

# PATHS OF MAGIC

## Welcome to 2.0!

Hello everyone!

Welcome to *Paths of Magic* - 2.0! This document is the FINAL planned update for *Paths of Magic* and it's a big one! So large, in fact, that calling it a simple "errata" would be pretty misleading.

**This document is an UPDATE, not just an errata.** This is a HUGE rebalance and simply labeling it an errata would be inaccurate. Some classes have had core abilities redesigned. Archetypes that are completely reworked and rebalanced. Talent pools that have a *third* of them altered in some way.

Mind you, these changes aren't really big enough to justify being its own product, like an "Unchained" version. It's still being released as *Paths of Magic*, and will soon be the only version on all storefronts once it comes out. I know in print media it can be a bit contentious to do big changes like this, but I find it more preferable than just leaving things alone when you know something can be made better. And releasing it as a "new" product when the majority of the content is the same wouldn't sit right with me. Hence, the current plans of just having a big update instead of making it a separate book.

Here you'll find the classes from Chapter I of *Paths of Magic* in their latest forms. Elementer, invoker, nightblade, vanguard, and warden have the main changes; vanguard especially has been changed quite a bit. But feel free to make suggestions on the classes that haven't seen a lot of changes, too! Ideas are always welcome. :)

If you have suggestions, I HIGHLY recommend joining the [Ascension Games' Discord channel!](#) It's the best way to get your voice heard and to share your thoughts with other players and GMs. Every bit helps!

Thanks for taking the time to check out the latest update for *Paths of Magic!*

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## CABALIST

There is a power that lurks just beyond the boundary of humanity. Enigmatic and unknowable, the extent of their domain is as unfathomable as their motives. Few are aware of their existence, and among those that know, many rightfully view these mysterious entities with caution—or fear. However, there are those that would choose to entreat the overwhelming powers that lurk between the stars. Whether out of desperation, a pervasive madness, or simply the desire for knowledge, these cabalists make contact with eldritch forces to control them. Masters of occult rites, cabalists bind aspects of otherworldly beings to themselves, warping their body and mind to grow beyond the limits of humanity.

**Role:** A cabalist's magic focuses on manipulating the mind and body, granting them a variety of useful powers to enhance allies and hinder opponents. In the thick of battle, their bindings allow them to adapt as necessary to protect themselves or mount an offensive.

**Alignment:** Any

**Hit Die:** d8

**Starting Age:** Trained

**Starting Wealth:** 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

### Class Skills

The cabalist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the cabalist.

**Weapon and Armor Proficiency:** Cabalists are



Table: Cabalist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Bindings, Knacks	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Insights (Lesser)	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Ritual Magic, Thaumaturgy	3	—	—	—	—	—
4th	+3	+4	+1	+4	Abnormal Recovery	3	1	—	—	—	—
5th	+3	+4	+1	+4	Insights (Lesser)	4	2	—	—	—	—
6th	+4	+5	+2	+5	Ritual Magic	4	3	—	—	—	—
7th	+5	+5	+2	+5	Quicken Bindings	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Insights (Greater)	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Ritual Magic	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Guarded Rituals	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Insights (Greater)	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Ritual Magic	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Aberrant Mind	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Insights (Master)	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Ritual Magic	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Hastened Rituals	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Insights (Master)	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Ritual Magic	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Master of Rites	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Eldritch Nexus	5	5	5	5	5	5

proficient with all simple weapons, plus the greatsword, light flail, ranseur, rapier, sap, scythe, short sword, and warhammer. They are proficient with light armor and medium armor, but not with shields.

**Spells:** A cabalist casts psychic spells drawn from the cabalist spell list. He can cast any spell he knows without preparing it ahead of time. To learn or cast a spell, a cabalist must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a cabalist's spell equals 10 + the spell level + the cabalist's Intelligence modifier.

A cabalist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Cabalist**. In addition, he receives bonus spells per day if he has a high Intelligence score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A cabalist's selection of spells is limited. A cabalist begins play knowing four 0-level spells and two 1st-level spells of the cabalist's choice. At each new cabalist level, he gains one or more new spells as indicated on **Table: Cabalist Spells Known** (Unlike spells per day, the number of spells a cabalist knows is not affected by his Intelligence score. The numbers on **Table: Cabalist**

**Spells Known** are fixed.). These new spells can be common spells chosen from the cabalist spell list, or they can be unusual spells that the cabalist has gained some understanding of through study.

Upon reaching 5th level, and at every third cabalist level thereafter (8th, 11th, and so on), a cabalist can learn a single new spell in place of one he already knows. In effect, the cabalist loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level cabalist spell he can cast. A cabalist can swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

**Bindings (Su):** Through secretive rites, the cabalist has found the means to channel eldritch might through his very being. His body and mind are forever altered by this ritual, but such a power cannot be controlled all at once. Each of these potentials is called a binding. The cabalist's bindings grant him a +1 insight bonus to specific checks, which vary depending on the binding used. The bonus for both bindings increases to +2 at 7th level and to +3 at 13th level.

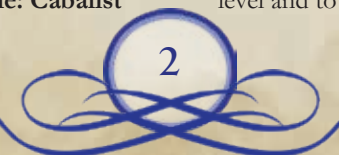


Table: Cabalist Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

The cabalist can channel one of his bindings as a swift action. Each binding provides a different benefit to the cabalist, as follows:

- *Formless Body*: The bonus applies to the cabalist's weapon attack rolls and weapon damage rolls.
- *Opened Mind*: The bonus applies to the cabalist's AC, to concentration checks, and to caster level checks made to overcome Spell Resistance.

The effects of the binding last until he changes it as a swift action, losing the benefit of his current binding and gaining the other one. He also loses the benefits of his binding if he is ever rendered unconscious.

**Knacks:** A cabalist learns a number of knacks, or 0-level psychic spells, as noted on **Table: Cabalist Spells Known** under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Insights (Su):** Starting at 2nd level, the cabalist discovers methods to further channel the powers of the unknown, gleaning insights from beyond to bind further eldritch strength. The cabalist gains two insights at 2nd level and every three levels thereafter, to a maximum of twelve insights at 17th level.

Insights are separated into three levels: lesser, greater,

## RITUAL SPELL

The following ritual is used by the cabalist to perform his ritual magic feature.

### RITUAL SPELL

**School** as the spell; **Level** as the spell

**Targets** as the spell

**Casting Time** 10 minutes per level of the spell

**Components** V, S, and possibly M/F (if the spell has any material or focus costs)

**Skill Checks** one or more Knowledge checks, depending on the school and level of the spell, as follows: abjuration (arcana), conjuration (planes), divination (history), enchantment (dungeoneering), evocation (nature), illusion (local), necromancy (religion), or transmutation (engineering). You must make one Knowledge check per level of the spell. The DC of the checks is 15 + the spell's level.

**Range/Duration/Saving Throw/SR** as the spell

**Backlash:** Calling upon eldritch magic repeatedly is difficult. The DC of any further uses of this ritual increases by twice the spell's level. This increase is cumulative, though it resets to its normal DC at the start of the day when you regain your spells.

**Failure:** You take 2d6 damage per spell level and are fatigued. If you are already fatigued, you become exhausted.

**Effect:** The chosen spell is cast.

and master, which are further divided by the binding type the insight applies to (*formless body* or *opened mind*). He only gains the effects of an insight while he is using the matching binding for that insight.

At first, the cabalist can only select lesser insights. Upon reaching 8th level, he instead gains greater insights, and at 14th level he learns master insights. An insight cannot be selected more than once.

Each time a cabalist gains his two insights for a particular level, he must select one for each of his two bindings: one for *formless body*, and one for *opened mind*. He can select a lower-level insight, if so desired. If an insight calls for a saving throw, the save DC is equal to 10 + 1/2 the cabalist's level + his Intelligence modifier.

**Ritual Magic (Sp):** Beginning at 3rd level, the cabalist learns how to convert traditional magic into more methodical—but risky—ritualistic incantations.

The cabalist learns a special occult ritual, as detailed in the **Ritual Spell** sidebar (for more details, see the Occult Rituals section in Chapter 5 of *Pathfinder Roleplaying Game Occult Adventures*). Upon learning this ritual, the cabalist

selects two spells of 1st-level or higher from the cabalist spell list. These spells cannot have a casting time longer than 1 minute. They do not have to be spells he knows, but they must be of a level he is capable of casting. The cabalist can use his ritual to cast the selected spells at-will.

For every three levels gained after 3rd, the cabalist can select two more spells from the cabalist spell list to be castable in this manner, to a maximum of twelve spells at 18th level. Additionally, whenever he gains a level in the cabalist class, he can exchange one of his chosen

ritual spells for a different one of the same level.

Spells added to the cabalist spell list by means of feats, magic items, racial abilities, and so on cannot be selected for ritual magic.

**Thaumaturgy (Ex):** At 3rd level, a cabalist's experience with occult magics makes him better at understanding them. He gains a +1 bonus to any checks to learn an occult ritual or skill checks made to perform one (including his ritual magic ability). This bonus increases by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

**Abnormal Recovery (Ex):** At 4th level, the cabalist's body more quickly recovers from injury. He recovers twice as many hit points and ability damage from resting than normal. If he rests for a full day, he also recovers 1 point of ability drain from each of his drained ability scores, if any.

**Quicken Bindings (Su):** At 7th level, the cabalist may change bindings with barely a thought. He can enter into a binding as a free action on his turn. He may still only change bindings once per round.

**Guarded Rituals (Ex):** At 10th level, the cabalist's expertise allows him to cast rituals more safely. As long as he is the primary caster of an occult ritual, all casters in the ritual take half as much damage from any backlash or failure effects, and they gain a +4 bonus to their saving throws against the backlash or failure effects (if they require a saving throw).

**Aberrant Mind (Ex):** Starting at 13th level, the cabalist's mind cannot be read nor his memories altered unless he allows it. If a creature attempts to read his thoughts without his permission, its mind is flooded with paradoxical and maddening revelations. It must make a Will save (DC 10 + 1/2 the cabalist's level + his Intelligence modifier) or be confused for 1d4 rounds.

**Hastened Rituals (Ex):** At 16th level, the cabalist can swiftly perform ritual magic. As long as he is the primary caster, he reduces the time it takes to perform an occult ritual by half. For a typical ritual (including his ritual magic ability) this means it takes 5 minutes per level of the ritual instead of 10, while longer rituals take 30 minutes per level instead of 1 hour per level. The time between making skill checks to perform an occult ritual is reduced by the same amount.

**Master of Rites (Ex):** Upon reaching 19th level, a cabalist has become an authority of the occult. He reduces the time it takes to learn a ritual by half. He no longer requires secondary casters for any ritual he performs, and if he chooses to include them (usually to benefit from the ritual) he may make any number of the secondary casters' skill checks himself. Finally, he is immune to the failure effects of any ritual he performs, though secondary casters are still affected as normal.





**Eldritch Nexus (Su):** At 20th level, the cabalist unlocks true power, finally able to completely channel the powers of the unknown, if only briefly. Once per day, he may enter into a special binding which grants him the effects of both *formless body* and *opened mind* at the same time. Any insights he has that normally can only be used once per binding (such as dual realities) can instead be used once per round without needing to change bindings first.

Once he enters into this binding, he cannot voluntarily leave it. This binding lasts for a number of minutes equal to the cabalist's Intelligence modifier (minimum 1), after which the cabalist is reduced to 1 hit point (if his current hit points are higher than 1) and staggered for 1 round. He cannot use eldritch nexus if he is already below 1 hit point, and the binding ends early if he is knocked unconscious or killed (if ended early, he is still staggered and reduced to 1 hit point, as mentioned above).

## INSIGHTS

The following represent the insights available to cabalists. Each one is divided into three parts: level, binding, and effect. Insights are sorted first by their level, then binding type, then finally by their name.

**Level:** The power of the insight. An insight can be a lesser, greater, or master insight. At first, the cabalist can only select lesser insights, but can select greater insights at 8th level and master insights at 14th level.

**Binding:** The insight's binding, which can be *formless body* or *opened mind*. The cabalist must always have an equal number of insights for each of his two bindings. The cabalist only gains the benefit of the insight while he is in the matching binding.

**Effect:** The benefit granted to the cabalist while he is using the matching binding for that insight. Certain insights can only be used once "per binding". After using such an insight, he must first change to the other binding, then change back into the matching binding before that insight can be used again.

### FACELESS

**Level:** Lesser; **Binding:** Formless Body

**Effect:** Upon entering the *formless body* binding, you can change your appearance into someone else. You can transform into any Small or Medium humanoid creature (similar to an *alter self* spell), but your statistics and abilities do not change except for your size. The transformation lasts as long as you remain in the binding.

### FLEXILE LIMBS

**Level:** Lesser; **Binding:** Formless Body

**Effect:** Your limbs can contort and stretch abnormally. You can use your cabalist level in place of your base attack bonus to determine your CMD and CMB. Your

binding bonus applies to Escape Artist checks and to all combat maneuver checks you make, not just those that are considered weapon attacks.

### HORRIBLE VISAGE

**Level:** Lesser; **Binding:** Formless Body

**Effect:** Your body changes in disturbing ways. Add your binding bonus to Intimidate checks. If you use Intimidate to successfully demoralize a creature within your reach, they provoke an attack of opportunity from you. A creature can only provoke an attack of opportunity from you once per round in this way.

### INHUMAN PHYSIQUE

**Level:** Lesser; **Binding:** Formless Body

**Effect:** Your binding grants you an amalgam of inhuman traits. Add double your binding bonus to Strength ability checks, Constitution ability checks, Climb checks, and Swim checks. You can breathe underwater. At 8th level, you gain a climb speed and swim speed of 10 feet (which grants you a +8 racial bonus to these checks, as usual). At 14th level, both of these speeds increase to 20 feet.

### RENDING STRIKES

**Level:** Lesser; **Binding:** Formless Body

**Effect:** A trace of eldritch corruption infuses your being, imparting its power onto your attacks. Whenever you successfully strike with a weapon, natural attack, or unarmed strike, the target begins to bleed, taking damage each round equal to your binding bonus. This bleed damage stacks to a maximum equal to your cabalist level.

### TWISTED FORM

**Level:** Lesser; **Binding:** Formless Body

**Effect:** Your limbs mutate into hulking bludgeons, masses of writhing tendrils, or some other unnatural form. You gain two slam attacks which deal 1d6 damage on a hit (1d4 if you are Small). These are considered primary natural attacks.

### UNNATURAL AGILITY

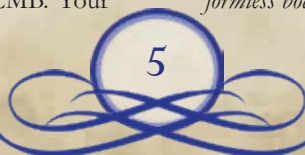
**Level:** Lesser; **Binding:** Formless Body

**Effect:** Your base speed is increased by 5 feet, plus an additional 5 feet per point of your binding bonus. This bonus also applies to climb and swim speeds, if you have them.

### WELCOME THE PAIN

**Level:** Lesser; **Binding:** Formless Body

**Effect:** When you enter into the *formless body* binding, you gain temporary hit points equal to half your cabalist level. These temporary hit points last until you leave the *formless body* binding or until depleted.



### DISTORTED PSYCHE

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** The twisted workings of your mind lash out at attempts for control. When another creature uses a mind-affecting spell or ability against you (whether you make any required saving throw or not), that creature must attempt a Will save or become staggered for 1 round. A successful save makes the creature immune to this insight for 1 minute. Mind-affecting abilities that you willingly allow to affect you do not trigger this ability. This is a mind-affecting effect, and creatures that are immune to confusion are also immune to this effect.

### DUAL REALITIES

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** Your mind is open to multiple causalities, letting you subtly alter the results of actions taken. Once per binding when an opponent makes a successful attack roll against you, you can use an immediate action to force them to reroll the attack. You must do so before the damage is rolled, and they must use the new result, even if it is worse. Once a creature is subjected to this insight, it cannot be affected again for 24 hours.

### FORBIDDEN KNOWLEDGE

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** Touching the incomprehensible minds beyond the stars has given you knowledge of dark secrets. Add your binding bonus to Intelligence checks and Intelligence-based skill checks. You can make all Intelligence-based skill checks untrained.

### METHOD TO MADNESS

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** Whenever a creature within 30 feet of you (including yourself) rolls to randomly determine their action when confused or insane, they must roll twice and you get to choose the result. While you are confused, you may add your binding bonus to your weapon attack rolls and damage rolls, and if the result of your confusion roll is "attack the nearest creature", you can select which creature to attack if more than one creature is equally close to you. As a swift action or a move action, you can voluntarily confuse yourself, as the spell *confusion*. You can end confusion you impart on yourself with this insight at any time as an immediate action, but not confusion inflicted on you by other means.

### OPENED EYES

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** You gain darkvision to a range of 30 feet times your binding bonus. If you already have darkvision, its range is increased by this amount, instead. Add your binding bonus to Perception checks you make.

### PSYCHIC FLARE

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** While in your *opened mind* binding, you can unleash a blast of psychic energy onto a creature within close range (25 ft. + 5 ft./2 levels). This is a standard action that provokes attacks of opportunity. Make a ranged touch attack to hit the target creature. On a hit, they take damage equal to 1d6 per two cabalist levels plus your Intelligence modifier. This damage ignores damage reduction, but Spell Resistance applies. This is a mind-affecting pain effect.

### SENSE WEAKNESS

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** As a standard action, you can peer through a creature's form to see the underlying weakness within. Make an attack with a weapon, natural attack, or unarmed strike. For this attack, you ignore any concealment less than total concealment, and if you hit you deal an additional 1d6 precision damage per two cabalist levels (max 10d6). You can use this attack once per binding.

### UNCANNY AWARENESS

**Level:** Lesser; **Binding:** Opened Mind

**Effect:** A voice within your mind occasionally forewarns you of dangers. Add your binding bonus to Reflex saves and initiative checks.

### ABERRANT IMMUNITY

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your alien anatomy grants you resilience to afflictions. You are immune to poison and disease while in the *formless body* binding. If you were affected by a poison or disease prior to entering the binding, those effects are suspended so long as you remain in the *formless body* binding, but returns once you exit the binding (time spent in *formless body* counts against their duration).

### ABHORRENT TRANSFORMATION

**Level:** Greater; **Binding:** Formless Body

**Effect:** Once per binding as a standard action, you can cause your physique to shift and distort in terrible ways. This allows you to make an Intimidate check to demoralize any number of creatures within 30 feet that can see your abhorrent transformation.

### ANOMALOUS STRUCTURE

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your internal structure morphs unpredictably, shielding you from otherwise grievous injury. You have a 50% chance of negating critical hits and sneak attacks. This does not stack with other effects that reduce the chance of being struck by a critical hit, such as the *fortification* armor property.

### ERRATIC MOTION

**Level:** Greater; **Binding:** Formless Body

**Effect:** You twitch and slide eerily around, as a puppet on a string. Once per binding, you can move up to half your base speed as a swift action. This movement provokes attacks of opportunity as normal.

### FLENSING GRASP

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your limbs grow writhing tendrils and needling suckers. You gain the Final Embrace<sup>UC</sup> feat, even if you don't meet the prerequisites. You can ignore all prerequisites of the Final Embrace Horror<sup>UC</sup> and Final Embrace Master<sup>UC</sup> feats aside from base attack bonus, but can only use them in the *formless body* binding.

### FUSION OF FLESH

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your body stitches itself together, allowing you to move despite grievous injury. You are no longer disabled when at 0 hit points are lower, and do not fall unconscious when below 0 hit points. While at 0 or fewer hit points, you gain fast healing 5.

### MUTABLE FORM

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your limbs elongate abnormally, increasing your reach by 5 feet.

### TERRIBLE WOUNDS

**Level:** Greater; **Binding:** Formless Body

**Effect:** Your inhuman strength allows you to strike with deadly effect. Double the critical range of weapon attacks, natural attacks, and unarmed strikes you make. This does not stack with other effects that increase critical range, such as the Improved Critical feat or *keen* weapon property.

### ALIEN THOUGHT

**Level:** Greater; **Binding:** Opened Mind

**Effect:** You view the world with a bizarre, emotionless logic. Any cabalist spells you cast are treated as affected by the Logical Spell<sup>OA</sup> metamagic feat without increasing their level or casting time.

### CEREBRAL AGONY

**Level:** Greater; **Binding:** Opened Mind

**Effect:** Injury inflicted upon you creates a psychic disturbance within the attacker, deterring further attacks. When a creature within 30 feet of you deals damage to you, they must make a Will save or take 1d8 damage per point of your binding bonus. If the creature that attacked you did so due to confusion or a similar insanity, the damage inflicted is doubled and they take a

-2 penalty to their saving throw against the effect. This can only affect a particular creature once per round. This is a mind-affecting pain effect.

### MENTAL LINK

**Level:** Greater; **Binding:** Opened Mind

**Effect:** You force your way into the minds of other creatures. You can communicate telepathically with creatures within 30 feet of you as long as that creature understands language.

### POWER OVERWHELMING

**Level:** Greater; **Binding:** Opened Mind

**Effect:** Your magic saps away the defenses of your enemies, rendering them vulnerable to further harm. Every time you cast a cabalist spell on a creature (either targeting it or including it in the spell's area), it takes a -1 penalty to all saving throws. Apply this penalty before resolving the spell. The penalty stacks to a maximum equal to your binding bonus and lasts for 1 hour, even if you leave the *opened mind* binding. You can choose not to inflict this penalty, if desired.

### STRANGE GEOMETRIES

**Level:** Greater; **Binding:** Opened Mind

**Effect:** You realize that perspective is but an illusion forced upon you by lesser minds. You can view from any space within 30 feet of you at the same time. Essentially, you can treat yourself as standing in any space within 30 feet for the purpose of determining what you can see, including for effects requiring line of sight. This does not, however, grant you line of effect to whatever you see. This can allow you to see around corners, behind a barricade, further through *obscuring mist*, or even through walls. You must be at least passively aware of the location you wish to see (for example, you could use this to see on the opposite side of a door, but not the opposite side of a secret door that you don't know exists). This only affects vision, not any other senses.

### TERRIBLE REVELATIONS

**Level:** Greater; **Binding:** Opened Mind

**Effect:** You speak words of madness that overwhelm the minds of nearby creatures. As a standard action, you can speak these terrible revelations, causing any number of creatures of your choice within 30 feet of you to become confused for 1 round. A successful Will save negates the effect. If you are babbling due to *confusion* or a similar effect, you can use this insight as part of babbling incoherently (even though you normally wouldn't be able to take actions). If you do, the creatures are confused for 1d4 rounds on a failed save and staggered for 1 round on a successful save. A creature can be subjected to this effect multiple times,

but once they succeed on their saving throw they cannot be affected again for 24 hours. This is a mind-affecting, language-dependent, compulsion effect.

#### THINGS TO COME

**Level:** Greater; **Binding:** Opened Mind

**Effect:** Omens come to you instinctively, warning you of threats. You gain both the uncanny dodge and improved uncanny dodge class features, as a rogue equal to your cabalist level.

#### WORDS FROM BEYOND

**Level:** Greater; **Binding:** Opened Mind

**Effect:** Whispers speaking of grand revelations grant you insight when needed most. Once per binding as a swift action before making an attack roll, you can choose to roll twice and take the better result.

#### BIZARRE ANATOMY

**Level:** Master; **Binding:** Formless Body

**Effect:** Your body flows around strikes to reduce injury, granting you DR 5/–.

#### DEVOURER

**Level:** Master; **Binding:** Formless Body

**Effect:** Innumerable mouths grow across your body, hungry for sustenance. When you succeed on a melee weapon attack, unarmed strike, or natural attack, you recover hit points equal to your binding bonus. If the damage dealt was due to a grapple check or the constrict ability, the amount recovered increases to half your cabalist level. You cannot recover more hit points than the amount of damage you dealt with the attack, nor can you recover more hit points than the attacked creature had remaining. You can only leech hit points from living creatures, and striking a creature that is immune to bleed effects prevents this ability.

#### EVEN DEATH MAY DIE

**Level:** Master; **Binding:** Formless Body

**Effect:** You endure injuries that you should logically have no means to survive. When you would be killed by any effect (such as by loss of hit points or a death effect), you can choose to negate that effect. If the death was due to hit point loss, your current hit points are set to an amount equal to 5d8 + your level, regardless of how many hit points you had prior. Once this occurs, you cannot benefit from this insight again for 24 hours.

#### GRUESOME INJURY

**Level:** Master; **Binding:** Formless Body

**Effect:** Your attacks wrack foes with debilitating pain. Whenever you score a critical hit with a weapon, natural attack, or unarmed strike, the target takes your choice of

either 1d3 Strength damage or 1d3 Dexterity damage. If the weapon you use has a x3 critical multiplier, the ability damage increases to 1d4, and if the weapon has a x4 multiplier or higher, it instead increases to 1d6.

#### IMPOSSIBLE STRENGTH

**Level:** Master; **Binding:** Formless Body

**Effect:** A surge of aberrant power flings your enemy like a child's plaything. You gain Awesome Blow<sup>BI</sup> as a bonus feat, even if you don't meet the prerequisites, and can use it on creatures up to your own size or smaller. You can take feats that have Awesome Blow<sup>BI</sup> as a prerequisite and ignore the size and Strength prerequisites, but can only use them in the *formless body* binding. Once per binding, you can make an awesome blow combat maneuver that can affect creatures of any size and adds double your binding bonus to the combat maneuver check. If the target is your size or smaller, the distance you fling them increases to 30 feet.

#### TRANSCENDENT FLESH

**Level:** Master; **Binding:** Formless Body

**Effect:** Physical debilitations no longer limit you. You ignore any penalties due to ability score damage or drain while in the *formless body* binding, as well as any magical penalties to your ability scores such as from *ray of enfeeblement*. This does not make you immune to ability damage or drain, just the penalties associated with them (including penalties from having ability damage or drain equal to or greater than the associated ability score).

#### UNEARTHLY PRESENCE

**Level:** Master; **Binding:** Formless Body

**Effect:** Merely witnessing your form is enough to instill terror. You gain the unnatural aura universal monster ability to a range of 30 feet. Hostile creatures within 30 feet of you that are suffering from a fear effect take a -2 penalty to AC, in addition to the other effects.

#### WHAT LURKS BENEATH

**Level:** Master; **Binding:** Formless Body

**Effect:** Your outward appearance is merely a mask for something far worse. You count as no creature type while in the *formless body* binding: divination effects that detect specific creature types or could determine your type return no result. You may treat yourself as any creature type you desire if it would be beneficial to you (such as using a magic item that only works for particular races, or wanting to benefit from *enlarge person* if you're normally not a humanoid). Any effects that only affect specific types of creatures (such as the *bane* property, a ranger's favored enemy, or *hold person*) fail on you unless you allow it. Additionally, you are immune to polymorph effects unless you allow them to affect you.





### BOUND TO THE ELDRITCH

**Level:** Master; **Binding:** Opened Mind

**Effect:** Ancient magics infuse your being, preventing other magic from taking hold. You gain Spell Resistance equal to 12 + your cabalist level. This Spell Resistance cannot be voluntarily lowered, though it is still removed upon exiting the *opened mind* binding.

### FEEL MY PAIN

**Level:** Master; **Binding:** Opened Mind

**Effect:** Pain you inflict on yourself resonates to those around you. As a standard action, you can attack yourself, inflicting damage equal to 1d8 + your Strength bonus to yourself; this ignores damage reduction and cannot be reduced in any way. When you do, any number of creatures within 30 feet of you of your choice take damage equal to the amount you took plus an additional 1d8 per point of your binding bonus and become sickened for a number of rounds equal to your binding

bonus. This damage is mental and ignores damage reduction. A Will save negates the sickening effect and halves the damage. If you would injure yourself due to a confusion effect (by rolling to damage yourself with an item in hand), you can use this ability automatically in place of that action, and the damage you inflict on other creatures is doubled. This is a mind-affecting pain effect.

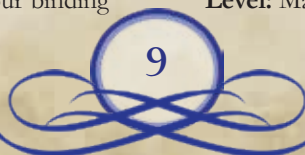
### FRACTURED EXISTENCE

**Level:** Master; **Binding:** Opened Mind

**Effect:** Aware of the multitudes of reality, you can push yourself outside of its boundaries. Attacks against you suffer a 20% miss chance. This is not considered concealment. Abilities that allow sight across multiple planes of existence or effects that block planar travel (such as *dimensional anchor*) can negate this miss chance.

### FUTURES FORETOLD

**Level:** Master; **Binding:** Opened Mind





**Effect:** You have a sense of trials to come. You can always act in the surprise round, can take a full turn of actions during surprise rounds, and can choose your initiative result rather than rolling.

### PSYCHIC LEECH

**Level:** Master; **Binding:** Opened Mind

**Effect:** With every spell, you siphon away a portion of your foes' will to empower your magic. Once per round when a creature fails a saving throw against your cabalist spells, you gain a +1 bonus to the caster level of all spells you cast. Apply this bonus only after the spell resolves. This bonus stacks to a maximum of your binding bonus and lasts for 1 minute or until you leave the *opened mind* binding, whichever comes first.

### SEEK THE SENTIENT

**Level:** Master; **Binding:** Opened Mind

**Effect:** The thoughts of creatures draw you in like a moth to flame. You have blindsight to a range of 30 feet, but only to detect sentient creatures. Mindless creatures are not detected with this sense.

### THOUGHTSTEALER

**Level:** Master; **Binding:** Opened Mind

**Effect:** A single touch allows you to reach into the minds of your victims to draw out their thoughts. Once per binding after successfully making a weapon attack, natural attack, or unarmed strike against a creature, you can use a free action to force it to make a Will save. If it fails, it is stunned for 1 round, and you learn its surface thoughts as if by a *detect thoughts* spell. This is a mind-affecting effect. A creature that makes its saving throw is immune to the effects of this insight for 24 hours.

### UNKNOWABLE

**Level:** Master; **Binding:** Opened Mind

**Effect:** Within your mind lies a maddening paradox that defies reason. You gain the benefit of a *mind blank* spell and cannot be confused unless you allow it.

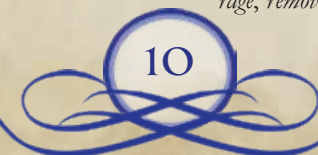
## CABALIST SPELLS

A cabalist gains access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

**0-Level Cabalist Spells:** *arcane mark*, *bleed*, *daze*, *detect magic*, *detect poison*, *detect psychic significance*<sup>OA</sup>, *fling*\*, *ghost sound*, *grave words*<sup>OA</sup>, *guidance*, *know direction*, *light*, *lullaby*, *message*, *read magic*, *snuff*\*, *stabilize*, *telekinetic projectile*<sup>OA</sup>, *touch of fatigue*

**1st-Level Cabalist Spells:** *alarm*, *alter musical instrument*<sup>ACG</sup>, *ant haul*<sup>UC</sup>, *anticipate peri*<sup>UM</sup>, *apbasid*<sup>UI</sup>, *auditory hallucination*<sup>UI</sup>, *bane*, *barbed chain*<sup>HA</sup>, *beguiling gift*<sup>APG</sup>, *bungle*<sup>UM</sup>, *burst of adrenaline*<sup>OA</sup>, *burst of insight*<sup>OA</sup>, *cause fear*, *charge object*<sup>OA</sup>, *charm person*, *chill touch*, *color spray*, *command*, *compel hostility*<sup>UC</sup>, *comprehend languages*, *compulsive liar*<sup>UI</sup>, *confusion (lesser)*, *cultural adaptation*<sup>UI</sup>, *cure light wounds*, *deathwatch*, *decompose corpse*<sup>UM</sup>, *deja vu*<sup>OA</sup>, *demand offering*<sup>OA</sup>, *detect aberration*<sup>APG</sup>, *detect chaos/evil/good/law*, *detect secret doors*, *detect the faithful*<sup>UI</sup>, *diagnose disease*, *discern next of kin*<sup>ACG</sup>, *disguise self*, *disguise weapon*<sup>ACG</sup>, *doom*, *ear-piercing scream*<sup>UM</sup>, *empowering duality*\*, *enlarge person*, *entropic shield*, *expeditious retreat*, *eyes of eventide*\*, *fabricate disguise*<sup>UI</sup>, *forbid action*<sup>UM</sup>, *forced quiet*<sup>UM</sup>, *fumbletongue*<sup>UM</sup>, *grasping corpse*<sup>HA</sup>, *hidden illumination*\*, *hide bruises*<sup>VC</sup>, *hideous laughter*, *hobble*<sup>VC</sup>, *hypnotism*, *inflict light wounds*, *illusion of calm*<sup>UC</sup>, *interrogation*<sup>UM</sup>, *keen senses*<sup>APG</sup>, *lock gaze*<sup>UC</sup>, *long arm*<sup>ACG</sup>, *magic aura*, *magic missile*, *memorize page*<sup>ACG</sup>, *memory lapse*<sup>APG</sup>, *mindlink*<sup>OA</sup>, *murderous command*<sup>UM</sup>, *negative reaction*<sup>UC</sup>, *object reading*<sup>OA</sup>, *obscure object*, *obscure poison*<sup>UI</sup>, *obscuring mist*, *paranoid*<sup>OA</sup>, *protection from chaos/evil/good/law*, *psychic reading*<sup>OA</sup>, *quintessence*<sup>OA</sup>, *ray of enfeeblement*, *ray of sickening*<sup>UM</sup>, *reduce person*, *remove sickness*<sup>UM</sup>, *restore corpse*, *sculpt corpse*, *shadow weapon*<sup>UM</sup>, *silent image*, *sleep*, *son thought*<sup>ARG</sup>, *summon horror I*, *summon monster I*, *telepathic projection*<sup>OA</sup>, *thought echo*<sup>OA</sup>, *touch of gracelessness*<sup>APG</sup>, *true strike*, *undetected alignment*, *unseen servant*, *vanish*<sup>APG</sup>, *ventriloquism*, *vocal alteration*<sup>UM</sup>, *wizened appearance*<sup>UI</sup>, *youthful appearance*<sup>UM</sup>

**2nd-Level Cabalist Spells:** *aboleth's lung*<sup>ARG</sup>, *absurdity*<sup>HA</sup>, *accelerate poison*<sup>APG</sup>, *adhesive blood*<sup>ACG</sup>, *afraid of the dark*\*, *alter self*, *analyze aura*<sup>OA</sup>, *animate dead (lesser)*<sup>UM</sup>, *anonymous interaction*<sup>ACG</sup>, *ant haul (communal)*<sup>UC</sup>, *anticipate thoughts*<sup>OA</sup>, *apport object*<sup>OA</sup>, *audiovisual hallucination*<sup>UI</sup>, *angry*, *aversion*<sup>OA</sup>, *babble*<sup>OA</sup>, *blindness/deafness*, *blood biography*<sup>APG</sup>, *bloodbat*<sup>HA</sup>, *boneshaker*<sup>HA</sup>, *brow gasber*<sup>UC</sup>, *build trust*<sup>UI</sup>, *bear's endurance*, *bull's strength*, *catatonia*<sup>OA</sup>, *codespeak*<sup>UI</sup>, *confess*<sup>APG</sup>, *contact entity*<sup>HA</sup>, *covetous urge*<sup>VC</sup>, *create treasure map*<sup>APG</sup>, *cure moderate wounds*, *dark confinement*\*, *dark whispers*<sup>UI</sup>, *darkness*, *darkvision*, *daze monster*, *death knell*, *deflect blame*<sup>UI</sup>, *delay pain*<sup>UM</sup>, *delay poison*, *detect magic (greater)*<sup>UI</sup>, *detect mindscape*<sup>OA</sup>, *detect thoughts*, *disfiguring touch*<sup>UM</sup>, *disguise other*<sup>UM</sup>, *dress corpse*<sup>UI</sup>, *dust of twilight*<sup>APG</sup>, *enshroud thoughts*<sup>OA</sup>, *enter image*<sup>APG</sup>, *enthrall*, *erase*, *escape alarm*<sup>VC</sup>, *euphoric cloud*<sup>ACG</sup>, *extreme flexibility*<sup>ACG</sup>, *false belief*<sup>UI</sup>, *false life*, *flickering lights*<sup>HA</sup>, *focused scrutiny*<sup>ACG</sup>, *fog cloud*, *fox's cunning*, *gentle repose*, *haunting mists*<sup>UM</sup>, *hidden presence*<sup>UI</sup>, *hidden speech*<sup>APG</sup>, *bold person*, *hoodwink*<sup>VC</sup>, *hypnotic pattern*, *impaling shade*\*, *implant false reading*<sup>OA</sup>, *inflict moderate wounds*, *inflict pain*<sup>OA</sup>, *instigate psychic due*<sup>OA</sup>, *invisibility*, *knock*, *languid venom*<sup>UI</sup>, *locate object*, *mad hallucination*<sup>UM</sup>, *mental block*<sup>OA</sup>, *minor image*, *misdirection*, *muffle sound*<sup>VC</sup>, *object possession (lesser)*<sup>OA</sup>, *oneiric horror*<sup>OA</sup>, *outbreak*<sup>VC</sup>, *pernicious poison*<sup>UM</sup>, *phantasmal affliction*<sup>UI</sup>, *phantasmal foe*\*, *pilfering hand*<sup>UC</sup>, *protection from chaos/evil/good/law (communal)*<sup>UC</sup>, *protective penumbra*<sup>UM</sup>, *psychic reading*<sup>OA</sup>, *pulling chains*\*, *qualm*<sup>UC</sup>, *quick change*<sup>HA</sup>, *rage*, *remove paralysis*, *resist energy*, *restoration (lesser)*, *scare*, *see*



*invisibility, sense fear<sup>HA</sup>, sense madness<sup>HA</sup>, share memory<sup>UM</sup>, shield other, silence, silent table<sup>ACG</sup>, status, stricken heart<sup>ACG</sup>, suggestion, summon horror II\*, summon monster II, symbol of darkness\*, symbol of exsanguination<sup>HA</sup>, tongues<sup>UC</sup>, touch of idiocy, twilight haze<sup>ACG</sup>, unadulterated loathing<sup>UM</sup>, voluminous vocabulary<sup>UI</sup>, whispering wind, withering duality\**

**3rd-Level Cabalist Spells:** *adjustable disguise<sup>ACG</sup>, age resistance (lesser)<sup>UM</sup>, animate dead, appearance of life<sup>HA</sup>, apport animal<sup>OA</sup>, arcane sight, assume appearance<sup>HA</sup>, aura alteration<sup>OA</sup>, aura of the unremarkable<sup>UI</sup>, aura sight<sup>ACG</sup>, bestow curse, binding chains\*, borrow corruption<sup>HA</sup>, chain gang\*, clairaudience/clairvoyance, cognitive block<sup>OA</sup>, complex hallucination<sup>UI</sup>, confusion, contact entity II<sup>HA</sup>, contagion, contagious zeal<sup>OA</sup>, coordinated effort<sup>APG</sup>, countless eyes<sup>UM</sup>, crushing despair, cure serious wounds, cursed treasure<sup>VC</sup>, darkvision (communal)<sup>UC</sup>, daylight, deep slumber, deeper darkness, delay poison (communal)<sup>UC</sup>, demanding message<sup>UI</sup>, detect anxieties<sup>UI</sup>, detect desires<sup>UI</sup>, dispel magic, dreadscape<sup>HA</sup>, excruciating deformation<sup>UM</sup>, false future<sup>UI</sup>, fear, fearsome duplicate<sup>ARG</sup>, flesh puppet<sup>HA</sup>, geas (lesser), healing thief<sup>UC</sup>, horrific double<sup>HA</sup>, howling agony<sup>UM</sup>, hypercognition<sup>OA</sup>, illusion of treachery<sup>UI</sup>, illusory script, inflict serious wounds, instant fake<sup>UI</sup>, invisibility sphere, loathsome veil<sup>UM</sup>, locate weakness<sup>UC</sup>, mad sultan's melody<sup>HA</sup>, magic aura (greater)<sup>UI</sup>, magic circle against chaos/evil/good/law, major image, malicious spite<sup>UM</sup>, mindlocked messenger<sup>ACG</sup>, mindscape door<sup>OA</sup>, monstrous physique I<sup>UM</sup>, neutralize poison, nixie's lure<sup>ARG</sup>, node of blasting<sup>OA</sup>, nondetection, oneiric horror (greater)<sup>OA</sup>, pain strike<sup>APG</sup>, pierce disguise<sup>ACG</sup>, protection from energy, ray of exhaustion, remove blindness/deafness, remove curse, remove disease, resist energy (communal)<sup>UC</sup>, retrocognition<sup>OA</sup>, rigor mortis<sup>HA</sup>, riding possession<sup>OA</sup>, sands of time<sup>UM</sup>, screaming flames<sup>HA</sup>, scrying, sealed life<sup>OA</sup>, secret page, seek thoughts<sup>APG</sup>, selective alarm<sup>UI</sup>, sensory deprivation\*, shared technique\*, speak with dead, symbol of laughter<sup>ACG</sup>, synaptic pulse<sup>OA</sup>, synaptic scramble<sup>OA</sup>, synesthesia<sup>OA</sup>, summon horror III\*, summon monster III, temporary graft<sup>HA</sup>, thaumaturgic circle<sup>OA</sup>, they know<sup>UI</sup>, tongues (communal)<sup>UC</sup>, trade items<sup>UI</sup>, triggered suggestion<sup>ACG</sup>, undead anatomy I<sup>UM</sup>, undetectable trap<sup>UI</sup>, vampiric touch, virulent miasma<sup>VC</sup>, vision of bell<sup>UM</sup>, wall of nausea<sup>ACG</sup>, water breathing, waves of blood<sup>HA</sup>, witness<sup>UM</sup>*

