw, or skill check, you can reroll the triggering check as a reaction, but you must use the new result, even if it's worse than your first roll.

Demonic Resistance (9th): You gain resistance equal to your Constitution modifier (minimum 1) to acid, cold, electricity, fire, and poison.

Abyssal Wrath (15th): You gain the *abyssal wrath* focus spell. Increase the number of Focus Points in your focus pool by 1.

The Faerie Court

The first group to face off against the Chaos when it attempted to destroy reality, the Faerie Court has since grown enough to rival the archfey who denied those attacks. While still a collection of fey from wildly different areas of the Overrealm, the court gets along well enough through its various checks and balances.

Anathema Despoiling natural places and Flagrantly disrespecting an animal or fey that is not hostile toward you is anathema to the Faerie Court.

Weapon: You are trained with all bows.

Patron Spells cantrip: *ghost sound*; 1st: *summon fey*; 2nd: *faerie fire*; 3rd: *enthral*; 4th: *blink*; 5th: *banishment*; 6th: *mislead*; 7th: *mask of terror*; 8th: *uncontrollable dance*; 9th: *weird*

Beguiler (1st): You can turn your words into a friendly offer or a deadly threat. You gain the Beguiler warlock feat.

Fey Disappearance (5th): You gain the *fey disappearance* focus spell. Increase the number of Focus Points in your focus pool by 1.

Dimensional Steps (9th): You gain the *dimensional steps* focus spell. Increase the number of Focus Points in your focus pool by 1.

You're Mine (15th): You gain the *you're mine* focus spell. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

The Great Old Ones

The Great Old Ones are ageless beings from beyond time and space, directly responsible for the spread of the Chaos and the shattered worlds as they stand today. Even in defeat, they continue to sow seeds of destruction, offering their power to any willing or mad enough to accept it.

Anathema Failing to challenge the beliefs and teachings of an agent of the divine is anathema to the Great Old Ones. This does not require you to fight such individuals, or to reveal your true nature, only to offer an alternative or contrary stance.

Patron Spells cantrip: *acid splash*; 1st: *fear*; 2nd: *hideous laughter*; 3rd: *hypnotic pattern*; 4th: *suggestion*; 5th: *black tentacles*; 6th: *spellwrack*; 7th: *warp mind*; 8th: *monstrosity form*; 9th: *telepathic demand*

Weapon: You are trained with the starknife.

Aberrant Whispers (1st): You channel your patron's maddening whispers at an enemy. You gain the Aberrant Whispers warlock feat.

Signature Patron Spell (5th): During your daily preparations, you can choose one patron spell in your spell repertoire. That spell is a signature spell for you until the next time you make your daily preparations.

Telepath (9th): You can communicate telepathically with creatures within 60 feet with whom you share a language. The communication is two-way once you establish it, so a creature you contact can also communicate with you.

Resolve (15th): You gain the resolve warlock class feature. At 17th level, your unbelievable training grants you mental resiliency. Your proficiency rank for Will saves increases to legendary. When you roll a success at a Will save, you get a critical success. When you roll a critical failure at a Will save, you get a failure instead. When you fail a Will save against a damaging effect, you take half damage.

The Merciless Sea

For as long as land-bound creatures have traveled the waters of their worlds, they have paid respect to the Merciless Sea. Those who call on her even while away from her shores appreciate the raw strength of cold, torrential, unforgiving magic.

Anathema Failing to carry some part of the sea with you and regularly thanking her for her gifts is anathema to the Merciless Sea. When you have a reasonable opportunity to return to the sea, even for a day, you must make every effort to do so.

Weapon: You are trained with the trident.

Patron Spells cantrip: *ray of frost*; 1st: *hydraulic push*; 2nd: *obscuring mist*; 3rd: *lightning bolt*; 4th: *read omens*; 5th: *mariner's curse*; 6th: *chain lightning*; 7th: *unfettered pack*; 8th: *punishing winds*; 9th: *storm of vengeance*

Tidal Surge (1st): You can create a cascade of water out of nothing. You gain the Tidal Surge warlock feat.

Sea Legs (5th): You learn how to bend with the movement of a ship, even when on land. Your proficiency ranks in light armor and unarmored defense increase to expert.

Downpour (9th): You gain the *downpour* focus spell. Increase the number of Focus Points in your focus pool by 1.

Bounty of the Sea (15th): When you are within at least 1 inch of water, you can spend 1 Focus Point and 2 actions to gain fast healing 5 for 1 minute. This fast healing ends if you leave the water.

The Sisters of Fate

It is said the Fates were once three mortal sisters who stole their power from an otherworldly being, rather than earn it. Their lack of foresight ultimately led to a cursed existence; they would live forever, blind, save for a single eye they could pass between them to see past, present, and future.

Anathema Knowingly leaving something to chance, playing games of chance you cannot win through strategy, or failing to consider every possible outcome when there is time to do so is anathema to the Sisters of Fate.

Weapon: You are trained with the shortsword.

Patron Spells cantrip: *guidance*; 1st: *true strike*; 2nd: *augury*; 3rd: *hypercognition*; 4th: *discern lies*; 5th: *tongues*; 6th: *true seeing*; 7th: *true target*; 8th: *moment of renewal*; 9th: *foresight*

Bit of Luck (1st): The sisters smile upon you. You gain the Bit of Luck warlock feat.