**4th-Level Cabalist Spells:** *aberrant anatomy I\*, adjustable polymorph<sup>ACG</sup>, age resistance<sup>UM</sup>, amnesia<sup>VC</sup>, assume appearance (greater)<sup>HA</sup>, aura of doom<sup>UM</sup>, black bomb\*, black tentacles, charm monster, charm person (mass)<sup>UI</sup>, command (greater), conditional curse<sup>UI</sup>, contact entity III<sup>HA</sup>, contact other plane, contingent venom<sup>UI</sup>, create mindscape<sup>OA</sup>, cure critical wounds, curse of disgust<sup>UM</sup>, curse of magic negation<sup>UM</sup>, curse of the outcast<sup>UI</sup>, darkvision (greater)<sup>UM</sup>, daze (mass)<sup>UM</sup>, decollate<sup>HA</sup>, detect scrying, dimension door, divination, dream, enervation, enlarge person (mass), erase impressions<sup>OA</sup>, expansive duality\*, eyes of the void<sup>ACG</sup>, false life (greater)<sup>UM</sup>, feast on fear<sup>ACG</sup>, flesh puppet horde<sup>HA</sup>, forbid action (greater)<sup>UM</sup>, forgetful slumber<sup>ARG</sup>, hallucinatory terrain, hand of the abyss\*, hold monster, hunger for flesh<sup>HA</sup>, illusion of treachery (greater)<sup>UI</sup>, illusory wall, impossible angles<sup>HA</sup>, inflict critical wounds, interrogation (greater)<sup>UM</sup>,*

*invisibility (greater), locate creature, majestic image<sup>UI</sup>, meticulous match<sup>UI</sup>, mind probe<sup>OA</sup>, mind swap<sup>OA</sup>, mindwipe<sup>OA</sup>, modify memory, monstrous physique II<sup>UM</sup>, nondetection (communal)<sup>UC</sup>, object possession<sup>OA</sup>, persistent vigor<sup>ACG</sup>, pessimism<sup>HA</sup>, phantasmal asphyxiation<sup>HA</sup>, phantasmal killer, possession<sup>OA</sup>, protection from energy (communal)<sup>UC</sup>, quieting weapons<sup>UI</sup>, rainbow pattern, reduce person (mass), restoration, rigor mortis<sup>HA</sup>, scripted hallucination<sup>UI</sup>, sending, shared technique (communal)\*, sleepwalk<sup>APG</sup>, slough<sup>HA</sup>, solid fog, summon horror IV\*, summon monster IV, symbol of blinding\*, symbol of sleep, telekinetic charge<sup>UC</sup>, telekinetic maneuver<sup>OA</sup>, telepathy<sup>OA</sup>, telepathic bond, thoughtsense<sup>OA</sup>, torpid reanimation<sup>HA</sup>, treasure stitching<sup>APG</sup>, wall of blindness/deafness<sup>ACG</sup>, vicarious view<sup>UI</sup>, zone of silence*

**5th-Level Cabalist Spells:** *aberrant anatomy II\*, age resistance (greater)<sup>UM</sup>, appearance of life (greater)<sup>VC</sup>, blood ties<sup>HA</sup>, break enchantment, charnel house<sup>HA</sup>, cloak of dreams<sup>APG</sup>, cloudkill, commune, compelling rant<sup>HA</sup>, contagion (greater)<sup>UM</sup>, cure light wounds (mass), curse (major)<sup>UM</sup>, curse of the lightless\*, deathwings\*, dismissal, dispel magic (greater), dominate person, dream council<sup>OA</sup>, dream scan<sup>OA</sup>, embrace the deep\*, entrap spirit<sup>OA</sup>, false vision, feeblemind, flesh wall<sup>HA</sup>, foe to friend<sup>APG</sup>, foster hatred<sup>OA</sup>, glimpse of truth<sup>UI</sup>, inflict pain (mass)<sup>OA</sup>, inflict light wounds (mass), legend lore, locate gate<sup>HA</sup>, mage's decree<sup>UI</sup>, mind fog, mirage arcana, mislead, monstrous physique III<sup>UM</sup>, nightmare, object possession (greater)<sup>OA</sup>, overwhelming poison<sup>UI</sup>, pain strike (mass)<sup>APG</sup>, persistent image, phantasmal putrefaction<sup>HA</sup>, phobid<sup>HA</sup>, plane shift, polymorph, pox of rumors<sup>UI</sup>, prying eyes, psychic asylum<sup>OA</sup>, psychic surgery<sup>OA</sup>, remote viewing<sup>OA</sup>, repress memory<sup>OA</sup>, retrocognition<sup>OA</sup>, seeming, sleepwalking suggestion<sup>HA</sup>, song of discord, suggestion (mass), summon horror V\*, summon monster V, symbol of fear, symbol of pain, symbol of persuasion, synapse overload<sup>OA</sup>, synaptic pulse (greater)<sup>OA</sup>, telekinesis, teleport, triggered hallucination<sup>UI</sup>, undead anatomy II<sup>UM</sup>, unfathomable duality\*, unwilling shield<sup>APG</sup>, vile dog transformation<sup>HA</sup>, void field\*, void prison\*, waves of fatigue, withdraw affliction<sup>OA</sup>*

**6th-Level Cabalist Spells:** *aberrant anatomy III\*, analyze dweomer, banish light\*, banish shadow\*, banishment, banshee blast<sup>ACG</sup>, bear's endurance (mass), bull's strength (mass), charm monster (mass), circle of death, contact entity IV<sup>HA</sup>, corrupting duality\*, create mindscape (greater)<sup>OA</sup>, create undead, cruel jaunt<sup>HA</sup>, cure moderate wounds (mass), curse of night<sup>HA</sup>, decapitate<sup>HA</sup>, demanding message (mass)<sup>UI</sup>, dream travel<sup>OA</sup>, explode head<sup>OA</sup>, eyebite, false vision (greater)<sup>UI</sup>, fox's cunning (mass), frightful aspect<sup>UC</sup>, geas/quest, harm, heal, hunger for flesh (mass)<sup>HA</sup>, inflict moderate wounds (mass), insanity, invisibility (mass), monstrous physique IV<sup>UM</sup>, night terror<sup>HA</sup>, permanent hallucination<sup>UI</sup>, permanent image, phantasmal polymorph\*, plague storm<sup>UM</sup>, plundered power<sup>HA</sup>, possession (greater)<sup>OA</sup>, primal regression<sup>OA</sup>, prognostication<sup>UI</sup>, programmed image, project image, screen, scrying (greater), sealed life (greater)<sup>OA</sup>, sensory deprivation (greater)\*, summon horror VI\*, summon monster VI, symbol of insanity, symbol of stunning, symbol of weakness, synesthesia (mass)<sup>OA</sup>, true seeing, undead anatomy III<sup>UM</sup>, unshakable zeal<sup>OA</sup>, veil, vision, waves of exhaustion, wither limb<sup>HA</sup>*

# ELEMENTER

Within the wide spheres of arcane magics, few can match the spectacle—and raw power—of elemental magic. Eldritch scholars, hermetic mystics, and pious theurges alike are all likely to tap into the powers of the planes, but none are as focused in their mastery of evoking primal force as the elementer. Whether combining their arcane spells into more potent forms or reducing them to their most basic components, elementers push the powers of air, earth, fire, and water to their limits. These masters of planar magics are not merely bookish magicians, however: elementers can draw residual energy into themselves, infusing their very being with roiling elemental might to combat the strongest of foes on equal footing.

**Role:** Elementers can compete with enlightened spellcasters and tempered warriors both, but not simultaneously. Their abilities lend themselves towards overwhelming offensives, though they sport an array of supportive magics to adapt to environments and navigate challenges when not in the thick of battle.

**Alignment:** Any

**Hit Die:** d8

**Starting Age:** Trained

**Starting Wealth:** 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The elementer's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Knowledge (arcana) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the elementer.

**Weapon and Armor Proficiency:** An elementer is proficient with all simple weapons, plus the glaive, greatsword, handaxe, longbow, short sword, sturkknife, trident, and warhammer. She is also proficient in light armor and shields (except tower shields). An elementer can cast elementer spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an elementer wearing medium or heavy armor incurs a chance of spell failure if the spell in question has a somatic component. A multiclass elementer still incurs

the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** An elementer casts arcane spells drawn from the elementer spell list. An elementer must choose and prepare her spells ahead of time.

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

An elementer can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Elementer**. In addition, she receives bonus spells per day if she has a high Intelligence score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

An elementer may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour studying her spellbook. While studying, the elementer decides which spells to prepare.

**Spellbooks:** An elementer must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook except for *read magic*, which all elementers can prepare from memory. An elementer begins play with a spellbook containing all 0-level elementer spells plus three 1st-level elementer spells of her choice. The elementer also selects a number of additional 1st-level elementer spells equal to her Intelligence modifier to add to her spellbook. At each new elementer level, she gains two new elementer spells of any spell level or levels that she can cast (based on her new elementer level or depending on what elements she has selected with her fusion class feature, see below) for her spellbook. At any time, an elementer can also add spells found in other spellbooks to her own (see Chapter 9 of the *Pathfinder Roleplaying Game Core Rulebook*).

An elementer can learn spells from a wizard's or magus's spellbook, just as a wizard or magus can from an elementer's spellbook. The spells learned must be on the elementer spell list, as normal. An alchemist can learn formulae from an elementer's spellbook, if the spells are also on the alchemist formula list. An elementer cannot learn spells from an alchemist.

**Elemental Spells:** Many spells on the elementer's spell list are categorized under one of five elemental categories: air, earth, fire, water, and "all". These are referred to as *elemental spells*. Many of the elementer's class features are dependent on elemental spells.

A spell can be listed under more than one category, and a spell in the "all" category can be used as any element (air, earth, fire, or water). If a spell is not listed under any of the five categories, that spell cannot be used with class features that require an elemental spell.



Table: Elementer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0th	1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Aegis, Affinity, Cantrips, Energy Pool	3	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Evasion, Spell Twists	4	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Potency	4	3	—	—	—	—	—
4th	+3	+1	+4	+4	Barrier	4	3	1	—	—	—	—
5th	+3	+1	+4	+4	Spell Twist	4	4	2	—	—	—	—
6th	+4	+2	+5	+5	Affinity (Moderate), Fusion	5	4	3	—	—	—	—
7th	+5	+2	+5	+5	Attunement (1/day)	5	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Spell Twist	5	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Absorption	5	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Fusion	5	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Affinity (Greater), Spell Twist	5	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Improved Evasion	5	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Attunement (2/day)	5	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Fusion, Spell Twist	5	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Greater Barrier	5	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Affinity (Master)	5	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Spell Twist	5	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Fusion	5	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Attunement (3/day)	5	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Spell Twist, Supremacy	5	5	5	5	5	5	5

**Energy Pool (Su):** As an elementer casts her spells, she retains a portion of their residual power, slowly building it in a reservoir of planar energy. This energy pool has a maximum equal to the elementer's level + her Intelligence modifier (minimum 1). She starts each day with a number of points in the pool equal to half its maximum, rounded down. Any points she had from the previous day are lost. The elementer uses this energy to fuel her aegis ability (see below). The elementer cannot gain points in her energy pool while she is in her aegis form unless explicitly stated otherwise, and can build energy points in one of two ways:

*Cast a Spell:* Whenever the elementer casts an elemental spell of 1st level or higher or uses a spell twist (see below), she gains a number of points in her energy pool equal to the spell's level.

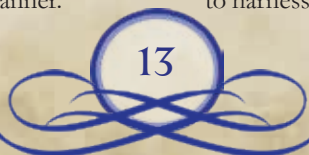
*Conversion:* The elementer can use a move action that does not provoke attacks of opportunity to sacrifice any number of prepared elemental spells. The elementer gains a number of points in her energy pool equal to half the total spell levels of the spells she sacrificed, rounded up. For example, if she sacrifices a 2nd-level spell and a 4th-level spell, she would gain three energy points. She cannot sacrifice cantrips in this manner.

**Aegis (Su):** All elementers learn a potent technique to envelop themselves in elemental force, shaping it into a raiment of energy. This is known as creating an *aegis*, and while powerful it is not without its limitations.

The elementer can enter into her aegis form as a swift action if she has at least one point in her energy pool. Doing so costs 1 point from her energy pool. While in her aegis form, she gains a +2 bonus on attack rolls, AC, and CMD, and her weapons count as magic for the purpose of overcoming damage reduction. The bonus increases by +1 at 5th level and every four levels thereafter to a maximum of +6 at 17th level.

While in her aegis form, the elementer is unable to cast spells, use spell trigger or spell completion magic items, or gain points in her energy pool. At the start of each of her turns while in aegis form, the elementer loses 1 point from her energy pool. If she ever starts her turn with 0 energy points, is knocked unconscious, or is killed, her aegis form immediately ends. She can also voluntarily exit aegis form as a free action at any time. Once she leaves aegis form (for any reason), she cannot re-enter until the end of her next turn.

**Affinity (Su):** At 1st level, the elementer learns how to harness the elements to improve her aegis form. Each





day when she prepares her spells she selects a single lesser affinity power from those listed and the end of the class description. Upon reaching 6th, 11th, and 16th levels, each day the elementer must also select a moderate, greater, and master affinity power, respectively. She can choose different affinity powers each day. However, she does not automatically gain the benefit of all of these powers while she is in her aegis form.

Depending on how many powers she wishes to use, the amount of points she must spend from her energy pool to enter her aegis form and must spend each round to maintain it changes, as shown below. The listed value is the *total* cost of the aegis, and is not cumulative (use only the highest value):

- One Power: 1 point (no change)
- Two Powers: 2 points
- Three Powers: 4 points
- Four Powers: 6 points

She can choose any of her available aegis powers upon entering aegis form, and cannot choose again until she exits her aegis and uses it again. For example, if she decides to benefit from her lesser power and master power, it costs her 2 energy points to enter and maintain the aegis form each turn.

Affinity powers are categorized into one of four elements: air, earth, fire, or water. If she is currently benefiting from more than one affinity power, she gains additional effects depending on the number she is currently benefiting from as listed in that power's "synergy" entry. If an affinity power calls for a saving throw, the DC is equal to  $10 + 1/2$  the elementer's level + her Intelligence modifier.

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

**Evasion (Ex):** At 2nd level and higher, an elementer can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the elementer is wearing light armor or no armor. A helpless elementer does not gain the benefit of evasion.

**Spell Twist (Sp):** Beginning at 2nd level, the elementer learns how to twist her spells into a simpler yet effective form. She selects two spell twists from

the list at the end of the class description. She gains an additional spell twist for every three levels obtained after 2nd, to a maximum of eight spell twists at 20th level.

Each spell twist has an associated elemental category (air, earth, fire, or water). To use a twist, she must sacrifice a prepared elementer spell of the specified elemental category that is 1st level or higher. The exception to this are spell twists with the "any" category; such spell twists can be used by converting a spell of 1st level or higher from any of the four elemental categories and change their function based on the element used.

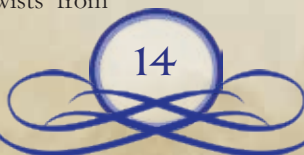


Table: Fusion

Spell Level	Total Spell Levels Needed to Prepare a Fused Spell
2nd	3
3rd	4
4th	5
5th	7
6th	9
7th	12
8th	15
9th	18

Using a spell twist is a standard action that provokes attacks of opportunity unless otherwise stated. If a spell twist calls for a saving throw, the save DC is equal to 10 + the sacrificed spell's slot level + the elementer's Intelligence modifier. Using a spell twist grants the elementer points in her energy pool as if she had cast the sacrificed spell normally. Unlike spells, the elementer can use spell twists while she is in her aegis form, though she does not gain energy points for doing so, as normal.

If she uses a spell twist by sacrificing a spell prepared in a higher-level slot than normal (whether by simply preparing in a higher level slot or by preparing the spell with metamagic feats), she calculates the DC and effects of the spell twist using the level of slot the spell is prepared in, rather than its original level.

**Potency (Ex):** Upon reaching 3rd level, an elementer can infuse her arcane spells with further power. Whenever she casts an elemental spell or uses a spell twist that deals damage she deals an additional +1 damage per die rolled.

**Barrier (Su):** Starting at 4th level, the elementer gains an invisible shield of elemental force that protects her from energy attacks. She gains 10 "points" of energy resistance in this barrier, which increases by 10 points for every three elementer levels gained thereafter to a maximum of 60 points at 19th level.

When the elementer prepares her spells for the day, she must assign these points of resistance to either acid, cold, electricity, or fire, and must do so in increments of 5. For example, a 7th level elementer has 20 points of resistance. She could assign all 20 to fire to have fire resistance 20, have acid resistance 10 and electricity resistance 10, or have resistance 5 for all four types.

The elementer has the chosen resistances until she prepares spells again, at which point she can redistribute them as she chooses.

**Fusion (Sp):** Beginning at 6th level, an elementer learns how to combine magical energy into varied and more powerful forms than she would normally be able to create.

The elementer must select a single elemental spell category: air, earth, fire, or water. When preparing her spells, she may choose to fuse her spell slots to prepare a spell from that elemental category that she has in her spell book. To do so, she must combine a number of spell slots whose total spell levels is greater than or equal to the value shown in **Table: Fusion** for the level of spell she wishes to prepare. For example, if she wishes to prepare *lightning bolt* (a 3rd level spell), she must give up a number of spell slots whose total levels is at least four or more. This could be any combination of spell slots, such as two 2nd level spell slots or four 1st level slots. An elementer can only fuse a spell of a level that she would normally be able to prepare (2nd level spells when she gains this ability, 3rd level spells at 7th elementer level, and so on).

Casting a fused spell counts as casting an elementer spell for all purposes, including applying feats such as Spell Focus or generating points for her energy pool. She cannot apply metamagic feats to a spell prepared this way.

When the elementer reaches 10th, 14th, and 18th levels, she selects an additional elemental category that she can prepare spells from using fusion. Alternatively, she can select a category she had previously selected to enhance the level of spell she can fuse. If she does, instead of being limited to spells she could normally prepare, she can instead fuse spells from the chosen elemental category whose level is up to half her elementer level, rounded down, to a maximum of 9th level spells when she reaches 18th level. She cannot select the same element more than twice.

When the elementer increases in level and gains her two free spells for her spellbook (see Spellbooks, above), she can choose to learn any elemental spell she could prepare with fusion, rather than just spells she could cast normally with her spell slots.

**Attunement (Ex):** Starting at 7th level, an elementer gains the ability to adapt her aegis form to new threats. As a free action, the elementer can exchange her currently selected affinity powers for a new selection. If her aegis is active, she gains the effects of the new affinity powers while losing the old, including their synergy effects if applicable. The elementer can do this once per day, plus an additional time per day upon reaching 13th and 19th levels, but no more than once per round.

**Absorption (Su):** At 9th level, the elementer can absorb some residual energy from elemental effects. Absorption can be used whenever the elementer is subjected to an effect that would deal acid, cold, electricity, or fire damage to her, but she completely negates the damage in some way (taking 0 damage from the effect). Any method of damage negation, including energy resistance, *protection from energy*, or the evasion class feature all can trigger this effect.

If she reduces the damage to zero, for every 20 points of damage she negated she immediately gains 1 point in her energy pool (minimum 0). This functions even while the elementer is in her aegis form. An elementer cannot trigger absorption from a damaging effect that originates from herself (spell, ability, item, or otherwise).

**Improved Evasion (Ex):** At 12th level, the elementer's evasion improves. This ability works like evasion, except that while the elementer still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless elementer does not gain the benefit of improved evasion.

**Greater Barrier (Su):** At 15th level, the elementer's barrier grows in strength. If the elementer has at least 30 points of resistance assigned to an energy type through her barrier class feature, she gains immunity to that damage type, instead.

**Supremacy (Ex):** At 20th level, the elementer becomes a master of the four elements. Half of all acid, cold, electricity, or fire damage she deals ignores any resistances or immunities. This does not bypass her own resistances or immunities. Spells and spell twists she use that deal slashing, bludgeoning, or piercing damage, such as *stone call*<sup>APG</sup>, ignore any damage reduction that is not DR/- or DR/epic (excluding her own).

## AFFINITY POWERS

The following represent the available affinity powers an elementer can prepare. Each one is divided into four parts: tier, element, effect, and synergy. Rather than being sorted alphabetically, affinity powers are sorted first by tier then by element.

**Tier:** The strength of the affinity power. A power can be a lesser, moderate, greater, or master affinity power. At first, the elementer can only prepare a single lesser affinity power. When she reaches 6th level, she can also prepare a moderate power. At 11th level, she can prepare a greater power, and at 16th level she can prepare a master power. Gaining the benefit of multiple affinity powers at the same time requires the elementer to spend additional energy points (see affinity powers in the class description).

**Element:** The power's element, which can be air, earth, fire, or water. A power's element has no direct impact on the aegis or the affinity power's effects.

**Effect:** The benefit granted to the elementer while she is in aegis form, has selected this power to use, and has paid the required energy cost.

**Synergy:** The synergy effect for a given affinity power. Synergy powers are available if the elementer is currently benefiting from more than one affinity power of, and grows stronger the more active affinity powers she has enabled.

### RAZOR WIND

**Tier:** Lesser; **Element:** Air

**Effect:** Your strikes are infused with the power of the storm. Your weapon attacks deal +2 points of electricity damage on a hit. This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 electricity damage. This damage is multiplied on a critical hit and stacks with other sources of electricity damage, such as the *shocking* weapon property.

**Synergy:** If you have at least two affinity powers active, increase the range increment of your ranged weapon attacks (including throwing weapons) by 20 feet. Additionally, when you attack with a melee weapon you can choose to unleash a razor wind instead of attacking normally. A razor wind attack creates a shockwave of air, effectively increasing your reach by 5 feet for that attack. The razor wind carries all of the effects of your weapon attack (including magical properties), but always deals slashing damage instead of the attack's normal type. This damage is considered magical for the purpose of overcoming damage reduction, but does not have the material properties of the weapon you use. Enhancement bonuses to the weapon can still allow you to overcome damage reduction with the razor wind; for example, a razor wind made with a +3 *longsword* will count as cold iron and silver for the purpose of overcoming damage reduction. You cannot use razor wind on attacks of opportunity, nor does it increase your threatened area.

If you have three powers active, the reach increase on your razor wind becomes 10 feet and the bonus range to your ranged attacks increases to 30 feet. If you have four powers active, the razor wind's reach bonus becomes 15 feet, and the bonus to ranged attacks becomes 40 feet.

### CRUSHING STONE

**Tier:** Lesser; **Element:** Earth

**Effect:** Your strikes are infused with the weight of earth. You gain a +2 bonus on weapon damage rolls. This bonus increases by +1 at 5th level and every four levels thereafter to a maximum of +6. Your weapon attacks are treated as slashing, bludgeoning, and/or piercing for the purpose of overcoming damage reduction, whichever is more beneficial to you.

**Synergy:** If you have at least two affinity powers active, your weapon attacks are also considered both silver and cold iron for the purpose of overcoming damage reduction. If you have at least three powers active, your weapons are also considered adamantite, and your attacks ignore up to 5 points of any kind of damage reduction, except DR/-. If you have four powers active, your attacks can also ignore up to 5 points of DR/-, as well. This effect does not stack with other effects that let you ignore damage reduction such as the Penetrating Strike feat.



### SEARING HEAT

**Tier:** Lesser; **Element:** Fire

**Effect:** Your strikes are infused with the power of a raging inferno. Your weapon attacks deal +2 points of fire damage on a hit. This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 fire damage. This damage is multiplied on a critical hit and stacks with other sources of fire damage, such as the *flaming* weapon property.

**Synergy:** If you have at least two affinity powers active, you can create a burst of flame whenever you hit with a weapon attack. These explosive strikes let you deal full damage to swarms with your weapons. Enemies within 5 feet of the target struck (but not the target itself) take fire damage equal to the damage bonus from this affinity power, which is not multiplied on a critical hit. This burst does not affect you or your allies unless you choose to do so.

If you have at least three powers active, the burst of fire deals an additional 1d4 fire damage to enemies within the burst's area. If you have four powers active, you can increase the radius of the burst to 10 feet.

### PIERCING COLD

**Tier:** Lesser; **Element:** Water

**Effect:** Your strikes are infused with freezing water. Your weapon attacks deal +2 points of cold damage on a hit. This damage increases by +1 at 5th level and every four levels thereafter to a maximum of +6 cold damage. This damage is multiplied on a critical hit and stacks with other sources of cold damage, such as the *frost* weapon property.

**Synergy:** If you have at least two affinity powers active, your successful weapon attacks leave a lingering chill on your foes. All of the struck creature's energy resistances (if any) are lowered by 5; this has no effect on energy immunities. If you have three or more powers active, the target takes a -2 penalty to all saving throws. If you have four powers active, the energy resistance penalty increases to 10. These effects last until the end of your next turn and do not stack, even from another elementer. This synergy has no effect on objects.

### WINDY STEP

**Tier:** Moderate; **Element:** Air

**Effect:** You are lifted into the sky by powerful winds, granting you flight. You gain a fly speed of 30 feet with good maneuverability.

**Synergy:** If you have at least two affinity powers active, you treat wind effects as two steps less severe. If you have at least three powers active, you treat wind effects as three steps less severe, instead, and increase your fly speed to 40 feet. If you have four powers active, increase your fly speed to 60 feet.

### EARTHEN STEP

**Tier:** Moderate; **Element:** Earth

**Effect:** You channel the elements to move through the ground, granting you a burrow speed of 30 feet.

**Synergy:** If you have at least two affinity powers active, you gain the earth glide universal monster ability. If you have three powers active, your burrow speed increases to 40 feet. If you have four powers active, your burrow speed increases to 60 feet.

### BLAZING STEP

**Tier:** Moderate; **Element:** Fire

**Effect:** Your steps burn with elemental fire, increasing your land speed by 20 feet.

**Synergy:** If you have at least two affinity powers active, you ignore difficult terrain. If you have three powers active, your speed bonus becomes 40 feet. If you have four powers active, the bonus becomes 60 feet.

### WAVE STEP

**Tier:** Moderate; **Element:** Water

**Effect:** You move as one with the water, gaining a swim speed of 60 feet and a +8 racial bonus to Swim checks. You can breathe underwater.

**Synergy:** If you have at least two affinity powers active, your weapon attacks suffer no penalty for being underwater. If you have three powers active, your swim speed increases to 90 feet. If you have four powers active, it increases to 120 feet.

### CYCLONIC ARMOR

**Tier:** Greater; **Element:** Air

**Effect:** You are surrounded by a swirling vortex of air, causing ranged weapon attacks against you to have a 50% miss chance. Unusually large ranged attacks, siege weaponry, and attacks granted by spells are unaffected. This does not stack with any forms of concealment.

**Synergy:** If you have at least two affinity powers active, melee attacks against you suffer a 20% miss chance. If you have at least three powers active, ranged attacks from spells, such as those granted by *scorching ray*, suffer a 20% miss chance against you. If you have four powers active, unusually large ranged attacks and siege weaponry also suffer a 50% miss chance against you. These do not stack with any forms of concealment.

### TECTONIC ARMOR

**Tier:** Greater; **Element:** Earth

**Effect:** Your flesh hardens like stone, granting you DR 5/bludgeoning.

**Synergy:** If you have two affinity powers active, the damage reduction becomes DR 5/adamantine. If you have three powers active, it becomes DR 10/adamantine. If you have four powers active, it becomes DR 10/—.

### PYROCLASTIC ARMOR

**Tier:** Greater; **Element:** Fire

**Effect:** You surround yourself with scorching flames. Creatures grappling you or that strike you with a non-reach melee weapon, natural attack, or unarmed strike take 1d6 fire damage.

**Synergy:** For each affinity power you have active beyond the first, increase the damage by 1d6. If you have three or more powers active, this power also affects attackers hitting you with reach weapons.

### OCEANIC ARMOR

**Tier:** Greater; **Element:** Water

**Effect:** You envelop yourself with deflective waters. You gain temporary hit points equal to twice your elementer level. These temporary hit points are lost first and are removed upon leaving aegis form.

**Synergy:** If you have two affinity powers active, you gain 5 temporary hit points at the start of each of your turns. These stack with the temporary hit points granted by this power upon entering aegis form, up to twice your elementer level. If you have at least three powers active, this increases to 10 temporary hit points per round. If you have four powers active, the initial temporary hit points granted (and the maximum amount you can stack with this power) increases to triple your elementer level.

### RAGING TEMPEST

**Tier:** Master; **Element:** Air

**Effect:** You gain an aura that howls with a powerful storm. The aura has a maximum radius of 10 feet: you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The howling winds drown out noise, effectively deafening creatures in the area (no save). Creatures that enter or start their turn in this aura take 2d6 electricity damage and must make a Fortitude save or move at half speed for 1 round. You are unaffected by your own aura.

**Synergy:** If you have at least two affinity powers active, creatures that fail their Fortitude saves are unable to move closer to you for 1 round. If you have at least three powers active, the damage of your aura increases to 4d6. If you have four powers active, the maximum radius of the aura increases to 20 feet.

### RUMBLING EARTH

**Tier:** Master; **Element:** Earth

**Effect:** You gain an aura that churns and shakes the earth. The aura has a maximum radius of 10 feet: you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The ground in the aura is treated as difficult terrain. Additionally, creatures that move through this area take 1d6 damage for every five feet they move through

it (no save). Creatures that are not on the ground are unaffected. You are unaffected by your own aura.

**Synergy:** If you have at least two affinity powers active, creatures that enter or start their turn inside your aura and are on the ground must make a Reflex save or become flat-footed for 1 round and begin bleeding for 2d6 damage per round. The bleed damage does not stack. If you have at least three powers active, the damage creatures suffer for moving through the aura increases to 1d8 per five feet moved. If you have four powers active, the maximum radius of the aura increases to 20 feet.

### BURNING SUN

**Tier:** Master; **Element:** Fire

**Effect:** You gain an aura that burns with the fury of the sun. The aura has a maximum radius of 10 feet: you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. Creatures that enter or start their turn in this aura take 2d6 fire damage and must make a Fortitude save or become fatigued. This cannot cause a creature that is already fatigued to become exhausted. You are unaffected by your own aura.

**Synergy:** If you have at least two affinity powers active, creatures that are fatigued and fail their Fortitude save become exhausted. If you have at least three powers active, the damage of your aura increases to 4d6. If you have four powers active, the maximum radius of the aura increases to 20 feet.

### FROZEN SEAS

**Tier:** Master; **Element:** Water

**Effect:** You gain an aura that brings the chilling waters of the ocean depths. The aura has a maximum radius of 10 feet: you can make its radius any multiple of 5 feet up to this maximum and change it each time you enter aegis form. The ground in this aura becomes frozen with ice. Creatures treat this area as icy ground and must make an Acrobatics check (DC equal to your affinity power DC) to move through the area at more than half speed. Failure causes it to fall prone at the start of its movement. The ground stays frozen as long as it is in your aura and for 1 round thereafter. Additionally, creatures that enter or start their turn in this aura take 2d6 cold damage (no save). You are unaffected by your own aura and the icy ground.

**Synergy:** If you have at least two affinity powers active, creatures that enter or start their turn inside your aura must make a Fortitude save or be entangled for 1 round (though they can still move). If you have at least three powers active, the damage of your aura increases to 4d6. If you have four powers active, the maximum radius of the aura increases to 20 feet.

## SPELL TWISTS

The following lists all available spell twists to an elementer. Elementers can select any spell twist from this list at 2nd level and every three levels thereafter.

**Element:** The spell twist's element, which can be air, earth, fire, or water, or "any". The elementer must sacrifice a prepared elemental spell of the matching element to use the spell twist. In the case of an "any" spell twist, she can use any elemental spell, and the spell twist's effect changes depending on the element used.

**Effect:** The resulting effect of the spell twist. The effects listed here are for sacrificing a 1st level spell.

**Boost:** If the elementer sacrifices an elemental spell of a higher level than 1st, the spell twist gains more power as described in this section.

### ASH

**Element:** Fire

**Effect:** You conjure scorching ash to blind your foes. A single creature within 30 feet of you must make a Reflex save or be blinded for 1 round.

**Boost:** For every spell level above 1st, you can target an additional creature. All targets must be within range.

### BARRICADE

**Element:** Earth

**Effect:** The earth rises at your command. This functions similar to a *wall of stone*, except it has a range of 30 feet, and the stone is only 1 inch thick and occupies a single 5-foot square. You cannot double the wall's area by halving its thickness, as you normally could with *wall of stone*. The wall must be on solid ground or near a similar earthen surface (like a cavern wall).

**Boost:** For every spell above 1st, you can create an additional two 5-foot squares of stone and the thickness of the stone increases by 1 inch (to a maximum depth of six inches). The wall must be contiguous.

### BLAST

**Element:** Any

**Effect:** You create a destructive ray of planar force. Make a ranged touch attack against a target within 30 feet. On a hit, you deal 1d8 damage per caster level (max 3d8) of a type based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire).

**Boost:** For every spell level above 1st, the max damage increases by 3d8 and the range increases by 10 feet.

### BLAZE

**Element:** Fire

**Effect:** You set the world ablaze. You create a single 10-foot cube of fire, which must be created adjacent to your space. Creatures in the blaze take 1d6 points of fire damage each round they are in the flames; a Reflex save

halves the damage. The flames last a number of rounds equal to your Intelligence modifier (minimum 1).

**Boost:** For every spell level above 1st, the damage increases by 1d6 and you can create an additional 10-foot cube of flames. The cubes must all be adjacent to one another (with one needing to be adjacent to you).

### DIVE

**Element:** Water

**Effect:** A powerful current backs your movement. As a swift action, you gain a swim speed of 40 feet; if you already have a swim speed, you increase it by 20 feet, instead. You also gain a +8 bonus on Swim checks and can breath underwater. This effect lasts for a number of rounds equal to your Intelligence modifier (minimum 1).

**Boost:** For every spell level above 1st, the swim speed (or bonus to a swim speed) increases by 10 feet, the Swim bonus by +1, and the duration by 1 round. If the slot used is at least 3rd level, you suffer no penalties for attacking while underwater. If the slot used is at least 6th, you are unaffected by hazards from being deep underwater, such as pressure damage.

### DROWN

**Element:** Water

**Effect:** A surge of ocean water fills a creature's lungs. A single creature within 30 feet of you takes 2d6 nonlethal damage and is staggered for 1 round. A Fortitude save halves the damage and negates the staggering effect. A creature that can breathe underwater or doesn't need to breathe at all is unaffected by this spell twist, as are creatures with no discernible anatomy to affect (such as oozes or an air elemental).

**Boost:** For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature. All targets must be within 30 feet of you.

### ENCHANT

**Element:** Any

**Effect:** You infuse an ally with elemental energy. Their weapon attacks deal an additional 1d6 damage, with the damage type based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire). This damage is not multiplied on a critical hit and does not stack with other energy damage of the same type the creature deals with its weapons attacks. You must grant it to a single willing creature within 30 feet, and the benefit lasts for a number of rounds equal to your Intelligence modifier (minimum 1).

**Boost:** For every spell level above 1st, you can target an additional willing creature and the effect lasts an additional round. For every three spell levels above 1st, the damage bonus increases by 1d6.

### FLICKER

**Element:** Fire

**Effect:** You quickly vanish and reappear a short distance away, your image flickering like fire. You teleport up to 20 feet away. Creatures and combustible objects within 5 feet of your destination take 2d6 fire damage. A Reflex save halves the damage taken.

**Boost:** For every spell level above 1st, the maximum distance you can teleport increases by 20 feet, and the damage increases by 2d6.

### FLOOD

**Element:** Water

**Effect:** A sudden wave crashes in front of you. The water fills a 15-foot cone directly in front of you with torrential water. Non-magical fires in the area are extinguished immediately. Medium-sized (or smaller) creatures and objects in the area are pushed back: make a separate bull-rush attempt against each. You may substitute your elementer level in place of your base attack bonus and your Intelligence in place of your Strength bonus for these bull rush attempts, and the attempts do not provoke attacks of opportunity. Both the bull rush and the pushing of the objects can't exceed 5 feet beyond the cone's end.

**Boost:** For every spell level above 1st, the amount of water increases significantly. The range of the cone increases by 5 feet, and you gain an additional +1 bonus to your bull rush attempts. For every two spell levels above 1st, the maximum size of creatures and objects you can push increases by one size category.

### FREEZE

**Element:** Water

**Effect:** You conjure a powerful chill to encase a target. A single creature or object within 30 feet of you takes 2d6 cold damage; an affected creature is entangled for 1d4 rounds. A Fortitude save halves the damage and negates the entangling effect.

**Boost:** For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature or object. All targets must be within 30 feet of you.

### FUME

**Element:** Earth

**Effect:** A gout of acidic earth sprays upon a target within 30 feet. The target takes 2d6 acid damage; a creature struck is also sickened for 1 round. A Fortitude save halves the damage and negates the sickening effect.

**Boost:** For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature or object. All targets must be within 30 feet of you.

### GALE

**Element:** Air

**Effect:** Bellowing winds rush forth from you. The winds fill a 10-foot radius burst around you, acting as a strong wind (about 25 mph) directly away from you for 1 round. This follows all of the normal rules for strong winds, including dispersing harmful gases, mists, and vapors, penalizing ranged attacks, pushing creatures, and so on.

**Boost:** For every spell level above 1st, you can increase the radius of the burst by 10 feet. For every two spell levels above 1st, the strength of the winds increases by one category. If you use a 9th level spell to create tornado-strength winds, creatures are still pushed away rather than pulled inwards toward you.

### HEAT

**Element:** Fire

**Effect:** A burst of sweltering heat emits from your hand in a 20-foot cone. Creatures in this area take 2d6 nonlethal fire damage and are fatigued. A Fortitude save halves the damage and negates the fatigue effect. This cannot cause a fatigued creature to become exhausted.

**Boost:** For every spell level above 1st, the nonlethal damage increases by 2d6. For every two slots above 1st, the range of the cone increases by 5 feet.

### HINDER

**Element:** Any

**Effect:** Elemental energies disrupt your opponent's casting. As an immediate action, you counter a spell that appears in the same elemental category as the spell you used, or has one of the following descriptors based on the element of spell used: air (air, electricity, or sonic), earth (acid, earth), fire (fire, light), or water (cold, water). The countered spell must be 1st level or lower.

**Boost:** For every spell level above 1st, the level of spell you can counter increases by 1.

### IGNITE

**Element:** Fire

**Effect:** You set the target alight. A target creature or object within 30 feet of you takes 2d6 fire damage and is set on fire, taking 1d6 fire damage each round. A Reflex save halves the initial damage and negates the burning effect. The target can make a Reflex save at the start of each of its turns (after taking the burning damage), extinguishing the flames on a successful save. Submersing or dousing the target with water will not stop the burning, but does grant a new save with a +4 bonus. The target keeps this bonus on subsequent saves so long as it remains sufficiently doused or submersed. If not extinguished, the flames die out after a number of rounds equal to your Intelligence modifier (minimum 1).

**Boost:** For every spell level above 1st, the initial damage increases by 2d6 and the burning damage increases by 1d6.

### MIST

**Element:** Water

**Effect:** Your body disperses into vapor as an immediate action, granting you total concealment (50% miss chance). This does not prevent creatures from targeting you. The effect ends after you are targeted by a single attack or effect (whether it hits or not) or at the start of your turn, whichever comes first.

**Boost:** For every spell level above 1st, the concealment lasts against an additional attack or effect.

### QUAKE

**Element:** Earth

**Effect:** The ground beneath your foe violently shakes. A single creature within 30 feet takes 2d6 bludgeoning damage and falls prone; this damage is considered magical for the purpose of overcoming damage reduction. A Reflex save halves the damage and negates the prone effect. Only creatures of Medium size or smaller are knocked prone on a failed save.