Learn from the Past (5th): You or an ancestor of yours has lived this life before, giving you insight on what actions to take. Your proficiency rank for Reflex saves increases to expert. At 11th level, your proficiency rank for Reflex saves increases to master.

Watch the Present (9th): You can, at all times, see the potential outcome of the immediate situation, which gives you the upper hand when watching for trouble. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

Glimpse the Future (15th): You notice subtle fluctuations in events that have yet to transpire. Your proficiency rank for Perception increases to legendary.

Warlock Feats

If you need to look up a warlock feat by name instead of by level, use this table.

Feat	Level
Aberrant Whispers	1
Beguiling Speaker	2
Bit of Luck	1
Bloodlust	1
Book of Shadows	4
Channel Darkness	6
Channel Elements	6
Channel Evil	16
Channel Fear	4
Channel Power	12
Channel the Butcher	8
Dangerous Waters	2
Effortless Concentration	16
Enhanced Familiar	4
Essence Chain	12
Essence of the Legend	20
Essence of the Wraith	8
Essence Weapon	2
Essence-Forged	4
Invoke Entropy	4
Invoke Haste	14
Invoke the Banshee	6
Invoke the Devourer	14
Invoke the Dwarven Lords	12
Invoke the Fog	6
Invoke the Lords of Air	8
Invoke the Lords of Flame	10
Invoke the Lords of the Unseen	18
Invoke the Mystic	20
Invoke the Third Eye	6
Invoke the Titan	14
Invoke the Unknown	18
Life Saver	2
Make Your Own Luck	2
Never-Ending Breath	10
Occult Scribe	10
Otherworldly Focus	12
Polyphonic Invocation	8
Practitioner of Mudras	6
Sanguine Addiction	2
Stabilize	1
Summon Elemental	10
Summon Entity	10
Summon Fey	10
Summon Fiend	10
Tidal Surge	1
Voice of Legion	16
Warlock Ascendant	20
Word of Chaos	2

The Undying Masters

The Undying Masters are not living, nor are they undead. They exist beyond such mortal concepts, and they beckon any who will learn from them to do the same. Sometimes, warlocks following this patron are referred to, however incorrectly, as necromancers. In truth, they hold as much disdain for such beings as they do clerics.

Anathema Controlling undead, raising undead, or failing to defeat an undead not controlled by an ally of yours, is anathema to the Undying Masters. You can work with an ally who controls undead, but you must actively avoid fighting alongside an undead creature unless failing to do so would kill you or an ally.

Weapon: You are trained with the scythe.

Patron Spells cantrip: *disrupt undead*; 1st: *harm*; 2nd: *spectral hand*; 3rd: *vampiric touch*; 4th: *talking corpse*; 5th: *shadow blast*; 6th: *vampiric exsanguination*; 7th: *eclipse burst*; 8th: *horrid wilting*; 9th *overwhelming presence*

Stabilize (1st): You can stave off even your own death, for a time. You gain the Stabilize warlock feat.

Unending Breath (5th): You can hold your breath for a number of rounds equal to your level + your Constitution modifier, and you can spend a Focus Point while holding your breath to hold it for up to 10 minutes instead. Increase the number of Focus Points in your focus pool by 1.

Life Siphon (9th): You gain the *life siphon* focus spell. Increase the number of Focus Points in your focus pool by 1.

Timeless Body (15th): You cease aging. In addition, you gain a +2 status bonus to saving throws against poisons and diseases, and you gain resistance to poison damage equal to half your level.

Warlock Feats

At every level that you gain a warlock feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1st Level

Aberrant Whispers

Feat 1

Warlock

Prerequisites Great Old Ones patron

You gain the *aberrant whispers* spell (sorcerer Focus 3) as a 1st-level warlock focus spell, and a focus pool of 1 Focus Point. You can target only one creature at a time with that spell.

Beguiler

Feat 1

Warlock

Prerequisites Faerie Court patron

Choose *charming words* (wizard Focus 1) or *waking nightmare* (cleric Focus 1). You gain that spell as a warlock focus spell, and a focus pool of 1 Focus Point.

Bit of Luck

Feat 1

Divination | Fortune | Warlock

Prerequisites Sisters of Fate patron

You gain the *bit of luck* focus spell (cleric Focus 1) as a warlock focus spell, and a focus pool of 1 Focus Point.

Bloodlust

Feat 1

Warlock

Prerequisites Council of Fiends patron

Trigger A creature within 5 feet of you is reduced to 0 Hit Points and dies.

You gain temporary Hit Points equal to your Constitution modifier (minimum 1). You lose any remaining temporary Hit Points after 1 minute.

Stabilize

Feat 1

Healing | Necromancy | Positive | Warlock

Prerequisites Undying Masters patron

You add the *stabilize* cantrip to your spell repertoire as a warlock cantrip, and gain a focus pool of 1 Focus point. If you have at least 1 Focus Point when you are reduced to 0 Hit Points, you spend that Focus Point as a free action to automatically Cast *stabilize* on yourself.

Tidal Surge

Feat 1

Warlock

Prerequisites Merciless Sea patron

You gain the *tidal surge* focus spell (cleric Focus 1) as a warlock focus spell, and a focus pool of 1 Focus Point.

2nd Level

Beguiling Speaker

Feat 2

Warlock

The Faerie Court turns your words to power on your lips. You gain the Beguiler warlock feat. If you commit acts anathema to the Faerie Court, you lose all feats and abilities requiring that patron but retain your other warlock feats and abilities.

If you gained Beguiler as a pact feature, you gain the other focus spell granted by that feature. Once per day, you can use an action to expend a 1st-level or higher warlock spell slot to regain 1 Focus Point, up to your usual maximum.

Dangerous Waters

Feat 2

Warlock

The Merciless Sea grants you a taste of her power. You gain the Tidal Surge warlock feat. If you commit acts anathema to the Merciless Sea, you lose all feats and abilities requiring that patron but retain your other warlock feats and abilities.

If you gained Tidal Surge as a pact feature, once per day, you can use an action to expend a 1st-level or higher warlock spell slot to regain 1 Focus Point, up to your usual maximum. At 3rd level, that spell gains Heightened (+1), dealing +1d6 bludgeoning damage for every +1 level by which the spell is heightened. The target must attempt a basic Reflex saving throw against your spell DC.

Essence Weapon

Feat 2

Warlock

You learn the *energy blast* invocation. If you have that cantrip already, your energy blast can take the shape of any melee weapon with which you are trained instead.

If you have the eldritch weapon pact boon, you can choose with each Strike to use your energy blast as a melee or ranged weapon, and it gains the benefits of eldritch weapon regardless of its shape.

Life Saver

Feat 2

Healing | Necromancy | Positive | Warlock

The Undying Masters know of your fight against undeath. You gain the Stabilize warlock feat. If you commit acts anathema to the Undying Masters, you lose all feats and abilities requiring that patron but retain your other warlock feats and abilities.

If you gained Stabilize as a pact feature, you can spend 1 Focus Point as a reaction when you Cast that Spell on a dying creature to Reduce the target's wounded condition by 1.

Sample Warlock

Council of Fiends Warlock

You were promised to the council long ago. Whether you embrace or fight them, your soul will remain theirs to do with as they please when your time is up.

Ability Scores

Prioritize Strength and Charisma. Dexterity gives you a boost in AC and aids you when fighting with finesse or ranged weapons, and Intelligence gives you a better understanding of your patron and other skills.

Skills

Arcana, Occultism, Religion, Survival

Otherworldly Patron

The Council of Fiends

Higher-Level Feats

Essence Weapon (2nd), Essence-Forged (4th), Channel Darkness (6th), Channel the Butcher (8th), Channel Power (12th), Channel Evil (16th), Essence of the Legend (20th)

Pact Boon

Eldritch Weapon

Class Kit

As sorcerer, plus a scimitar. Money Left Over 11 gp 9 sp

Make Your Own Luck

Feat 2

Divination | Fortune | Warlock

You can intone a request of the Sisters of Fate to protect a willing creature in a pinch. You gain the Bit of Luck warlock feat. If you commit acts anathema to the Sisters of Fate, you lose all feats and abilities requiring that patron but retain your other warlock feats and abilities.

If you gained Bit of Luck as a pact feature, you can target yourself and up to 1 willing creature with a single casting of that spell.

Sanguine Addiction

Feat 2

Warlock

The Council of Fiends recognizes your willingness to observe a clean kill. You gain the Bloodlust warlock feat. If you commit acts anathema to the Council of Fiends, you lose all feats and abilities requiring that patron but retain your other warlock feats and abilities.

If you gained Bloodlust as a pact feature, it triggers when any creature within 60 feet of you that you can see is reduced to 0 Hit Points and dies.

Words of Chaos

Feat 2

Warlock

The Great Old Ones is not the only patron who can assault the minds of your victims. You gain the aberrant whispers 1st-level class feature from the Great Old Ones.

If you have the aberrant whispers class feature, you can target each foe in the area when casting that spell.

4th Level

Book of Shadows

Feat 4

WARLOCK

Prerequisites

tome of secrets pact boon

Add one arcane enchantment, illusion, or necromancy spell to your tome of secrets for each spell level you can cast. When you add it to your spell repertoire during your daily preparations, it becomes a warlock occult spell of its level. You must add the spell to your spell repertoire at the level you want to cast it in order to heighten it to that level.

Channel Fear

Feat 4

WARLOCK

You learn the *channel fear* invocation, which allows you to frighten enemies struck by your energy blast.

Enhanced Familiar

Feat 4

WARLOCK

Prerequisites

commanding leash pact boon

You infuse your familiar with additional magical energy. You can select four familiar or master abilities each day, instead of two.

Essence-Forged

Feat 4

WARLOCK

Prerequisites

eldritch weapon pact boon

You learn the *essence-forged* invocation, which makes your eldritch weapon a greater threat to your enemies.

Invoke Entropy

Feat 4

WARLOCK

You learn the *invoke entropy* invocation, which protects you from ranged attacks.

6th Level

Channel Darkness

Feat 6

WARLOCK

You learn the *channel darkness* invocation, which allows you to blind enemies struck by your energy blast.