**Boost:** For every spell level above 1st, the damage increases by 2d6. For every two spell levels above 1st, you can target an additional creature and the maximum size of creature you can knock prone increases by one size category.

### SHOCK

**Element:** Air

**Effect:** A lightning bolt strikes your target. A targeted creature or object within 30 feet takes 2d6 electricity damage; a creature struck is dazed and takes a -2 penalty to AC for 1 round. A Reflex save halves the damage and AC penalty and negates the daze effect.

**Boost:** For every spell level above 1st, the damage increases by 2d6 and the AC penalty increases by 1.

### SOAR

**Element:** Air

**Effect:** The wind surges around you. As a swift action, you gain a fly speed of 40 feet with average maneuverability for a number of rounds equal to your Intelligence modifier (minimum 1). If you already have a fly speed, you increase it by 20 feet, instead. When the effect ends, if you do not have a fly speed from another source, you fall slowly to the ground (as a *fly* spell).

**Boost:** For every spell level above 1st, the fly speed (or bonus to a fly speed) increases by 10 feet and the duration increases by 1 round. For every three spell levels above 1st, your maneuverability increases by one step (from average to good, then from good to perfect).

### SPIKE

**Element:** Earth

**Effect:** You conjure a piercing stone shard to impale your foes. Make a ranged attack against a target within 30 feet. The stone deals 1d6 piercing damage on a hit per caster level (max 3d6); this counts as magical for the purpose of overcoming damage reduction. If you hit a creature, it begins bleeding for 1d6 damage each round.

**Boost:** For every spell level above 1st, the maximum initial damage increases by 3d6. For every two levels above 1st, the bleed damage increases by 1d6.

### STATIC

**Element:** Air

**Effect:** You surround a single willing creature within 30 feet of you with a crackling aura of electricity. Any creature striking the target with a non-reach melee weapon, unarmed strike, or natural attack takes 1d6 electricity damage. The effect lasts for a number of rounds equal to your Intelligence modifier (minimum 1).

**Boost:** For every spell level above 1st, the duration increases by 1 round. For every two levels above 1st, the damage increases by 1d6.

### STONE

**Element:** Earth

**Effect:** Your body turns to stone. As a swift action, you solidify into solid rock. While stone, you add your Intelligence modifier to your Armor Class and CMD (minimum +1) and gain DR 2/adamantine. You cannot take any actions, move, or speak while turned to stone, though you are not considered helpless. The effect lasts until the start of your next turn.

**Boost:** For every spell level above 1st, increase the bonus to your CMD by 2 and the DR you gain by 1. For every two spell levels above 1st, increase your bonus to AC by 1, and you gain a stacking 25% chance to negate critical hits and sneak attacks while you are stone.

### THUNDER

**Element:** Air

**Effect:** A deafening burst of thunder erupts from you. Creatures within 10 feet of you take 2d6 sonic damage and are deafened for 1 minute. A Fortitude save halves the damage and negates the deafening effect.

**Boost:** For every spell level above 1st, increase the damage by 2d6. For every two levels above 1st, you can increase the radius of the burst by 10 feet.

### WARD

**Element:** Any

**Effect:** You protect an ally from the elements. A willing creature within 30 feet takes half damage from a single energy type for a number of rounds equal to



your Intelligence modifier (minimum 1). This reduction is applied after energy resistance, *protection from energy*, and other similar effects. The type of damage is based on the element of spell used: acid (earth), cold (water), electricity (air), or fire (fire).

**Boost:** For every spell level above 1st, you can target an additional ally. All targets must be in range and are protected against the same damage type.

## WARP

**Element:** Any

**Effect:** You infuse yourself with power as a swift action. The next damaging spell or spell twist you use this turn deals +1 damage per die rolled. Additionally, you can change the damage of that spell or spell twist to a type based on the element of the spell you sacrificed: acid (earth), cold (water), electricity (air), or fire (fire). You can only warp a spell of 1st level or lower or a spell twist created from sacrificing a 1st level elemental spell.

**Boost:** For every spell level above 1st, you can warp a spell or spell twist one level higher.

## ELEMENTER SPELLS

Elementers gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

Each level of elementer spell has sections for air, earth, fire, and water. Spells in these four categories are considered “elemental spells” for the purpose of class features such as spell twists, fusion, and so on. A spell can be listed in more than one category.

Some spell levels also have an “all” category. Spells in this category are also elemental spells and can be treated as any of the four elemental types for all purposes.

An elementer can typically only prepare and cast spells of up to 6th level. She can prepare spells on her spell list that are above 6th level through the fusion class feature. She still treats those spells as being on her spell list for all other purposes, such as when using magic items.

### O-Level Elementer Spells:

**Air:** *message*

**Earth:** *acid splash*

**Fire:** *flare, spark*<sup>APG</sup>

**Water:** *create water, freeze\**, *ray of frost*  
*arcane mark, conjure tool\*, dancing lights, detect magic, fling\*, light, mage hand, mending, open/close, read magic, resistance*

### 1st-Level Elementer Spells:

**All:** *energy missiles\**, *prism touch\**, *resist energy*

**Air:** *air bubble*<sup>UC</sup>, *alter winds*<sup>APG</sup>, *body capacitance*<sup>ACG</sup>, *feather fall, forked lightning\**, *gentle breeze*<sup>ACG</sup>, *shock shield*<sup>UC</sup>, *shocking grasp, windy escape*<sup>ARG</sup>

**Earth:** *corrosive touch*<sup>UM</sup>, *detect metals and ores\**, *earthen shard\**, *expeditious excavation*<sup>APG</sup>, *grease, magic stone, mighty fist of the earth*<sup>ARG</sup>, *mudball*<sup>ARG</sup>, *stone fist*<sup>APG</sup>, *stone shield*<sup>ARG</sup>, *stumble gap*<sup>APG</sup>, *thunderstomp*<sup>ACG</sup>

**Fire:** *burning hands, flare burst*<sup>APG</sup>, *produce flame, sun metal*<sup>UC</sup>, *touch of combustion*<sup>ARG</sup>

**Water:** *frostbite*<sup>UM</sup>, *hydraulic push*<sup>APG</sup>, *icicle dagger*<sup>UM</sup>, *marid's mastery*<sup>ARG</sup>, *obscuring mist, snowball*<sup>UW</sup>, *touch of the sea*<sup>APG</sup>, *undine's curse*<sup>ARG</sup>, *wave shield*<sup>ACG</sup>

*abjuring step*<sup>UC</sup>, *abundant ammunition*<sup>UC</sup>, *alarm, alter weapon\**, *animate rope, ant haul*<sup>APG</sup>, *anticipate peril*<sup>UM</sup>, *blurred movement*<sup>ACG</sup>, *cloak of shade*<sup>APG</sup>, *comprehend languages, dancing lantern*<sup>APG</sup>, *endure elements, enlarge person, erase, expeditious retreat, featherstep*<sup>APG</sup>, *floating disk, gravity bow*<sup>APG</sup>, *heightened awareness*<sup>ACG</sup>, *identify, jump, lead blades*<sup>APG</sup>, *line in the sand*<sup>ACG</sup>, *long arm*<sup>ACG</sup>, *longboat*<sup>UC</sup>, *longstrider, mage armor, magic aura, magic missile, magic weapon, monkey fish*<sup>ACG</sup>, *mount, ray of enfeeblement, ray of sickening*<sup>UM</sup>, *reduce person, reinforce armaments*<sup>UC</sup>, *returning weapon*<sup>UC</sup>, *shield, strong wings*<sup>ARG</sup>, *sunder breaker*<sup>ACG</sup>, *sundering shards*<sup>ACG</sup>, *true strike, unerring weapon*<sup>UC</sup>, *unseen servant, vanish*<sup>APG</sup>, *warding weapon*<sup>UC</sup>, *winter feathers*<sup>ARG</sup>

### 2nd-Level Elementer Spells:

**All:** *elemental speech*<sup>APG</sup>, *elemental touch*<sup>APG</sup>, *energy weapon\**, *imbue with elemental might*<sup>ARG</sup>, *prism bolt\**, *protection from energy, resist energy (communal)*<sup>UC</sup>, *ward object\**

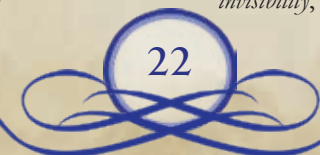
**Air:** *aggressive thundercloud*<sup>ACG</sup>, *air step*<sup>ACG</sup>, *defensive shock*<sup>UM</sup>, *glide*<sup>APG</sup>, *gust of wind, gusting sphere*<sup>ARG</sup>, *levitate, steal breath*<sup>ARG</sup>, *whispering wind, with the wind*<sup>UW</sup>

**Earth:** *acid arrow, binding earth*<sup>ARG</sup>, *clear terrain\**, *create pit*<sup>APG</sup>, *groundswell*<sup>ARG</sup>, *molten orb*<sup>ACG</sup>, *mud buddy*<sup>ARG</sup>, *refine ore\**, *shatter, soften earth and stone, stone call*<sup>APG</sup>, *stone discus*<sup>APG</sup>, *tar ball*<sup>UM</sup>

**Fire:** *blood blaze*<sup>ARG</sup>, *boiling blood*<sup>UM</sup>, *burning gaze*<sup>APG</sup>, *campfire wall*<sup>APG</sup>, *continual flame, fiery shuriken*<sup>UC</sup>, *fire breath*<sup>APG</sup>, *flame dash\**, *flaming sphere, fury of the sun*<sup>ARG</sup>, *heat metal, molten orb*<sup>ACG</sup>, *pyrotechnics, scorching ray, spontaneous immolation*<sup>UC</sup>, *tar ball*<sup>UM</sup>

**Water:** *aboleth's lung*<sup>ARG</sup>, *buoyancy*<sup>ACG</sup>, *chill metal, cloudburst\**, *dousing rain*<sup>VC</sup>, *fog cloud, frigid touch*<sup>UM</sup>, *frost fall*<sup>UC</sup>, *ice slick*<sup>MC</sup>, *icy trail\**, *river whip*<sup>ACG</sup>, *slipstream*<sup>APG</sup>, *unshakable chill*<sup>UM</sup>, *water walk (communal)*<sup>UC</sup>, *winter grasp*<sup>UW</sup>

*ablative barrier*<sup>UC</sup>, *alter weight\**, *ant haul (communal)*<sup>UC</sup>, *arcane lock, armament reservoir\**, *badger's ferocity*<sup>UM</sup>, *blade spiral\**, *blur, bullet shield*<sup>UC</sup>, *bull's strength, cat's grace, certain grip*<sup>UC</sup>, *clipped wings\**, *conjure armor\**, *conjure weapon\**, *detect magic (greater)*<sup>UI</sup>, *effortless armor*<sup>UC</sup>, *endure elements (communal)*<sup>UC</sup>, *escape alarm*<sup>VC</sup>, *fox's cunning, glitterdust, invisibility, make whole, mirror image, mount (communal)*<sup>UC</sup>, *protection from arrows, reinforce armaments (communal)*<sup>UC</sup>, *returning weapon (communal)*<sup>UC</sup>, *rope trick, see invisibility, spider climb, twisted space*<sup>UC</sup>





### 3rd-Level Elementer Spells:

**All:** draconic reservoir<sup>APG</sup>, elemental aura<sup>APG</sup>, prism burst\*, protection from energy (communal)<sup>UC</sup>

**Air:** air breathing<sup>MC</sup>, air geyser<sup>ACG</sup>, call lightning, cloak of winds<sup>APG</sup>, fly, beat wave\*, lightning bolt, tailwind<sup>UW</sup>, wind wall

**Earth:** burrow<sup>UM</sup>, earth tremor<sup>UW</sup>, hand of stone\*, heart of the metal<sup>ACG</sup>, meld into stone, raging rubble<sup>ARG</sup>, shifting sand<sup>APG</sup>, spiked pit<sup>APG</sup>, stone shape, thunderstomp (greater)<sup>ACG</sup>

**Fire:** ash storm<sup>UM</sup>, combustion\*, fire trail<sup>ARG</sup>, fire trap, fireball, firestream<sup>ARG</sup>, flame arrow, flash fire<sup>UW</sup>, heat wave\*

**Water:** aqueous orb<sup>APG</sup>, cold snap\*, cup of dust<sup>APG</sup>, desiccate\*, gaseous form, hydraulic torrent<sup>APG</sup>, quench, sleet storm, tail current<sup>UW</sup>, water breathing, water walk

alter weapon (greater)\*, arcane sight, blink, burst of speed<sup>UC</sup>, control temperature\*, daylight, displacement, dispel magic, expose\*, featberstep (mass)<sup>APG</sup>, force hook charge<sup>UM</sup>, force punch<sup>UM</sup>, haste, hostile levitation<sup>UC</sup>, invisibility sphere, keen edge, locate weakness<sup>UC</sup>, longstrider (greater)<sup>ACG</sup>, magic weapon (greater), minor creation, phantom steed, protection from arrows (communal)<sup>UC</sup>, ray of exhaustion, selective alarm<sup>UI</sup>, slow, spider climb (communal)<sup>UC</sup>, sundering shield\*, tempering\*, tongues, versatile weapon<sup>APG</sup>, ward of the season<sup>ARG</sup>, weather shield\*

### 4th-Level Elementer Spells:

**All:** detonate<sup>APG</sup>, dragon's breath<sup>APG</sup>, elemental body I, prism shield\*

**Air:** absorbing inbation<sup>ARG</sup>, aggressive thundercloud (greater)<sup>ACG</sup>, air walk, ball lightning<sup>APG</sup>, cloud shape<sup>ARG</sup>, river of wind<sup>APG</sup>, shout, wall of sound<sup>UM</sup>

**Earth:** acid pit<sup>APG</sup>, calcific touch<sup>APG</sup>, earth glide<sup>ARG</sup>, obsidian flow<sup>UC</sup>, pillar of earth\*, slowing mud<sup>ACG</sup>, spike stones, stonesskin, tremorsense\*, vitriolic mist<sup>UM</sup>, volcanic storm<sup>UM</sup>

**Fire:** controlled fireball<sup>UI</sup>, curse of burning sleep<sup>ACG</sup>, fire shield, firefall<sup>APG</sup>, flaming sphere (greater)<sup>ACG</sup>, obsidian flow<sup>UC</sup>, pyrotechnic eruption<sup>HA</sup>, scorching ash form<sup>ARG</sup>, volcanic storm<sup>UM</sup>, wall of fire

**Water:** creeping ice<sup>ACG</sup>, control ice\*, downpour\*, ice storm, nixie's lure<sup>ARG</sup>, ride the waves<sup>UM</sup>, solid fog, wall of ice

conjunction foil<sup>UI</sup>, dimension door, dimensional anchor, dismissal, echolocation<sup>UM</sup>, enlarge person (mass), hostile juxtaposition<sup>UC</sup>, invisibility (greater), life bubble<sup>APG</sup>, major creation, phantom steed (communal)<sup>UC</sup>, planar adaptation<sup>APG</sup>, reduce person (mass), secure shelter, telekinetic charge<sup>UC</sup>, telekinetic maneuver<sup>DA</sup>, tongues (communal)<sup>UC</sup>

### 5th-Level Elementer Spells:

**All:** elemental body II, prism assault\*

**Air:** air walk (communal)<sup>UC</sup>, call lightning storm, control winds, fickle winds<sup>UM</sup>, lightning arc<sup>UM</sup>, living storm\*, overland flight, suffocation<sup>APG</sup>, waf<sup>UW</sup>, wind blades<sup>ARG</sup>

**Earth:** acidic spray<sup>UM</sup>, cave fang<sup>UW</sup>, corrosive consumption<sup>UM</sup>, destructive shatter\*, dust form<sup>UC</sup>, hungry earth<sup>MC</sup>, hungry pit<sup>APG</sup>, passwall, stonesskin (communal)<sup>UC</sup>, transmute mud to rock, transmute rock to mud, tremorsense (communal)\*, wall of stone

**Fire:** damnation stride<sup>ARG</sup>, fire snake<sup>APG</sup>, geyser<sup>APG</sup>, solar flare\*, wildfire\*

**Water:** cone of cold, control water, embrace the deep\*, fluid form, geyser<sup>APG</sup>, icy prison<sup>UM</sup>, maelstrom\*, tidal surge<sup>UW</sup>, walk the plank<sup>VC</sup>

alter weight (mass)\*, banishment, contact other plane, create demiplane (lesser)<sup>UM</sup>, expose (greater)\*, glimpse of truth<sup>UI</sup>, locate gate<sup>HA</sup>, sending, sonic thrust<sup>UM</sup>, telekinesis, telepathic bond, teleport, tempering (greater)\*, wall of force, weather shield (mass)\*

### 6th-Level Elementer Spells:

**All:** elemental body III, prism barrier\*

**Air:** chain lightning, path of the winds<sup>ARG</sup>, sirocco<sup>APG</sup>, sonic form<sup>ACG</sup>, stormblast\*, wind walk

**Earth:** acid fog, binding earth (mass)<sup>ARG</sup>, flesh to stone, move earth, rushing earth\*, stone to flesh, tar pool<sup>UC</sup>, transmute metal to rock\*, transmute rock to metal\*

**Fire:** chains of fire<sup>ARG</sup>, contagious flame<sup>APG</sup>, sirocco<sup>APG</sup>, tar pool<sup>UC</sup>

**Water:** acid fog, cold ice strike<sup>UM</sup>, freezing sphere, ice crystal teleport<sup>UM</sup>, stormblast\*

antimagic field, bull's strength (mass), cat's grace (mass), create demiplane<sup>UM</sup>, dimensional bounce<sup>ACG</sup>, dispel magic (greater), fox's cunning (mass), getaway<sup>APG</sup>, hostile juxtaposition (greater)<sup>UC</sup>, phase door, planar adaptation (mass)<sup>APG</sup>, plane shift, spell turning, teleport (greater), transformation, true seeing, walk through space<sup>UC</sup>, wall of iron

### 7th-Level Elementer Spells:

**All:** elemental body IV

**Air:** control weather, fly (mass)<sup>APG</sup>, scouring winds<sup>UM</sup>, tempest hammer\*

**Earth:** caustic eruption<sup>UM</sup>, lava burst\*, rampart<sup>APG</sup>, scouring winds<sup>UM</sup>, statue, stone tell

**Fire:** delayed blast fireball, firebrand<sup>APG</sup>, lava burst\*, rain of fire\*

**Water:** control weather, ice body<sup>UM</sup>, vortex<sup>APG</sup>

### 8th-Level Elementer Spells:

**Air:** lightning strike\*, shout (greater), stormbolts<sup>APG</sup>, wandering weather<sup>UW</sup>, whirlwind

**Earth:** battlement\*, earthquake, repel metal or stone, wall of lava<sup>APG</sup>

**Fire:** fire storm, incendiary cloud, wall of lava<sup>APG</sup>

**Water:** horrid wilting, polar ray, seamantle<sup>APG</sup>, wandering weather<sup>UW</sup>

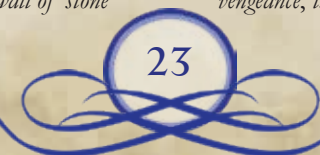
### 9th-Level Elementer Spells:

**Air:** ride the lightning<sup>UM</sup>, storm of vengeance, suffocation (mass)<sup>APG</sup>, winds of vengeance<sup>APG</sup>

**Earth:** clashing rocks<sup>APG</sup>, eruption\*, world wave<sup>APG</sup>

**Fire:** eruption\*, fiery body<sup>APG</sup>, meteor swarm

**Water:** icy prison (mass)<sup>UM</sup>, polar midnight<sup>UM</sup>, storm of vengeance, tsunami<sup>APG</sup>, world wave<sup>APG</sup>



# INVOKER

Whether by an innate affinity for wild magic, a mystical gift by some greater force, or by having a powerful strength of will, invokers find the spirits of the natural world drawn to them. In time, they invariably form a covenant with one of these spirits, one who resonates with the invoker's soul and ideals. The two form an inseparable pair whose very essence is intertwined, becoming greater than the sum of their individual strengths so that they may protect themselves and that which they hold dear. As they grow in mutual understanding and power, they draw further spirits to their cause, channeling the strength of the countless voices of the wilds to take on any challenge.

**Role:** Invokers are as diverse as the spirits they bond with, but they generally serve as mystical warriors while their spirit companions provide aid from afar. Their ability to bond to different spirits allows them to adapt and face down anything that would threaten their homes.

**Alignment:** Any

**Hit Die:** d10

**Starting Age:** Self-taught

**Starting Wealth:** 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The invoker's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the invoker.

**Weapon and Armor Proficiency:** Invokers are proficient with all simple and martial weapons, and with light armor, medium armor, and shields (except tower shields).

**Spirit Companion:** Out of the multitude of spirits that the invoker contacts, he will eventually find a particularly strong spirit with whom he will form a lifelong bond. The invoker begins play with this spirit companion already by his side.

Spirit companions come in innumerable forms, but are grouped together by the two aspects of their nature: their dominion, and their oath. The dominion represents

what realm of nature the spirit hails from, such as Beasts or the Sky. The oath describes the spirit's relationship with its dominion: for example, a Guardian devotes itself to the protection of the dominion, whereas a Harbinger brings forth its wrath upon foes. The dominion and oath of the invoker's spirit companion must be chosen at 1st level and cannot be changed. The abilities granted to the companion from its dominion and oath are listed in their respective sections at the end of the class description.

The spirit companion has the same alignment as the invoker and can speak and understand all of his languages. No two spirit companions are identical in appearance and are clearly mystical in origin, possessing traits that are indicative of their dominions and oaths. Most are humanoid or animalistic in shape, though more exotic forms are known. The form of a spirit companion has no impact on its abilities or statistics.

A spirit companion's Hit Dice, saving throws, skills, feats, and abilities are tied to the invoker's class level and increase as the invoker gains levels. If a spirit companion is ever slain, the invoker may spend 24 uninterrupted hours of meditation while in an environment relevant to the spirit's dominion (for example, near a river or body of water for a Sea spirit) to draw forth the power of his dead companion and reform it, bringing the spirit companion back to life with full hit points.

**Lesser Spirit (Su):** At 1st level, an invoker is able to contact minor spirits from the wilds. While not as strong as his companion, these spirits each bestow new powers upon the invoker and his companion to aid them in their cause. The invoker selects two lesser spirits to bond with at 1st level and gains an additional lesser spirit at 3rd level and every three levels thereafter to a total of eight lesser spirits at 18th level.

Like the invoker's companion, each of these lesser spirits has a dominion and oath describing its nature. While he can select lesser spirits from any dominion or oath, one of the lesser spirits gained at 1st level must exactly match the dominion and oath of his companion. For example, if the invoker's companion is an Acolyte of Beasts, the invoker must select *Predator Silently Hunts its Prey* as one of his starting lesser spirits.

Each lesser spirit has a listed primal power, a mystical ability granted to the invoker. The invoker knows the primal powers of all lesser spirits he has bonded with. Using a primal power requires the invoker to spend one or more points of primal energy (see below). Primal powers are spell-like or supernatural abilities and require a standard action to use unless otherwise noted. If a primal power calls for a saving throw, the DC is equal to 10 + 1/2 the invoker's level + his Charisma modifier.

Additionally, each lesser spirit has a list of spells of 1st through 4th level. When an invoker bonds with a lesser spirit, he immediately adds all of its spells to the





Table: Invoker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Lesser Spirit, Primal Energy, Spirit Companion
2nd	+2	+3	+3	+0	Invoke (Minor)
3rd	+3	+3	+3	+1	Bonus Feat, Lesser Spirit
4th	+4	+4	+4	+1	Mystic Bond
5th	+5	+4	+4	+1	Dual Invocation (Minor), Invoke (Intermediate)
6th	+6/+1	+5	+5	+2	Lesser Spirit, Spiritual Emissary
7th	+7/+2	+5	+5	+2	Avatar 1/day
8th	+8/+3	+6	+6	+2	Dual Invocation (Intermediate)
9th	+9/+4	+6	+6	+3	Bonus Feat, Lesser Spirit
10th	+10/+5	+7	+7	+3	Answer the Call
11th	+11/+6/+1	+7	+7	+3	Invoke (Greater)
12th	+12/+7/+2	+8	+8	+4	Lesser Spirit, Quicken Invocation
13th	+13/+8/+3	+8	+8	+4	Avatar 2/day
14th	+14/+9/+4	+9	+9	+4	Dual Invocation (Greater)
15th	+15/+10/+5	+9	+9	+5	Bonus Feat, Lesser Spirit
16th	+16/+11/+6/+1	+10	+10	+5	Mental Bond
17th	+17/+12/+7/+2	+10	+10	+5	Invoke (Grand)
18th	+18/+13/+8/+3	+11	+11	+6	Lesser Spirit
19th	+19/+14/+9/+4	+11	+11	+6	Avatar 3/day
20th	+20/+15/+10/+5	+12	+12	+6	Dual Invocation (Grand), One of Many

invoker spell list, if they weren't already on it. His spirit companion does not automatically gain them as spells known and must learn them as normal.

Other abilities granted by lesser spirits—namely, invocation powers—are only granted once it has been invoked (see below). The full list of lesser spirits and their abilities is listed after the class description.

**Primal Energy (Su):** At 1st level, the invoker gains a pool of natural energy that he uses to channel the powers of his lesser spirits. This pool has a number of points equal to 1/2 the invoker's level + his Charisma modifier (minimum 1), and refills at the start of the day after 8 hours of rest. The invoker can spend points from the primal energy pool to use the primal powers of any lesser spirit he has bound to him, plus a select few other class features such as spiritual emissary (see below).

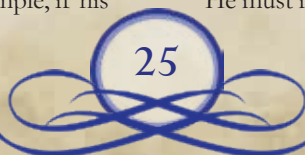
**Invoke (Su):** At 2nd level, the invoker learns his signature ability of invoking spirits, gaining primal strength, debilitating magics, or supernatural resilience. At the beginning of the day when the invoker regains his primal energy, he chooses one lesser spirit he has bonded with to invoke. Doing so takes 1 hour, and he may only invoke a spirit if that spirit's dominion or oath (or both) match those of his spirit companion. For example, if his

spirit companion is a Harbinger of the Sky, the invoker could invoke any Harbinger spirit *or* any Sky spirit.

An invoked spirit remains so until the invoker chooses to invoke again, and he may only have one spirit invoked at a time. So long as that spirit is invoked, the invoker gains that spirit's minor invocation ability. As the invoker increases in level, he progressively gains stronger invocation abilities, as shown on **Table: Invoker** as follows: minor (2nd), intermediate (5th), greater (11th), and grand (17th). The DC of any saving throws called for in an invocation ability is equal to 10 + 1/2 the invoker's level + his Charisma modifier.

Many lesser spirits grant the invoker bonus feats while they are invoked. If the invoker can gain a bonus feat from a spirit he can invoke (based on his level), he may take feats that have that bonus feat as a prerequisite, even if he is not actively invoking that spirit. However, he may only benefit from such feats if he is invoking the spirit that lets him meet the prerequisite feat(s).

**Bonus Feat:** At 3rd level, and every six levels thereafter, the invoker receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. He must meet the prerequisites of these feats as normal.



**Mystic Bond (Su):** At 4th level, the bond between invoker and spirit companion extends to their physical being. Whenever his companion takes enough damage to reduce it to 0 hit points or lower, as a reaction to the damage, the invoker can sacrifice any number of his hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the companion.

In addition, the spirit companion can cast supportive magic on the invoker. The spirit companion can cast any spell with a range of “personal” or a spell with a target of “You” upon the invoker (as a touch spell) instead of targeting itself.

**Dual Invocation (Su):** Starting at 5th level, the invoker can invoke two lesser spirits at once. The levels he gains the secondary spirit’s invocations are delayed, listed on **Table: Invoker** as follows: minor (5th), intermediate (8th), greater (14th), and grand (20th).

Unlike his primary spirit, his secondary spirit can be of any oath or dominion. The invoker has to invoke two separate lesser spirits, and must designate which of the two lesser spirits is the primary spirit and which is the secondary at the time of him invoking (and thus determining when he gets that spirit’s invocations), and cannot change the chosen order until he invokes again.

**Spiritual Emissary (Su):** Beginning at 6th level, the invoker is able to invoke multiple times throughout the day. Doing so requires spending 1 point of primal energy for each lesser spirit he is invoking and takes 1 hour of uninterrupted concentration: the first invocation he performs at the start of the day does not require spending primal energy, as normal. If he is interrupted, the primal energy is wasted and he must try again. At the end of the hour, the invoker can exchange the selected lesser spirit(s) with a different one of his lesser spirits following the normal guidelines, gaining the newly-invoked lesser spirit’s abilities while losing the old ones.

**Avatar (Su):** At 7th level, the invoker and his spirit companion can merge their forms together, achieving strength greater than the two could alone. As a full-round action, the invoker can touch his spirit companion and draw it into himself; this also merges the spirit companion’s gear (if any), similar to a polymorph effect. While merged, the spirit companion cannot be targeted or harmed, and any effects and spells upon the spirit companion are suspended until the companion separates from the invoker.

For the duration of the avatar, the spirit companion can cast spells through the invoker using the invoker’s actions, though it still uses its own statistics to do so (such as spell save DCs or concentration checks). As a free action once per round on the invoker’s turn, the invoker can sacrifice any number of the companion’s spell slots. Upon doing so, he regains points in his

primal energy pool equal to half the total level of spells sacrificed, rounded up. Any points in excess of the invoker’s primal energy maximum are lost.

The invoker and spirit companion can communicate mentally with each other while merged, and the spirit companion can use the invoker’s senses to help guide him. When the invoker speaks, his voice is both his own and that of his companion speaking in unison.

While the above effects are shared among all invokers, the true potential of the avatar ability is based upon the spirit companion’s dominion and oath. Both the oath and dominion of the companion grant additional effects to the avatar form, as listed in their entries. The invoker also takes on traits that signify the dominion and oath, such as fiery hair, grass and flowers growing around his every step, flesh that looks like quartz, or some other exotic, magical effect related to his spirit companion. These traits manifest differently for each invoker, but are always harmless and have little gameplay effect.

Avatar lasts for a number of minutes equal to the invoker’s Charisma modifier (minimum 1), until the invoker ends it early (a swift action), or until the invoker is slain, whichever happens first, at which point the spirit companion emerges in the nearest open space. If the invoker is killed, his spirit companion is ejected at 0 hit points and staggered. The invoker can use his avatar once per day, plus an additional time per day at 13th and 19th levels.

**Answer the Call (Su):** At 10th level, an invoker can use his spiritual energy to bring a slain spirit companion back to life. This functions as *raise dead*, but it may only be used to target his spirit companion or the companion of another invoker. Using this power takes 10 minutes, removes all remaining points from his primal energy pool, and can only be done once per week.

At 16th level, this ability functions as *resurrection* instead, but otherwise acts as described above.

**Quickened Invocation (Su):** Beginning at 12th level, the invoker can commune with lesser spirits more rapidly. It now only takes him 10 minutes to invoke, whether that be his free invocation at the start of the day or an additional invocation performed through the spiritual emissary class feature.

The invoker can spend 2 primal energy points to replace one of his invoked lesser spirits with a different spirit as a swift action. He can also use this to swap which of his two invoked lesser spirits is the primary spirit and which is the secondary. He may do this any number of times per day, but no more than once per minute.

**Mental Bond (Su):** At 16th level, the invoker and his spirit companion may communicate telepathically as long as they remain within range of the spirit companion’s link (see the spirit companion rules after the class description).

**One of Many (Su):** At 20th level, the invoker is accepted among the spirits of the wild and can call upon them as needed. The invoker can use the primal power of any lesser spirit, not just the ones he has selected. Using a power for a lesser spirit he does not already have costs twice the amount of primal energy required.

Additionally, when the invoker uses quickened invocation to replace his lesser spirits, he can replace

both of them with the same action. It costs him 1 primal energy per lesser spirit he replaces, rather than 2. He can use quickened invocation as frequently as he wants without needing to wait for one minute between uses.

## SPIRIT COMPANIONS

A spirit companion's abilities are determined by the invoker's level and by the combination of its oath and dominion. The base statistics are outlined in **Table: Spirit Companions**. Spirit companions are treated as fey for determining what spells affect them.

**Class Level:** This is the character's invoker level.

**HD:** This is the total number of six-sided (d6) Hit Dice the companion possesses, each of which is modified by the companion's Constitution, as normal.

**BAB:** This is the spirit companion's base attack bonus. A spirit companion's base attack bonus is equal to half its Hit Dice.

**Fort/Ref/Will:** These are the spirit companion's base saving throw bonuses. As a fey, the spirit has good Reflex and Will saves.

**Skills:** This lists the spirit companion's total skill ranks. Companions can assign skill ranks to any skill. The values shown in **Table: Spirit Companion** are the base value, assuming the companion has an Intelligence score of 10. Companions with Intelligence scores above the base value modify these totals as normal (a spirit companion receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). A companion cannot have more ranks in a skill than it has Hit Dice.

**Feats:** This is the total number of feats possessed by a spirit companion. Companions can select any feat that they qualify for.

**Natural Armor Bonus:** The number noted here is the spirit companion's natural armor bonus. The spirit companion cannot wear any armor, as it interferes with the invoker's link with the companion.

**Dex/Wis Bonus:** Add this bonus to the spirit companion's Dexterity and Wisdom scores.

**Special:** This includes a number of abilities gained by all spirit companions as they increase in power. Each of these bonuses is described below.

*Fey Blast (Sp):* A spirit companion is able to unleash a concentrated bolt of natural energies. As a standard action, the spirit can fire a fey blast at a single target within close range (25 ft. + 5 ft./2 levels, using the spirit's caster level) as a ranged touch attack. On a hit, the blast deals damage equal to 1d6 per three Hit Dice possessed by the spirit



Table: Spirit Companions

Class Level	HD	BAB	Fort	Ref	Will	Skills	Feats	Natural Armor Bonus	Dex/Wis Bonus	Special	— Spells per Day —			
											1st	2nd	3rd	4th
1st	2	+1	+0	+3	+3	12	1	+0	+0	Link, Low-Light Vision, Orisons, Fey Blast	—	—	—	—
2nd	3	+1	+1	+3	+3	18	2	+0	+1	—	—	—	—	
3rd	3	+1	+1	+3	+3	18	2	+2	+1	—	—	—	—	
4th	4	+2	+1	+4	+4	24	2	+2	+1	Ability score increase	1	—	—	—
5th	5	+2	+1	+4	+4	30	3	+2	+2	Invoked Magic	1	—	—	—
6th	6	+3	+2	+5	+5	36	3	+4	+2	Devotion	1	—	—	—
7th	6	+3	+2	+5	+5	36	3	+4	+3	—	1	1	—	—
8th	7	+3	+2	+5	+5	42	4	+4	+3	—	1	1	—	—
9th	8	+4	+2	+6	+6	48	4	+6	+3	Ability score increase	2	1	—	—
10th	9	+4	+3	+6	+6	54	5	+6	+4	—	2	1	1	—
11th	9	+4	+3	+6	+6	54	5	+6	+4	—	2	1	1	—
12th	10	+5	+3	+7	+7	60	5	+8	+5	—	2	2	1	—
13th	11	+5	+3	+7	+7	66	6	+8	+5	—	3	2	1	1
14th	12	+6	+4	+8	+8	72	6	+8	+5	Ability score increase	3	2	1	1
15th	12	+6	+4	+8	+8	72	6	+10	+6	—	3	2	2	1
16th	13	+6	+4	+8	+8	78	7	+10	+6	—	3	3	2	1
17th	14	+7	+4	+9	+9	84	7	+10	+7	—	4	3	2	1
18th	15	+7	+5	+9	+9	90	8	+12	+7	—	4	3	2	2
19th	15	+7	+5	+9	+9	90	8	+12	+7	—	4	3	3	2
20th	16	+8	+5	+10	+10	96	8	+12	+8	Ability score increase	4	4	3	2

(minimum 1d6) + the spirit's Wisdom modifier. The type of damage the blast deals is based on the spirit's dominion, and it is always considered magical for the purpose of overcoming damage reduction.

The fey blast counts as a weapon for the purpose of feats such as Weapon Focus, though it cannot be used with feats that cannot be applied to touch attacks (such as Deadly Aim) nor can it be used in conjunction with Vital Strike feats. The companion is never considered to be wielding the blast and does not threaten with it. Spell Resistance applies against the fey blast.

**Link (Su):** As part of the covenant formed between invoker and spirit, the spirit companion binds its life force to the invoker. If the companion is ever more than 100 feet away from the invoker, it is sickened (no save) and must make a concentration check to cast any spell or lose it. The DC of this check is equal to 20 + the spell's level.

If the spirit is ever more than 1000 feet away from the invoker or if the invoker is killed, the spirit becomes nauseated and no longer heals naturally from resting. For every 24 hours that pass while the invoker is dead or the spirit is outside of the link's range, it takes 1d4 points of Constitution damage. The sicken, nausea, and

Constitution-damaging effects caused by exceeding the link's range bypass any immunity to those effects that may be possessed by the companion.

**Low-Light Vision (Ex):** The spirit companion can see twice as far as humans in conditions of dim light.

**Spells:** A spirit companion can cast a small number of divine spells drawn from the invoker spell list. To learn or cast a spell, a spirit must have a Wisdom score equal to at least 10 + the spell's level. It can cast any spell it knows without preparing it ahead of time. The saving throw DC against a spirit's spell is equal to 10 + the spell level + the spirit's Wisdom modifier.

The strength of a companion's magic is directly tied to the strength of the invoker. The spirit's caster level for casting invoker spells is equal to the invoker's class level, rather than its Hit Dice. It otherwise uses its own feats and statistics for determining the effectiveness of invoker spells it casts.

A spirit can cast only a certain number of spells of each level per day. Its base daily spell allotment is given on **Table: Spirit Companions**. In addition, it receives bonus spells per day if it has a high Wisdom score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).



The spirit's selection of spells is limited. At 1st level, a spirit knows two 0-level spells of its choice. At each new level, the spirit learns one or more new spells, as indicated on **Table: Companion Spells Known**. Unlike its spells per day, the number of spells a spirit knows is not affected by its Wisdom score; the numbers on the table are fixed. At 5th level and every 3 levels thereafter, a spirit can learn a single new spell in place of one it already knows. The new spell's level must be the same as that of the spell being exchanged, and it must choose whether to swap the spell at the same time it gains new spells known for the level.

*Orisons:* Spirit companions learn a number of orisons, or 0-level spells, as noted on **Table: Companion Spells Known**. These spells are cast like any other spell, but they are not expended when cast and may be used again.

*Ability Score Increase (Ex):* The spirit companion adds +1 to one of its ability scores.

*Invoked Magic (Ex):* The spirit companion has one bonus spell slot per day of each spell level it can cast, not including orisons. It can use these slots to cast spells from the list of spells given by the invoker's currently invoked lesser spirits, even if it doesn't know the spell. It can enhance these spells using any metamagic feat that it knows, using up a higher-level spell slot as required by the feat and increasing the time to cast the spell.

*Devotion (Ex):* A spirit companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

## Spirit Companion Skills

The following are class skills for the spirit companion: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Fly (Dex), Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

## Spirit Companion Statistics

All spirit companions have the same base statistics. Modifications to these statistics are granted by the spirit's dominion and oath.

### Spirit Companion

**Starting Statistics:** Type fey; Size Medium; Speed 20 ft.; AC +2 natural armor; **Ability Scores** Str 7, Dex 14, Con 13, Int 10, Wis 13, Cha 12.

## Dominions

Each spirit companion and lesser spirit hails from a specific dominion of nature. The dominion of a spirit companion is determined when it bonds with the invoker, while the dominions of lesser spirits are fixed.

Table: Companion Spells Known

Level	Spells Known				
	0	1st	2nd	3rd	4th
1st	2	—	—	—	—
2nd	3	—	—	—	—
3rd	4	—	—	—	—
4th	4	2	—	—	—
5th	5	3	—	—	—
6th	5	4	—	—	—
7th	6	4	2	—	—
8th	6	4	3	—	—
9th	6	5	4	—	—
10th	6	5	4	2	—
11th	6	5	4	3	—
12th	6	6	5	4	—
13th	6	6	5	4	2
14th	6	6	5	4	3
15th	6	6	6	5	4
16th	6	6	6	5	4
17th	6	6	6	5	4
18th	6	6	6	6	5
19th	6	6	6	6	5
20th	6	6	6	6	5

The dominion of a spirit companion determines a handful of its abilities (such as the damage type for its fey blast) as well as its general theme. While some examples are given for a spirit's appearance, the spirit is not limited to these aesthetics as written. As the invoker gains levels, the spirit companion gains improved abilities as described below.