Channel Elements

Feat 6

WARLOCK

You learn the *channel elements* invocation, which allows you to burn, freeze, melt, or shock enemies struck by your energy blast.

Invoke the Banshee

Feat 6

WARLOCK

You learn the *invoke the banshee* invocation, which allows you to *shatter* objects.

Invoke the Fog

Feat 6

WARLOCK

You learn the *invoke the fog* invocation, which allows you to create an *obscuring mist*.

Invoke the Third Eye

Feat 6

WARLOCK

You learn the *invoke the third eye* invocation, which allows you to *see invisibility*.

Practitioner of Mudras

Feat 6

WARLOCK

You can make complicated hand gestures to cast invocations, instead of speaking. This lets you replace the verbal component of invocations you cast with a somatic component.

8th Level

Channel the Butcher

Feat 8

WARLOCK

You learn the *channel the butcher* invocation, which allows you to cleave enemies with your energy blast.

Essence of the Wraith

Feat 8

WARLOCK

You learn the *essence of the wraith* invocation, which allows you to Strike incorporeal creatures with your energy blast.

Invoke the Lords of Air

Feat 8

WARLOCK

You learn the *invoke the lords of air* invocation, which allows you to *levitate*, carry objects on a *floating disk*, or *fly*.

Polyphonic Invocation

Feat 8

WARLOCK

Frequency

once every 10 minutes

You activate two invocations, using verbal components for each. If you have the Practitioner of Mudras feat, this becomes a polymorphic invocation, using somatic components instead.

10th Level

Invoke the Lords of Flame

Feat 10

WARLOCK

You learn the *invoke the lords of flame* invocation, which allows you to create a *wall of fire*.

Never-Ending Breath

Feat 10

WARLOCK

You double the amount of time you can hold your breath, Sustain an Activation, and Sustain a Spell. Once per day, you can ignore the effects the fatigued condition for up to 1 hour.

Occult Scribe

Feat 10

WARLOCK

Prerequisites expert in Crafting, tome of secrets pact boon

During your daily preparations, you can create two temporary scrolls containing occult spells from your tome of secrets. These scrolls follow the normal rules for scrolls, with some additional restrictions. Each scroll must be of a different spell level, and both spell levels must be 2 or more levels lower than your highest-level spell. Any scrolls you create this way become non-magical the next time you make your daily preparations. A temporary scroll has no value.

If you have master proficiency in occult spell DCs, you can create three temporary scrolls during your daily preparations, and if you have legendary proficiency, you can create four temporary scrolls.

Summon Elemental

Feat 10

WARLOCK

Prerequisites commanding leash pact boon, Merciless Sea otherworldly patron

You gain *summon elemental*, adding it to your spell repertoire as a 5th-level occult spell. You can only summon an air or water elemental with that spell. You can choose it as a signature spell.

Summon Entity

Feat 10

WARLOCK

Prerequisites commanding leash pact boon, Great Old Ones otherworldly patron

You gain *summon entity*, adding it to your spell repertoire as a 5th-level occult spell. You can choose it as a signature spell.

An aberration you summon with *summon entity* gains a +1 status bonus to all checks (this also applies to the creature's DCs, including its AC) for the duration of its summoning, up to 1 minute.

Summon Fey

Feat 10

WARLOCK

Prerequisites commanding leash pact boon, Faerie Court otherworldly patron

You gain *summon Fey*, adding it to your spell repertoire as a 5th-level occult spell. You can choose it as a signature spell. You can choose it as a signature spell.

A Fey you summon with *summon Fey* gains a +1 status bonus to all checks (this also applies to the creature's DCs, including its AC) for the duration of its summoning, up to 1 minute.

Summon Fiend

Feat 10

WARLOCK

Prerequisites commanding leash pact boon, Council of Fiends otherworldly patron

You gain *summon fiend*, adding it to your spell repertoire as a 5th-level occult spell. You can choose it as a signature spell.

12th Level

Channel Power

Feat 12

WARLOCK

You learn the *channel power* invocation, which allows you to knock back enemies struck by your energy blast.

Sample Warlock

Faerie Court Warlock

You don't remember if you sought the gifts of the Fey, or if they sought you, but the power you now channel is unlike anything you've encountered.

Ability Scores

Prioritize Wisdom and Charisma. Dexterity helps increases your chances to hitting enemies with your energy blast, and Constitution rounds out your saving throws nicely.

Skills

Deception, Nature, Occultism, Stealth

Otherworldly Patron

The Faerie Court

Higher-Level Feats

Beguiling Speaker (2nd), Enhanced Familiar (4th), Invoke the Third Eye (6th), Summon Fey (10th), Invoke Haste (14th), Invoke the Lords of the Unseen (18th), Warlock Ascendant (20th)

Pact Boon

Commanding Leash

Class Kit

As sorcerer, plus a longbow and 10 arrows. Money Left Over 6 gp 8 sp



Essence Chain

Feat 12

WARLOCK

You learn the *essence chain* invocation, which allows you to attack multiple enemies at a time with your energy blast.

Invoke the Dwarven Lords

Feat 12

WARLOCK

You learn the *invoke the dwarven lords* invocation, which allows you to see in magical darkness.

Sample Warlock

Great Old Ones Warlock

From beyond the stars, a voice calls your name, daring you to listen to its maddening whispers. In it, you hear the promise of true power.

Ability Scores

Prioritize Constitution and Charisma. Intelligence grants you more skills that you put to good use both in and out of combat, and Dexterity increases your attack bonus when using energy blast.

Skills

Deception, Intimidate, Occultism, Religion, Stealth

Otherworldly Patron

Great Old Ones

Higher-Level Feats

Words of Chaos (2nd), Book of Shadows (4th), Polyphonic Invocation (8th), Occult Scribe (10th), Invoke the Devourer (14th), Voice of Legion (16th), Invoke the Mystic (20th)

Pact Boon

Tome of Secrets

Class Kit

As sorcerer, plus a starknife. Money Left Over 10 gp 9 sp

Otherworldly Focus

Feat 12

WARLOCK

Your connection to your otherworldly patron has granted you unusual focus. If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

14th Level

Invoke Haste

Feat 14

WARLOCK

You learn the *invoke haste* invocation, which allows you to move more quickly.

Invoke the Devourer

Feat 14

WARLOCK

You learn the *invoke the devourer* invocation, which allows you to *dispel magic* and draw some of the dispelled effect's power to gain temporary Hit Points.

Invoke the Titan

Feat 14

WARLOCK

You learn the *invoke the titan* invocation, which greatly increases your size.

16th Level

Channel Evil

Feat 16

WARLOCK

You learn the *channel evil* invocation, which allows you to impose the drained condition on enemies struck by your energy blast.

Effortless Concentration

Feat 16

WARLOCK

Requirement You haven't acted yet on your turn.

You can maintain a spell with hardly a thought. You immediately gain the effects of a Sustain a Spell action, allowing you to extend the duration of one of your active warlock spells.

Voice of Legion

Feat 16

WARLOCK

Frequency once every 10 minutes

Prerequisites Polyphonic Invocation

You activate three invocations, using verbal components for each. If you have the Practitioner of Mudras feat, this becomes a mandala array, using somatic components instead.

18th Level

Invoke the Unknown

Feat 18

WARLOCK

You learn the *invoke the unknown* invocation, which hides you from most forms of scrying.

Invoke the Lords of the Unseen

Feat 18

WARLOCK

You learn the *invoke the lords of the unseen* invocation, which grants you long-lasting invisibility.

20th Level

Essence of the Legend

Feat 20

WARLOCK

Prerequisites eldritch weapon pact boon

Your proficiency rank for your eldritch weapon increases to legendary, and you learn the *essence of the legend* invocation, which makes your eldritch weapon even deadlier.

Special If you are also using the *essence-forged* invocation, your eldritch weapon still gains the rune from that invocation, and the rune can be 18th-level or lower.

Invoke the Mystic

Feat 20

WARLOCK

You learn the *invoke the mystic* invocation, which grants you ongoing foresight.

Warlock Ascendant

Feat 20

Warlock

You have surpassed all others in your pursuit of the occult power of your patron. You gain an additional 10th-level spell slot.

Warlock Multiclass Archetype

A disembodied whisper pulls you out of a deep sleep. Something is there, at the corner of your eye, just outside your peripheral vision. It comes into view at last, a herald of your patron. At last, you have been chosen, your pact is made.

Multiclass Warlock Characters

The warlock archetype is a great alternative to the musical interludes of the bard and the muddled parentage of the sorcerer. By signing your pact, or at last being made aware of it, you begin down a path few are determined enough to walk.

Warlock Dedication

Feat 2

Archetype | Dedication | Multiclass

Prerequisites Charisma 14

You cast spells like a warlock and gain the Cast a Spell activity. You gain a spell repertoire with two common cantrips from the occult spell list, or any other cantrips you learn or discover. You're trained in spell attack rolls and spell DCs for occult spells. Your key spellcasting ability for warlock archetype spells is Charisma, and they are occult warlock spells. You become trained in Occultism; if you were already trained in Occultism, you instead become trained in a skill of your choice.

Choose an otherworldly patron as you would if you were a warlock. You have that patron for all purposes and become bound by its anathema, but you don't gain any of the other abilities it grants.

Special You cannot select another dedication feat until you have gained two other feats from the warlock archetype.

Basic Pact

Feat 4

Archetype

Prerequisites Warlock Dedication

You gain a 1st- or 2nd-level warlock feat of your choice.

Basic Warlock Spellcasting

Feat 4

Archetype

Prerequisites Warlock Dedication

You gain the basic spellcasting benefits. Each time you gain a spell slot of a new level from the warlock archetype, add a common occult spell or another spell you learned or discovered to your repertoire, of the appropriate spell level.

Pact Features

Feat 6

Archetype

Prerequisites Warlock Dedication

You gain the pact features for the otherworldly patron you

chose for warlock dedication.

Advanced Pact

Feat 6

Archetype

Prerequisites Basic Arcana

You gain one warlock feat. For the purpose of meeting its prerequisites, your warlock level is equal to half your character level.

Special You can select this feat more than once. Each time you select it, you gain another warlock feat.

Expert Warlock Spellcasting

Feat 12

Archetype

Prerequisites Basic Warlock Spellcasting, master in Occultism

You gain the expert spellcasting benefits.