### Beasts

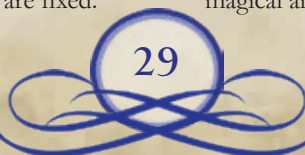
The dominion of Beasts is wherever animal wildlife can be found uncontained by civilization, be it the green wilderness or deep in the ocean, and includes both predator and prey alike. They are the most likely spirits to appear as animal-like in shape, and if not will almost always have some amount of bestial traits.

**Fey Blast:** The blast conjures spectral imagery of fangs and claws to tear at the foe (slashing).

**Spirit Abilities:** At 1st level, the spirit gains a 20-foot increase to its base speed.

At 7th level, the spirit gains the scent ability.

**Avatar:** The invoker becomes an avatar of the hunt. His land speed increases by 20 feet. He also gains the scent ability and immunity to disease effects both magical and supernatural in origin.



At 13th level, his speed increases by an additional 20 feet and he becomes immune to bleeding effects and fear effects.

At 19th level, his speed increases again by 20 feet. The range of his scent ability increases to 60 feet. He also gains the lifesense universal monster ability, allowing him to detect living creatures within 60 feet.

### Heavens

The dominion of the heavens rises above all others. The most powerful of the spirits of Heaven reside within the suns and moons of each world, guiding mortals through day and night under the watch of the auspicious stars. Heavens spirits tend to be regal in appearance, shimmering with the faint hues of a starry night.

**Fey Blast:** The blast creates an intensely bright beam of solar energy to incinerate enemies (fire).

**Spirit Abilities:** At 1st level, the spirit can teleport up to 10 feet as a move action. It must have line of sight and line of effect to its destination.

At 7th level, the spirit gains blindsight to 10 feet.

**Avatar:** The invoker takes on the glorious aspects of the heavens. He can teleport up to 20 feet as a move action. He must have line of sight and effect to his destination. He also gains blindsight out to 20 feet and fire resistance 10.

At 13th level, the maximum distance of his teleportation increases to 30 feet and his fire resistance increases to 20. He no longer needs line of sight or effect to his teleportation destination.

At 19th level, the maximum distance of his teleportation increases to 40 feet and his blindsight increases to 30 feet. He becomes immune to fire damage.

### Land

Any stone can be home to a Land spirit, but mountains, deserts, and fiery volcanoes house the mightiest of these long-lived entities, standing strong to support the other dominions that walk its surface. Land spirits frequently have earthen traits, such as rough, pebbled skin, eyes that shine like gemstones, and so on.

**Fey Blast:** The blast hurls stone and sand at the foe to crush them (bludgeoning).

**Spirit Abilities:** At 1st level, the spirit gains a burrow speed of 20 feet.

At 7th level, the spirit gains tremorsense to 20 feet.

**Avatar:** The invoker becomes one with stone. He gains a burrow speed of 30 feet and tremorsense out to 30 feet. He also gains acid resistance 10.

At 13th level, his burrow speed and tremorsense range both increase to 60 feet, and his acid resistance increases to 20.

At 19th level, he gains the earth glide universal monster ability and becomes immune to acid damage.

### Sea

The dominion of the Sea encompasses all bodies of water, be it rivers, lakes, or a swamp, though the oceans are where the strongest spirits reside. They take on traits of oceanic life such as webbed feet and slick scales, and may even appear as water itself, with a translucent body that flows and ripples like a calm stream.

**Fey Blast:** The blast creates a jet of icy water from the depths of the ocean (cold).

**Spirit Abilities:** At 1st level, the spirit gains a swim speed of 30 feet, which also grants it a +8 racial bonus to Swim checks. The spirit can breathe underwater.

At 7th level, the spirit gains darkvision with a range of 60 feet. While underwater it can feel subtle currents around it, gaining blindsight to 30 feet against other creatures in the same body of water.

**Avatar:** The invoker is enlightened by the depths. He takes no penalties to attack or damage rolls with his attacks due to being underwater. He gains a swim speed of 60 feet and can breathe underwater. He also gains darkvision to 120 feet and cold resistance 10.

At 13th level, he can feel the subtle currents of water around him, gaining blindsight 60 feet against creatures that are in the same body of water as him. His cold resistance increases to 20. He is constantly affected by a *slipstream*<sup>APG</sup> spell that cannot be dispelled or negated.

At 19th level, he is no longer affected by the pressure or chilling depths of even the deepest oceans, and the bonuses from his constant *slipstream*<sup>APG</sup> are doubled. He becomes immune to cold damage and gains the see in darkness universal monster ability.

### Sky

The Sky is a vast dominion, encompassing both the gentle breeze and the ferocious storm. Its spirits are often capricious and constantly soar and wander through their domains. These spirits typically embody the most prominent elements of the sky, such as hair that billows like clouds and a voice that sounds like thunder.

**Fey Blast:** The blast unleashes a concentrated jolt of lightning upon the foe (electricity).

**Spirit Abilities:** At 1st level, the spirit gains a fly speed of 20 feet with good maneuverability.

At 7th level, the spirit gains blindsense to 20 feet.

**Avatar:** The invoker becomes a master of the storm. He gains a fly speed of 30 feet with good maneuverability. He also gains blindsense to 30 feet and electricity resistance 10.

At 13th level, his fly speed increases to 40 feet with good maneuverability, his blindsense increases to 60 feet, and his electricity resistance increases to 20.

At 19th level, his fly speed increases to 60 feet with perfect maneuverability and he becomes immune to electricity damage.



## Wilds

Tranquil groves, dense jungles, and ancient forests hide the eldest of these plant-like beings, but even a grassy field can find itself home to a Wilds spirit. Spirits of the Wilds take on the traits of their surroundings, having skin like bark, tangled vines for hands, and blossoming flowers for hair.

**Fey Blast:** The blast sends sharp nettles and thorns to sting the enemy (piercing).

**Spirit Abilities:** At 1st level, the spirit gains woodland stride, as the druid class feature of the same name.

At 7th level, the spirit gains greensight to 60 feet.

**Avatar:** The invoker embodies the tranquility of the forest. The invoker gains woodland stride, as the druid class feature of the same name, as well as the Mystic Stride<sup>UM</sup> feat without meeting its prerequisites. Additionally, he gains greensight out to 60 feet and immunity to poison effects.

At 13th level, magical roots emerge from his feet to bind him to surfaces, allowing him to walk on steep inclines, walls, or even ceilings at his full speed without penalty. He becomes immune to sleep effects both magical and mundane in origin.

At 19th level, his greensight now allows him to see through any sort of wood and plant matter as if it were transparent glass. He also becomes immune to paralysis and stunning effects.

## Oaths

Where the dominion shows a spirit's origin, the oath shows its relationship with that dominion. Much like the dominion, the oath is chosen when a spirit companion first bonds with the invoker, while the oaths of lesser spirits are fixed.

Oaths grant a few abilities to a spirit companion; however, where the dominion focuses on the spirit's theme, the oath focuses on how the spirit engages its enemies. Similarly, the oath improves the combat capabilities of the invoker's avatar class feature.

## Acolyte

An Acolyte spirit is one that channels the energies of their dominion, putting emphasis on magic above all else. They use their mystical powers to ward off the unwary and hinder those that encroach on their dominion.

**Spirit Abilities:** At 4th level, the spirit gains an additional 0th-level and 1st-level spell known. At 10th level, it gains an additional 2nd-level spell known. In addition, the spirit gains two spell slots per spell level of 1st level or higher it can cast for using its invoked magic ability, instead of one slot per level. At 16th level, it gains an additional 3rd-level and 4th-level spell known.

**Avatar:** The invoker can channel powerful magics. When the spirit companion casts spells through invoker,

it gains a +2 bonus on concentration checks and on caster level checks to overcome Spell Resistance, as well as a +1 bonus to the spell's save DC (if it has one). The bonuses to caster level checks and concentration checks increase to +3 at 13th level and to +4 at 19th level, while the increase to spell DCs increases to +2 at 19th level.

Additionally, the invoker gains a +1 bonus to AC, attack rolls, weapon damage rolls, and saving throws. These bonuses increase to +2 at 19th level.

## Guardian

The Guardian is a protector, standing as the final line against intrusion. These defensively-minded spirits aim to protect those that cannot protect themselves and are steadfast in their dedication to their dominion.

**Spirit Abilities:** At 4th level, the spirit gains +2 hit points per Hit Dice it possesses and gains an additional +2 hit points whenever it gains a Hit Dice. It also gains a +2 bonus to its natural armor. The armor bonus increases by +1 at 10th and 16th levels.

**Avatar:** The invoker becomes a stalwart protector of nature. He gains a +2 bonus to AC, saving throws, and to his CMD. These bonuses increase to +3 at 13th level and to +4 at 19th level. His current and maximum hit points increase by twice his invoker level; when the avatar form ends, any hit points in excess of his normal maximum are lost.

Additionally, the invoker gains a +1 bonus to attack rolls and weapon damage rolls. These bonuses increase to +2 at 19th level.

## Harbinger

Harbingers embody the wrath of their dominions, bringing it down upon trespassers. These powerful spirits rain destruction upon outsiders to teach the harsh lesson that nature is to be left alone.

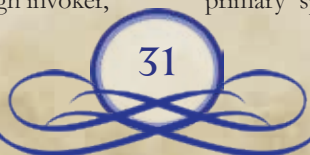
**Spirit Abilities:** At 4th level, the spirit deals +1 damage per die rolled with its fey blast. Its base attack bonus is +2 higher than what is shown on **Table: Spirit Companion** for its level. Its base attack bonus increases by an additional +1 at 10th and 16th levels.

**Avatar:** The invoker becomes an avatar of nature's fury. He gains a +2 bonus on attack rolls and weapon damage rolls. These bonuses increase to +3 at 13th level and to +4 at 19th level.

Additionally, the invoker gains a +1 bonus to AC and saving throws. These bonuses increase to +2 upon reaching 19th level.

## LESSER SPIRITS

The following eighteen lesser spirits are those most commonly contacted by invokers, though others may exist. An invoker can bond with any lesser spirit. The primary spirit he invokes must match the dominion



or oath of his spirit companion (or both), while his secondary spirit can be of any oath or dominion.

Lesser spirits are not listed alphabetically; instead, they are grouped first by dominion then by oath.

The DC to save against primal powers or invocations is equal to 10 + 1/2 the invoker's level + his Charisma modifier, unless otherwise noted.

## Predator Silently Hunts its Prey

The *Predator* is a spirit of the hunt, preferring to stay hidden from foes while instilling in them the primal fear of what lurks in the shadows.

**Type:** Acolyte of Beasts

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Hunt (Su):* You can spend 1 primal energy as a swift action to turn yourself or your spirit companion invisible, as an *invisibility* spell. If you spend 2 points, this affects both of you simultaneously. The invisibility lasts until the end of your next turn or until you attack any creature (as an *invisibility* spell does).

**Spells:** 1st—*pass without trace*, *sense fear*<sup>HA</sup>; 2nd—*invisibility*, *silence*; 3rd—*fear*, *nondetection*; 4th—*find quarry*<sup>UC</sup>, *invisibility (greater)*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Fearsome Hunter (Ex, Minor):* You add half your invoker level to Intimidate checks. If you beat the DC to demoralize a target by 10 or more, the target must make a Will save or be frightened for 1 round in addition to the normal effects of your intimidation.

*Call of the Hunt (Ex, Intermediate):* You gain Dazzling Display as a bonus feat, even if you don't meet the prerequisites, and can use it as a standard action by emitting a fearsome howl, screech, or similar sound without needing a weapon. You no longer need to be seen to demoralize a creature with Intimidate (but must still be heard).

*Fight or Flight (Ex, Greater):* Whenever you deal damage to a creature that is denied its Dexterity bonus to AC, you can make an Intimidate check to demoralize it as a free action. Your hunt primal power now lasts for 1 minute. While you or your companion are invisible (for any reason), you cannot be detected by scent, blindsense, or blindsight and make no sound unless you desire to do so.

*Apex Predator (Ex, Grand):* If you or your spirit companion attempt to apply a fear effect to a creature that would otherwise be unaffected (due to having immunity to fear, being mindless, being immune to mind-affecting effects, and so on), the target is still shaken for a number of rounds equal to your Charisma modifier or the duration of the original effect, whichever is shorter, regardless of immunities. They are still

entitled to a saving throw if the original effect allowed one, preventing this ability if they succeed.

## Alpha Protects the Weary Pack

When faced with peril, the pack turns to the *Alpha* for guidance. The *Alpha* fights to protect, standing strong through deadly onslaughts so the pack may yet live.

**Type:** Guardian of Beasts

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Alpha's Challenge (Su):* When you hit a foe with a weapon attack, natural attack, or unarmed strike, you can spend 1 primal energy as a free action to challenge that foe. The challenged foe takes a -1 penalty to attack rolls against anyone except for you. This penalty increases by -1 at 5th, 11th, and 17th levels. The challenge lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1). Multiple challenges do not stack.

**Spells:** 1st—*compel hostility*<sup>UC</sup>, *remove fear*; 2nd—*alpha instinct*<sup>UW</sup>, *heroism*; 3rd—*dominate animal*, *persistent vigor*<sup>UC</sup>; 4th—*aspect of the wolf*<sup>APG</sup>, *mage's faithful bound*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Fight On (Ex, Minor):* You gain Endurance and Diehard as bonus feats. You do not die until your negative hit points exceeds double your Constitution score.

*Cornered Beast (Ex, Intermediate):* You no longer lose hit points for taking a standard action while disabled. When you have less than half of your hit points remaining, you gain a +1 competence bonus to attack rolls and AC. This bonus increases by +1 when you gain this spirit's greater invocation and grand invocation. If your current hit points are 0 or less, the bonus is doubled.

*Unshakable Challenge (Ex, Greater):* The penalty from your alpha's challenge primal power increases by -2. When you would die from hit point damage, you stay alive for 1 round before dying (and if your hit points rise above the negative amount that would kill you, you don't die). When an enemy attacks an ally you can see, you can spend 1 primal energy as an immediate action to move up to your speed towards that ally. If you end your movement adjacent to the ally and within range of that attack, you become the target of the attack, instead, and the attacker is immediately affected by your alpha's challenge.

*Tenacity (Ex, Grand):* When you have less than half of your hit points remaining, you gain fast healing 5. If your current hit points are 0 or less, you take half damage from all sources, are not disabled, and are immune to all harmful mind-affecting effects.

## Savage Beasts Bare their Fangs

The *Savage* is a spirit of untamed primal fury. Aggressive and wild, it tears at anything that threatens it, leaving a bloody trail as evidence of its frenzy.





**Type:** Harbinger of Beasts

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Rampage (Su):* When you take a full-attack action, you can spend primal energy as a swift action to make an additional attack at your highest base attack bonus. If you are only attacking with natural weapons or unarmed strikes, this costs 1 point; otherwise, it costs 2 points.

**Spells:** 1st—*bristle*<sup>APG</sup>, *keen senses*<sup>APG</sup>; 2nd—*pouncing fury*<sup>JW</sup>, *primordial fang*\*; 3rd—*bloody claws*<sup>APG</sup>, *stench of prey*<sup>ACG</sup>; 4th—*atavism*<sup>JM</sup>, *moonstruck*<sup>APG</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Sharpened Claws (Ex, Minor):* You gain two claw attacks, which are both primary natural attacks. They deal 1d6 points of damage for a Medium creature (1d4 if you are Small).

*Rip and Tear (Ex, Intermediate):* You gain a bite attack, which is a primary natural attack that deals 1d8 points of damage (1d6 if you are Small). When you successfully hit with a weapon attack, natural attack, or unarmed strike, the target begins bleeding for 1d8 damage per round. The damage increases to 2d6 damage when you gain this spirit's greater invocation and to 2d8 when you gain its grand invocation. The bleed effect does not stack.

*Bloody Rage (Ex, Greater):* If you would deal bleed damage to a creature that is already bleeding, you instead immediately inflict damage to it equal to half the bleed damage you would have inflicted (minimum 1). This damage ignores damage reduction. Whenever you use your rampage primal power, you can move up to half your speed as a free action before making the attacks.

*Aggravated Wounds (Su, Grand):* Bleeding you inflict now affects creatures that would normally be immune to bleed effects, even those without blood.

## Stars Dance Across Heaven

The innumerable *Stars* are enigmatic entities, often venerated for their guidance throughout life. Those that encounter these spirits are left in awe of their grace, entranced by the ever-shifting lights of the night sky.

**Type:** Acolyte of the Heavens

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Starlight (Sp):* You can spend 1 primal energy to create a glimmer of entrancing starlight around a point within 30 feet of you, affecting creatures in a 10-foot-radius burst centered on that point. Creatures in the area are fascinated and dazzled for a number of rounds equal to your invoker level + your Charisma modifier (minimum 1). A Will save negates the fascination and reduces the dazzling effect to just 1 round. A creature with Hit Dice greater than your invoker level automatically succeeds on their Will save. This is a mind-affecting pattern effect.

**Spells:** 1st—*color spray*, *faerie fire*; 2nd—*guiding star*<sup>APG</sup>, *hypnotic pattern*; 3rd—*loathsome veil*<sup>JM</sup>, *rainbow pattern*; 4th—*break enchantment*, *wandering star motes*<sup>APG</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Distracting Lights (Su, Minor):* Creatures that save against your starlight power are dazzled for an additional round for each invocation you have from this spirit. Creatures dazzled by you or your spirit companion must succeed on a concentration check to cast spells (DC equal to your primal power DC + the spell's level) or lose the spell.

*Aurora (Su, Intermediate):* Increase the penalties applied by dazzling effects imparted by you or your spirit companion to -2. Each creature affected by your starlight primal power or your spirit's enchantment or illusion spells treats their total number of Hit Dice as being 2 lower for determining the effects of those abilities. This lowering of effective Hit Dice increases by 1 when you gain this spirit's greater and grand invocations.

*Brilliant Colors (Su, Greater):* Increase the range of your starlight primal power to 60 feet. Dazzles applied by you or your spirit companion also apply their penalty to saving throws, in addition to dazzle's other effects. When fascination applied by you or your spirit companion ends, affected creatures must make a Will save or be overwhelmed by the lights, staggering them for 1 round. This is a mind-affecting pattern effect.

*The Stars Above (Su, Grand):* Your attacks and your spirit companion's attacks against creatures fascinated by your starlight power do not automatically end the fascination. Instead, fascinated creatures can make a Will save to break the effect; they can make this save only once per turn. Violence against other creatures by you or your companion never breaks the fascination applied by your starlight power. Other creatures' attacks allow saves or end the fascinate automatically as normal. This is a mind-affecting compulsion effect.

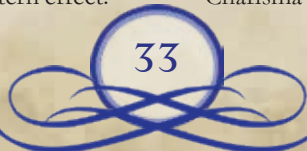
## Moon Watches the World Beneath

The tranquil spirits of the *Moon* serve as protectors of the night. Their pale radiance comforts those in need, serving as a beacon to guide the weary through their darkest hour.

**Type:** Guardian of the Heavens

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Lunar Shroud (Su):* As a swift action, you can spend 1 primal energy to coat yourself in a shroud of moonlight. You gain energy resistance 5 to either acid, cold, electricity, fire, or sonic damage, chosen upon using this ability. This resistance increases to 10 at 5th level, 20 at 11th level, and 30 at 17th level. The shroud lasts for a number of rounds equal to your invoker level + your Charisma modifier and does not stack.





**Spells:** 1st—*alarm, restful sleep*<sup>APG</sup>; 2nd—*darkness, see invisibility*; 3rd—*protection from energy, remove curse*; 4th—*lunar prophecy*<sup>\*</sup>, *moonblast*<sup>\*</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Moon's Glow (Su, Minor):* You gain low-light vision and Blind-Fight as a bonus feat. While your lunar shroud primal power is active, you shed pale moonlight in a 20-foot radius around you, creating dim light. Treat this as a 2nd-level light spell for the purpose of interacting with darkness effects: if a higher-level darkness effect overlaps the area of your moon's glow, the glow is suppressed but your lunar shroud remains. The effective spell level increases by 1 when you gain this spirit's intermediate, greater, and grand invocations.

*Lunar Phase (Su, Intermediate):* You gain Improved Blind-Fight<sup>APG</sup> as a bonus feat, even if you don't meet the prerequisites. Your allies within the light of your moon's glow minor invocation gain the benefit of the Blind-Fight feat while in the area. Upon activating lunar shroud, you can enter into one of two lunar phases: Full Moon, and New Moon. If you choose Full Moon, your allies within the light of your moon's glow gain the same energy resistance you gain from your lunar shroud. If you choose New Moon, enemies within the light created by your moon's glow are dazzled (no save). Sightless creatures are unaffected by the dazzling effect. You can change phases as a move action while your shroud lasts.

*Beautiful Radiance (Su, Greater):* You gain Greater Blind-Fight<sup>APG</sup> as a bonus feat, even if you don't meet the prerequisites. When you use your lunar shroud primal power, you can select two different energy types to gain resistance against instead of just one, and your allies in the moon's glow gain the benefit of the Improved Blind-Fight<sup>APG</sup> feat, even if they do not meet the requirements.

*Alluring Glow (Su, Grand):* Enemies that enter into or start their turn within the light of your moon's glow minor invocation are entranced by the moon and must make a Will save. If you are currently in Full Moon phase, creatures that fail their saving throw cannot move any closer to you for 1 round. If you are in New Moon phase, creatures that fail their saving throw cannot move any further away from you for 1 round, instead. This is a mind-affecting compulsion effect. Sightless creatures are unaffected by the alluring glow.

## Sun Burns with Glorious Heat

Often the most powerful and ancient spirits of any world, the *Sun's* warmth is a cornerstone of nature's splendor. Their power is vast and unrelenting, channeling the might of dawn to reduce opposition to cinders.

**Type:** Harbinger of the Heavens

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Blade of the Sun (Su):* As a swift action, you can spend 1 primal energy to enchant your weapons with flames for a number of rounds equal to 1 + your Charisma modifier (minimum 1). During that time, your weapon attacks, natural attacks, and unarmed strikes deal 1d4 extra points of fire damage. This damage is multiplied on a critical hit and stacks with other fire damage dealt by your attack. The damage increases to 1d6 at 5th level, 1d8 at 11th level, and 1d10 at 17th level.

**Spells:** 1st—*burning hands, flare burst*<sup>APG</sup>; 2nd—*endure elements (communal)*<sup>UC</sup>, *heat metal*; 3rd—*daylight, fireball*; 4th—*solar flare*<sup>\*</sup>, *sunbeam*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Flashing Blade (Ex, Minor):* You gain Combat Reflexes as a bonus feat. For every invocation you have from this spirit, you gain a +1 insight bonus on attack rolls and damage rolls made as part of an attack of opportunity.

*Eye of the Sun (Su, Intermediate):* You gain Combat Patrol<sup>APG</sup> as a bonus feat, even if you don't meet the prerequisites. While you are under the effects of your blade of the sun primal power, you can make attacks of opportunity against any foe within your threatened area, even if they aren't within your reach (such as when using Combat Patrol<sup>APG</sup>). When you do, you strike with a blade of pure solar fire to attack from afar: the damage of your attack is replaced by fire damage, instead of its normal type. Other effects of the attack (such as special weapon properties) apply as normal.

*Glory of Dawn (Su, Greater):* Your weapon attacks gain the *solar*<sup>\*</sup> property while under the effects of your blade of the sun primal power (this applies even to ranged weaponry, and ranged attacks can apply its effects). The first time each round a creature is struck by you while you are affected by blade of the sun, the target must make a Reflex save or burn for a number of rounds equal to 1 + your Charisma modifier (minimum 1), taking double the damage of your blade of the sun each round at the start of their turn. The creature can make another Reflex save to extinguish the flames at the start of each of its turns. This burning effect does not stack.

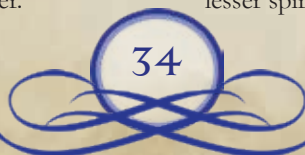
*Prominence (Su, Grand):* Half of all fire damage dealt by you and your spirit companion comes from the might of the sun itself, ignoring fire resistance and immunities (except for resistance or immunity possessed by yourself or your spirit companion).

## Blinding Sands Scour the Desert

The *Sands* are a collective of spirits that inhabit arid deserts. They blow stinging sand across the dunes, condemning the unprepared to wander lost forever.

**Type:** Acolyte of the Land

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.



*Sand Squall (Sp)*: You conjure a vortex of sand as a standard action by spending 1 primal energy. The squall can be created on any point on the ground within 60 feet of you, and is a 10-foot-radius, 20-foot-high cylinder. Creatures in the squall when it is created must make a Fortitude save or be blinded for 1 round. For 1 round thereafter the squall lingers, imposing a -4 penalty on Perception checks to those within unless they can see through the sand in some way, subject to GM discretion (for this purpose, creatures that can see through sand, dirt, or stone, that can ignore or see through inclement weather, or have tremorsense can “see through” the squall). The squall’s duration is increased by 1 round upon reaching 5th, 11th, and 17th levels, though the blinding effect only occurs once when the squall is created. You can only have one sand squall at a time; using it again ends any previous squalls you’ve created. You are immune to the effects of your sand squall (as well as any invocations that improve it).

**Spells:** 1st—*ray of enfeeblement, silent image*; 2nd—*glitterdust, soften earth and stone*; 3rd—*shifting sand*<sup>APG</sup>, *mirage*<sup>UW</sup>; 4th—*persistent image, scouring winds*<sup>UM</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Shifting Dunes (Ex, Minor)*: You and your companion are unaffected by difficult terrain. The area within your sand squall is considered difficult terrain while it lasts.

*Swirling Sands (Ex, Intermediate)*: Creatures within your sand squall treat any enemies they attack as though they had concealment unless they can see through the sand (see above). You can now move the sand squall as a move action up to 30 feet in any direction. If you are inside the squall when you do so you can move with it as part of this action, though if you do both the squall’s movement and your own cannot exceed your speed.

*Sandstorm (Ex, Greater)*: The Perception penalties from the sand squall double to -8, and you can choose to halve or double its size (chosen each time you use the power). Creatures in the squall are denied their Dexterity bonus to AC unless they can see through the sand (see above).

*Desert Wanderer (Ex, Grand)*: The maximum distance for moving your squall is now 60 feet. Creatures that enter into or start their turn inside the sand squall must make a Reflex save or be pulled 10 feet towards the squall’s center and cannot move further away from the center this turn.

## Mountains Stand Through the Ages

Counted among the oldest of spirits, the *Mountains* are stalwart guardians. They hold steadfast against any threat, unmoved by even the fiercest of assaults.

**Type:** Guardian of the Land

**Primal Power:** An invoker that’s bonded with this lesser spirit can use the following primal power.

*Earthen Shield (Su)*: When you or an ally within 30 feet of you is subjected to an attack or an effect that allows a Reflex save, you can spend 1 point of primal energy as an immediate action to grant cover against that single effect (+4 to AC, +2 to Reflex saves). After blocking a single attack or effect, the shield crumbles to dust.

**Spells:** 1st—*earthen shard*<sup>\*</sup>, *stunning barrier*<sup>ACG</sup>; 2nd—*kinetic reverberation*<sup>UC</sup>, *stone call*<sup>APG</sup>; 3rd—*hand of stone*<sup>\*</sup>, *meld into stone*; 4th—*stoneskin, wall of stone*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Grounded Defense (Ex, Minor)*: You gain a +1 insight bonus to your AC. This bonus increases to +2 when you gain this spirit’s greater invocation. You also gain +1 insight bonus to your CMD for each invocation you have from this spirit. Furthermore, if you start and end your turn in the same space, you become *grounded* until the end of your next turn. While grounded, the bonuses to your AC and CMD double.

*Stand Strong (Ex, Intermediate)*: You gain Stand Still as a bonus feat without meeting its prerequisites. If you are grounded, you cannot be forcibly moved from your space except by mind-affecting or teleportation effects. When you gain this spirit’s grand invocation, even mind-affecting and teleportation effects cannot move you.

*Unyielding Stone (Ex, Greater)*: You gain Pin Down<sup>UC</sup> as a bonus feat without meeting its prerequisites and can no longer be flanked. You can now take a 5-foot step each round without losing the benefits of being grounded. Finally, your earthen shield primal power now blocks any number of attacks and effects, only crumbling away at the end of the current turn.

*Eternal Protector (Ex, Grand)*: You have a 50% chance to ignore critical hits and sneak attacks. If you are grounded, you are immune to critical hits and sneak attacks, instead.

## Earth Trembles with Fire and Rage

The *Earth* is slow to anger, but when provoked its ire can be felt by all, crushing trespassers with powerful quakes and destructive eruptions of flame and stone.

**Type:** Harbinger of the Land

**Primal Power:** An invoker that’s bonded with this lesser spirit can use the following primal power.

*Tremor (Su)*: As a standard action, you can spend 1 point of primal energy to create a short-range quake. All creatures within 5 feet of you that are on the ground must make a Reflex save or fall prone. The radius of the tremor increases by 5 feet at 5th, 11th, and 17th levels to a maximum of 20 feet. You can make the tremor a smaller radius, but it must be a multiple of 5 feet.

**Spells:** 1st—*expeditious excavation*<sup>APG</sup>, *thunderstomp*<sup>ACG</sup>; 2nd—*create pit*<sup>APG</sup>, *tar ball*<sup>UM</sup>; 3rd—*earth tremor*<sup>UW</sup>, *spike stones*; 4th—*obsidian flow*<sup>UC</sup>, *volcanic storm*<sup>UM</sup>.



**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Aftershock (Ex, Minor):* You deal an additional 1d6 damage with weapon attacks, natural attacks, and unarmed strikes against foes that are denied their Dexterity bonus to AC or are prone. This damage is the same type dealt by the attack and is not multiplied on a critical hit. The damage increases by 1d6 when you gain this spirit's greater invocation. Additionally, enemies that fall prone within your reach provoke an attack of opportunity from you. A particular creature can only provoke once per round in this manner.

*Crush (Ex, Intermediate):* As a standard action, you can make a single attack with a melee weapon, natural attack, or unarmed strike against an opponent in your reach. If this crush attack hits and deals damage, the creature must make a Reflex save or fall prone. If the target was denied their Dexterity bonus to AC or prone when you hit with crush, triple the damage bonus you gain from

your aftershock minor invocation. This crush attack can be used in conjunction with Vital Strike, Improved Vital Strike, and Greater Vital Strike, should you have them.

*Volcanic Fury (Su, Greater):* You can no longer be knocked prone, and your tremor primal power is now a move action for you (though it can only be used once per round). When you use your tremor primal power or your crush invocation, rather than knocking a target prone on a failed save you can instead coat them with searing lava, causing them to take 2d6 fire damage each round. Using crush in this way does not multiply the damage dealt by your aftershock invocation, as it normally would. A creature that you coat with lava in this way is rendered flat-footed from the viscous, cooling stone, even if it takes no fire damage from the effect. The lava coats the target for a number of rounds equal to 1 + your Charisma modifier (minimum 1), after which it crumbles and falls off, ending the effect. An affected creature or an adjacent creature can use a standard action to scrape

the lava off or submerge themselves in water for 1 round to cool it enough to crumble. This effect does not stack.

*Quaking Strikes (Ex, Grand):* Your weapon attacks ignore the damage reduction and hardness of creatures that are denied their Dexterity bonus to AC or prone.

## Depths Beckon with Silent Murmurs

The *Depths* embody the mysteries of the vast oceans. They call sweetly to those ashore, but those that listen may find that some mysteries are best left unanswered.

**Type:** Acolyte of the Sea

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Call of the Deep (Sp):* You can spend 1 primal energy to pull at the mind of a creature within 30 feet. The target must make a Will save or be confused for a number of rounds equal to your Charisma modifier (minimum 1). If a creature succeeds on their saving throw against this power, they cannot be affected again for 1 minute. This is a mind-affecting, sonic, compulsion effect.

**Spells:** 1st—*auditory hallucination*<sup>UI</sup>, *confusion (lesser)*; 2nd—*babble*<sup>OA</sup>, *suggestion*; 3rd—*confusion*, *water breathing*; 4th—*embrace the deep*<sup>\*</sup>, *maelstrom*<sup>\*</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Murmuring Aura (Su, Minor):* You radiate a subtle aura of madness that can only be perceived by the insane. This aura has a radius of 30 feet and only functions while you are conscious, not unconscious or dead. Whenever a confused or similarly insane creature within this aura rolls the “babble incoherently” result for its action that turn, you can instead force them to move up to their speed in a direction you specify. This movement provokes attacks of opportunity as normal and can move them outside of the aura. The creature will attempt to take the safest route possible while moving in that direction, avoiding any obvious hazards such as a pit or a *wall of fire*.

*Whispers of the Deep (Su, Intermediate):* Add +10 to the result of any percentile rolls made within your aura for determining the actions of a confused or similarly insane foe (treat a roll over 100 as 100). Whenever a confused creature in your aura rolls the “attack nearest creature” result for its action, you can choose the target of the attack if more than one creature is equally close to it. You cannot cause the creature to attack itself.

*Maddening Depths (Su, Greater):* The range of your call of the deep primal power and the radius of your murmuring aura both increase to 60 feet, and the duration of your call of the deep increases by 1d4 rounds. Confused and similarly insane enemies within your aura take a -4 penalty to their Will saves and are considered deafened to everything except you (if desired). Whenever a confused creature in your aura rolls the “attack nearest creature” or “deal damage to

self” result for its action, you can make the attack deal an additional 2d6 points of cold damage. This damage is not multiplied on a critical hit.

*Siren's Song (Su, Grand):* As a full-round action you can sing to draw in creatures with the allure of the depths. Each creature of your choice within 60 feet that can hear you must make a Will save or be fascinated for as long as you continue to sing. You can continue singing as a full-round action each turn for up to 1 minute. When the fascination ends, an affected creature must make another Will save or be confused for 1d4 rounds. A creature that makes its save against this ability is immune to its effect for 24 hours. Starting to sing requires you to spend 2 points of primal energy. This is a mind-affecting, sonic, compulsion effect.

## Northern Waters Freeze Solid

In arctic seas, mighty glaciers form a barrier to would-be explorers. The *Northern Waters* keep watch, protecting the oceans with a frigid embrace that chills to the bone.

**Type:** Guardian of the Sea

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Glacial Ward (Su):* By spending 1 primal energy as a move action, you can cover yourself in ice, gaining DR 1/– for a number of rounds equal to your invoker level + your Charisma modifier (minimum 1). The damage reduction increases by 1 at 5th level and every four invoker levels thereafter. The ice can prevent a total amount of damage equal to five times your invoker level before breaking apart, ending the effect.

**Spells:** 1st—*frostbite*<sup>UM</sup>, *snowball*<sup>UW</sup>; 2nd—*icy trail*<sup>\*</sup>, *winter grasp*<sup>UW</sup>; 3rd—*cold snap*<sup>\*</sup>, *sleet storm*; 4th—*creeping ice*<sup>ACG</sup>, *wall of ice*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Arctic Chill (Su, Minor):* You and your spirit companion are unaffected by cold temperatures, as an *endure elements* spell. Double the damage reduction and total damage prevention of your glacial ward primal power.

*Frozen North (Su, Intermediate):* While your glacial ward is active, you radiate freezing winds within 5 feet of you. Creatures that start their turn in or enter into this area take 1d6 cold damage. Creatures that take cold damage from any of your primal powers or invocations must make a Fortitude save or become fatigued. This cannot cause a creature to become exhausted and can occur no more than once per round on a given creature.

*Hypothermia (Su, Greater):* Whenever your glacial ward reduces damage from a non-reach melee attack, the attacker takes cold damage equal to the damage the ward prevented. Additionally, your frozen north invocation can now cause fatigued creatures to become exhausted if they fail their saving throw and are already fatigued.

*Deep Freeze (Ex, Grand):* The radius of the winds from your frozen north invocation increases to 10 feet, and the damage increases to 2d6. Cold damage dealt by your primal powers and invocations ignores cold resistance and immunity of creatures.

## Waves Crash and Break the Shore

It's said that the tides are a gentle reminder of the ocean's strength. Men would do well to heed their warning, lest the *Waves* crash upon them and reduce their ships and homes to splinters.

**Type:** Harbinger of the Sea

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Crashing Wave (Su):* When you hit an opponent with a weapon attack, natural attack, or unarmed strike, you can spend 1 primal energy as a swift action to make a bull rush attempt against the creature you hit. You do not provoke attacks of opportunity for this bull rush attempt. You can use this even on a hit with a ranged weapon, but only if the target is within the first range increment of the weapon you use.

**Spells:** 1st—*hydraulic push*<sup>APG</sup>, *wave shield*<sup>ACG</sup>; 2nd—*slipstream*<sup>APG</sup>, *water walk*; 3rd—*aqueous orb*<sup>APG</sup>, *hydraulic torrent*<sup>APG</sup>; 4th—*control water*, *tidal surge*<sup>UW</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Rushing Waters (Ex, Minor):* While you invoke this spirit, you gain a single "Improved" combat maneuver feat of your choice (such as Improved Bull Rush) even if you don't meet the prerequisites, and can choose a different feat each time you invoke it. You gain a +2 competence bonus to combat maneuver checks for each invocation you have from this spirit.

*Surging Tides (Su, Intermediate):* When you succeed on a combat maneuver check, you can choose to deal 1d6 cold damage or 1d6 bludgeoning damage to that target per invocation you have from this spirit. This damage is considered magical for the purpose of overcoming damage reduction and can only be inflicted on a given creature once per turn. Additionally, you can perform maneuvers that have a size limitation (such as bull rush) on creatures up to two size categories larger than you. This increases to three size categories larger upon gaining this spirit's greater invocation, and four size categories larger upon obtaining this spirit's grand invocation.

*Ebb and Flow (Ex, Greater):* When you bull rush a creature, you can move them in any direction instead of only directly away from you. Bull rushing creatures into each other only imposes a -2 penalty for each subsequent creature, rather than -4. Finally, whenever you bull rush a creature, you can move along with them as a free action rather than a move action. Your total movement in a round from this ability cannot exceed your speed.

*Churning Waters (Su, Grand):* You can spend 2 primal energy points as a standard action to create a swirling vortex, affecting a radius of 20 feet around your space. Non-magical fires are extinguished and loose objects are strewn about randomly. Make a bull rush attempt against each creature in the area. A successful bull rush using this ability deals double the damage granted by your surging tides invocation, should you choose to inflict it.

## Lightning Strikes, Thunder Roars

Mysterious and powerful, *Lightning* spirits accompany other sky spirits in their travels. Their seemingly-random strikes are in truth methodical, using staggering bolts and cacophony to inspire awe in those that witness it.

**Type:** Acolyte of the Sky

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Sky Strike (Su):* You can cause your weapons to call down lightning. By spending 1 primal energy, you can make a single weapon attack, natural attack, or unarmed strike. If the attack hits, it deals its normal damage and causes a bolt of lightning to strike the target from above, dealing 1d8 electricity damage and staggering it for 1 round. A Reflex save negates the staggering effect but not the damage. The damage increases by 1d8 upon reaching 5th, 11th, and 17th levels.

**Spells:** 1st—*forked lightning*<sup>\*</sup>, *shock shield*<sup>UC</sup>; 2nd—*aggressive thundercloud*<sup>ACG</sup>, *blindness/deafness*; 3rd—*discordant blast*<sup>APG</sup>, *lightning bolt*; 4th—*call lightning storm*, *litany of thunder*<sup>UC</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Lightning Rod (Su, Minor):* Creatures you hit with your sky strike primal power take a -1 penalty to AC. This penalty increases to -2 when you gain this spirit's greater invocation. They also take a -1 penalty to their Reflex saves for each invocation you have from this spirit. Both penalties are applied *after* the creature attempts its save against the sky strike, not before. The penalties lasts until the end of your next turn or as long as they are staggered by the sky strike, whichever is longer.

*Strikes Twice (Su, Intermediate):* Your sky strike primal power now staggers foes for 1d2 rounds, instead of just 1 round. This increases to 1d3 rounds when you gain this spirit's greater invocation, or 1d3+1 rounds when you gain this spirit's grand invocation. If you use sky strike on a creature that is already staggered, it is dazed for 1 round if it fails its Reflex save, instead.

*Thunderclap (Sp, Greater):* Whenever you deal electricity damage to a creature within 120 feet, you can use an immediate action to turn into a flash of lightning, teleporting to an open location within 30 feet of them that you can see. If you spend a primal energy point when doing so, your teleportation is accompanied by

a mighty thunderclap. Creatures within 5 feet of your destination must make a Reflex save or be staggered for 1 round; creatures that are already staggered are instead dazed for 1 round on a failed saving throw.

*Perfect Storm (Sp, Grand):* You can spend 2 primal energy points as a standard action to call down a fearsome storm. The storm is created above a point you specify within 120 feet of you, affecting a cylinder with a 20-foot radius, 60 feet high. You can target any number of creatures in this area, affecting each as if it was hit by your sky strike. You do not deal your weapon's damage to creatures struck this way, but instead deal double the electricity damage that sky strike normally causes.

## Clouds Blanket Sky and Ground

The *Clouds* are home for the multitude of other spirits of the sky. It surrounds them with cooling shade and calming mists, obscuring them from threats that would do them harm.

**Type:** Guardian of the Sky

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Cloud Armor (Su):* By spending 1 primal energy as a move action, you can surround a creature you can see within 60 feet with clouds for a number of rounds equal to your invoker level + your Charisma modifier (minimum 1). The creature gains concealment (20% miss chance). Its own attacks are unaffected. At any time, the creature can make the cloud armor spread as a move action. This creates a 10-foot radius spread of mist around the creature's space, acting as *obscuring mist* for the remainder of the duration but ending the effect of cloud armor upon the creature.

**Spells:** 1st—*gentle breeze*<sup>ACG</sup>, *obscuring mist*; 2nd—*cloudburst*\*, *fog cloud*; 3rd—*gaseous form*, *life bubble*<sup>APG</sup>; 4th—*downpour*\*, *solid fog*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Fog Sight (Ex, Minor):* You and your spirit companion can see through clouds, fog, mists, smoke and similar effects without penalty, be they natural or magical.

*Storm Clouds (Su, Intermediate):* You can now use your cloud armor primal power as a swift action. Whenever a foe within 60 feet of you misses an ally due to concealment granted by your primal powers, invocations, or your spirit companion's spells, they are struck by a jolt of lightning, taking 1d8 electricity damage per invocation you have from this spirit. This cannot harm a particular creature more than once per round.

*Misty Step (Su, Greater):* The miss chance of your cloud armor primal power (including the mist created by spreading it) increases to 30%; this still counts as normal concealment. Whenever you move or teleport more than 10 feet in a round, you gain the effects of

your cloud armor primal power until the end of your next turn. Finally, as a move action you can teleport both yourself and a willing creature within 60 feet of you to swap locations, but only if both of you are currently affected by cloud armor (or within the area of mist created by spreading cloud armor).

*Hurricane (Sp, Grand):* As a standard action, you can spend 2 primal energy points to create a dense storm cloud. This acts as a *fog cloud* spell centered on you, affecting a 30-foot-radius spread, and lasting a number of rounds equal to half your invoker level + your Charisma modifier. It does not move with you. Allies within the hurricane's effect are treated as under the effect of your cloud armor primal power and benefit from your fog sight invocation for the purpose of seeing through the hurricane (but not any other effects). Effects that would disperse a *fog cloud* spell can also disperse the hurricane.

## Tempests Herald a Coming Storm

A mighty wind is a forewarning for the coming of the *Tempest*. A powerful force of nature, its arrival and departure are equally swift, its howling winds scarring the land and destroying homesteads in its wake.

**Type:** Harbinger of the Sky

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Thrashing Gale (Su):* You can channel the power of storms through your strike to create a burst of destructive wind. You can spend 1 primal energy to make a weapon attack, natural attack, or unarmed strike as a standard action. If the attack hits, compare the attack roll to the AC of all creatures within 5 feet of the hit target (except you): on a hit, you deal damage to each as if you hit it with the same weapon, natural weapon, or unarmed strike you used. If the attack was a critical hit, only the original target is critically struck, not any of the surrounding creatures (a roll of natural 20 likewise is only an automatic hit on the original target). Thrashing gale is treated as an area attack for the purpose of affecting creatures vulnerable to area attacks, such as a swarm (allowing both the initial attack and the burst of air to damage swarms normally immune to weapon damage due to their size).

**Spells:** 1st—*expeditious retreat*, *feather fall*; 2nd—*gust of wind*, *wind wall*; 3rd—*fickle winds*<sup>UM</sup>, *fly*; 4th—*control winds*, *weather shield (mass)*\*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Swift as the Wind (Ex, Minor):* For each invocation you have from this spirit, you treat wind effects as one step less severe and gain a +10 foot bonus to all movement speeds you have (land, climb, fly, and so on).

*Windstorm (Ex, Intermediate):* If you move or teleport at least 10 feet before making a weapon attack, natural

attack, or unarmed strike, you deal an additional 1d6 damage per invocation you have from this spirit. This damage is the same type as the attack used and is not multiplied on a critical hit. If the attack is made with your thrashing gale primal power, the bonus damage applies to all targets hit. A particular target can only be harmed by this invocation once per turn.

*Soaring Tempest (Su, Greater):* The radius of your thrashing gale primal power increases to 10 feet, and you can use thrashing gale in place of the attack made as part of a charge or as part of the Spring Attack or Shot on the Run feats. You can do so no more than once per round. Whenever you move more than 10 feet in a round you can leave a wake of wind behind you, functioning as a *wind wall* spell along the path you traveled and lasting until the end of your next turn. You are not hindered by this *wind wall* effect in any way.

*Fleeting Winds (Su, Grand):* You no longer provoke attacks of opportunity due to movement. On any turn that you move at least 10 feet, you gain the effects of *freedom of movement* until the end of your next turn.

## Vile Spores Poison the Unwary

The *Spores* inhabit every toxic fungus and sickeningly-sweet blossom within the wilds. Their colorful allure intoxicates careless intruders, slowly draining them of life so that others may thrive.

**Type:** Acolyte of the Wilds

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Caustic Spores (Sp):* You can spend 1 primal energy point as a standard action to conjure a mass of acidic plant and fungal spores, launching it at a foe to consume them. You must make a ranged touch attack to hit the foe within 120 feet. On a hit, it takes 1d6 acid damage. At 2nd level and every four levels thereafter, the spores cling to the target for an additional round, dealing the same damage again. At 4th level and every four levels thereafter, the damage dealt each round increases by 1d6. If you use caustic spores on a creature already under its effects, the second caustic spore deals double its per-round damage but only lasts for 1 round, regardless of its normal duration. If you score a critical hit with caustic spores, only the damage on the first round is doubled. This attack is unaffected by Spell Resistance.

**Spells:** 1st—*corrosive touch*<sup>UM</sup>, *ray of sickening*<sup>UM</sup>; 2nd—*acid arrow*, *sickening entanglement*<sup>ACG</sup>; 3rd—*poison*, *spore surge*\*; 4th—*leeching spores*\*, *toxic bloom*\*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Blighted Spores (Ex, Minor):* When you hit a foe with your caustic spores primal power, it must make a Fortitude save or be sickened for the duration of the caustic spores (minimum 1 round).

*Toxicity (Ex, Intermediate):* You and your companion become immune to the sickened condition. When a creature fails its saving throw against your blighted spores invocation, it is also nauseated for 1 round.

*Cycle of Decay (Su, Greater):* You and your companion are now immune to the nauseated condition. Whenever a creature affected by your caustic spores is hit with a weapon attack, natural attack, or unarmed strike, the spores leech some of its life force. The attack deals additional acid damage equal to your Charisma modifier (minimum 0), and the attacker gains temporary hit points equal to your twice your Charisma modifier (minimum 0); these temporary hit points do not stack. This effect also applies to the damage dealt by your caustic spores each round. It does not stack if the target is affected by more than one caustic spore effect.

*Deadly Spores (Su, Grand):* Penalties caused by the sickened condition inflicted by you or your spirit companion are increased to -3. If an enemy affected by your caustic spores dies, you can spend 1 primal energy as a free action to make it explode in a cloud of spores. Each creature within 5 feet of the target must make a Reflex save or be affected as if hit by your caustic spores primal power. If the dying creature was affected by multiple caustic spores effects, the creatures caught in the burst are still only affected by a single caustic spore.

## Trees Grow and Flourish Unbowed

Every dense wilds is a conclave of *Trees* spirits, whose multitude shields its inhabitants from the outside world. They grow and stretch across the land to give life and shelter to those under their care.

**Type:** Guardian of the Wilds

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Oakflesh (Sp):* You can spend 1 primal energy point as a move action (but no more than once per round) to bless a single creature within 60 feet with vital energy. The creature gains temporary hit points equal to your level + your Charisma modifier (minimum 1). These temporary hit points last for a number of minutes equal to your Charisma modifier (minimum 1) and do not stack.

**Spells:** 1st—*goodberry*, *remove sickness*<sup>UM</sup>; 2nd—*barkskin*, *resinous skin*<sup>UC</sup>; 3rd—*arboreal hammer*<sup>UM</sup>, *verdant surge*\*; 4th—*liveoak*, *sturdy tree fort*<sup>UW</sup>.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Living Shield (Su, Minor):* When you grant yourself or another creature temporary hit points, that creature gains a +1 morale bonus to their AC and saving throws for 1 round. The bonus to AC increases by +1 when you gain this spirit's intermediate, greater, and grand invocations, while the bonus to saving throws increases to +2 when you gain this spirit's greater invocation.



*Verdant Protector (Su, Intermediate):* Whenever a creature deals enough damage with a melee attack to an ally to reduce the temporary hit points you granted them (from any effect) to zero, the attacker must make a Reflex save or be entangled for 1 round. Additionally, when you roll initiative you and all allies within 30 feet of you gain temporary hit points equal to your invoker level. These temporary hit points last for 1 minute and do not stack.

*Wide Canopy (Su, Greater):* Temporary hit points you grant yourself from your spirit invocations and powers now stack to a maximum of double your invoker level. When you use your oakflesh power on another creature, you gain temporary hit points equal to half the amount you granted to them, lasting for the same duration.

*Flourish (Su, Grand):* Each round at the start of your turn you gain temporary hit points equal to half your invoker level. This effect does not trigger your living shield invocation unless you had no temporary hit points beforehand. You can spend 1 primal energy as an immediate action to transfer any amount of temporary hit points from yourself to another willing creature within 60 feet of you that you can see.

## Brambles Twist and Choke the Land

Sharp thorns and tangled briars are signs that a *Brambles* spirit has made its home. They creep between mortar and crack foundations to reclaim the wilds and entrap any who dare otherwise.

**Type:** Harbinger of the Wilds

**Primal Power:** An invoker that's bonded with this lesser spirit can use the following primal power.

*Mantle of Growth (Su):* As a standard action, you can spend 1 primal energy to create an aura of twisting plant growth. The aura affects an area within 5 feet of you and moves with you. Creatures that enter or start their turn in the aura must make a Reflex save or become entangled for 1 round. Entangled creatures are not rooted in place and can still move. Moving next to a creature on your turn still causes them to make a saving throw as if they entered the area themselves, though a creature never has to make a save against your mantle more than once per round, regardless of circumstances. The mantle lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1). You can only have one mantle of growth in effect at a time.

**Spells:** 1st—*entangle*, *stinging thorn*\*; 2nd—*spike growth*, *warp wood*; 3rd—*plant growth*, *thorny entanglement*<sup>ACG</sup>; 4th—*thorn body*<sup>APG</sup>, *wall of thorns*.

**Invocations:** An invoker that invokes this lesser spirit gains the following bonuses.

*Twisted Thorns (Ex, Minor):* You gain a +1 competence bonus to damage rolls against creatures that are entangled for each invocation you have from this spirit. If the creature is entangled and also within the area

of your mantle of growth, this competence bonus to damage rolls extends to all of your allies' attacks, as well.

*Crushing Vines (Su, Intermediate):* You can now use your mantle of growth power as a move action. Creatures that are entangled and also inside the area of your mantle of growth are crushed by plant life, taking 1d6 damage per invocation you have from this spirit each round at the start of your turn and are anchored in place and cannot move. This damage ignores damage reduction.

*Rampant Growth (Su, Greater):* You can now use your mantle of growth as a swift action, and its radius increases to 10 feet. When you score a critical hit with a weapon attack, natural attack, or unarmed strike against a creature, it is entangled for a number of rounds equal to your attack's critical multiplier. If it was already entangled, it is instead sickened for a number of rounds equal to your attack's critical multiplier. The duration of these effects do not stack with themselves.

*Forbidden Wilds (Ex, Grand):* Double the threat range of all attacks you make against creatures inside your mantle of growth. If a creature is entangled and also inside the area of your mantle of growth, this benefit extends to all attacks directed at them, not just your own. Spell attacks are unaffected, and this benefit does not stack with other effects that improve critical threat range, such as the Improved Critical feat.

## INVOKER SPELLS

An invoker's spirit companion gains access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

Invokers themselves do not gain spellcasting and are not able to activate magic items, scrolls, and so on from the invoker spell list without the use of the Use Magic Device skill.

**0-Level Invoker Spells:** *create water*, *cultivate*\*, *detect magic*, *detect poison*, *flare*, *freeze*\*, *guidance*, *know direction*, *light*, *purify food and drink*, *read magic*, *spark*<sup>APG</sup>, *stabilize*, *virtue*

**1st-Level Invoker Spells:** *air bubble*<sup>UC</sup>, *alter winds*<sup>APG</sup>, *animal messenger*, *animal purpose training*<sup>ACG</sup>, *ant haul*<sup>APG</sup>, *aspect of the falcon*<sup>APG</sup>, *bristle*<sup>APG</sup>, *call animal*<sup>APG</sup>, *calm animals*, *charm animal*, *cloak of shade*<sup>APG</sup>, *cure light wounds*, *decompose corpse*, *detect animals or plants*, *detect snares and pits*, *detect the faithful*<sup>UL</sup>, *diagnose disease*, *dominion's shield*\*, *earthen shard*\*, *echo*<sup>UW</sup>, *endure elements*, *entangle*, *expeditions excavation*<sup>APG</sup>, *eyes of eventide*\*, *faerie fire*, *feather fall*, *feather step*<sup>APG</sup>, *flare burst*<sup>APG</sup>, *forked lightning*\*, *gentle breeze*<sup>ACG</sup>, *goodberry*, *hidden illumination*\*, *hidden spring*<sup>UW</sup>, *jump*, *keen senses*<sup>APG</sup>, *magic fang*, *monkey fish*<sup>ACG</sup>, *nature's paths*<sup>VC</sup>, *negate aroma*<sup>APG</sup>, *obscuring mist*, *pass without trace*, *produce flame*, *ray of sickening*<sup>UM</sup>,



remove fear, remove sickness<sup>UM</sup>, restful sleep<sup>APG</sup>, restore corpse, snowball<sup>UW</sup>, speak with animals, stinging thorn\*, summon minor ally<sup>UM</sup>, summon nature's ally I, thunderstomp<sup>ACG</sup>, touch of the sea<sup>APG</sup>, underbrush decay<sup>UI</sup>, wave shield<sup>ACG</sup>

**2nd-Level Invoker Spells:** acute senses<sup>UM</sup>, aggressive thundercloud<sup>ACG</sup>, air step<sup>ACG</sup>, alpha instinct<sup>UW</sup>, animal trance, animal aspect<sup>UC</sup>, ant haul (communal)<sup>UC</sup>, aspect of the bear<sup>APG</sup>, barkskin, bear's endurance, blindness/deafness, bloodbound<sup>APG</sup>, bull's strength, campfire wall<sup>APG</sup>, cat's grace, certain grip<sup>UC</sup>, clear terrain\*, climbing beanstalk<sup>ACG</sup>, clipped wings\*, cloudburst\*, commanding whistle\*, cure moderate wounds, delay poison, detect magic (greater)<sup>UI</sup>, dominion's curse\*, eagle eye<sup>APG</sup>, eagle's splendor, endure elements (communal)<sup>UC</sup>, eyes of eventide (communal)\*, flaming sphere, fog cloud, forest friend<sup>UC</sup>, fox's cunning, frost fall<sup>UC</sup>, glide<sup>APG</sup>, gust of wind, hide campsite<sup>APG</sup>, hold animal, hold person, ice slick<sup>MC</sup>, icy trail\*, owl's wisdom, pack empathy<sup>UI</sup>, primordial fang\*, remove paralysis, reinvigorating wind<sup>NC</sup>, resist energy, restoration (lesser), scent trail<sup>APG</sup>, shield other, sickening entanglement<sup>ACG</sup>, silence, slipstream<sup>APG</sup>, soften earth and stone, spider climb, spike growth, stone call<sup>APG</sup>, speak with plants, status, summon nature's ally II, warp wood, water walk, weather shield\*, whispering wind, wilderness soldiers<sup>UC</sup>, wind wall, winter grasp<sup>UW</sup>, wood shape

**3rd-Level Invoker Spells:** age resistance (lesser)<sup>UM</sup>, air breathing<sup>MC</sup>, animal aspect (greater)<sup>UC</sup>, animal sense\*, aqueous orb<sup>APG</sup>, aspect of the stag<sup>APG</sup>, burst of nettles<sup>UM</sup>, burrow<sup>UM</sup>, call lightning, cloak of winds<sup>APG</sup>, coordinated effort<sup>APG</sup>, cure serious wounds, daylight, delay poison (communal)<sup>UC</sup>, diminish plants, dispel magic, dominion's wrath\*, entice fey (lesser)<sup>UI</sup>, feather step (mass)<sup>APG</sup>, hand of stone\*, heat wave\*, life bubble<sup>APG</sup>, magic fang (greater), mirage<sup>UW</sup>, nature's exile<sup>APG</sup>, neutralize poison, nondetection, persistent vigor<sup>ACG</sup>, plant growth, protection from energy, poison, quench, reduce animal, remove blindness/deafness, remove curse, remove disease, replay tracks<sup>UW</sup>, resist energy (communal)<sup>UC</sup>, ride the waves<sup>UM</sup>, searing light, shifting sand<sup>APG</sup>, signs of the land<sup>UW</sup>, sleet storm, soothing mud<sup>UW</sup>, spider climb (communal)<sup>UC</sup>, spike stones, spore surge\*, summon nature's ally III, tailwind<sup>UW</sup>, tail current<sup>UW</sup>, thorny entanglement<sup>ACG</sup>, thunderstomp (greater)<sup>APG</sup>, tremorsense\*, verdant surge\*, vigilant rest<sup>UW</sup>, water breathing

**4th-Level Invoker Spells:** aerial tracks<sup>UI</sup>, aggressive thundercloud (greater)<sup>ACG</sup>, age resistance<sup>UM</sup>, air walk, animal ambassador<sup>UI</sup>, animal growth, animal sense (communal)\*, antiplant shell, aspect of the wolf<sup>APG</sup>, break enchantment, call lightning storm, commune with nature, control ice\*, control light\*, creeping ice<sup>ACG</sup>, cure critical wounds, death ward, dominion's blessing\*, downpour\*, embrace the deep\*, entice fey<sup>UI</sup>, find quarry<sup>UC</sup>, flaming sphere (greater)<sup>ACG</sup>, forest's sense<sup>UW</sup>, freedom of movement, grove of respite<sup>APG</sup>, hold monster, maelstrom\*, moonblast\*, moonstruck<sup>APG</sup>, nondetection (communal)<sup>UC</sup>, pillar of earth\*, protection from energy (communal)<sup>UC</sup>, restoration, sending, sturdy tree fort<sup>UW</sup>, summon nature's ally IV, symbiosis\*, tidal surge<sup>UW</sup>, toxic bloom\*, tree stride, tremorsense (communal)\*, unerring tracker<sup>UI</sup>, weather shield (mass)\*

# NIGHTBLADE



For some, darkness is not a hindrance, but a powerful ally. Quietly stepping between shadows, nightblades are experts of stealth and subtlety, blending agile combat with potent magic to outwit and overwhelm their foes. Nightblades excel at using shadow magic in innumerable ways, making them adaptable and unpredictable. The powers of darkness are not easily learned, however; the near limitless possibilities of shadow magic are instead divided into several teachings, each one as wildly different as the last. From overwhelming fear to convincing illusions, or from limitless creation to untold entropic destruction, each nightblade's powers grant them the means to take on any challenge.

**Role:** A nightblade's skill with stealth, deception, and infiltration make all nightblades excellent scouts, spies, or assassins. Their chosen path allows a nightblade to excel in a certain area, making no two nightblades identical, but they generally prefer to stay hidden and undermine foes with debilitating shadow magics.

**Alignment:** Any

**Hit Die:** d8

**Starting Age:** Self-Taught

**Starting Wealth:** 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The nightblade's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (planes), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the nightblade.

**Weapon and Armor Proficiency:** A nightblade is proficient with all simple weapons, plus the longsword, rapier, scythe, short sword, shortbow, and spiked chain. They are proficient with light armor, but not with shields. A nightblade can cast nightblade spells while wearing light armor without incurring the normal arcane spell failure chance. Like other arcane spellcasters, a nightblade wearing medium or heavy armor or wielding a shield incurs a chance of arcane spell failure if the spell in question has somatic components. A multiclass

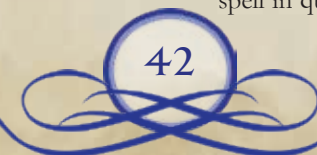




Table: Nightblade

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Cantrips, Cloak and Dagger, Path Technique, Shroud 1/day	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Nighteye, Shadow Surge	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Evasion, Nightblade Art	3	—	—	—	—	—
4th	+3	+1	+4	+4	Shroud 2/day	3	1	—	—	—	—
5th	+3	+1	+4	+4	Path Technique	4	2	—	—	—	—
6th	+4	+2	+5	+5	Nightblade Art	4	3	—	—	—	—
7th	+5	+2	+5	+5	Shroud 3/day, Twin Surge	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Hide In Plain Sight	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Nightblade Art, Shadow Shift	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Path Technique, Shroud 4/day	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	See In Darkness	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Nightblade Art, Umbral Magic	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Shroud 5/day	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Improved Evasion	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Nightblade Art, Path Technique	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Shroud 6/day	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Triple Surge	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Nightblade Art, Umbral Magic	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Shroud 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Path Technique	5	5	5	5	5	5

nightblade still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Spells:** A nightblade casts arcane spells drawn from the nightblade spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a nightblade must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a nightblade's spell is 10 + the spell level + the nightblade's Charisma modifier.

A nightblade can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on **Table: Nightblade**. In addition, she receives bonus spells per day if she has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A nightblade's selection of spells is extremely limited. A nightblade begins play knowing four 0-level spells and two 1st-level spells of the nightblade's choice. At each new nightblade level, she gains one or more new spells as indicated on **Table: Nightblade Spells Known** (Unlike spells per day, the number of spells a nightblade knows is not affected by her Charisma score. The numbers on **Table: Nightblade Spells Known** are fixed.). These new spells can be common spells chosen from the nightblade

spell list, or they can be unusual spells that the nightblade has gained some understanding of through study.

Upon reaching 5th level, and at every third nightblade level thereafter (8th, 11th, and so on), a nightblade can choose to learn a new spell in place of one she already knows. In effect, the nightblade "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level nightblade spell she can cast. A nightblade may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A nightblade need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not used up her allotment of spells per day for the spell's level.

**Cantrips:** Nightblades learn a number of cantrips, or 0-level spells, as noted on **Table: Nightblade Spells Known** under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Cloak and Dagger (Ex):** Nightblades excel at striking foes unaware. When attacking a creature she is

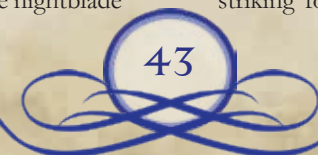


Table: Nightblade Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

flanking or that is denied their Dexterity bonus to AC, the nightblade gains a +1 bonus on attack rolls and weapon damage rolls. This bonus increases by +1 at 6th, 12th, and 18th levels (to a total of +4).

Additionally, creatures that are denied their Dexterity bonus to AC take a -1 penalty to saving throws against the nightblade's spells. This penalty increases to -2 at 12th level. At 6th level, she gains a +2 bonus on caster level checks to overcome the Spell Resistance against such foes, increasing to a +4 bonus at 18th level.

**Path:** The teachings of shadow magic are complex and diverse, but mastering all of its powers is nearly impossible. Instead, nightblades focus on a particular aspect of shadow magic, greatly enhancing their capabilities in that area. Each nightblade must choose a path at 1st level, representing the specialization of her shadow magic. Once chosen, it cannot be changed.

A nightblade gains a technique for her path at 1st level, 5th level, and every five levels thereafter, and are described in her chosen path's entry. The nightblade's path also grants her additional class features, such as a shroud (see below) and more choices when selecting nightblade arts. These features are described in the path's entry. The DC to save against any abilities granted

by a path is equal to  $10 + 1/2$  the nightblade's level + her Charisma modifier, unless otherwise noted.

**Shroud (Su):** Each path has an associated *shroud*, a potent shadow magic ability learned by nightblades on the same path. A nightblade can use this shroud once per day, plus an additional time per day at 4th level and every three nightblade levels gained thereafter. The DC to save against a shroud (if required) is equal to  $10 + 1/2$  the nightblade's level + her Charisma modifier.

**Nighteye (Ex):** At 2nd level, the nightblade gains Blind-Fight as a bonus feat. If she already has this feat, she can choose any other feat she qualifies for. Additionally, she gains darkvision to a range of 60 feet. If the nightblade already has darkvision, its range is increased by 60 feet, instead.

**Shadow Surge (Su):** At 2nd level, the nightblade can create condensed reserves of energy from the Plane of Shadow. She can use a standard action that provokes attacks of opportunity to gain a single shadow surge.

A shadow surge is a renewable resource that the nightblade can use to fuel her abilities. She cannot have more than one surge at a time, but there is otherwise no limitation on how many times a day the nightblade can create or use shadow surges. The nightblade has these surges indefinitely until she uses them, though she loses her surges if she is ever unconscious, asleep, or killed, or if she ever loses her shadow, such as from being turned into a vampire or due to a *curse of the lightless\** spell.

The nightblade can expend a shadow surge as a free action when making a Stealth check to enshroud herself in darkness, letting her roll twice and take the better result. In addition, the nightblade gains a method of expending her shadow surge based on her chosen nightblade path. This surge ability is described in the path's entry. The nightblade can gain new ways to use shadow surges as she grows in skill, typically through gaining a nightblade art (see below).

**Evasion (Ex):** A nightblade of 3rd level can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the nightblade is wearing light armor or no armor. A helpless nightblade does not gain the benefit of evasion.

**Nightblade Art:** As a nightblade gains experience, she learns a number of techniques and powers that enhance her combat skill and shadow magic. She gains one nightblade art of her choice, plus an additional art for every three levels of nightblade attained after 3rd. A nightblade cannot select a particular art more than once. If a nightblade art calls for a saving throw, the DC is equal to  $10 + 1/2$  the nightblade's level + her Charisma modifier. She can choose from any of the following arts or from any of the arts listed for her chosen path.



*Beckoning Shadows (Su):* As a standard action, the nightblade can target a single creature within 60 feet and teleport it to another location within 60 feet she can see, following the same limitations as her shadow shift ability. The destination must be on solid ground and cannot be a location that is by nature hazardous to the creature the nightblade is teleporting. A Will save negates the effect. The distance the nightblade teleports a creature with this art counts double against her total daily distance she can teleport with her shadow shift ability (which is spent

even if the creature makes its save). The nightblade must be at least 15th level before selecting this art.

*Casting Talent (Ex):* The nightblade gains a metamagic feat as a bonus feat. When she casts a darkness, shadow, or shadowmorph spell that is affected by one or more metamagic feats that would raise its level, she reduces the total level adjustment to that spell by 1. The nightblade must be at least 6th level before selecting this art.

*Chilling Darkness (Su):* The nightblade's weapons flicker with bonechilling energy. If she attacks and damages a target while benefiting from her cloak and dagger ability against it, that target cannot make attacks of opportunity for 1 round. She may have the bonus damage from cloak and dagger be cold damage, instead of its normal type. This stacks with any other cold damage her attacks deal.

*Combat Talent (Ex):* The nightblade gains a combat feat as a bonus feat. She may use her nightblade level in place of her base attack bonus to qualify for the feat.

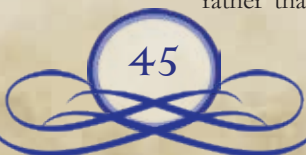
*Dark Reality (Ex):* A nightblade with this art can use real darkness to improve the potency of shadowstuff. When she casts a spell from the shadow subschool that replicates one or more spells from a school of magic (such as *shadow conjuration*), all creatures within dim light, darkness, or supernatural darkness must roll twice on their Will save to disbelieve the effect and take the worse result. This only applies to the initial save to disbelieve, not any other saving throws the replicated spell might have. The nightblade must be at least 15th level before selecting this art.

*Dark Resurgence (Su):* The nightblade can quickly recover her shadow powers. A number of times per day equal to her Charisma modifier (minimum 1), she may gain a shadow surge as a free action, even if it's not her turn, but no more than once per round. The nightblade must be at least 9th level before selecting this art.

*Deaden Senses (Ex):* The nightblade can use Stealth to hide from creatures with blindsense or blindsight as if they didn't have that ability. At 15th level, she can also hide from creatures with tremorsense. The nightblade must be at least 6th level before selecting this art.

*Disguising Veil (Sp):* The nightblade can spend 1 shadow surge as a swift action to veil her appearance as a *disguise self* spell, using her nightblade level as her caster level. She cannot recover shadow surges while the disguise lasts, but can dismiss the disguise as a swift action. At 9th level, this can function as *disguise other*<sup>1M</sup> with the same limitations.

*Dusk Strike (Su):* By expending a shadow surge as a swift action, the nightblade's melee, ranged, or natural weapon shifts partially into the Plane of Shadow, bypassing a target's defenses. The next weapon or natural attack the nightblade makes resolves against touch AC, rather than the target's normal AC. If the nightblade



doesn't make the attack before the start of her next turn, the effect is wasted. The nightblade must be at least 9th level before selecting this art.

*Ebon Craft (Ex):* The nightblade gains an item creation feat of her choice as a bonus feat. She must meet the prerequisites of this feat as normal. At 9th level, when she crafts a magic item (except a potion, spell-trigger item, or spell-completion item) she may utilize shadow magic to replicate some of the required spells, letting her ignore one spell prerequisite without increasing the creation DC. She can ignore an additional spell prerequisite upon reaching 15th level.

*Fall of Night (Su):* The nightblade can spend a shadow surge as an immediate action when she confirms a critical hit to flood her target with shadowy energy. The nightblade can choose to either blind, stagger, or exhaust her target. The chosen effect lasts a number of rounds equal to the weapon's critical multiplier, with a Fortitude save reducing the effect to only 1 round. The nightblade must be at least 15th level before selecting this art.

*Ghostwalker (Su):* The nightblade can use shadowstuff to turn herself quasi-real, letting her temporarily phase through matter. She can spend 1 shadow surge as a swift action to turn quasi-real until the end of her turn. While in this state, she can move through the space of creatures without penalty and she takes half damage from all sources. She can also move through objects, walls, or other surfaces that are up to 5 feet thick per nightblade level. In either case, she cannot end her turn inside of a creature or object. The nightblade must be at least 12th level before selecting this art.

*Hidden Stride (Ex):* The nightblade can move at full speed while using the Stealth skill without penalty. When in dim light, the miss chance due to concealment against the nightblade increases to 50% (rather than 20%); this does not grant total concealment, it just increases the miss chance.

*Meld into Darkness (Sp):* The nightblade can turn herself into a natural shadow, as the spell *tenebrous form\**, for a number of minutes per day equal to her nightblade level. This duration does not have to be consecutive, but must be spent in 1-minute increments. The nightblade must be at least 9th level before selecting this art.

*Mystic Shade (Su):* The nightblade can draw upon her shadow magic to temporarily augment her more mundane magical talent. She can expend a shadow surge as a free action when making a Spellcraft check, Use Magic Device check, or concentration check to roll twice and take the better result.

*Nightcrawler (Su):* While in darkness, the nightblade's legs become shadowy wisps that bend and flow around the terrain. As long as she is in dim light, darkness, or supernatural darkness, she ignores difficult terrain and has the constant benefit of a *spider climb* spell. Other

penalties associated with moving over the terrain (such as damage) still apply. The nightblade must be at least 6th level before selecting this art.

*Penumbral Aegis (Su):* The nightblade can use shadowstuff to redirect attacks that would bypass her defenses. She adds her Charisma modifier (minimum +0) to her touch AC and to her CMD. This cannot cause her touch AC to exceed her normal AC. The nightblade must be at least 12th level before selecting this art.

*Shadow Cache (Sp):* The nightblade carves out a space in the Plane of Shadow to hide her belongings, acting similar to the spell *secret chest* using her level as the caster level. She does not need a focus to create, hide, or recall the cache (it is made of shadowstuff and costs no gold) and creatures can never be contained within it. The nightblade can only have one shadow cache at a time, but it lasts indefinitely or until she dismisses it or is killed; if hidden at the time, the items are lost on the Plane of Shadow, instead of the Ethereal Plane. The nightblade must be at least 9th level before selecting this art.

*Shadow Transference (Su):* The nightblade can manipulate ongoing shadow magic effects. By expending a shadow surge as a move action, she chooses an ongoing spell within 60 feet of her with the darkness, shadow, or shadowmorph descriptor or of the shadow subschool that targets a creature or affects an area. She can shift the spell to another valid target/location within 30 feet of the original target/location. If the spell was cast by another creature, she must make a caster level check (DC 11 + the effect's caster level) to transfer it. The shadow surge is spent whether the transference is successful or not. Spell Resistance and saving throws apply to the new target of the spell (if applicable). The spell uses its original DC and caster level (regardless of its source), but checks to overcome Spell Resistance always use the nightblade's caster level. She cannot use this art on a spell with a range of "personal". The nightblade must be at least 6th level before selecting this art.

*Shadowrunner (Su):* The nightblade can spend a shadow surge as a free action during her turn to partially move into the Plane of Shadow, bending space around her. For the rest of her turn, all of her modes of movement (land, climb, fly, etc.) gain a 10-foot enhancement bonus, and she can roll twice on any Acrobatics, Climb, Fly, or Swim checks made and take the better result. The speed bonus increases to 20 feet at 9th level and to 30 feet at 15th level. This cannot let her exceed a maximum of twice the speed she has for a given mode of movement.

*Shifting Focus (Ex):* The nightblade gains Dimensional Agility<sup>UC</sup> as a bonus feat. Additionally, she can take other willing creatures that are adjacent to her with her when she shadow shifts. She must spend an equal amount of distance for each creature brought along. The nightblade must be at least 9th level before selecting this art.

*Strike from the Shadows (Ex):* The nightblade adds her Charisma modifier (minimum +0) to her initiative checks and can always act in a surprise round, though she is still flat-footed until she acts. During a surprise round, opponents are always considered flat-footed against her, even if they have acted. The nightblade must be at least 6th level before selecting this art.

*Void Sight (Sp):* The nightblade can grant others the ability to see in even the darkest of shadows. As a standard action, the nightblade can grant a willing creature within 30 feet of her the ability to see invisible creatures (as *see invisibility*) and through darkness, including supernatural darkness. Both effects have a range of 60 feet and last for a number of minutes equal to her nightblade level. She can use this art a number of times per day equal to 3 + her Charisma modifier (minimum 1), and can spend multiple uses with the same action, targeting a different creature per use spent. The nightblade must be at least 12th level before selecting this art.

*Warp Strike (Su):* By spending a shadow surge as a swift action, the nightblade can shift into the Plane of Shadows, distorting the distance between herself and her target. Until the end of her turn, all of her melee attacks have their reach increased by 5 feet. At 9th level and 15th level, her reach increases by an additional 5 feet. She may also perform this with a single melee touch attack made on her turn. Alternatively, she can reduce the penalty on ranged weapon attack rolls due to distance by 2 until the end of her turn. At 9th level and 15th level, the penalty is reduced by an additional 2.

**Twin Surge (Su):** A nightblade of 7th level or higher can store up to two shadow surges at once. She can gain both surges with a single full-round action that provokes attacks of opportunity or gain one surge as a standard action as normal.

**Hide in Plain Sight (Su):** Starting at 8th level, a nightblade can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light (or darker), a nightblade can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow.

**Shadow Shift (Su):** At 9th level, the nightblade gains the ability to travel between shadows as if by means of a *dimension door* spell. The teleportation must begin and end in an area with at least some dim light. The nightblade can shift 30 feet per level each day in this manner. This amount can be split among many shifts, but each one, no matter how small, counts as a 10-foot increment. This ability functions as if casting a *dimension door* spell for the purpose of qualifying for and using feats such as Dimensional Agility<sup>UC</sup>. She cannot bring other creatures along, except her familiar (if she has one), and only if it is within arm's reach. Bringing a familiar does not require additional uses of shadow shift.

**See in Darkness (Su):** At 11th level, a nightblade can see perfectly in natural or magical darkness out to any distance.

**Umbral Magic (Su):** At 12th level, the nightblade's shadow spells become more realistic. Any shadow spell or nightblade ability she uses whose realness is represented as a percentage, such as *shadow conjuration* or the shadow energy path technique, is 20% more real. At 18th level, the realness of these effects increases by an additional 20%. Other increases to the realness of shadow spells stack with these increases.

**Improved Evasion (Ex):** At 14th level, a nightblade's evasion improves. This ability works like evasion, except that while the nightblade still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless nightblade does not gain the benefit of improved evasion.

**Triple Surge (Su):** A nightblade of 17th level or higher can store up to three shadow surges at once. She can gain all three surges with a single full-round action or can gain a single surge as a standard action.

## NIGHTBLADE PATHS

The following six paths are those most commonly found among nightblades, though some other paths may exist.

The DC to save against any shrouds, techniques, and so on is equal to 10 + 1/2 the nightblade's level + her Charisma modifier, unless otherwise noted.

### Path of the Bloodied Chain

Those who follow the Bloodied Chain learn to harness the primal fear of darkness, overwhelming and terrifying their foes with shadows that make even the most steadfast of warrior tremble in fear.

**Shroud:** A nightblade that follows the Path of the Bloodied Chain gains the following shroud.

*Umbral Shackles (Su):* You conjure an area of fearsome shadows, entangling chains of darkness terrorizing those within. Shadowy chains twist out from a point in space you designate within 60 feet in a 10-foot radius spread. At 9th level and again at 15th level, the maximum radius of umbral shackles increases by 5 feet. You can make the radius of the umbral shackles smaller than these amounts, though the radius must be a multiple of 5 feet.

The umbral shackles lower the light level in the area by one step (similar to a *darkness* spell). Treat this as a darkness effect with an effective spell level as the highest-level nightblade spell you can cast for the purpose of interacting with light effects.

Creatures within the area move at half speed as the chains pull at them (no save). In addition, creatures that enter the area of your umbral shackles or start their turn in the area must make a Will save or become shaken.



This effect does not stack. At 9th level, creatures that are shaken that enter the area of the umbral shackles or start their turn in the area must make a Will save or become frightened. At 15th level, creatures that are frightened that enter the area of the umbral shackles or start their turn in the area must make a Will save or become panicked. The fear effects last as long as the creature remains in the area and for 1d4 rounds after they leave. This is a mind-affecting fear effect. Creatures immune to fear are immune to the movement penalty. You are immune to the effects of your own umbral shackles.

Umbral shackles lasts a number of rounds equal to  $1/4$  your nightblade level + your Charisma modifier (minimum 1) and can be dismissed early as a standard action. You can have multiple umbral shackles effects active at the same time; overlapping areas do not stack nor cause any additional effects.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Bloodied Chain gains the following ability to use with her shadow surge class feature.

*Haunting Rattle (Su):* As a move action, you can spend a shadow surge to create a phantom sound of rattling chains. Any enemies within 30 feet of you that are currently shaken, frightened, or panicked hear this illusory sound (other creatures cannot hear it) and have the duration of those conditions increased by 1 round. This is a mind-affecting fear effect.

**Path Techniques:** You become more adept at using shadow magic to sow terror on the battlefield.

*Frightening Display (Ex):* At 1st level, you gain a bonus on Intimidate checks equal to half your nightblade level (minimum +1). If you beat the DC to demoralize a target by 10 or more, the target must make a Will save or be frightened for 1 round in addition to the normal effects of your intimidation.

*Fearsome Mien (Su):* At 5th level, your mere presence instills terror. You gain an aura that causes all enemies within 10 feet to take a -2 penalty on saving throws against fear effects. Creatures that are normally immune to fear lose that immunity while within 10 feet of you. Creatures immune to *all* mind-affecting effects (like a construct) are unaffected by this aura. The aura functions only while you remain conscious, not if you are unconscious or dead.

*Thrive on Fear (Ex):* At 10th level, you become immune to fear and bleed effects. You gain blindsight out to 30 feet, but it only allows you to perceive creatures that are suffering from a fear effect.