Master Warlock Spellcasting

Feat 18

Archetype

Prerequisites Expert Warlock Spellcasting, legendary in Occultism

You gain the master spellcasting benefits.



Eroguae was a fisherman of much repute until he disrespected the Merciless Sea by claiming it was by his will alone that he did so well. After his ship was destroyed, he spent two weeks on a deserted island before confessing his ignorance and begging forgiveness. He now works off his penance by searching out other disbelievers and demonstrating his patron's strength.

Focus Spells and Invocations

Convoker

Convocation

Focus 1

UNCOMMON CONJURATION CONVOKER

Cast  material, somatic, verbal

Range 30 feet

Duration sustained up to 1 minute

You conjure a creature to fight for you. This works like *summon animal*, except you summon a common or uncommon creature that has one of the traits listed by your avatar feat chosen at 1st level. You can add more creature types to a convocation list with convoker feats.

Heightened As *summon animal*.

Dragon Speaker

Breath Resistance

Focus 3

UNCOMMON ABJURATION DRAGON SPEAKER

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 hour

Your aura protects against destructive energies and dragons' breath. You and all allies within 30 feet gain resistance equal to your Wisdom modifier to acid, cold, electricity, fire, and poison. If the source of one of these types of damage is a dragon's breath, increase the resistance to half your level.

Draconic Pride

Focus 2

UNCOMMON ABJURATION DRAGON SPEAKER

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 minute

You stand strong in the face of danger and inspire your allies to do the same. Whenever you become frightened, reduce the condition value by 1 (to a minimum of 0). At the end of your turn when you would reduce your frightened condition value by 1, you also reduce the value by 1 for all allies within 30 feet.

Draconic Presence

Focus 1

UNCOMMON DRAGON SPEAKER

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 hour

Just being near your allies at the start of a battle raises their spirits and pushes you to react faster. You gain a +1 circumstance bonus to initiative rolls. Your allies within the area also gain this bonus.

Heightened (5th) The bonus increases to +2.

Draconic Resilience

Focus 1

UNCOMMON ABJURATION DRAGON SPEAKER

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 minute

A protective aura emanates out from you, safeguarding you and your allies. You gain resistance 1 to all damage. Your allies also gain this resistance while they are within the area.

Heightened (+2) The resistance increases by 1.

Draconic Senses

Focus 1

UNCOMMON DRAGON SPEAKER TRANSMUTATION

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 minute

You temporarily develop a dragon's keen senses. You gain darkvision, and allies within the area gain low-light vision or darkvision if they already have low-light vision.

Heightened (6th) You gain greater darkvision, and allies gain darkvision or greater darkvision instead.

Draconic Vigor

Focus 1

UNCOMMON DRAGON SPEAKER HEALING TRANSMUTATION

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 minute

You can embolden yourself and allies with the fervor of your flight. You and all allies within 30 feet gain fast healing 1 for up to 1 minute. You are each then temporarily immune to *draconic vigor* until the next time you make your daily preparations. If you walk the path of the totem bearer, you are each temporarily immune for 1 hour instead.

Heightened (+3) The fast healing increases by 1.

Elemental Scales

Focus 6

UNCOMMON DRAGON SPEAKER TRANSMUTATION

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 minute

A thin coating of magical scales appear on you and your allies. Adjacent creatures that hit you or one of your allies within 30 feet with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 1d6 damage of the same type as your breath weapon each time they do.

Heightened (+2) The damage increases by 1d6.

Frightful Presence

Focus 3

UNCOMMON AURA DRAGON SPEAKER EMOTION FEAR MENTAL

Cast  focus, somatic, verbal

Area 30-foot emanation

Saving Throw Will; Duration 1 minute

An enemy that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to your Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Wake of Power

Focus 9

UNCOMMON AURA DRAGON SPEAKER EVOCATION

Cast  focus, somatic, verbal

Area 30-foot emanation

Saving Throw Fortitude; Duration sustained up to 1 minute

Requirement You can use your breath weapon.

You use your breath weapon. This spell gains the traits of your breath weapon. Afterward, a cloud of energy continues to emanate from your body for the duration. Any creature that ends its turn in the cloud takes 4d6 damage of the same type

as your breath weapon. Any creature in the cloud is concealed and treats other creatures as concealed. You can see through this concealment.

Water Mastery

Focus 3

UNCOMMON DRAGON SPEAKER EVOCATION

Cast  focus, somatic, verbal

Area 30-foot emanation

Duration 1 hour

You gain a swim Speed equal to your land Speed. Your allies within the area also gain swim Speeds equal to their land Speeds.

Heightened (5th) You, along with allied creatures and vessels within the area, can move at double your normal Speed in water.

Warlock

Channel Evil

Cantrip 8

UNCOMMON CANTRIP DEATH INVOCATION NECROMANCY WARLOCK

Cast  verbal

Saving Throw Fortitude; **Duration** up to 1 minute

Requirements Your last action was a successful Strike with your energy blast, and you have at least one 8th-level or higher spell slot remaining.

You speak a word so foul it enervates your target. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success If the target is already drained, its condition increases by 1. Otherwise, it is unaffected.

Failure The target is drained 1.

Critical Failure The target is drained 1d4.