*Eyes of Terror (Su):* At 15th level, you gain a gaze attack with a range of 30 feet that incites pure terror in those that see it. Starting or ending your gaze attack is a move action. A creature subjected to your gaze must make a Will save or be shaken and staggered for 1 round. If the creature's Hit Dice is less than your nightblade level - 4,

is frightened and paralyzed for 1d4 rounds instead. A creature that makes it saving throw becomes immune to your gaze attack for 24 hours. You can use your gaze attack for a number of rounds per day equal to your nightblade level. These rounds do not need to be consecutive. This is a mind-affecting fear effect.

*Shadow of Dread (Su):* At 20th level, you become terror incarnate. You are immune to effects with the pain or emotion descriptor unless you allow them to affect you. As long as there is a creature within 30 feet of you suffering from a fear effect, you gain fast healing 5. Once per day, you can cast *weird* as a spell-like ability using your nightblade level as your caster level.

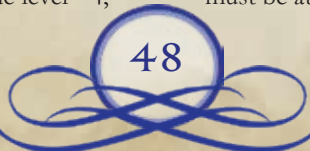
**Nightblade Arts:** A nightblade that follows the Path of the Bloodied Chain can select from the following nightblade arts.

*Bloodied Chains (Su):* The chains within the nightblade's umbral shackles become wickedly barbed. Any creature inside takes 1d6 points of bleed damage each round; this damage increases to 1d8 at 12th level, 2d6 at 15th level, and 2d8 at 18th level. Creatures suffering from a fear effect take double the bleed damage. The bleeding persists even after the creature leaves the area, though it can be stopped as normal. A creature that is immune to fear is immune to the bleed effect. The nightblade must be at least 9th level before selecting this art.

*Dread Sense (Su):* The nightblade can use a creature's fear to undermine their defenses. She gains the benefit of her cloak and dagger ability against any creature suffering from a fear effect. If the creature is also one that she is flanking or is denied its Dexterity bonus to AC, the bonus to attack and damage rolls she receives against that creature from cloak and dagger increases by +1. The nightblade must be at least 9th level before selecting this art.

*Nightmares Made Real (Su):* The nightblade can manifest an image from their opponent's darkest nightmares to overwhelm them with horror. When a creature within 30 feet fails a saving throw that causes it to become shaken, frightened, or panicked, she can spend 1 shadow surge as an immediate action to display the nightmare to that creature, stunning it for 1 round in addition to the fear effect. This is a mind-affecting phantasm and fear effect. Once a creature has been affected by this art, it cannot be affected again for 24 hours. The nightblade must be at least 12th level before selecting this art.

*Shroud of Chains (Su):* When the nightblade uses her umbral shackles shroud, she can have it surround her as a wicked aura. Its area stays centered on the nightblade for the entire duration, even if she moves. Additionally, she can adjust the size of this aura as a move action from as small as a 5-foot radius up to its maximum, though the radius must be a multiple of 5 feet. The nightblade must be at least 15th level before selecting this art.





*Terrorizing Glare (Su):* The nightblade can spend a shadow surge as a free action when making an Intimidation check to darken her visage, letting her roll twice and take the better result.

*Untold Horrors (Su):* Creatures that fail their Will saves against the nightblade's umbral shackles hear naught but the rattle of the chains, effectively deafening them as long as are shaken, frightened, or panicked by the umbral shackles.

## Path of the Darkened Fortress

The Darkened Fortress focuses on creating solid structures, objects, and wards out of shadowstuff. Nightblades on this path can easily adapt as they conjure whatever tool is needed for the current situation.

**Shroud:** A nightblade that follows the Path of the Darkened Fortress gains the following shroud.

*Guardian Shroud (Su):* You can create a semi-real shield of arcane darkness to protect yourself and impede enemies. Conjuring the shroud is a standard action and has a maximum range of 60 feet. The shroud forms as a spherical barrier with a maximum radius of 10 feet, increasing by 5 feet for every four nightblade levels gained after 1st. You can make it smaller than this maximum, but its radius must be a multiple of 5 feet.

The guardian shroud deflects attacks and spells. You and your allies within the shroud gain concealment (20% miss chance) against all attacks. Hostile spells cast upon your allies in the shroud likewise have a 20% chance of having no effect, as long as that effect allows Spell Resistance (treat this as if the spell failed to overcome Spell Resistance). Both effects are negated by creatures with the ability to see through magical darkness.

While objects, attacks, and spells can pass through the barrier, creatures cannot. A creature attempting to move into the shroud must make a Will save. Success allows them to enter, and they do not have to make further saving throws to pass through the shroud for the remainder of its duration. Failure means that creature is unable to cross the shroud's edge that round, but they may attempt again on their next turn. Creatures inside the shroud when it was created (both friend and foe) are immune to this effect and can freely cross the barrier.

The shroud lasts a number of rounds equal to 1/2 your nightblade level + your Charisma modifier (minimum 1). You can only have one guardian shroud created at a time; creating a second one dismisses any existing shroud you have.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Darkened Fortress gains the following ability to use with her shadow surge class feature.

*Shadow Barrier (Su):* When you are subjected to an attack or an effect that allows a Reflex save, you can spend 1 shadow surge as an immediate action to manifest

a solid blockade of darkness, gaining cover against that effect (+4 to AC, +2 to Reflex saves). After blocking a single attack or effect, the barrier vanishes.

**Path Techniques:** Your mastery over shadow creation is unparalleled.

*Shadow Armament (Su):* You can create a weapon made out of shadowstuff in a free hand. Doing so is equivalent to drawing a weapon, and feats or abilities that reduce the action required to draw a weapon (such as Quick Draw) apply to creating an armament. It must be a melee weapon you are proficient with and appropriately sized for you. The weapon disappears 1 round after it leaves your hands and cannot be wielded by anyone else.

Beginning at 3rd level, shadow armaments are created with +1 enhancement bonus. At 9th and 15th levels, the enhancement of the weapon increases by 1, up to a total bonus of +3. You can only have one shadow armament in existence at a time. If you use this ability again, the previous armament vanishes.

*Armory of Night (Su):* At 5th level, you gain the ability to enhance your equipment through tenebrous shadowstuff. As a swift action, you can grant a weapon you are holding a +1 enhancement bonus for 1 minute. For every four levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 17th level. These bonuses stack with existing weapon enhancements to a maximum of +5. A weapon can only be affected by one use of this ability at a time.

Alternatively, the enhancement bonus can be used to add any of the following weapon properties: *blindstrike\**, *frost*, *ghost touch*, *icy burst*, *keen*, *necrotic\**, *necrotic burst\**, *ominous*, *returning*, *shocking*, *shocking burst*, *silencing*, and *wounding*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. Duplicate abilities do not stack. Any bonuses that are incompatible with your weapon (such as applying *keen* to a mace) do not apply their effects. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added.

You can also use armory of night to enhance the weapons created by your shadow armament technique. In such a case, the bonuses apply to *all* weapons you create with that technique for the next minute, instead of a specific weapon.

Bonuses granted by armory of night do not function if the weapon is wielded by anyone other than you. You can use this ability a number of times per day equal to your 1 + your Charisma modifier (minimum 1).

*Deflecting Veil (Su):* At 10th level, you can reflexively cause shadows to coalesce about you, hardening to deflect deadly blows. You have a 50% chance of ignoring any critical hit or sneak attack used against you.

*Dark Citadel (Sp):* At 15th level, you gain access to your own pocket dimension within the Plane of Shadow,



forming as a private fortress for you and your allies. This functions as a permanent *create demiplane*<sup>UM</sup> spell, using your nightblade level as your caster level. You can choose the features of the demiplane as described in *create demiplane*<sup>UM</sup>. You can reshape the layout and features of your demiplane once per week, though it must always have a structure (as described in *create demiplane*<sup>UM</sup>) to act as your citadel. The interior of the citadel is protected by powerful abjurations, as a *guards and wards* spell, using your nightblade level as your caster level. You decide what protections the *guards and wards* spell provides (within its limitations), can change what defenses are granted when you reshape the demiplane, and can dismiss or reactivate the *guards and wards* as a full-round action while in the demiplane. Twice per day, you may teleport yourself and your allies to the dark citadel or from the citadel to where you came from as if casting a *plane shift* spell.

As it is in the Plane of Shadow, a creature cannot travel to your demiplane using *etherealness* or *astral projection* as with a normal demiplane, but it can be accessed via a *shadow walk* or *plane shift* spell. The caster level (and therefore size) of the demiplane scales with your nightblade level; you choose the form of the additional space as you gain it. The demiplane or the *guards and wards* effect within the plane return after 1 week if they are ever dispelled, but any items stored in the demiplane are lost if the whole plane is dispelled.

*Shadow Raiment* (Su): At 20th level, your control over shadow creation lets you shape a constant barrier of darkness to defend yourself. You gain DR 5/– and immunity to sneak attacks and critical hits. In dim light, darkness, or supernatural darkness, your damage reduction increases to DR 10/–.

**Nightblade Arts:** A nightblade that follows the Path of the Darkened Fortress can select from the following nightblade arts.

*Cloying Shield* (Su): The nightblade's guardian shroud swirls with viscous shadowstuff. Weapon attacks (but not spell effects) made from outside the shroud against her allies within it have the miss chance increase to 50%; this is still treated as concealment, not total concealment. She can treat the area of her shroud as being in darkness for all purposes (such as teleporting with her shadow shift ability or spells that gain additional effects in darkness), regardless of its actual light level. The nightblade must be at least 12th level before selecting this art.

*Phantom Strike* (Su): Shadows stretch and morph within the guardian shroud, allowing the nightblade to attack in impossible ways. As long as she is within the shroud, she treats the entire area of the shroud as being within her reach and threatened area. This also lets her treat her space as any location in the shroud for the purpose of flanking creatures, though she cannot flank

with herself. This does not allow her to threaten with a weapon that normally does not threaten unless she has an ability that lets her do so (such as the Snap Shot<sup>UC</sup> feat). The nightblade must be at least 15th level before selecting this art.

*Protective Cloak* (Ex): The nightblade can better shield herself from foes she has advantage over. Her cloak and dagger bonus to attack rolls against foes that she is flanking or that are denied their Dexterity bonus now also applies as a dodge bonus to her AC against such foes. The nightblade must be at least 9th level before selecting this art.

*Shadow Equipment* (Su): The nightblade can spend a shadow surge as a standard action to create a quasi-real object that weighs no more than 5 pounds per two nightblade levels. The created gear is not truly real; a creature affected by any equipment made by the nightblade is entitled to a Will save to disbelieve the item, treating it as if it doesn't exist. The equipment remains for 1 minute per nightblade level before fading away. She can have at most one item per six nightblade levels (minimum 1) in existence at a time; creating a new object while at this maximum destroys the oldest one. Creating equipment to an exact specification might require a Craft skill check, subject to GM discretion. The shadowstuff can replicate simple materials, such as wood, stone, glass, or metal, but it cannot contain any moving parts or alchemical components (such as alchemist's fire). Any created equipment is mundane, non-masterwork, and cannot be magically enhanced by any means.

*Twilight Realm* (Sp): The nightblade can spend 1 daily use of her guardian shroud to cast *shadow structure*\* as a spell-like ability. At 15th level, she can instead create the effects of a *shadow terrain*\* spell in the same manner. In either case, she uses her nightblade level as her caster level, the DC uses her shroud's DC instead of the normal DC for the effect, and the hit points and hardness of all structures she makes are doubled. The nightblade must be at least 6th level before selecting this art.

*Versatile Armament* (Su): The nightblade gains new ways to shape her shadow armament. This grants two new forms: dual weapons, and ranged weapons.

The nightblade can create two melee weapons she is proficient with, one in each hand, rather than just a single weapon. These do not have to be the same weapon. When she creates two weapons, the enhancement bonus for each shadow armament is lowered by 1 (minimum +0), but both weapons receive the enhancement.

The nightblade can also create her armament in the form of a ranged weapon she is proficient with. If the nightblade has the armory of night path technique, she adds the following to the list of properties she can grant to weapons with that ability: *designating (lesser)*, *designating (greater)*, *endless ammunition*, and *seeking*.



## Path of the Eternal Night

The Path of the Eternal Night teaches how to bring enemies to the final embrace of death. Nightblades on this path utilize deathly energy and entropic effects to drain foes of life and empower themselves.

**Shroud:** A nightblade that follows the Path of the Eternal Night gains the following shroud.

*Corruption (Su):* You create a swirling vortex of negative energy around you, harming any that draw near. Starting a corruption is a swift action. The corruption manifests as shadowy energy that flows about you in a 5-foot or 10-foot radius emanation (chosen when using the ability) dealing 1d6 negative energy damage to any creature that enters the area or starts their turn in the area. The damage increases by 1d6 for every four levels gained after 1st (max 5d6). A Fortitude save halves the damage. Undead in the area are not healed, but must make a Will save or flee as if panicked for 1d4 rounds. An intelligent undead that succeeds on this saving throw is immune to this effect for 1 minute. A creature can only be affected by corruption once per round. You are immune to the effects of your own corruption.

Corruption lasts a number of rounds equal to 1/2 your nightblade level + your Charisma modifier (minimum 1) and can be dismissed as a swift action. You can only have one corruption in effect at a time.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Eternal Night gains the following ability to use with her shadow surge class feature.

*Entropic Grasp (Su):* By spending a shadow surge as a standard action, you can make a melee touch attack against a creature to afflict it with entropic energies. For the next round, anytime the target rolls a d20 it must roll twice and take the less favorable result. Once a creature has been affected by entropic grasp, it cannot be affected again for 24 hours.

**Path Techniques:** The blending of shadow magic and negative energy gives you mastery over death itself.

*Reaper's Toll (Su):* At 1st level, you draw out the last gasp of life from those that die in your presence. When a creature within 30 feet of you is slain, you can absorb its remaining life force as a free action, recovering a number of hit points equal your nightblade level.

You can only absorb the life force of a significant foe (a creature whose number of Hit Dice is greater than or equal to half your level, minimum 1). You cannot absorb the life force of a construct, nor a creature summoned through magic (such as *summon monster*). You may use this ability no more than once per round.

*Blood Sacrifice (Su):* At 5th level, you can bring yourself closer to the brink of death to gain a surge of power. Starting or stopping blood sacrifice is a move action. Each round your blood sacrifice is active you lose 2 hit points. This cannot be paid with temporary hit points.

The cost increases by 1 for every four levels gained after 5th (max 5). For doing so, you gain a +2 morale bonus to a chosen statistic (see below), increasing by +1 for every four levels gained after 5th (max +5).

Each time you activate blood sacrifice, you decide if the bonus applies to attack rolls, weapon damage rolls, skill checks, Armor Class, caster level checks, or saving throws. You can make a different decision each time you use the ability.

You may only have one blood sacrifice ongoing at a time. However, upon reaching 13th level, you can choose to have the bonus apply to an additional statistic, chosen when you activate blood sacrifice. If you do, the cost of hit points you pay each round is doubled (for example, if you apply a +4 bonus to both your attack rolls and AC, it costs you 8 hit points per round).

Blood sacrifice ends if you fall unconscious. At 13th level, you may start or end it as a swift action.

*Mortal Attunement (Su):* At 10th level, you become immune to energy drain, and negative energy effects heal you as if you were undead. You can see the condition of living and dead creatures as if under the constant effect of a *deathwatch* spell.

*Descent into Darkness (Su):* At 15th level, you gain an aura that draws the living towards their demise. Creatures within 10 feet of you that are dying automatically fail any checks to stabilize and cannot benefit from the Diehard feat unless they have more Hit Dice than your nightblade level. Additionally, any effect that restores hit points to a creature in the aura (other than you) has the amount restored reduced by half (50%); you gain the other half. You have this aura only while you are conscious, not if you are unconscious or dead, and can suppress or resume it as a free action.

*Master of Death (Su):* At 20th level, you become one with entropy. You gain immunity to death effects, fatigue, and exhaustion and can no longer be magically aged. Once per day, you may cast *entropic storm*\* as a spell-like ability using your nightblade level as your caster level.

**Nightblade Arts:** A nightblade that follows the Path of the Eternal Night can select from the following nightblade arts.

*Corrupting Feast (Su):* The nightblade's corruption consumes the vitality of foes. Each time her corruption damages a creature she gains temporary hit points equal to the damage dealt. These temporary hit points last for 1 minute, do not stack, and can't exceed the amount that could kill the subject (as *vampiric touch*). The nightblade must be at least 9th level before selecting this art.

*Grasp of Death (Su):* The deathly energies of the nightblade's corruption cling to foes. Her corruption deals +1 damage per die rolled. A creature harmed by her corruption that leaves its area must make another save one round later as if it was still in the area of the



corruption. This only occurs the first round the creature is outside of the area, though if it re-enters and exits the corruption this effect will apply again. The nightblade must be at least 6th level before selecting this art.

*Grave Walker (Su):* The nightblade can infuse her shadow shift with entropic power. She can treat a corpse's, a dying creature's, or an undead creature's space and any squares adjacent to it as if it were in dim light for the purpose of teleporting with her shadow shift ability. When her reaper's toll path technique triggers, she can use an immediate action to shadow shift up to 30 feet. This distance does not count against her daily limit of shadow shift. The nightblade must be at least 12th level before selecting this art.

*Shadow of Death (Su):* The nightblade can twist the life force of a slain creature into fuel for her shadow magic. Whenever the nightblade would heal from her reaper's toll path technique, she can choose to recover a shadow surge instead. This cannot let her hold more shadow

surges than she normally could. She can use this art no more than once per minute.

*Thread of Mortality (Su):* Life and death are part of the same fabric, and the nightblade can perceive the connection between them. She gains lifesense to a range of 30 feet. The nightblade must be at least 15th level before selecting this art.

*Vile Corruption (Su):* The nightblade's corruption makes creatures uneasy while they remain in its area. A creature that fails its saving throw against the nightblade's corruption is sickened for 1 round.

## Path of the Ravaging Void

Nightblades that follow the Path of the Ravaging Void create powerful evocations out of shadowstuff. They can replicate many forms of destructive power and manipulate energy effects with ease.

**Shroud:** A nightblade that follows the Path of the Ravaging Void gains the following shroud.



*Null Breach (Su):* You manifest a spiraling void of nothingness that disrupts and mutates magic. As a swift action, you designate a point in space within 60 feet for the breach to appear. The breach appears as a roughly 2-ft.-diameter orb of twisting darkness that emits a 20-foot radius aura of shadowy energy around its space.

Foes within the breach's aura that attempt to cast a spell must concentrate as if casting defensively or lose the spell (DC 15 + twice the spell's level). Additionally, choose an energy type from acid, cold, electricity, or fire. Any magical or supernatural source of energy within the breach's aura that deals one of these four types of damage is altered to the chosen energy type. You cannot change the energy type of an extraordinary ability or a mundane effect (such as a torch) using null breach. If an effect lies only partially within the aura, only the portions within the aura are transformed.

Null breach lasts a number of rounds equal to 1/2 your nightblade level + your Charisma modifier (minimum 1) and can be dismissed as a swift action. You can only have one null breach in effect at a time. If you use this ability again, any existing breach ends.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Ravaging Void gains the following ability to use with her shadow surge class feature.

*Twisted Elements (Su):* You infuse your elemental spells with shadowstuff, granting additional effects typical of a different energy type. When you cast a spell that deals acid, cold, electricity, or fire damage, you can enhance the spell by spending 1 shadow surge as a swift action. One creature affected by the spell suffers an additional effect, chosen from the following list. You must choose an effect based on an energy type that is different from the type of energy damage the spell inflicts:

- *Acid:* Noxious fumes sicken the creature for 1 round.
- *Cold:* The spell carries an abnormal chill, entangling the creature for 1 round.
- *Electricity:* The spell is accompanied by crackling thunder, deafening the creature for 1 round.
- *Fire:* Intense heat saps the creature's strength, fatiguing it. This cannot cause a creature to become exhausted.

A creature that is immune to the type of energy the chosen effect is based on is immune to the added effect (for example, a creature immune to electricity cannot be deafened by this ability). These effects are negated if the creature succeeds on its saving throw against the spell. If the spell has no saving throw, the creature gets a Will save to negate the effect (as they disbelieve the shadowstuff), the DC being equal to the DC the spell would have if it had a saving throw. Once a creature is affected (whether it saves or not) it cannot be targeted by your twisted elements again for 24 hours. At 9th level and 15th level, the number of creatures you can affect with each use of this ability increases by 1 (max 3).

**Table: Shadow Energy**

Nightblade Level	Shadow Energy Spell Level	Total Spell Levels Needed to Cast
5th	0th	1
5th	1st	2
5th	2nd	3
6th	3rd	4
8th	4th	5
10th	5th	7
12th	6th	9
14th	7th	12
16th	8th	15
18th	9th	18

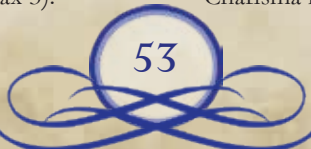
**Path Techniques:** Your shadow magic grants you incredible destructive power.

*Umbral Blast (Sp):* You can unleash a chilling ray of darkness as a standard action. The bolt has a range of close (25 ft. + 5 ft./2 levels) and requires you to make a ranged touch attack to hit. On a hit, the shadowy ray deals cold damage equal to 1d6 + your Charisma modifier, increasing by 1d6 per two nightblade levels gained past 1st (max 10d6).

*Shadow Energy (Sp):* At 5th level, you can combine unused spell slots with shadow energy to replicate evocation spells. You can cast any evocation spell on the sorcerer/wizard or nightblade spell list that deals acid, cold, electricity, or fire damage, as if using *shadow evocation*. To do so, you must give up a number of spell slots whose total spell levels is greater than or equal to the value shown in **Table: Shadow Energy** for the spell level you wish to replicate. For example, if you want to replicate *fireball* (a 3rd level spell), you would have to give up a number of spell slots whose total levels is at least four or more. This can be any combination of spell slots, such as two 2nd level spell slots, one 4th level spell slot, or a 1st level spell slot and a 3rd level spell slot.

The created effects are only 20% real (as with *shadow evocation*). Saving throws for the replicated spell (and the Will save to disbelieve it) are calculated using the replicated spell's level, as opposed to the level of *shadow evocation*. The spell gains the shadow descriptor, in addition to its normal descriptors. Any abilities or feats you have that would benefit *shadow evocation* (such as Spell Focus) apply to spells cast with this technique.

You can replicate spells up to half your nightblade level (to a maximum of 9th level spells at 18th level), as shown on **Table: Shadow Energy**. You can use this technique a number of times per day equal to 1 + your Charisma modifier (minimum 1).



*Warding Shadows (Su):* At 10th level, you gain a shadowy aura that protects you from energy attacks. Each day when you regain your spell slots, choose either acid, cold, electricity, or fire. Your warding shadows grant you resistance 10 against that energy type. This increases to resistance 20 at 15th level and to resistance 30 at 20th level. Allies within 20 feet of you gain energy resistance to the same energy type equal to the resistance that you gain. You only grant resistance to your allies while you are conscious, not if you are unconscious or dead.

*Void Avatar (Sp):* At 15th level, once per day you can replace your entire being with roiling shadows. This functions as the spell *fiery body*<sup>APG</sup>, using your nightblade level as your caster level, except as noted below.

You and your equipment are immune to cold damage plus the damage type you chose with warding shadows for the day; if you already chose cold for warding shadows or do not have the ability, you become immune to cold and electricity, instead. You do not gain immunity nor take half damage from any other energy type, and fire effects do not heal you. You do not take 150% as much damage from cold effects, but are affected by light-based spells such as *sunburst* as if you were undead. Other immunities from the spell apply as normal.

Your unarmed attack deals cold damage instead of fire damage. You do not burn brightly or dazzle creatures as with *fiery body*<sup>APG</sup>; instead, your shadowy form gives you a +10 competence bonus on Stealth checks made in dim light or darkness. You gain a +1 bonus to the DC of all nightblade spells you cast, instead of only fire spells. You do not take damage nor gain concealment when in water, but are staggered when in an area of bright light.

*Inevitable Darkness (Su):* At 20th level, your magic can pierce even the toughest defenses. Whenever you cast an evocation spell or *shadow evocation* spell, you can roll twice to penetrate a creature's spell resistance and take the better result. Abilities that reduce the effects a spell has on a successful save, such as evasion, improved evasion, or stalwart do not function and provide no benefit against such spells.

**Nightblade Arts:** A nightblade that follows the Path of the Ravaging Void can select from the following nightblade arts.

*Destructive Shade (Su):* Whenever the nightblade casts a spell that deals damage or uses her umbral blast path technique, it deals +1 point of damage per die rolled.

*Disruptive Surge (Su):* A brief fluctuation of void magics lets the nightblade counter a spell as it is being cast. She must identify the spell being cast as normal. If she successfully does so, she can attempt to counter the spell as an immediate action and by expending a shadow surge plus an available nightblade spell slot of a level equal to or greater than the level of the spell being cast. To counterspell, she must attempt a dispel

check as if using *dispel magic*. Counterspelling in this way does not trigger any feats or other abilities that normally occur when a spellcaster successfully counters a spell. A creature can only be affected by this art once per minute (whether she succeeds or not).

*Encroaching Darkness (Su):* The nightblade's null breach fluctuates unpredictably. She can create the breach at any point within 120 feet of her, and the DC of concentration checks made by enemies inside the breach's aura increase by +4. She can move the location of her breach up to 10 feet in a straight line as a move action. The nightblade must be at least 6th level before selecting this art.

*Enter the Void (Su):* The nightblade's null breach pulses with emptiness, pulling foes towards oblivion. Upon creating the breach and each round at the start of her turn, the breach pulses, requiring all creatures of the nightblade's choice in the breach's aura to make a bull rush combat maneuver check against a CMD of 10 + the nightblade's level + her Charisma modifier. If it succeeds, it can move as normal that round. On a failed check, the creature cannot move further away from the breach for 1 round, and if it fails by 10 or more, it is also pulled 5 feet closer to the breach's center. The nightblade must be at least 15th level before selecting this art.

*Exposing Void (Sp):* The nightblade can expose a target to a void of darkness, making it more vulnerable. She can spend a shadow surge as a move action to make a single creature or object within 60 feet gain vulnerability to either acid, cold, electricity, or fire damage until the end of the nightblade's next turn. A Fortitude save negates this effect. A target that is immune to the selected energy type is unaffected by this ability. Whether the target makes its save or not, it cannot be subjected to this effect again for 24 hours. The nightblade must be at least 12th level before selecting this art.

*Mutable Space (Su):* The nightblade can use her null breach as a focal point for her magic. Whenever she casts an evocation spell or a *shadow evocation* spell, if that spell affects an area she can cast it through an active null breach. She uses all of her statistics to cast the spell as normal, but the origin point is the breach's center instead of her. She must be within 30 feet of the breach's center to do so. Additionally, she treats spaces adjacent to the breach's center as being in dim light for the purpose of teleporting with her shadow shift ability. The nightblade must be at least 9th level before selecting this art.

## Path of the Twilight Veil

The Path of the Twilight Veil is a secretive path that uses shadow magic to distract, confuse, and deceive opponents. Nightblades on this path can vanish in the blink of an eye and create the most realistic of illusions.

**Shroud:** A nightblade that follows the Path of the Twilight Veil gains the following shroud.



*Distorting Shadows (Su):* You create an area of shifting shadows, the darkness an ever-changing pattern of shapes and shades that assault the minds of those within.

As a standard action, you designate a point in space within 60 feet to conjure your distorting shadows. The distorting shadows swirl around that point in a 20-foot radius spread, affecting any creatures within or entering the area. You can make it smaller than this maximum, but its radius must be a multiple of 5 feet. Any creature that enters the area of your distorting shadows or starts its turn within the area must make a Will save or be affected by the shadows, which causes a random effect as shown on **Table: Distorting Shadows Effects**. Each creature must make this save every round they remain in the area or suffer another randomly determined effect.

The Hit Dice of the creature being affected determines what effects can be applied to it. If the creature has Hit Dice less than or equal to your nightblade level, roll 1d8 to determine what effect is applied to it from **Table: Distorting Shadows Effects**. If the creature has more Hit Dice than that, roll 1d6, instead. You must roll separately for each creature affected.

Distorting shadows lasts for a number of rounds equal to 1/4 your nightblade level + your Charisma modifier (minimum 1) and can be dismissed early as a swift action. You can have multiple distorting shadows effects active at the same time; overlapping areas do not stack nor cause any additional effects. You are immune to the effects of your distorting shadows. Sightless creatures are unaffected by distorting shadows. This is a mind-affecting pattern effect.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Twilight Veil gains the following ability to use with her shadow surge class feature.

*Veil of Darkness (Sp):* You can expend a shadow surge as a move action to disappear for one round per nightblade level, as the spell *invisibility*. You cannot regain shadow surges until the invisibility ends.

**Path Techniques:** Your phantasmal illusions deceive even the strongest of minds.

*Extended Illusions (Su):* At 1st level, you may have any illusion spell you cast with a duration of “concentration” last a number of additional rounds equal to 1/2 your nightblade level after you stop concentrating (minimum +1 round).

*Shadow of Doubt (Su):* At 5th level, your mental magics become exceptionally potent. Each creature affected by your illusion or enchantment spells treats their total number of Hit Dice as being 2 lower for determining the effects of those spells. This lowering of effective Hit Dice increases by 1 at 11th and 17th levels.

*Unveiling (Ex):* At 10th level, whenever you come within 30 feet of an illusion effect that grants a saving throw to disbelieve if interacted with, you automatically

**Table: Distorting Shadows Effects**

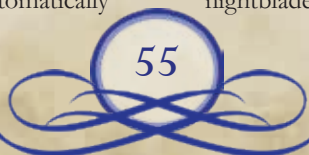
d6/ d8	Effect
1	The distracting patterns throw the creature off balance, rendering it flat-footed for 1 round.
2	The pattern assaults the creature's senses, deafening it for 2d4 rounds.
3	The creature feel uneasy, sickening it for 1d4 rounds.
4	The creature feels unusually tired, causing it to be fatigued for 2d4 rounds. This effect is removed at the end of the duration. At 10th level, the creature is exhausted for the duration instead.
5	The patterns are disorienting, staggering the creature for 1 round.
6	The distortions confuse the creature for 1 round.
7	The pattern flashes brightly, blinding the creature for 1 round.
8	The distortions are overwhelming, dazing the creature for 1 round.

gain a save to notice (as if you had interacted with the effect). The GM should make this roll in secret. You add your Charisma bonus (minimum +0) to your Will saving throws and are immune to fascination and confusion.

*Slip Away (Su):* At 15th level, you can vanish without a trace, causing witnesses to forget you were even there. Once per day as an immediate action, you can vanish from sight for 1 minute as the spell *greater invisibility*. While invisible in this way, you cannot be detected by any means, and not even *invisibility purge*, *see invisibility*, and *true seeing* can reveal you. In addition, creatures within 100 feet must make a Will save or forget that you were there. This functions as *modify memory*, though it requires no action on your part and can only make a creature forget about you (such as sounds you have made, having seen you, conversations, and so forth). The DC of the *modify memory* effect is equal to 10 + 1/2 your nightblade level + your Charisma modifier, as opposed to its normal DC. You can only make a creature forget details and events involving you that have occurred within the past minute. You can affect a number of creatures up to your Charisma modifier (minimum 0).

*Master of Shadows (Su):* At 20th level, your mastery over illusions is complete. You can make one illusion spell with a duration of “concentration” become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends. In addition, you permanently gain the benefits of *true seeing*. You can suspend or reactivate this ability as a free action.

**Nightblade Arts:** A nightblade that follows the Path of the Twilight Veil can select from the following nightblade arts.



*Controlled Distortion (Su):* The nightblade can better control the patterns in her distorting shadows. When she uses her distorting shadows ability, she can designate a number of creatures up to her Charisma modifier (minimum 0) to be unaffected by it.

*Flickering Mind (Su):* When the nightblade or a willing ally within 30 feet of her is subjected to a Will save against a mind-affecting effect, she can spend a shadow surge as an immediate action to let that ally roll twice on the saving throw and take the better result. She must use this ability before the ally rolls. A particular ally can only benefit from this art once per day. The nightblade must be at least 12th level before selecting this art.

*Mercurial Illusionist (Su):* The nightblade can alter her illusory magics on a whim. When determining the random effect that her distorting shadows shroud would apply to a creature, she can choose to reroll that effect once. She must do this before applying the resulting effect. Additionally, as long as an illusion spell she has cast is in effect that she can choose the appearance of (such as *silent image*), she can completely change its appearance within the limitation of the spell. For example, she could change a *major image* from displaying a rampaging demon into an image of a decrepit shack. She can do so as part of concentrating on the spell; if it doesn't require concentration, she can concentrate on it as a standard action to change its effects as described above. The nightblade must be at least 9th level before selecting this art.

*Overwhelming Shroud (Su):* The nightblade can create an area of illusions so powerful that even the strongest of minds cannot resist it. By spending two of her daily uses of her distorting shadows shroud, the shadows work against all creatures, even those that are sightless or immune to mind-affecting effects. Creatures that would normally be immune to the distorting shadows always roll a d6 to determine its effect, regardless of their Hit Dice. In this case, however, the shadows are even overwhelming to the nightblade; she is not immune to distorting shadows made in this manner, and she cannot make creatures immune to its effects with the controlled distortion art. The nightblade must be at least 15th level before selecting this art.

*Twilit Arcana (Ex):* Further deceptive spells become available to the nightblade. For every spell level of 1st level or higher that the nightblade can cast with nightblade spell slots, she chooses a single illusion or enchantment spell from the nightblade or sorcerer/wizard spell list. The chosen spells are added to her spell list (if they weren't already on it) and to her list of spells known. Each time she gains another level of nightblade spell she can cast, she gains another spell known for that new level in the same fashion. The nightblade must be at least 6th level before selecting this art.

*Veiled Casting (Su):* The nightblade can use shadow magic to hide the fact she is casting a spell. By spending a shadow surge as a swift action when casting a spell, the nightblade can make a Bluff, Sleight of Hand, or Stealth check to hide her casting. Observers can make an opposed Perception check or Sense Motive check (whichever is higher) to realize she is casting a spell. If a creature does not beat her check, her casting does not provoke attacks of opportunity from that creature, and it can't use readied actions that depend on realizing that she is casting a spell nor readied actions such as counterspelling that require identifying the spell she is casting. Using this art with a spell that clearly emanates from the nightblade (such as a *burning hands* spell) still lets her avoid attacks of opportunity and readied actions, but observers might still deduce that she was the one that cast the spell, as determined by the GM.

## Path of the Umbral Host

Nightblades on the Path of the Umbral Host transmute shadows into countless living creatures, overrunning their opponents with a legion of shades that distort and fade within darkness.

**Shroud:** A nightblade that follows the Path of the Umbral Host gains the following shroud.

*Black Beast (Su):* You can animate your shadow into a monstrosity of darkness. Your shadow animates into a single creature, chosen from those available to *summon monster I* or *summon horror I\**. The animated creature acts immediately after your turn and obeys your commands. In addition, the black beast gains the shadow creature template (if they would normally gain the celestial or fiendish template, they gain the shadow creature template, instead). The beast uses your bonus to Stealth checks, if your bonus is higher. The beast stays animated for a number of minutes equal to your nightblade level.

At 4th level, you instead can choose a single creature from *summon monster II* or *summon horror II\**. Every three levels thereafter, the level of *summon* created by your black beast increases, eventually functioning as *summon monster VII* or *summon horror VII\** at 19th level. You can only animate a single creature with each use of this power; using it again destroys the current black beast. This is a shadowmorph effect.

**Surge Ability:** A nightblade of 2nd level that follows the Path of the Umbral Host gains the following ability to use with her shadow surge class feature.

*Shadow Stitching (Sp):* You use shadow magic to animate an enemy's shadow, restricting their motion. You can spend 1 shadow surge to wrap a creature's shadow around them, entangling them and reducing all of their speeds to 0 for a number of rounds equal to your Charisma modifier (minimum 1). A successful Will save causes the creature to only be entangled for 1



round with no further speed penalty. The creature can make a new saving throw at the end of each of its turns to escape the stitching and end the effect early. Once a creature has been affected by this ability (whether they save or not), they cannot be affected again for 24 hours. This is a shadowmorph effect.

**Path Techniques:** You manipulate darkness to conjure a host of shadowy creatures.

*Shadow Familiar (Su):* At 1st level, you gain a familiar as an arcane bond, using your nightblade level as your effective wizard level. Your nightblade levels stack with any other class levels that grant a familiar when determining the powers of your familiar. This does not allow you to have both a bonded item and a familiar.

Your familiar can meld with your shadow. Melding with your shadow or turning back to normal familiar form is a move action for your familiar. When melded, the familiar does not count as a creature separate from you. It continues to grant its special familiar ability while melded, but otherwise has no abilities and can take no actions except to transform from shadow into creature.

*Dark Conjuror (Ex):* At 5th level, any feats or abilities you have that would apply to *summon monster* (such as Spell Focus or Augment Summoning) also apply to *summon horror\** spells, *shadow conjuration* spells used to summon creatures, and to your black beast.

Whenever you use your black beast shroud or cast *summon monster* or *summon horror\** from a nightblade spell slot, you can choose to infuse it with shadowstuff. Doing so makes the creature(s) only 20% real, as if cast by *shadow conjuration*, but lets you select from a creature list one level higher than normally allowed by the spell (or your black beast). For example, if you cast *summon monster III* in this way, you could summon one creature from the 4th level list, 1d3 from the 3rd level list, or 1d4+1 from the 2nd-level list or lower, and all creatures summoned are 20% real. The saving throw to realize a creature summoned this way is not real (as described in *shadow conjuration*) is equal to the DC of the *summon monster* spell, if it had one (or your shroud DC, in the case of your black beast).

Upon reaching 15th level, you can select from creature lists two levels higher instead of just one.

*Sheltering Darkness (Su):* At 10th level, you become immune to shadowmorph effects unless you allow them to affect you. As long as you are adjacent to a creature you've summoned with a conjuration (summoning) spell, you gain a +2 circumstance bonus to AC and saving throws. If you're next to your black beast, this bonus increases to +4.

*Shadowmind (Su):* At 15th level, you can communicate telepathically with your familiar, black beast, or any creature you summon, so long as they are within 1 mile of you. This allows you to communicate and give

orders to any creature you summon, even those that are mindless or would not otherwise understand language.

*Lord of Midnight (Su):* At 20th level, you have total mastery over creatures of the night. Shadowmorph and conjuration (summoning) spells you cast gain the benefit of Extend Spell without affecting their level or cast time. Whenever you summon a single creature with a conjuration (summoning) spell or with your black beast shroud, it gains the advanced template.

**Nightblade Arts:** A nightblade that follows the Path of the Umbral Host can select from the following nightblade arts.

*Amorphous Shade (Ex and Su):* The nightblade gains Improved Familiar as a bonus feat (this is an extraordinary ability). Once per day when she regains her spell slots, she can have her familiar transform into any valid form for Improved Familiar based on her nightblade level.

*Dark Clutches (Sp):* The nightblade's shadow stitching covers the target in murky, cloying shadowstuff, staggering the target for its duration. The nightblade must be at least 9th level before selecting this art.

*Formless Umbra (Su):* Shadows animated by the nightblade can mutate into new forms. She can spend a shadow surge as a standard action to transform a creature she has summoned with her black beast shroud or with a conjuration (summoning) spell into a different creature. She must select the creature's new form from the same level list of creature or lower that the original creature came from. For example, if she summoned her black beast as a bone devil<sup>B1</sup> from the 7th-level list of *summon monster*, she can turn it into any creature from a 7th-level list or lower. She can only transform a particular creature a single time with this ability and its current hit points remain the same, though any hit points in excess of its new maximum are lost. The nightblade must be at least 15th level before selecting this art.

*Fused Shadow (Su):* The nightblade can merge her familiar with her black beast, granting it additional power. Her familiar can merge with a black beast as a standard action. If she uses black beast while her shadow familiar is merged with her shadow, the familiar can be fused automatically without an action. While the familiar is fused with the black beast, that beast gains any abilities listed in the "Special" column for the familiar's abilities (as shown in Chapter 3 of the *Pathfinder Roleplaying Game Core Rulebook*), such as alertness or deliver touch spells. Only abilities that the familiar currently has are granted to the black beast. The nightblade must be at least 6th level before selecting this art.

*The Lurking Beast (Su):* The nightblade's familiar and any creature she summons with her black beast shroud gain her hide in plain sight and see in darkness abilities, if she has them. The nightblade must be at least 12th level before selecting this art.