Channel Elements

Cantrip 3

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast  verbal

Requirements Your last action was a successful Strike with your energy blast, and you have at least one 3rd-level or higher spell slot remaining.

The ambient power of your blast draws forth elemental energy. Choose acid, cold, fire, or electricity. You deal 3d6 damage of that type to the target, plus an additional effect if the Strike was a critical success. The target must attempt a basic Reflex Save.

Acid the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield takes this damage instead.

Cold the target is also slowed 1 until the end of your next turn.

Electricity electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target.

Fire 1d10 persistent fire damage.

Heightened (6th) The damage ignores the target's resistance.

Channel Fear

Cantrip 2

UNCOMMON	CANTRIP	EMOTION	ENCHANTMENT	FEAR	INVOCATION
MENTAL	WARLOCK				

Cast  verbal

Duration up to 1 minute

Requirements Your last action was a successful Strike with your energy blast, and you have at least one 2nd-level or higher spell slot remaining.

The target is frightened 1, and can't reduce its frightened value below 1 while it remains within 60 feet of you.

Channel Power

Cantrip 6

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast  verbal

Requirements Your last action was a successful Strike with your energy blast, and you have at least one 6th-level or higher spell slot remaining.

The force of your blast drives your enemy away. You automatically Shove the target 5 feet or cause it to become flat-footed until the start of your next turn. The target chooses whether to be moved or become flat-footed. If it chooses to be moved, you choose the direction. If the Shove would cause it to hit a solid object, enter a square of difficult terrain, or enter another creature's space, it must become flat-footed instead of being moved.

Heightened (8th) You automatically Shove the target up to 10 feet away from you and cause it to become flat-footed until the start of your next turn. It does not get a choice.

Channel the Butcher

Cantrip 4

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast  verbal

Trigger Your energy blast kills a creature or knocks it unconscious, and another foe is within 30 feet of that creature.

Requirements You are wielding your energy blast and have at least one 4th-level or higher spell slot remaining.

Your blast's power is enhanced by the death of your enemy. Make a melee or ranged Strike with your energy blast, as appropriate, against the second foe.

Energy Blast

Cantrip 1

UNCOMMON CANTRIP CONJURATION INVOCATION WARLOCK

Cast  verbal

Duration unlimited

Requirement You have at least one 1st-level or higher spell slot remaining.

Your hands take on an eerie purple glow in the vague shape of a ranged weapon with which you are trained. In your hands, the weapon gains the agile and free-hand traits, if it does not already have them, and you add half your Charisma modifier to damage rolls with it (this counts as the propulsive trait). You can Dismiss your energy blast.

Your energy blast does not use ammunition, but you must still spend the listed number of actions to "reload" it.

You can spend an action to use your occult spell attack roll with your energy blast until the end of your next turn.

Essence Chain

Cantrip 6

UNCOMMON CANTRIP EVOCATION INVOCATION WARLOCK

Cast ♦ verbal

Range 30 feet; **Targets** 1 creature, plus any number of additional creatures

Saving Throw Reflex

Requirements You are wielding your energy blast and have at least one 6th-level or higher spell slot remaining.

You dismiss your energy blast, transforming it into a cascade of power that deals the blast's normal damage and burns through the souls of enemies to stay strong. The target must attempt a basic Reflex save. The blast arcs to another creature within 30 feet of that target, jumps to another creature within 30 feet of that target, and so on. You can end the chain at any point. You can't target the same creature more than once, and you must have line of effect to all targets. Roll the damage only once, and apply it to each target (halving or doubling as appropriate for its saving throw outcome). The chain ends if any one of the targets critically succeeds at its save.

Essence-Forged

Cantrip 2

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast ♦ verbal

Duration 24 hours

Requirement You are wielding your eldritch weapon, and you have at least one 2nd-level or higher spell slot remaining.

You transform your eldritch weapon into a +1 weapon with which you are trained. In your hands, the weapon gains the effect of one 4th-level or lower property rune. When you Strike a creature that has the flat-footed condition with that weapon, you deal an extra 1d6 precision damage.

Heightened (6th) The weapon becomes a +2 greater striking weapon with which you are trained instead, and the rune can be 12th-level or lower.

Essence of the Legend

Cantrip 10

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast ♦ verbal

Duration 24 hours

Requirement You are wielding your eldritch weapon, and you have at least one 10th-level spell slot remaining.

You transform your eldritch weapon into a +3 major striking weapon with which you are trained. In your hands, the weapon gains the backstabber and deadly d6 traits, if it does not already have them. When you Strike a creature that has the flat-footed condition with that weapon, you deal an extra 2d6 precision damage.

Essence of the Wraith

Cantrip 4

UNCOMMON CANTRIP INVOCATION TRANSMUTATION WARLOCK

Cast ♦ verbal

Duration 1 minute

Requirement You have at least one 4th-level or higher spell slot remaining.

Your energy blast becomes translucent and ghostly, and it can affect material and incorporeal creatures and objects. It gains the effects of the *ghost touch* property rune.

Invoke the Banshee

Cantrip 3

UNCOMMON CANTRIP EVOCATION INVOCATION SONIC WARLOCK

Cast ♦ verbal

Range 30 feet; **Target** 1 creature or unattended object

Requirement You have at least one 3rd-level or higher spell slot remaining.

Saving Throw Fortitude

You emit the ear-piercing shriek of a banshee, which can shatter objects. You deal 2d10 sonic damage to the target, ignoring an object's Hardness if it is 4 or lower. A creature must attempt a Fortitude save

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is deafened for 1 round.

Critical Failure The creature takes double damage and is deafened and stunned 1 for 1 minute.

Heightened (+1) The damage increases by 1d10, and the Hardness the spell ignores increases by 2.

Invoke the Fog

Cantrip 3

UNCOMMON CANTRIP CONJURATION INVOCATION WARLOCK WATER

Cast ♦ verbal

Range 60 feet; **Area** 20-foot burst

Duration 1 minute

Requirement You have at least one 3rd-level or higher spell slot remaining.

You call on a living fog to obscure sight in an area. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. You can Dismiss the cloud.

Invoke the Third Eye

Cantrip 3

UNCOMMON CANTRIP DIVINATION INVOCATION REVELATION WARLOCK

Cast ♦ verbal

Duration 1 minute

Requirement You have at least one 3rd-level or higher spell slot remaining.

You can see invisible creatures and objects. They appear to you as translucent shapes, and they are concealed to you.

Heightened (6th) The spell has a duration of 10 minutes.

Invoke the Devourer

Cantrip 7

UNCOMMON CANTRIP ABJURATION HEALING INVOCATION WARLOCK

Cast ♦ verbal

Range 60 feet; **Targets** 1 spell effect or unattended magic item

Requirement You have at least one 7th-level or higher spell slot remaining.

You counteract the target, as the *dispel magic* spell. If you succeed on the roll to counteract, you regain Hit Points equal to the target's counteract level. If you critically succeed, double the healing.

Invoke Entropy

Cantrip 2

UNCOMMON CANTRIP INVOCATION WARLOCK

Cast ♦ verbal

Duration 24 hours

Requirement You have at least one 2nd-level or higher spell slot remaining.

You divert tiny objects and bits of magic as they fly at you. Anyone making a ranged attack against you must succeed at a DC 5 flat check or the attack misses with no effect.

Heightened (+1) The DC increases by 1.

Invoke Haste

Cantrip 7

UNCOMMON CANTRIP INVOCATION TRANSMUTATION WARLOCK

Cast ♦ verbal

Duration 1 minute

Requirement You have at least one 7th-level or higher spell slot remaining.

You become quickened and can use the additional action to Strike, Stride, or Step.

Heightened (10th) Once per minute, immediately after casting *invoke haste*, you can use up to 3 actions, as with the *time stop* spell. Once you have finished these actions, time resumes and you finish your turn as normal.

Invoke the Lords of Air

Cantrip 4

UNCOMMON CANTRIP EVOCATION INVOCATION SONIC WARLOCK

Cast ♦ verbal

Duration 1 minute

Requirement You have at least one 4th-level or higher spell slot remaining.

You gain the effects of a 1st-level *floating disk* spell or a 3rd-level *levitate* spell.

Heightened (5th) You can also choose to gain the effects of a 4th-level *fly* spell.

Invoke the Lords of Flame

Cantrip 5

UNCOMMON CANTRIP EVOCATION FIRE INVOCATION SONIC WARLOCK

Cast ♦ verbal

Range 60 feet

Duration sustained up to 1 minute

Requirement You have at least one 5th-level or higher spell slot remaining.

You tear hellish flame from the Elemental Plane of Fire and bend it to your will, creating a 4th-level *wall of fire* effect that you can sustain for up to 1 minute.

Heightened (+1) As *wall of fire*.

Invoke the Lords of the Unseen

Cantrip 9

UNCOMMON CANTRIP ILLUSION INVOCATION WARLOCK

Cast ♦ verbal

Duration 10 minutes

Requirement You have at least one 9th-level or higher spell slot remaining.

You become invisible, as the 4th-level *invisibility* spell.

Invoke the Unknown

Cantrip 9

UNCOMMON ABJURATION CANTRIP INVOCATION WARLOCK

Cast ♦ verbal

Duration 8 hours

Requirement You have at least one 9th-level or higher spell slot remaining.

Your patron shields you from even the most powerful mortal divinations. Detection, revelation, and scrying effects pass right over you, your possessions, and your auras, detecting nothing unless the detecting effect has a counteract level of 20 or higher. For example, detect magic would still detect other magic in the area but not any magic on you, true seeing wouldn't reveal you, locate or scrying wouldn't find you, and so on.

Invoke the Titan

Cantrip 7

UNCOMMON CANTRIP INVOCATION POLYMORPH TRANSMUTATION WARLOCK

Cast ♦ verbal

Duration 1 minute

Requirement You have at least one 7th-level or higher spell slot remaining.

You become Huge (increasing your reach by 10 feet if you were Medium or smaller). You have the clumsy 1 condition as long as you are Huge.

Invoke the Mystic

Cantrip 10

UNCOMMON CANTRIP DIVINATION INVOCATION MENTAL PREDICTION WARLOCK

Cast ♦ verbal

Duration 8 hours

Requirement You have at least one 10th-level spell slot remaining.

You gain the effects of a 9th-level *foresight* spell.

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