*Umbral Legion (Su)*: The nightblade can twist and replicate shadows with ease. She gains Flickering Shadows\* as a bonus feat, even if she does not meet the prerequisites. She adds all “*umbral*” spells from the nightblade spell list (such as *umbral assistant*\*) to her list of spells known as soon as she can cast a spell of the required level, and the hit points of the servitors made by those spells are increased by her nightblade level.

## NIGHTBLADE SPELLS

Nightblades gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

**0-Level Nightblade Spells:** *arcane mark*, *bleed*, *conjure tool*\*, *create talcrops*\*, *detect magic*, *detect poison*, *freeze*\*, *ghost sound*, *haunted fey aspect*<sup>UC</sup>, *light*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *shape shadows*\*, *sift*, *snuff*\*, *spark*<sup>APG</sup>, *touch of fatigue*

**1st-Level Nightblade Spells:** *alarm*, *apbasia*<sup>UI</sup>, *auditory hallucination*<sup>UI</sup>, *barbed chain*<sup>HA</sup>, *blend*<sup>ARG</sup>, *blurred movement*<sup>ACG</sup>, *cause fear*, *chill touch*, *color spray*, *comprehend languages*, *corrosive touch*<sup>UM</sup>, *cultural adaptation*<sup>UI</sup>, *decrepit disguise*<sup>OA</sup>, *desperate weapon*<sup>UI</sup>, *detect secret doors*, *discern next of kin*<sup>ACG</sup>, *disguise self*, *disguise weapon*<sup>ACG</sup>, *ear-piercing scream*<sup>UM</sup>, *echo*<sup>UW</sup>, *erase*, *expeditious retreat*, *eyes of eventide*\*, *fabricate disguise*<sup>UI</sup>, *faerie fire*, *feather fall*, *forced quiet*<sup>UM</sup>, *forked lightning*\*, *frostbite*<sup>UM</sup>, *glue seal*<sup>ACG</sup>, *grasp of darkness*\*, *grease*, *handy grapple*<sup>UI</sup>, *hide bruises*<sup>VC</sup>, *hidden illumination*\*, *bobble*<sup>VC</sup>, *icicle dagger*<sup>UM</sup>, *identify*, *illusion of calm*<sup>UC</sup>, *innocence*<sup>APG</sup>, *interrogation*<sup>UM</sup>, *invisibility alarm*<sup>UI</sup>, *jitterbugs*<sup>ARG</sup>, *jump*, *liberating command*<sup>UC</sup>, *magic aura*, *magic missile*, *magic mouth*, *magic weapon*, *mask dweomer*<sup>APG</sup>, *memorize page*<sup>ACG</sup>, *memory lapse*<sup>APG</sup>, *mindlink*<sup>OA</sup>, *mount*, *negative reaction*<sup>UC</sup>, *obscure object*, *obscure poison*<sup>UI</sup>, *obscuring mist*, *open and shut*<sup>UI</sup>, *paranoid*<sup>OA</sup>, *quintessence*<sup>OA</sup>, *ray of enfeeblement*, *ray of sickening*<sup>UM</sup>, *returning weapon*<sup>UC</sup>, *shadow ammunition*\*, *shadow stream*\*, *shadow weapon*<sup>UM</sup>, *shocking grasp*, *silent image*, *sleep*, *snowball*<sup>UW</sup>, *summon horror I*\*, *summon monster I*, *touch of gracelessness*<sup>APG</sup>, *true strike*, *umbral assistant*\*, *undetachable alignment*, *unerring weapon*<sup>UC</sup>, *unprepared combatant*<sup>UM</sup>, *vanish*<sup>APG</sup>, *ventriloquism*, *vocal alteration*<sup>UM</sup>, *web bolt*<sup>ARG</sup>, *wizened appearance*<sup>UI</sup>, *youthful appearance*<sup>UM</sup>

**2nd-Level Nightblade Spells:** *absurdity*<sup>HA</sup>, *accelerate poison*<sup>APG</sup>, *afraid of the dark*\*, *air step*<sup>ACG</sup>, *aggressive thundercloud*<sup>ACG</sup>, *alter self*, *ancestral regression*<sup>ARG</sup>, *anonymous interaction*<sup>ACG</sup>, *anticipate thoughts*<sup>OA</sup>, *armament reservoir*\*, *audiovisual hallucination*<sup>UI</sup>, *blade spiral*\*, *blindness/deafness*, *blood biography*<sup>APG</sup>, *bloodbath*<sup>HA</sup>, *blur*, *brow gasher*<sup>UC</sup>, *build trust*<sup>UI</sup>, *bull's strength*, *cat's grace*, *catatonia*<sup>OA</sup>, *cloudburst*\*, *codespeak*<sup>UI</sup>, *conjure armor*\*, *conjure weapon*\*, *create treasure map*<sup>APG</sup>, *dark confinement*\*, *dark whispers*<sup>UI</sup>, *darkness*,

*darkvision*, *dead weight*\*, *death knell*, *detect magic (greater)*, *detect thoughts*, *disguise other*<sup>UM</sup>, *disrupt silence*<sup>UI</sup>, *dress corpse*<sup>UI</sup>, *dusk ball*\*, *dust of twilight*<sup>APG</sup>, *eagle's splendor*, *energy weapon*\*, *enshroud thoughts*<sup>OA</sup>, *enter image*<sup>APG</sup>, *escape alarm*<sup>VC</sup>, *euphoric cloud*<sup>ACG</sup>, *extreme flexibility*<sup>ACG</sup>, *eyes of eventide (communal)*\*, *false belief*<sup>UI</sup>, *false life*, *flickering lights*<sup>HA</sup>, *focused scrutiny*<sup>ACG</sup>, *fog cloud*, *frigid touch*<sup>UM</sup>, *frost fall*<sup>UC</sup>, *ghost whip*<sup>OA</sup>, *ghostly disguise*<sup>UM</sup>, *glide*<sup>APG</sup>, *glitterdust*, *haunting mists*<sup>UM</sup>, *hidden presence*<sup>UI</sup>, *hidden speech*<sup>APG</sup>, *hoodwink*<sup>VC</sup>, *hypnotic pattern*, *icy trail*\*, *impaling shade*\*, *inflict pain*<sup>OA</sup>, *invisibility*, *knock*, *know peerage*<sup>UI</sup>, *languid venom*<sup>UI</sup>, *locate object*, *mad hallucination*<sup>UM</sup>, *mask dweomer (communal)*<sup>UC</sup>, *minor image*, *mirror image*, *misdirection*, *mount (communal)*<sup>UC</sup>, *muffle sound*<sup>ACG</sup>, *night shield*\*, *oneiric horror*<sup>OA</sup>, *open book*<sup>UI</sup>, *outbreak*<sup>VC</sup>, *pernicious poison*<sup>UM</sup>, *phantasmal affliction*<sup>UI</sup>, *phantasmal foe*\*, *phantom trap*, *pilfering hand*<sup>UC</sup>, *protective penumbra*<sup>UM</sup>, *psychic reading*<sup>OA</sup>, *pulling chains*\*, *quick change*<sup>HA</sup>, *returning weapon (communal)*<sup>UC</sup>, *rope trick*, *scare*, *sculpt simulacrum*<sup>UM</sup>, *see invisibility*, *sense fear*<sup>HA</sup>, *shadow anchor*<sup>ARG</sup>, *shadow binding*\*, *shadow claws*<sup>VC</sup>, *shadow conjuration (lesser)*, *shadow necromancy (lesser)*\*, *share memory*<sup>UM</sup>, *shifted steps*<sup>UI</sup>, *silence*, *silent table*<sup>ACG</sup>, *sound burst*, *spider climb*, *stricken heart*<sup>ACG</sup>, *summon horror II*\*, *summon monster II*, *tongues*<sup>UC</sup>, *trickster shade*\*, *twilight haze*<sup>ACG</sup>, *umbral berserker*\*, *web*, *web shelter*<sup>UM</sup>, *whip of spiders*<sup>ACG</sup>, *whispering wind*, *voluminous vocabulary*<sup>UI</sup>

**3rd-Level Nightblade Spells:** *adjustable disguise*<sup>ACG</sup>, *agonizing rebuke*<sup>ARG</sup>, *arcane sight*, *assume appearance*<sup>HA</sup>, *aura of the unremarkable*<sup>UI</sup>, *bestow curse*, *binding chains*\*, *blink*, *chain of perdition*<sup>UC</sup>, *clairaudience/clairvoyance*, *cold snap*\*, *complex hallucination*<sup>UI</sup>, *conjure carriage*<sup>UI</sup>, *contagion*, *cursed treasure*<sup>VC</sup>, *darkvision (communal)*<sup>UC</sup>, *daylight*, *deep slumber*, *deeper darkness*, *deflect blame*<sup>UI</sup>, *detect anxieties*<sup>UI</sup>, *detect desires*<sup>UI</sup>, *dispel magic*, *displacement*, *dreadscape*<sup>HA</sup>, *entropic burst*\*, *expose*\*, *false future*<sup>UI</sup>, *fear*, *fearsome duplicate*<sup>ARG</sup>, *flash of spikes*\*, *fly*, *ghost brand*<sup>UI</sup>, *gloomblind bolts*<sup>ARG</sup>, *haste*, *healing thief*<sup>UC</sup>, *horrific doubles*<sup>HA</sup>, *howling agony*<sup>UM</sup>, *hypercognition*<sup>OA</sup>, *illusion of treachery*<sup>UI</sup>, *illusory script*, *instant fake*<sup>UI</sup>, *invisibility sphere*, *keen edge*, *lightning bolt*, *loathsome veil*<sup>UM</sup>, *locate weakness*<sup>UC</sup>, *magic aura (greater)*<sup>UI</sup>, *magic weapon (greater)*, *major image*, *meticulous match*<sup>UI</sup>, *minor dream*<sup>ARG</sup>, *mirage*<sup>UW</sup>, *nondetection*, *pain strike*<sup>APG</sup>, *penumbral courier*\*, *penumbral pit*\*, *phantom driver*<sup>UC</sup>, *phantom steed*, *pierce disguise*<sup>ACG</sup>, *ray of exhaustion*, *sands of time*<sup>UM</sup>, *screaming*, *secret page*, *seek thoughts*<sup>APG</sup>, *selective alarm*<sup>UI</sup>, *sensory deprivation*\*, *shadow evocation (lesser)*\*, *shadow structure*\*, *shadow wound*\*, *shrink item*, *sleet storm*, *slow*, *spider climb (communal)*<sup>UC</sup>, *stinking cloud*, *summon horror III*\*, *summon monster III*, *tenebrous form*\*, *tongues (communal)*<sup>UC</sup>, *trade items*<sup>UI</sup>, *twilight knife*<sup>APG</sup>, *umbral defender*\*, *undetachable trap*<sup>UI</sup>, *vampiric touch*, *versatile weapon*<sup>APG</sup>, *virulent miasma*<sup>VC</sup>, *vision of hell*<sup>UM</sup>, *wall of darkness*\*, *wall of nausea*<sup>ACG</sup>, *waves of blood*<sup>HA</sup>, *witness*<sup>UM</sup>

**4th-Level Nightblade Spells:** *aggressive thundercloud (greater)*<sup>ACG</sup>, *air walk*, *amnesia*<sup>VC</sup>, *arcane eye*, *assume appearance (greater)*<sup>HA</sup>, *ball lightning*<sup>APG</sup>, *black bomb*\*, *black tentacles*, *conditional curse*<sup>UI</sup>, *contingent venom*<sup>UI</sup>, *control light*\*, *creeping*



# SABOTEUR



*ice<sup>ACG</sup>, darkvision (greater)<sup>UM</sup>, detect scrying, dimensional anchor, dusk ball (greater)\*, enervation, eyes of the void<sup>ACG</sup>, false life (greater)<sup>UM</sup>, feast on fear<sup>ACG</sup>, forgetful slumber<sup>ARG</sup>, freedom of movement, ghost wolf<sup>ARG</sup>, glimpse of truth<sup>UI</sup>, hallucinatory terrain, hand of the abyss\*, ice storm, illusion of treachery (greater)<sup>UI</sup>, illusory edge\*, illusory strike\*, illusory wall, illusory vestment\*, impossible angles<sup>HA</sup>, invisibility (greater), leashed shackles<sup>UM</sup>, locate creature, lockdown\*, majestic image<sup>UI</sup>, meticulous match<sup>UI</sup>, mind probe<sup>OA</sup>, mindwipe<sup>OA</sup>, minor phantom object<sup>ARG</sup>, modify memory, named bullet<sup>UC</sup>, negative image\*, night armor\*, nondetection (communal)<sup>UC</sup>, oneiric horror (greater)<sup>OA</sup>, penumbral informant\*, phantasmal asphyxiation<sup>HA</sup>, phantasmal killer, phantom chariot<sup>UC</sup>, phantom steed (communal)<sup>UC</sup>, quieting weapons<sup>UI</sup>, rainbow pattern, rigor mortis<sup>HA</sup>, scripted hallucination<sup>UI</sup>, sending, shadow conjuration, shadow jaunt<sup>NC</sup>, shadow necromancy\*, shadow projection<sup>APG</sup>, shadow step<sup>UM</sup>, shadow touch\*, shadowy haven<sup>ARG</sup>, shocking image<sup>UC</sup>, simulacrum (lesser)<sup>UM</sup>, solid fog, summon horror IV\*, summon monster IV, treasure stitching<sup>APG</sup>, umbral hunter\*, wall of blindness/deafness<sup>ACG</sup>, wall of ice, wandering star motes<sup>APG</sup>, web cloud<sup>ARG</sup>, vicarious vien<sup>UI</sup>, zone of silence*

**5th-Level Nightblade Spells:** *abyssal surge\*, acidic spray<sup>UM</sup>, air walk (communal)<sup>UC</sup>, banish light\*, banish shadows\*, blood ties<sup>HA</sup>, charnel house<sup>HA</sup>, cloak of dreams<sup>APG</sup>, cloak of shadows<sup>VC</sup>, cloudkill, cone of cold, contagion (greater)<sup>UM</sup>, curse (major)<sup>UM</sup>, curse of the lightless\*, damnation stride<sup>ARG</sup>, deadly eclipse\*, deathwing\*, dispel magic (greater), dream, expose (greater)\*, false vision, icy prison<sup>UM</sup>, inflict pain (mass)<sup>OA</sup>, lightning arc<sup>UM</sup>, mage's decree<sup>UI</sup>, magic jar, mind swap<sup>OA</sup>, mirage arcana, mislead, nightmare, overland flight, overwhelming poison<sup>UI</sup>, pain strike (mass)<sup>APG</sup>, passwall, persistent image, phantasmal putrefaction<sup>HA</sup>, phantasmal web<sup>APG</sup>, phobid<sup>HA</sup>, possess object<sup>UM</sup>, possession<sup>OA</sup>, prying eyes, repress memory<sup>OA</sup>, retrocognition<sup>OA</sup>, seeming, shadow body<sup>OA</sup>, shadow evocation, shadow gate\*, shadow walk, sharp shadows\*, suffocation<sup>APG</sup>, summon horror V\*, summon monster V, thoughtsense<sup>OA</sup>, triggered hallucination<sup>UI</sup>, true seeing, umbral magician\*, unwilling shield<sup>APG</sup>, vampiric shadow shield<sup>ACG</sup>, village veil<sup>ARG</sup>, void field\*, void prison\*, vortal edge\*, wall of darkness (greater)\*, waves of fatigue, whip of centipede<sup>ACG</sup>*

**6th-Level Nightblade Spells:** *acid fog, analyze dweomer, banshee blast<sup>ACG</sup>, bull's strength (mass), cat's grace (mass), chain lightning, circle of clarity<sup>UM</sup>, circle of death, cold ice strike<sup>UM</sup>, cruel jaunt<sup>HA</sup>, curse of night<sup>HA</sup>, darkburst\*, decapitate<sup>HA</sup>, dream council<sup>OA</sup>, dream scan<sup>OA</sup>, eagle's splendor (mass), eyebite, false vision (greater)<sup>UI</sup>, find the path, freezing sphere, lunar veil<sup>UM</sup>, invisibility (mass), legend lore, named bullet (greater)<sup>UC</sup>, night terrors<sup>HA</sup>, permanent hallucination<sup>UI</sup>, permanent image, phantasmal polymorph\*, phantasmal revenge<sup>APG</sup>, plague storm<sup>UM</sup>, programmed image, project image, scintillating pattern, screen, scrying (greater), sensory deprivation (greater)\*, sequester, shadow binding (mass)\*, shadow puppeteer\*, shadow space\*, shadow terrain\*, simulacrum, sonic form<sup>ACG</sup>, stormblast\*, summon horror VT\*, summon monster VI, telepathy<sup>OA</sup>, umbral nightblade\*, veil, waves of exhaustion, whip of ants<sup>ACG</sup>*

Even the smallest of actions can have far-reaching consequences. A hundred stones can build a fortress; a single loose stone can send it crashing down. A thousand blades can protect a king; a single blade can topple a nation. When subtlety of thought and action is necessary, a saboteur answers the call. Masters of deception and infiltration, saboteurs have all of the tools necessary to gain entrance to the most well-defended bastions and complete their mission. With specialized tricks to suit their needs and a variety of magical traps at their disposal, a well-prepared saboteur can accomplish any goal with none the wiser.

**Role:** Saboteurs are masters of trickery and sabotage, bypassing sentries and wards with ease while placing their own magical devices to trap unsuspecting foes. A saboteur's variety of skills and abilities lets them improvise when needed, but a saboteur that properly prepares can be a truly dangerous combatant.

**Alignment:** Any

**Hit Die:** d8

**Starting Age:** Self-taught

**Starting Wealth:** 4d6 × 10 gp (average 140 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The saboteur's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 6 + Int modifier.

## Class Features

All of the following are class features of the saboteur.

**Weapon and Armor Proficiency:** Saboteurs are proficient with simple weapons, plus the hand crossbow, net, rapier, sap, shortbow, short sword, and with all firearms. They are proficient in light armors, but not with shields.

**Saboteur Trap:** Unlike most trapsmiths, a saboteur can create complex, magically-enhanced traps with minimal materials, imparting her own arcane power into the trap to make a wide variety of effects. In many ways, saboteur traps behave like spells in trap form, and as

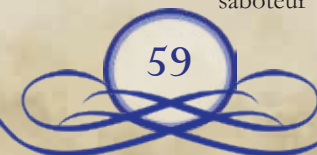




Table: Saboteur

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Traps per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+2	+2	Marked Target, Trapfinding	1	—	—	—	—	—
2nd	+1	+0	+3	+3	Evasion, Saboteur Trick	2	—	—	—	—	—
3rd	+2	+1	+3	+3	Hidden Spotter	3	—	—	—	—	—
4th	+3	+1	+4	+4	Saboteur Trick	3	1	—	—	—	—
5th	+3	+1	+4	+4	Swift Sabotage	4	2	—	—	—	—
6th	+4	+2	+5	+5	Saboteur Trick	4	3	—	—	—	—
7th	+5	+2	+5	+5	Improved Mark	4	3	1	—	—	—
8th	+6/+1	+2	+6	+6	Saboteur Trick	4	4	2	—	—	—
9th	+6/+1	+3	+6	+6	Ranged Setup	5	4	3	—	—	—
10th	+7/+2	+3	+7	+7	Saboteur Trick	5	4	3	1	—	—
11th	+8/+3	+3	+7	+7	Combined Arms	5	4	4	2	—	—
12th	+9/+4	+4	+8	+8	Saboteur Trick	5	5	4	3	—	—
13th	+9/+4	+4	+8	+8	Improved Evasion	5	5	4	3	1	—
14th	+10/+5	+4	+9	+9	Saboteur Trick	5	5	4	4	2	—
15th	+11/+6/+1	+5	+9	+9	Greater Mark	5	5	5	4	3	—
16th	+12/+7/+2	+5	+10	+10	Saboteur Trick	5	5	5	4	3	1
17th	+12/+7/+2	+5	+10	+10	Expanded Arsenal	5	5	5	4	4	2
18th	+13/+8/+3	+6	+11	+11	Saboteur Trick	5	5	5	5	4	3
19th	+14/+9/+4	+6	+11	+11	Instant Sabotage	5	5	5	5	5	4
20th	+15/+10/+5	+6	+12	+12	Master's Trick, Saboteur Trick	5	5	5	5	5	5

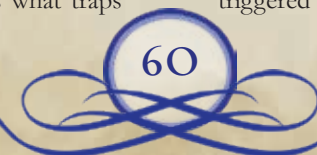
such their effects can be dispelled by effects like *dispel magic* using the saboteur's level as the caster level.

A saboteur can create only a certain number of traps of each level per day. Her base daily allotment of traps is given on **Table: Saboteur**. In addition, she receives bonus traps per day if she has a high Intelligence score, in the same way a wizard receives bonus spells per day. When a saboteur creates a trap, she assembles it with carefully-constructed gears, wires, and parts, imparting it with magical power to create wondrous effects. Each saboteur creates her traps differently; a trap made by one saboteur cannot be set or detonated remotely by another person, even another saboteur, though they can be disarmed via *Disable Device* like a normal trap. A trap, once created, remains usable for 1 day before the parts need to be repaired, so a saboteur must re-prepare her traps every day. Creating a trap takes 1 minute of work—most saboteurs prepare many traps at the start of the day or just before going on an adventure, but it's not uncommon for a saboteur to keep some (or even all) of her daily trap slots open so that she can prepare traps in the field as needed.

Although the saboteur doesn't actually cast spells, she does have an assembly list that determines what traps

she can create. A saboteur can utilize spell-trigger items if the spell appears on her assembly list, but not spell-completion items (unless she uses *Use Magic Device* to do so). A trap is "cast" by setting it—setting a trap is a standard action that provokes attacks of opportunity, and it must be placed in an open, adjacent square to the saboteur. A trap fills a single 5-foot square and cannot be placed in the same area as another saboteur trap or a magical trap such as a *glyph of warding*, and once placed cannot be moved. All saboteur traps are *Type: Magical*, *Trigger: Location*, and *Reset: None*. Once a trap is placed, it remains set for 1 hour per caster level, after which it falls apart harmlessly. A saboteur can have a number of traps set equal to her Intelligence modifier (minimum 1); if she tries to set another trap when at this maximum, the oldest trap set deactivates harmlessly. When the saboteur would regain her trap slots for the day, she does not regain the slots for any trap that is still set and active.

When the trap is triggered, the spell comes into effect on the creature that triggered it (even if that creature is the saboteur herself). If the spell targets one or more creatures, the trap targets as many creatures within range of the spell as possible, starting with the creature that triggered the trap and continuing to the next nearest





creature, using the trap's location as the point of origin and the saboteur's bonuses for attack rolls. If the spell affects an area, it comes into effect centered on the trap's location or originating from the trap's space (in the case of spells with a point of origin like *burning hands*), aimed to strike as many targets as possible with the trap's effect, even if the spell could normally only be centered on the saboteur. Effects that require space to appear (such as *wall of ice*) appear in the nearest available space within the spell's range. If the saboteur sees the trap trigger, she can instead designate targets or aim the area of effect as desired within the limitations of the trap's effects, though the effect still originates from the trap's space and must



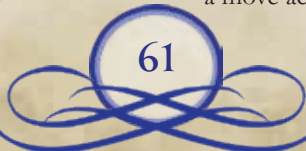
include the creature that triggered the trap in its area of effect or as one of its targets (where applicable). If an effect has a duration of "concentration", it can only be concentrated on if the saboteur has line of sight to the trap's effect; otherwise, it lasts as if "concentrated" on for 1 round + 1 round per five saboteur levels obtained, up to its normal maximum duration. Any extra abilities the trap has that can be used by concentration or require action on the saboteur's part, such as moving a *flaming sphere*, cannot be used unless the saboteur can see the effect and is within its normal range.

In addition to her traps being triggered normally, the saboteur can use a move action once per round to detonate a trap within 30 feet of her that she can see. When detonating a trap this way, she does not have to include herself as one of its targets or within its area of effect. She may disarm one of her traps within 5 feet of her as a standard action with no check needed.

The saboteur uses her level as the caster level to determine any effect based on caster level. Creating traps consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the placing of that trap. Spells that normally have a focus or divine focus requirement do not have those requirements when made as a saboteur trap. A saboteur can prepare a trap of any assembly she knows. To learn or use a trap, a saboteur must have an Intelligence score equal to at least 10 + the trap's level. The Difficulty Class for a saving throw against a saboteur's trap is 10 + the trap level + the saboteur's Intelligence modifier. The Difficulty Class of Perception checks to locate a saboteur trap or Disable Device checks to disable a saboteur trap is equal to the trap's save DC + 10.

A saboteur may know any number of assemblies. She stores her assemblies in a special tome called an assembly book. She must refer to this book whenever she prepares a trap but not when she sets it. A saboteur begins play with two 1st level assemblies of her choice, plus a number of additional assemblies equal to her Intelligence modifier. At each new saboteur level, she gains two new assemblies of any level that she can create. A saboteur can also add assemblies to her book just like a wizard adds spells to his spellbook, using the same costs and time requirements. A saboteur can study a wizard's spellbook to learn any assemblies that are equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from an assembly book. A saboteur does not need to decipher arcane writings before copying them.

**Marked Target (Ex):** Saboteurs adapt as needed based on the foes and obstacles they face. At 1st level, a saboteur learns how to mark a creature she can see as a move action. When she does, she gains a +1 bonus to



attack rolls against that target. The bonus increases by +1 at 5th level and every four saboteur levels thereafter.

In addition, she chooses one of the following types of mark to apply to her target. She gains bonuses to additional checks or statistics based on the type of mark used. The bonus is equal to the bonus to her attack rolls against the marked target:

- *Assassin's Mark*: The bonus applies to weapon damage rolls against the target.
- *Charlatan's Mark*: The bonus applies to Bluff, Diplomacy, Intimidate, Sleight of Hand, and Stealth checks against the target and on Bluff and Disguise checks to pass herself as the marked target.
- *Duelist's Mark*: The bonus applies to her AC and CMD against attacks or maneuvers made by the target.
- *Informant's Mark*: The bonus applies to Knowledge, Sense Motive, Spellcraft, and Perception checks made against or concerning the marked target.

Once she has chosen which type of mark to apply to her target, she cannot change it. The mark lasts until the target dies, the saboteur dismisses the mark (a swift action), or for 24 hours, whichever comes first. She can choose to mark a dead creature (or leave her mark on a creature that dies, rather than having it automatically end); usually this is done to disguise herself as the deceased target with charlatan's mark or to learn about the target with informant's mark. Once a target has been marked, it cannot be marked again for 24 hours. The saboteur can only maintain one marked target at a time.

**Trapfinding (Ex):** A saboteur adds 1/2 her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). A saboteur can use Disable Device to disarm magic traps.

**Evasion (Ex):** At 2nd level and higher, a saboteur can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the saboteur is wearing light armor or no armor. A helpless saboteur does not gain the benefit of evasion.

**Saboteur Trick:** Rather than learning a broad spectrum of techniques as a fighter, or a plethora of magical abilities as a wizard, a saboteur learns a few specialized tricks to better accomplish her goals. Starting at 2nd level, a saboteur gains one saboteur trick. She gains an additional trick for every two levels of saboteur attained after 2nd level. A saboteur cannot select an individual trick more than once. If a trick calls for a saving throw, the save DC is equal to 10 + 1/2 the saboteur's level + her Intelligence modifier, unless otherwise stated.

*Always Prepared (Ex):* A saboteur with this trick always has what she needs. She may carry unspecified equipment worth up to 50 gp per class level. This can be any kind of gear that can reasonably fit into a backpack,

including potions and scrolls (but not any other sort of magic item). As a full-round action, she may retrieve an item she specifies at that time, deducting its value from the allocated amount of cost. This item cannot weigh more than 10 pounds. When the total remaining cost reaches 0, she can retrieve no more items until she restocks her equipment with 1 hour of work and spending an amount of gold to bring her total up to 50 gp per class level. The saboteur must be at least 6th level before selecting this trick.

*Ambush (Ex):* During a surprise round, opponents are always considered flat-footed against the saboteur, even if they have already acted. If the saboteur strikes an opponent with a weapon attack before they have acted in combat, the target remains flat-footed during the next round (though it can act), its place in the initiative order is reduced by the saboteur's Intelligence bonus (minimum 0), and she adds 1/2 her level to the damage roll. The penalty to initiative does not stack. The saboteur must be at least 4th level before selecting this trick.

*Assassinate (Ex):* The saboteur can kill foes that are unable to defend themselves. Assassinate can only be used on a target marked with assassin's mark. To attempt to assassinate a target, the saboteur must first study her target for 1 round as a standard action. On the following round, if the saboteur strikes her target and it is denied its Dexterity bonus to AC, the attack has the additional effect of possibly killing the target. This attempt automatically fails if the target recognizes the saboteur as an enemy. If the attack is successful, the target must attempt a Fortitude saving throw. If the target fails this save, it dies; otherwise, the target takes the damage as normal and is then immune to that saboteur's assassinate ability for 24 hours. The saboteur must be at least 12th level before selecting this trick.

*Beguiler's Arcana (Sp):* The saboteur learns a handful of magical knacks. She learns four spells from the following list: *arcane mark*, *conjure tool\**, *dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *lullaby*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *read magic*, *sift*<sup>APG</sup>, *spark*<sup>APG</sup>, or *unwitting ally*<sup>APG</sup>. The saboteur can cast these spells at-will, using her saboteur level as her caster level. The DC of these spells is equal to 10 + her Intelligence bonus.

*Breaker (Ex):* The saboteur gains Improved Sunder as a bonus feat, even if she doesn't meet the prerequisites. When attacking an object or construct she ignores an amount of hardness or damage reduction equal to her saboteur level.

*Certain Strike (Ex):* When the saboteur attacks the target of her assassin's mark and misses, she can use a free action to reroll her attack roll once. She must use the second result, even if it is worse, and may only do so once per target in a 24 hour period. The saboteur must be at least 6th level before selecting this trick.

*Charming Words (Sp):* The saboteur is supernaturally compelling. By spending 1 minute conversing with the target of her charlatan's mark, the saboteur can affect it as by her choice of *charm monster* or *suggestion* (save DC equal to her saboteur trick save DC, instead of their normal DC). This is a language-dependent effect, and the effect ends early if the saboteur's mark is removed from the creature. Whether it makes its save or not, it cannot be affected again for 24 hours. The saboteur must be at least 14th level before selecting this trick.

*Combat Insight (Ex):* The saboteur gains a +1 insight bonus to saving throws against effects created by the target of her informant's mark, but only if she has identified the target with a Knowledge check. This bonus increases to +2 at 10th level and +3 at 16th level. When she scores a critical hit with a weapon attack against the target of her informant's mark, she can re-roll a Knowledge check to identify the target, letting her possibly succeed on a previously failed check or gain additional information about her target. The saboteur must be at least 4th level before selecting this trick.

*Convincing Lies (Su):* The saboteur's falsehoods fool even magical detection. She is warded against magical means of detecting lies or forcing her to speak the truth as if she was under the effect of a *glibness* spell using her saboteur level as her caster level. Unlike the typical *glibness* spell, she does not receive any bonuses to her Bluff check from this effect. The saboteur must be at least 4th level before selecting this trick.

*Deadly Strikes (Ex):* Whenever the saboteur confirms a critical hit against the target of her assassin's mark, if the target has regeneration or fast healing, the creature loses its regeneration and/or fast healing for a number of rounds equal to the critical multiplier of the weapon she used. Creatures whose regeneration always functions are immune to this ability. The saboteur must be at least 16th level before selecting this trick.

*Debilitating Mark (Ex):* The saboteur's marked targets take a -1 penalty to saving throws against her traps and to their Spell Resistance against her traps (including mechanical traps). The penalty increases to -2 at 10th level and to -3 at 16th level. The saboteur must be at least 4th level before selecting this trick.

*Deep Wounds (Ex):* When the saboteur strikes the target of her assassin's mark with a weapon attack, she inflicts 1 point of bleed damage. The bleed damage increases to 2 bleed damage at 10th level and 3 bleed damage at 16th level. The bleed damage can stack, up to an amount of bleed damage equal to the saboteur's level. The saboteur must be at least 4th level before selecting this trick.

*Deft Steps (Ex):* The saboteur no longer provokes attacks of opportunity for movement from the target of her duelist's mark. The saboteur must be at least 14th level before selecting this trick.

*Disguise Mastery (Ex):* A saboteur with this trick can create a disguise in half the time normally required. In addition, any penalties from assuming a disguise of a different gender, race, age, or size are reduced by 1. This reduction stacks. The saboteur must be at least 4th level before selecting this trick.

*Distraction (Ex):* When the saboteur successfully hits the target of her charlatan's mark with a weapon attack, she can cause it to be distracted as a free action. The next time the target makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A Will save negates the effect. If the target was denied their Dexterity bonus to AC when hit, this effect applies to all rolls it makes until the end of the saboteur's next turn, instead, and a successful save reduces it to just a single roll. Whether or not it saves, the creature cannot be affected again for 24 hours. The saboteur must be at least 4th level before selecting this trick.

*Doppelganger's Visage (Sp):* After the saboteur has marked a target with her charlatan's mark, she can spend a full-round action to take on the target's persona, as if using both *disguise self* and *vocal alteration*<sup>UM</sup> to look and sound like the marked target. The effects last until the saboteur marks a different target, 24 hours have passed, or she dispels the visage (a free action). The saboteur must be at least 8th level before selecting this trick.

*Duality (Su):* A saboteur with this trick can literally be in two places at once. As a swift action, she can split herself into two individuals, as the spell *bilocation*<sup>OA</sup>. Her duplicate must appear within 30 feet, but otherwise the effect works as long as it remains within 500 feet of her. The saboteur can use this ability a number of minutes per day equal to half her Intelligence bonus (minimum 1); this duration does not need to be consecutive, but must be spent in 1-minute increments. The saboteur must be at least 16th level before selecting this trick.

*Duelist's Parry (Ex):* The saboteur can parry an opponent's strikes. When the target of her duelist's mark makes an attack roll against her (either in melee or at range) with a weapon attack or natural weapon, she can use an attack of opportunity to parry the attack. She makes an attack roll at her full base attack bonus; if her attack roll is equal to or higher than the attack roll of the opponent, the attack automatically misses. For each size category that the attacking creature is larger than the saboteur, the saboteur takes a -2 penalty on her attack roll. The saboteur must declare the use of this ability after the attack is announced, but before the roll is made. She may only parry a single attack each round from each of her marked targets. If she uses a ranged weapon to parry, she can only parry a ranged attack. The saboteur must be at least 4th level before selecting this trick.

*Eldritch Insight (Sp):* The saboteur lets nothing slip by her. She gains the benefits of *greater arcane sight* against

the target of her informant's mark and on items worn by the target or in her target's possession. The saboteur must be at least 16th level before selecting this trick.

*Elude Divination (Sp):* A saboteur with this trick is difficult to track with divination effects. She is affected by a constant *nondetection* spell (as if cast on herself), using her saboteur level as her caster level. She can suspend or resume this ability as a standard action; if it's dispelled she cannot resume it for 1 minute. The saboteur must be at least 12th level before selecting this trick.

*Enemy of my Enemy (Ex):* The saboteur can sow discord with simple words. Whenever the saboteur makes a Diplomacy check to influence the attitude of a creature, she can adjust its attitude by up to three steps, rather than just two. In addition, she can use Diplomacy to worsen a creature's attitude towards another. This works just like influencing attitude, but in reverse; the DC of the Diplomacy check is based on the target attitude she wishes to shift the creature to (for example, making a creature unfriendly towards another would require a Diplomacy check of 20 + the creature's Charisma modifier). The creature she is influencing must be able to either see the second creature or know of the second creature to be influenced in this way. The saboteur must be at least 4th level before selecting this trick.

*Extended Setup (Ex):* A saboteur with this trick can use her ranged setup class feature to throw a trap within 40 feet. Her traps no longer take a penalty to their DC for being placed with ranged setup. The saboteur must be at least 10th level before selecting this trick.

*Feign Death (Ex):* As an immediate action when the saboteur takes damage from any source, she can choose to feign death. She falls to the ground prone, appearing as if dead to outside observers. She makes a Bluff check with a +10 bonus to appear as dead to others, which can be opposed by a Perception, Sense Motive, or Heal check to notice she is not actually deceased. She can maintain this appearance as long as she likes, though hindrances such as the need to sleep or eat can hinder this check. Subsequent attempts to feign death against the same creatures cause a stacking -10 penalty to her Bluff check per attempt. The saboteur must be at least 6th level before selecting this trick.

*Firearms Training (Ex):* The saboteur gains a grit pool, as the gunslinger ability. However, the saboteur uses her Intelligence modifier to determine the size of her grit pool (minimum 1). This grit pool does not stack with any other grit pool she may obtain (such as from gunslinger); only the larger of the two pools can be used. She also gains a 1st-level deed of her choice from the gunslinger class.

*Focused Strike (Ex):* The saboteur can make singular, well-placed hits. Whenever she makes only a single weapon attack on her turn (by taking the attack action,

using the Spring Attack or Vital Strike feats, etc.), she can declare that attack as a focused strike. If it hits, she deals an additional 3d6 damage. This damage is the same type as the weapon and is precision damage that is not multiplied on a critical hit. The damage increases by 1d6 for every two levels gained after 6th, to a maximum of 10d6 damage at 20th level. Once she uses a focused strike, she cannot make any other attacks on her turn (except for attacks of opportunity), even if she has an ability that would allow her to do so. She cannot use this trick in conjunction with her ranged setup. The saboteur must be at least 6th level before selecting this trick.

*Forgetful Exchange (Sp):* A saboteur with this trick can cause her targets to forget ever speaking with her. As a swift action, she can force a creature within 30 feet to make a Will save. If the creature fails its saving throw, on a subsequent turn the saboteur can use another swift action to cause the creature to forget all events that took place since it failed its save, as if subjected to a *modify memory* spell. The saboteur knows if the target fails its saving throw, but the target of the effect does not. The target must remain marked the entire time. She can use this ability multiple times per day, but can only erase a total number of minutes of memory equal to her saboteur level + her Intelligence modifier. This duration can be divided across multiple uses of the trick, but must be spent in 1-minute increments. The saboteur must be at least 12th level before selecting this trick.

*Glamered Arms (Su):* All weapons and armor the saboteur wields or carries are shrouded in illusion, allowing the saboteur to change their appearance as if they had the *glamered* special weapon or armor property. She adds her Intelligence bonus (minimum +0) to Bluff checks made to feint. At 12th level, effects that would see through the *glamered* property (such as *true seeing*) do not reveal her equipment's true form. The saboteur must be at least 6th level before selecting this trick.

*Heartseeker (Ex):* The saboteur gains Vital Strike as a bonus feat. She can treat her saboteur level as her base attack bonus for the purpose of qualifying for feats that have Vital Strike as a prerequisite. The saboteur must be at least 8th level before selecting this trick.

*Hide in Plain Sight (Su):* A saboteur with this trick can use the Stealth skill even while being observed. As long as she is within 10 feet of an area of dim light (or darker), a saboteur can hide herself from view in the open without anything to actually hide behind. She cannot, however, hide in her own shadow. The saboteur must be at least 8th level before selecting this trick.

*Illusory Retreat (Su):* Whenever the saboteur takes the withdraw action, she can turn invisible and leave an illusory duplicate in her place, as the spell *mislead*. However, the invisibility provided only lasts 1 round, and the *major image* created cannot be concentrated on.



The save DC is equal to her trick DC, as opposed to the normal DC of *mislead*. She can do this no more than once per minute. The saboteur must be at least 8th level before selecting this trick.

*Influence (Ex):* A saboteur with this trick can easily persuade and deceive her targets. She can roll twice on a Bluff, Diplomacy, Intimidate, Sleight of Hand, or Stealth check she makes against the target of her charlatan's mark, or roll twice on a Bluff or Disguise check she made to pass herself as her target, and take the better result. She can only do this once per target she marks with her charlatan's mark in a 24 hour period.

*Intercept (Ex):* The saboteur can make an attack of opportunity against the target of her duelist's mark when it moves into any square threatened by her, regardless of whether that movement would normally provoke an attack of opportunity. The saboteur must be at least 8th level before selecting this trick.

*Into Thin Air (Sp):* As a move action, the saboteur can vanish from sight, as the spell *invisibility*. This effect can be used for a number of minutes each day equal to the saboteur's level; this duration does not need to be consecutive, but it must be spent in 1-minute increments. At 12th level, she can instead use this ability to grant herself *greater invisibility*, but each round spent invisible in such a manner counts as 1 minute of this ability's duration. The saboteur must be at least 4th level before selecting this trick.

*Intuitive Mark (Ex):* A saboteur with this trick can mark a creature with her marked target class feature, even if she has already done so that day. This doesn't let her maintain more marks than her normal limit. She may do so once per day, plus an additional time each day for every two levels above 10th. The saboteur must be at least 10th level before selecting this trick.

*Lasting Traps (Ex):* The saboteur's traps have a more robust construction. When she places a saboteur trap, she can have it remain set for up to 1 week, instead of only 1 hour per level. A trap set in this manner counts as three traps for the purpose of how many traps the saboteur can have placed at once. The saboteur must be at least 14th level before selecting this trick.

*Like a Book (Sp):* The saboteur can quickly use magic to gain insight over a creature. When she marks a target with her informant's mark, she can choose either *detect thoughts*, *discern next of kin*<sup>ACG</sup> or *see alignment*<sup>UC</sup>. The saboteur gains the benefits of that spell against the target as long as it is marked without needing to concentrate. At 10th level, she adds *detect anxieties*<sup>UI</sup>, *detect desires*<sup>UI</sup>, and *pierce disguise*<sup>UI</sup> to the list of spells she can use. If the effect allows a Will save, it uses the saboteur's trick DC in place of its normal DC, and a successful save prevents that effect from working on the target for 24 hours. The saboteur must be at least 6th level to select this trick.

*Magical Interference (Ex):* The saboteur gains both Disruptive and Spellbreaker as bonus feats, even if she doesn't meet their prerequisites. The saboteur must be at least 10th level before selecting this trick.

*Masterful Sabotage (Ex):* The saboteur is especially proficient at disabling traps, even among other saboteurs. Whenever she disarms a trap using Disable Device, she can bypass it even if her check did not exceed the DC by 10 or more. If it is a magic trap that allows specific creatures to pass it without danger, she can modify which creatures it allows to pass, adding her allies and restricting enemies if she desires. The saboteur must be at least 6th level before selecting this trick.

*Mobile Setup (Ex):* Whenever the saboteur takes the withdraw action, she can also place a saboteur trap as part of that action at any point during her movement. The saboteur must be at least 12th level before selecting this trick.

*Nimble (Ex):* Once per turn when the saboteur successfully makes a weapon attack against the target of her duelist's mark, she may take a 5-foot step. She may do this even if she moved or took a 5-foot step this round, but her total movement in a round cannot exceed her base speed.

*Nomhere to Hide (Su):* So long as a saboteur with this trick has marked a target with her informant's mark, she gains the benefit of *locate creature* against that target, using her saboteur level as her caster level. She also gains blindsight out to 40 feet against the target of her informant's mark. The saboteur must be at least 12th level before selecting this trick.

*Opportune Strikes (Ex):* Whenever a target of the saboteur's duelist's mark misses her with an attack, that target provokes an attack of opportunity from her. A target can only provoke one attack per round from the saboteur in this way. The saboteur must be at least 10th level before selecting this trick.

*Piercing Strikes (Ex):* When attacking the target of her assassin's mark, the saboteur's weapons are considered magic, silver, and cold iron for the purpose of bypassing damage reduction. At 12th level, her weapons are considered one alignment type (chaotic, evil, good, or lawful). She can change which alignment type her weapons function as each time she marks a target, but the type chosen must match one axis of the saboteur's alignment. At 16th level, the saboteur ignores the first 5 points of damage reduction possessed by the target of her assassin's mark, regardless of type. The saboteur must be at least 8th level before selecting this trick.

*Poison Adept (Ex):* The saboteur can apply poison to her weapon as a move action. She cannot accidentally poison herself when applying poison to a weapon. This ability counts as the poison use class feature for the purpose of meeting prerequisites.



*Poison Brewer (Ex):* The saboteur can create poisons cheaply. When she gains this trick, she chooses one ability score except for Constitution. Each day when she prepares her traps, she can use an alchemist's lab to brew a number of poisons equal to her Intelligence modifier (minimum 1) at no cost. The poison's effect is based on which ability score she chose (Poison—injury; *save* Fort DC equal to the saboteur's trick DC; *frequency* 1/round for 6 rounds; *effect* 1d3 damage to the chosen ability score; *cure* 1 save). These poisons last for only 24 hours before becoming inert. At 12th and 18th levels, she can select another ability score to damage with her poisons, and the damage die increases by one step (to 1d4 at 12th level, and to 1d6 at 18th level). She chooses which ability score from those available to her that a given poison damages when she creates it. The saboteur must be at least 6th level before selecting this trick.

*Poison Expert (Ex):* The saboteur gains a bonus on Craft (alchemy) checks involving poisons equal to half her saboteur level; this does not stack with the bonus from the tinkerer saboteur trick. In addition, she can use Craft (alchemy) to change the type of a poison. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to the poison's DC. If successful, the poison's type changes to contact, ingested, inhaled, or injury. If the check fails, the poison is ruined. The saboteur must be at least 4th level before selecting this trick.

*Potent Toxins (Ex):* Poisons created by the saboteur are especially lethal against particular foes. When the saboteur takes this trick, she selects a single creature type (and subtype, if she chooses humanoid or outsider) except for construct, similar to a ranger's favored enemy. Poisons that the saboteur creates work against those creatures even if they would otherwise be immune to poison, ability damage, or effects that require a Fortitude save. The effects of the poison might still have no effect, depending on what she uses them for (such as trying to inflict Constitution damage to an undead). She selects another creature type (and subtype, where applicable) for every four levels gained past 8th. The saboteur must be at least 8th level before selecting this trick.

*Quick Hands (Ex):* The saboteur gains Quick Draw as a bonus feat. She adds half her saboteur level on Sleight of Hand checks to hide a weapon, and drawing a hidden weapon becomes a swift action for her.

*Salvage Trap (Ex):* The saboteur can salvage traps for use in construction of her own traps. Whenever she successfully disarms a trap, she can spend 10 minutes salvaging materials from it. She gains an amount of raw materials with a gold value equal to 200 gp x the trap's CR or 20% of the trap's construction cost, whichever is lower. These raw materials can only be used to construct traps, either mundane or magical in nature, but cannot

be used as material components for her saboteur trap class feature. A saboteur can only salvage a mechanical trap, not a magic device trap or a spell trap.

*Secret Passage (Sp):* A saboteur with this trick can use magic to enter secure areas. As a full-round action, she can touch a wall to affect it as a *passwall* spell, using her saboteur level as her caster level. She can use this ability a number of times per day equal to her Intelligence bonus (minimum 1). At 16th level, she can instead create the effects of a *phase door* spell. The saboteur must be at least 10th level before selecting this trick.

*Shifting Aura (Su):* The saboteur can mask her true alignment, even fooling magical senses. As a standard action, she can choose to detect as a specific alignment. Spells and effects that rely on her alignment (such as *detect good* or a paladin's smite evil) treat her as if she were the chosen alignment. This applies to benefits both helpful and harmful. The effect lasts until the saboteur dismisses it (a standard action). The saboteur must be at least 14th level before selecting this trick.

*Skilled Maneuvers (Ex):* The saboteur gains Combat Expertise as a bonus feat, even if she doesn't meet the prerequisites. Additionally, she selects any two combat maneuvers of her choice, such as steal or disarm. The saboteur can use her level in place of her base attack bonus for determining her CMB to use those maneuvers and her CMD against those maneuvers.

*Sniper (Ex):* The saboteur gains Precise Shot as a bonus feat, even if she doesn't meet the prerequisites. When she uses the Stealth skill to snipe, she only suffers a -10 penalty to Stealth, instead of -20.

*Spell Thief (Sp):* A saboteur with this trick can steal magical effects. When she hits an opponent with a weapon attack, as a free action she can siphon some of that target's ongoing spell effects, as an *arcana theft*<sup>UM</sup> spell. Alternatively, she can do this when attacking a magic item, transferring the magical effects of the item to her own possessions as a *siphon enhancement*\* spell. Both of these effects use her saboteur level as her caster level and her saboteur trick DC in place of the spell's normal save DC. She can do this once per day, plus an additional time per day for every two levels beyond 12th. The saboteur must be at least 12th level before selecting this trick.

*Spot Weakness (Ex):* Whenever the saboteur makes only a single weapon attack on her turn against the target of her informant's mark (by taking the attack action, using the Spring Attack or Vital Strike feats, etc.), she doubles the critical threat range of that attack. This does not stack with other effects that improve critical threat range, such as Improved Critical. If the target is one she has identified with a Knowledge check, she adds her Intelligence bonus to her damage roll and rolls to confirm critical hits (minimum +0). The saboteur must be at least 8th level before selecting this trick.





**Tinkerer (Ex):** The saboteur gains a bonus on all Craft checks equal to half her saboteur level, and the time it takes for her to create or set mechanical traps is halved. At 8th level, she no longer takes any penalty for using improvised tools for Disable Device or Craft checks.

**Trackless (Ex):** The saboteur leaves no footprints or scent, as if under the constant effect of a *pass without trace* spell. In addition, the saboteur can move at full speed while using the Stealth skill without penalty.

**Underhanded Tactics (Ex):** Whenever the saboteur hits the target of her charlatan's mark with a weapon attack, she can strike it a vulnerable spot, sickening for 1 round. If the target was denied their Dexterity bonus to AC when struck, it is sickened for 1d3+1 rounds, instead. This duration does not stack. The saboteur must be at least 10th level before selecting this trick.

**Unreadable (Sp):** The saboteur is an enigma to outside divinations. She is treated as though under the effect of a *mind blank* spell, using her saboteur level as her caster level. She can suspend or resume this ability as a standard action; if it's dispelled she cannot resume it for 1 minute. The saboteur must be at least 16th level before selecting this trick.

**Versatile Assembly (Ex):** The saboteur gains a bonus metaconstruction\* feat of her choice. At 10th level, she can spontaneously apply the effects of her chosen metaconstruction feat to saboteur traps she places. How many times per day she can do this is based on the level adjustment the metaconstruction feat has on her saboteur traps: a feat with a +1 level adjustment can be used three times per day, a feat with a +2 level adjustment can be used twice a day, and a feat with a +3 level adjustment can be used once per day. She cannot use this effect with the Heighten Trap\* metaconstruction feat. The saboteur must be at least 4th level before selecting this trick.

**Hidden Spotter (Ex):** At 3rd level, a saboteur becomes skilled at spotting hidden alcoves and traps, even passively. Whenever she passes within 10 feet of a trap, hidden passage, or secret door, she can attempt an immediate Perception check to notice the trap or passage. This check should be made in secret by the GM.

**Swift Sabotage (Ex):** Starting at 5th level, a saboteur becomes adept at quickly disabling traps and other devices. It takes the saboteur half the normal time to perform a Disable Device check (minimum 1 round). If she attempts to use Disable Device to open a lock that would take a full-round action to open, she instead can do so as a standard action. She can also trigger a trap she has placed within 30 feet of her as a swift action, whether that trap is a saboteur trap or a mechanical trap she has placed.

**Improved Mark (Ex):** At 7th level, a saboteur's ability to mark a target improves. She can now maintain two marked targets at once, and marking a target can be

Table: Combined Arms

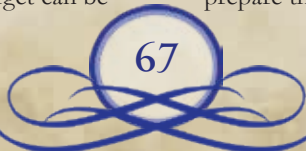
Trap Level	Total Trap Levels Needed to Create
2	3
3	4
4	5
5	7
6	9

done as a swift action. She may now change which type of marks are applied to her marked targets as a swift action, but only once per marked target in a 24 hour period. She can change all of her marks with the same swift action.

**Ranged Setup (Ex):** At 9th level, a saboteur learns how to set her traps from a distance. As part of the standard action to place a saboteur trap, she can throw the trap with a free hand to setup the trap in a single unoccupied square within 20 feet. Alternatively, she can affix the trap to a piece of ammunition (bolt, arrow, bullet, etc.) or a thrown weapon, allowing her to set the trap from further away or use it as a direct attack. Drawing the trap, attaching the trap to the projectile, and firing it in this manner is a full-round action. The trapped projectile is fired or thrown in the normal manner. If fired at a square, the trap is treated as if the saboteur had set the trap in that square. If fired at a creature, the target takes damage from the ranged weapon and is treated as if it had triggered the trap (saving throw applies).

A trap that is set with this ability (either thrown or affixed to a ranged weapon) has its saving throw DC lowered by 2. A trap that is affixed to a ranged weapon and misses its target breaks apart harmlessly.

**Combined Arms (Ex):** Beginning at 11th level, a saboteur can combine the mechanical parts and magical energy of her weaker traps to create more powerful traps. When preparing her traps, she can give up a number of trap slots whose total trap levels is greater than or equal to the value shown in **Table: Combined Arms** to create a trap of the level shown. For example, if she wants to create an *ice storm* trap (a 4th level trap), she would have to give up a number of trap slots whose total levels is at least five or more. This can be any combination of trap slots, such as a 3rd level trap slot and a 2nd level trap slot, five 1st level trap slots, or some other combination. She can only use combined arms to create a trap she is capable of preparing normally. A saboteur can apply metaconstruction\* feats that she has to traps she prepares with this ability, using the traps' adjusted level to determine how many trap slots she must use to prepare the improved trap.





**Improved Evasion (Ex):** At 13th level, a saboteur's evasion improves. This ability works like evasion, except that while the saboteur still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless saboteur does not gain the benefit of improved evasion.

**Greater Mark (Ex):** Starting at 15th level, a saboteur's mark becomes especially potent. She can maintain three marked targets and can mark all targets with a single swift action. Instead of keeping multiple targets, she can instead mark a target with two different marks. She cannot have any other marked targets while she does so. The attack bonus from her two marks do not stack.

**Expanded Arsenal (Ex):** At 17th level, a saboteur doubles the number of saboteur traps she can have placed at once, allowing her to maintain a number of traps equal to twice her Intelligence bonus (minimum 2).

**Instant Sabotage (Ex):** At 19th level, the saboteur can complete any Disable Device check that would take 1 round or longer in a single standard action. When using Disable Device to open a lock that would take a full-round action to open, she can instead do so as a swift action. She can also trigger a trap she has placed within 30 feet of her as a free action, whether that trap is a saboteur trap or a mechanical trap. She can still only trigger one trap each round in this manner.

**Master's Trick:** At 20th level, the saboteur learns her signature, a special trick that sets her skill far apart from a less experienced saboteur. She gains one of the following master's tricks of her choice. The master's trick is an exceptionally powerful ability, the sort of skill spoken of in tales of legendary thieves and agents.

*Impossible to Catch (Ex and Su):* The saboteur becomes unstoppable. She is constantly treated as if under the effect of a *freedom of movement* spell (this is an extraordinary ability and cannot be dispelled). Once per day as a free action while she is subjected to an effect that would hinder her in any way, she can break out of the bonds that hold her. This removes any harmful or hindering conditions and spells from her, so long as it can be removed by *freedom, wish, break enchantment, remove curse, heal, or greater dispel magic*. This does not restore hit point damage, only hindering conditions and spell effects. She needs to make no check to do this; the effects are simply removed. She can use this ability even when subjected to an affect that would normally prevent her from taking actions, such as from being petrified or subjected to *dominate person*.

*Legendary Trapsmith (Ex):* A saboteur with this trick can create or disarm exceptionally powerful traps, and can do so with uncanny speed. She can take 20 on any Disable Device checks without increasing the time it takes for her to make the check. She can trigger any

trap she has placed (both saboteur traps and mechanical traps) as long as she is within medium range of it (100 ft. + 10 ft./level), and she no longer needs line of sight to do so. A number of times per day equal to her Intelligence modifier, the saboteur can construct and prepare a trap in an open trap slot she has as a full-round action. She can apply metaconstruction feats to these traps when she does so. Finally, once per day she can create one ultimate trap. She must take 1 minute to create the trap, and can place it and detonate it as any other saboteur trap. This ultimate trap can be of one of the following effects, chosen when the trap is made: *mass hold monster, mass icy prison<sup>UM</sup>, meteor swarm, polar midnight<sup>UM</sup>, power word kill, or weird*. She uses her saboteur level as her caster level for these effects. She cannot use the aforementioned ability to create traps as a full-round action to create her ultimate trap.

*Masterful Infiltration (Ex and Su):* The saboteur can bypass any sorts of defenses and barricades with ease. She no longer triggers traps for any reason, even magic traps and *symbol* spells, unless she allows them to. At-will as a swift action, the saboteur can pass through walls. Until the end of her turn, she can pass through a wall or other surface that is up to 5 feet thick per level as if she were incorporeal. She must exit the solid material by the end of her turn. In addition, once per day as a standard action she may bypass any barrier; this functions as an *ethereal jaunt* spell, using her saboteur level as her caster level. When under the effect of this *ethereal jaunt*, she and her equipment can bypass any effect that would normally block ethereal creatures, such as a *wall of force*, and is not affected by harmful abjuration effects such as *prismatic sphere*. In addition, while ethereal she and any equipment she uses can be treated as ethereal or material, whichever is more beneficial to her (allowing her to use ethereal thieves' tools to pick a material lock, grabbing a material weapon with her hands and attacking an ethereal creature, and so on).

*Supreme Mark (Ex):* A saboteur with this trick is a master of selecting her targets, and knows exactly how to strike her targets for maximum effectiveness. She can now mark her targets as a free action, and can change what kind of mark she has applied to a target any number of times (though she can still only mark a given target once in a 24 hour period). In addition, upon successfully attacking her marked target, she can choose to inflict a debilitating effect upon the target. The type of effect she can apply to her target is based on what kind of mark she has placed on the target:

- *Assassin's Mark:* Slain instantly or reduced immediately to -1 hit points (saboteur's choice). Fortitude negates.
- *Charlatan's Mark:* Rendered permanently confused, as an *insanity* spell, or put to sleep for 1 hour (saboteur's choice). These are mind-affecting effects. Will negates.



- *Duelist's Mark*: Paralyzed for 2d6 rounds. Fortitude negates.
- *Informant's Mark*: Permanently blinded and deafened. Will negates.

The DC of all of these effects is equal to the saboteur's trick DC. Once a creature has been the target of this attack, regardless of whether or not the save is made or what kind of effect was used, that creature is immune to this trick for 24 hours.

*Ultimate Sabotage (Sp)*: The saboteur can dismantle anything, even magical effects, with ease. Once per round when she successfully attacks an object or creature, she may target the object or creature struck with either a *break*<sup>APG</sup> or *dispel magic* effect, using her saboteur level as her caster level. In addition, once per day she may create a burst of magical energy that disrupts magic and objects around her. This functions as *mage's disjunction*, using her saboteur level as her caster level. Any unattended mundane object within the spell's area and any magic item that fails its Will save against the effect lose half their hit points and gain the broken condition (this effect happens once, when the ability is used). This does not affect any items in the saboteur's possession, nor does it function on artifacts or similarly unique items. The DC of both the *mage's disjunction* and the *break*<sup>APG</sup> effect use the saboteur's trick DC, as opposed to their normal DC.

## SABOTEUR ASSEMBLIES

Saboteurs gain access to the following assemblies, from which they can create a variety of traps. While most of these are spells found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

**1st-Level Saboteur Traps:** *alarm*, *aphasia*<sup>UI</sup>, *auditory hallucination*<sup>UI</sup>, *barbed chains*<sup>HA</sup>, *bungle*<sup>UM</sup>, *burning hands*, *cause fear*, *color spray*, *confusion (lesser)*, *corrosive touch*<sup>UM</sup>, *discerning extension*<sup>\*</sup>, *ear-piercing scream*<sup>UM</sup>, *energy missiles*<sup>\*</sup>, *expeditious excavation*<sup>APG</sup>, *faerie fire*, *flare burst*<sup>APG</sup>, *forked lightning*<sup>\*</sup>, *glue seal*<sup>ACG</sup>, *grasp of darkness*<sup>\*</sup>, *grease*, *hideous laughter*, *hobble*<sup>VC</sup>, *hydraulic push*<sup>APG</sup>, *invisibility alarm*<sup>ACG</sup>, *magic missile*, *memory lapse*<sup>APG</sup>, *mudball*<sup>APG</sup>, *murderous command*<sup>UM</sup>, *obscuring mist*, *ray of enfeeblement*, *ray of sickening*<sup>UM</sup>, *reduce person*, *shadow stream*<sup>\*</sup>, *shocking grasp*, *shrapnel burst*<sup>\*</sup>, *silent image*, *sleep*, *snowball*<sup>UW</sup>, *stumble gap*<sup>APG</sup>, *thunderstomp*<sup>ACG</sup>, *touch of combustion*<sup>RG</sup>, *touch of gracelessness*<sup>APG</sup>, *unprepared combatant*<sup>UM</sup>, *web bolt*<sup>ARG</sup>

**2nd-Level Saboteur Traps:** *absurdity*<sup>HA</sup>, *acid arrow*, *aggressive thundercloud*<sup>ACG</sup>, *babble*<sup>OA</sup>, *blindness/deafness*, *boneshaker*<sup>HA</sup>, *clipped wings*<sup>\*</sup>, *cloudburst*<sup>\*</sup>, *covetous urge*<sup>VC</sup>, *create pit*<sup>APG</sup>, *darkness*, *daze monster*, *dead weight*<sup>\*</sup>, *disfiguring touch*<sup>UM</sup>, *dusk ball*<sup>\*</sup>, *dust of twilight*<sup>APG</sup>, *escape alarm*<sup>VC</sup>, *euphoric cloud*<sup>ACG</sup>, *flaming sphere*, *flickering lights*<sup>HA</sup>, *fog cloud*, *frigid touch*<sup>UM</sup>, *frost*

*fall*<sup>UC</sup>, *ghoul touch*<sup>APG</sup>, *glitterdust*, *gust of wind*, *haunting mist*<sup>UM</sup>, *hold person*, *hypnotic pattern*, *ice slick*<sup>MC</sup>, *inflict pain*<sup>OA</sup>, *impaling shade*<sup>\*</sup>, *mad hallucination*<sup>UM</sup>, *minor image*, *molten orb*<sup>ACG</sup>, *oneiric horror*<sup>OA</sup>, *oppressive boredom*<sup>UM</sup>, *paranoia*<sup>OA</sup>, *pulling chains*<sup>\*</sup>, *qualm*<sup>UC</sup>, *restricting armor*<sup>\*</sup>, *scare*, *scorching ray*, *selective alarm*<sup>UI</sup>, *shadow anchor*<sup>ARG</sup>, *shadow binding*<sup>\*</sup>, *shatter*, *silence*, *spontaneous immolation*<sup>UC</sup>, *sound burst*, *steal voice*<sup>UM</sup>, *stealth extension*<sup>\*</sup>, *stone call*<sup>APG</sup>, *stricken heart*<sup>ACG</sup>, *touch of idiocy*, *twilight haze*<sup>ACG</sup>, *unshakable chill*<sup>UM</sup>, *web*, *winter grasp*<sup>UW</sup>

**3rd-Level Saboteur Traps:** *air geyser*<sup>ACG</sup>, *aqueous orb*<sup>APG</sup>, *ash storm*<sup>APG</sup>, *audivisual hallucination*<sup>UI</sup>, *aversion*<sup>OA</sup>, *bestow curse*, *binding chains*<sup>\*</sup>, *cold snap*<sup>\*</sup>, *combustion*<sup>\*</sup>, *confusion*, *daylight*, *deep slumber*, *deeper darkness*, *dispel magic*, *earth tremor*<sup>UW</sup>, *eldritch fever*<sup>UM</sup>, *expose*<sup>\*</sup>, *fear*, *fireball*, *flashfire*<sup>UW</sup>, *force punch*<sup>UM</sup>, *beat wave*<sup>\*</sup>, *howling agony*<sup>UM</sup>, *hydraulic torrent*<sup>APG</sup>, *isolate*<sup>MC</sup>, *lightning bolt*, *loathsome veil*<sup>UM</sup>, *major image*, *needle storm*<sup>\*</sup>, *observation extension*<sup>\*</sup>, *overwhelming grief*<sup>UM</sup>, *pain strike*<sup>APG</sup>, *pellet blast*<sup>UC</sup>, *phantasmal affliction*<sup>UI</sup>, *raging rubble*<sup>ARG</sup>, *ray of exhaustion*, *sands of time*<sup>UM</sup>, *shifting sand*<sup>APG</sup>, *silver darts*<sup>ACG</sup>, *sleet storm*, *slow*, *smug narcissism*<sup>UM</sup>, *spiked pit*<sup>APG</sup>, *stinking cloud*, *swarm of fangs*<sup>MC</sup>, *synaptic scramble*<sup>OA</sup>, *synesthesia*<sup>OA</sup>, *terrible remorse*<sup>UM</sup>, *thunderstomp (greater)*<sup>ACG</sup>, *virulent miasma*<sup>VC</sup>, *vision of hell*<sup>UM</sup>, *wall of nausea*<sup>ACG</sup>, *waves of blood*<sup>HA</sup>, *wind wall*

**4th-Level Saboteur Traps:** *acid pit*<sup>APG</sup>, *aggressive thundercloud (greater)*<sup>ACG</sup>, *amnesia*<sup>VC</sup>, *black tentacles*, *complex hallucination*<sup>UI</sup>, *confuse constructs*<sup>\*</sup>, *contagion*, *creeping ice*<sup>ACG</sup>, *curse of disgust*<sup>UM</sup>, *curse of magic negation*<sup>UM</sup>, *daze (mass)*<sup>UM</sup>, *dimensional anchor*, *dreadscape*<sup>HA</sup>, *dusk ball (greater)*<sup>\*</sup>, *enervation*, *flaming sphere (greater)*<sup>ACG</sup>, *grasping steel*<sup>\*</sup>, *hold monster*, *ice storm*, *impact*<sup>\*</sup>, *malicious spire*<sup>UM</sup>, *mindwipe*<sup>OA</sup>, *obsidian flow*<sup>UC</sup>, *oneiric horror (greater)*<sup>OA</sup>, *pessimism*<sup>HA</sup>, *phantasmal asphyxiation*<sup>HA</sup>, *phantasmal killer*, *rainbow pattern*, *resilient sphere*, *shout*, *solid fog*, *spellcrash (lesser)*<sup>ACG</sup>, *synapse overload*<sup>OA</sup>, *teleporting extension*<sup>\*</sup>, *touch of slime*<sup>UM</sup>, *true form*<sup>APG</sup>, *vicarious vileness*<sup>UI</sup>, *volcanic storm*<sup>UM</sup>, *wall of ice*, *wall of fire*, *web cloud*<sup>ARG</sup>

**5th-Level Saboteur Traps:** *acidic spray*<sup>UM</sup>, *baleful polymorph*, *cloudkill*, *cone of cold*, *contagion (greater)*<sup>UM</sup>, *corrosive consumption*<sup>UM</sup>, *curse (major)*<sup>UM</sup>, *deadly eclipse*<sup>\*</sup>, *dismissal*, *dispel magic (greater)*, *envious urge*<sup>UM</sup>, *expose (greater)*<sup>\*</sup>, *feeblemind*, *fire snake*<sup>APG</sup>, *geyser*<sup>APG</sup>, *hungry pit*<sup>APG</sup>, *icy prison*<sup>UM</sup>, *iron maiden*<sup>\*</sup>, *lightning arc*<sup>UM</sup>, *maelstrom*<sup>\*</sup>, *mind fog*, *pain strike (mass)*<sup>APG</sup>, *persistent image*, *phantasmal putrefaction*<sup>HA</sup>, *phantasmal web*<sup>APG</sup>, *serenity*<sup>UM</sup>, *scripted hallucination*<sup>UI</sup>, *slough*<sup>HA</sup>, *solar flare*<sup>\*</sup>, *sonic thrush*<sup>UM</sup>, *sprawling extension*<sup>\*</sup>, *suffocation*<sup>APG</sup>, *tidal surge*<sup>UW</sup>, *void field*<sup>\*</sup>, *void prison*<sup>\*</sup>, *vortex of steel*<sup>\*</sup>, *wall of force*, *wall of sound*<sup>UM</sup>, *waves of fatigue*, *wind blades*<sup>ARG</sup>

**6th-Level Saboteur Traps:** *acid fog*, *antimagic field*, *banishment*, *banshee blast*<sup>ACG</sup>, *bladed ground*<sup>\*</sup>, *chain lightning*, *chains of fire*<sup>ARG</sup>, *circle of death*, *dimensional lock*, *disintegrate*, *flesh to stone*, *forcecage*, *freezing sphere*, *hold person (mass)*, *insanity*, *phobia*<sup>HA</sup>, *plague storm*<sup>UM</sup>, *resetting extension*<sup>\*</sup>, *resonating word*<sup>UC</sup>, *shadow binding (mass)*<sup>\*</sup>, *sirocco*<sup>UM</sup>, *spellcrash*<sup>ACG</sup>, *stormblast*<sup>\*</sup>, *synesthesia (mass)*<sup>OA</sup>, *tar pool*<sup>UC</sup>, *triggered hallucination*<sup>UI</sup>, *wall of iron*, *waves of exhaustion*, *wither limb*<sup>HA</sup>

# SHAPER

Beneath the expanses of the multiverse lies an infinite realm of nothingness. A vast gulf of entropy, all planes are connected to and shaped by the null space between realms, a place defined not by its existence but lack thereof. Reaching into this boundary between creation and destruction is usually beyond mortal ability, but it is possible to breach it. Whether born from a desire to mold the world as they see fit, planar experimentation gone awry, or even an otherworldly presence within their soul, a rare few can grasp the darkness between worlds. Called shapers, these warriors manipulate the void to control the battlefield, unleashing planar force that consumes all that would stand in their way.

**Role:** A shaper is an arcane warrior that uses reality-bending magic to hinder their foes and protect their allies. They work best in the thick of a fight, unleashing entropic distortions to ravage opponents while warping space to defend themselves.

**Alignment:** Any

**Hit Die:** d10

**Starting Age:** Trained

**Starting Wealth:** 5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The shaper's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the shaper.

**Weapon and Armor Proficiency:** Shapers are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields). A shaper can cast shaper spells while wearing armor and using a shield without incurring the normal arcane spell failure chance. A multiclass shaper still incurs the normal arcane spell failure chance for arcane spells received from other classes.

**Quintessence (Su):** A shaper has power over the void, the null-space between planes that all of existence rests upon. Controlling the quintessence of the void allows her to reshape reality to her whims, molding both arcane energies and disruptive surges of entropy.

The shaper's quintessence pool has a maximum amount equal to twice her shaper level + her Intelligence modifier (minimum 1), refreshing at the start of each day after gaining 8 hours of rest. Quintessence is primarily used to fuel her void ability, though the shaper can learn new methods of utilizing her quintessence through her distortion feature (see below).

**Shaper's Insight (Ex):** A shaper can add half her level to Knowledge (arcana), Knowledge (planes), and Spellcraft checks she makes (minimum +1) and can make such checks untrained.

**Void (Su):** All shapers learn to disrupt the planar structure around them, exposing it to the entropic energies of the void to draw in nearby foes and drain their strength.

The shaper can spend 1 point of quintessence as a move action to open the void. She must spend 1 point of quintessence at the start of each turn the void is open: the void remains in effect until closed as a free action on the shaper's turn or if the shaper starts her turn with no quintessence remaining, whichever comes first. The void also closes early if the shaper is knocked unconscious or killed.

The void pulls at the space within 10 feet of the shaper; she can make the radius of her void smaller than this, but the radius must be an increment of 5 feet. The area of the void moves with her as she does, affecting any enemies that enter into the area.

Enemies within the void's area takes a -1 penalty to attack rolls as the void disrupts space, interfering with attacks. The planar disruption can even consume magic: enemies in the area take a -1 penalty on concentration checks and must make a concentration check to cast (DC 10 + the shaper's level + her Intelligence modifier) or lose the spell as the void drains the magic of its potency. Treat this as if casting defensively; a foe that is already casting defensively doesn't need to make a second check, but uses either the normal concentration DC or the one for the shaper's void, whichever is higher.

The penalty to attack rolls and concentration checks increases to -2 at 7th level and to -3 at 15th level. The shaper is immune to the effects of her own void, but not the void of another shaper. The penalties applied from multiple shapers' voids do not stack (apply only the highest penalty).

**Distortion:** Starting at 2nd level, the shaper gains further control over the base quintessence of reality, unlocking new powers and infusing her body with null energies. The shaper gains one distortion of her choice, plus an additional distortion every two levels gained thereafter, to a total of nine distortions at 18th level.

The shaper must meet the requirements of a distortion she selects, if any, and cannot select the same distortion more than once. If a distortion calls for a saving throw,

Table: Shaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	— Spells per Day —			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Quintessence, Shaper's Insight, Void	—	—	—	—
2nd	+2	+3	+0	+3	Distortion, Eldritch Sight	—	—	—	—
3rd	+3	+3	+1	+3	Entropic Guard	—	—	—	—
4th	+4	+4	+1	+4	Arcane Warrior, Distortion	0	—	—	—
5th	+5	+4	+1	+4	Bonus Feat	1	—	—	—
6th	+6/+1	+5	+2	+5	Distortion	1	—	—	—
7th	+7/+2	+5	+2	+5	Improved Void	1	0	—	—
8th	+8/+3	+6	+2	+6	Distortion	1	1	—	—
9th	+9/+4	+6	+3	+6	Instability	2	1	—	—
10th	+10/+5	+7	+3	+7	Distortion	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Bonus Feat	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Distortion	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Improved Eldritch Sight	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Distortion	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Greater Void	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Distortion	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Bonus Feat	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Distortion	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Improved Instability	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	True Shaper	4	4	3	3

the save DC is equal to 10 + 1/2 the shaper's level + her Intelligence modifier, unless otherwise noted. Certain distortions can modify the effects of the shaper's void ability and are marked with an asterisk (\*); these distortions do not stack. Only one such distortion can be applied to the void, chosen upon opening the void.

*Adaptation (Su)*: Whenever the shaper is not on her native plane, she gains the benefit of *planar adaptation*<sup>APG</sup>. She can share this effect with any number of allies of her choice, but the creature(s) must remain within 30 feet of her to gain the benefits. The shaper must be at least 10th level before selecting this distortion.

*Adumbral Void\* (Su)*: The shaper's void consumes light. The area of the void has its light level lowered by one step, as a *darkness* spell. At 10th level, this lowers the light level by two steps, instead (but cannot create supernatural darkness). The shaper can see through darkness created in this manner. This effect is treated as a 2nd-level darkness effect for the purpose of interacting with light effects, with the effective darkness level increasing by 1 for every four shaper levels gained after 4th. If this distortion is dispelled by a light effect, the shaper cannot use it again for 1 minute. The shaper must be at least 4th level before selecting this distortion.

*Anchoring (Su)*: The shaper can manipulate gravity to anchor herself. She can move along any incline, wall, or ceiling as easily as walking on the ground. The shaper must be at least 8th level before selecting this distortion.

*Arcana Drain\* (Su)*: The shaper's void drains magical reserves from creatures. Any foe capable of casting spells that enters into or starts its turn within the area of the shaper's void must make a Will save or lose a prepared spell or spell slot of 3rd level or lower, similar to the effects of *lesser spellcrash*<sup>ACG</sup> (though only lasting that single round). For every two levels gained after 10th, the maximum level of spell lost increases by 1, up to 7th level spells at shaper level 18th. The shaper must be at least 10th level before selecting this distortion.

*Arcane Harrier (Ex)*: The shaper gains Disruptive as a bonus feat, even if she doesn't meet the prerequisites. She may treat her shaper level as her fighter level for meeting the prerequisites of feats, but only if those feats have Disruptive or Spellbreaker as one of their prerequisites. The shaper must be at least 6th level before selecting this distortion.

*Arcane Weakening\* (Su)*: The void drains foes' resilience towards magic. Enemies apply the void's penalty to their Will saves in addition to its normal effects.



*Blink Charge (Su):* When making a charge, the shaper can spend 1 quintessence point to bend space around herself, letting her phase through obstacles and strike with immense force. For that charge action, she ignores difficult terrain and can move through the space of other creatures without penalty. If she makes a successful attack or bull rush at the end of the charge, her target takes an additional 1d6 force damage, plus an additional 1d6 force damage for every four levels gained after 4th; this damage can only be applied once per use of this distortion. The shaper must be at least 4th level before selecting this distortion.

*Breach (Su):* By spending 1 quintessence as a move action, the shaper can open a small rift in space that she can reach through with her hands. The rift appears at a location of her choice within 30 feet of her and lasts a number of rounds equal to her shaper level, though it closes early if she moves from her current location or pulls her hands back out of the rift (a free action). By reaching through the rift, she can perform any action she could logically do with her hands as if she were in that space, such as attacking with a weapon, grabbing objects, or delivering a touch attack. While her hands are in the rift, she threatens the area around the exit point (as if standing in that space), but not the area next to her. Her hands use her normal AC if someone tries to attack her arms while she is reaching through the rift. This is a teleportation effect. The shaper must be at least 6th level before selecting this distortion.

*Breathless (Su):* The shaper no longer needs to breathe, allowing her to survive underwater or in airless environments. This negates effects that rely on inhalation (such as inhaled poisons or *suffocation*<sup>UM</sup>) or those that rely on scent (such as *stinking cloud*). The shaper must be at least 8th level before selecting this distortion.

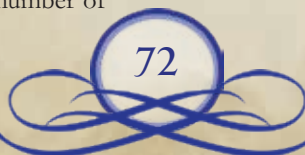
*Call of the Void (Sp):* The shaper can spend 1 quintessence as a standard action to bend space around a creature within 30 feet. The creature must make a Will save: if it fails, it is teleported to the nearest open space adjacent to the shaper. This is a teleportation effect. The shaper must be at least 8th level before selecting this distortion.

*Cancel (Su):* The shaper can consume magic as it's being cast. She must identify the spell being cast as normal. If she successfully does so, the shaper can attempt to counter the spell as an immediate action and by expending an amount of quintessence equal to half the level of the spell being cast, rounded up (minimum 1). The shaper must still attempt a dispel check: treat this as if using *dispel magic* to counter the effect.

*Celerity (Ex):* The shaper gains Combat Reflexes as a bonus feat. She can use her Intelligence modifier in place of her Dexterity modifier to determine the number of

attacks of opportunity she can make each round when using Combat Reflexes.

*Clinging Shadows (Su):* A cloying mass of darkness clouds the vision of the shaper's enemies, making them blind to anyone else. When the shaper hits an enemy with a weapon attack, natural attack, or unarmed strike, she can spend 1 quintessence as free action to cloud their vision with a mass of shadows. The target treats all other creatures except for the shaper as if they had concealment (20% miss chance) for a number of rounds





equal to the shaper's Intelligence modifier (minimum 1). A successful Reflex save reduces the duration to 1 round. The ability to see through supernatural darkness negates this effect, but *true seeing* does not. The shaper must be at least 4th level before selecting this distortion.

*Condense (Ex)*: The shaper can reflexively manipulate her own mass. She gains a +2 bonus to her CMB and CMD. This bonus increases by +1 at 8th and 16th levels.

*Consumption\* (Su)*: Vital energy and life force are consumed by the void. Whenever an enemy within the area of the void would be subjected to an effect that recovers hit points (including healing magic, fast healing, or regeneration), the target only receives half of that healing and the shaper receives the other half. If an enemy in the area has a form of regeneration that is stopped by a specific damage type (like fire or acid), that regeneration does not prevent the creature from being slain, so long as it is within the void's area at the time of death. The shaper must be at least 14th level before selecting this distortion.

*Death Affinity (Ex)*: Entropy suffuses the shaper with life. The shaper is healed by negative energy instead of harmed by it (as if she were undead), but she only recovers half the usual amount. She is still healed by positive energy as normal. The shaper must be at least 6th level before selecting this distortion.

*Death Field\* (Su)*: A wave of destruction emits from the void with every pulse. Enemies that start their turn within the shaper's void or enter into the area of the void on their turn take 1d8 negative energy damage. A Fortitude save halves the damage taken. This negative energy does not heal undead. The damage increases to 2d8 at 7th level and to 4d8 at 15th level. The shaper must be at least 4th level before selecting this distortion.

*Decaying Bolt (Sp)*: The shaper can manifest a ray of decay to harm creatures from afar. As a standard action, the shaper can spend 1 quintessence to fire this ray at a single creature within close range (25 ft. + 5 ft./2 levels). She must make a ranged touch attack to hit. On a successful hit, the shaper deals negative energy damage equal to 1d6 per two levels + her Intelligence modifier. This ray cannot heal undead.

*Devouring Aegis (Sp)*: Murky darkness and draining entropy surround the shaper. She can spend 2 quintessence as a swift action to gain the effects of *vampiric shadow shield*<sup>ACG</sup> for a number of rounds equal to her Intelligence modifier (minimum 1). The shaper must be at least 10th level before selecting this distortion.

*Drift (Su)*: The shaper manipulates gravity to fall more slowly, as if under the constant effect of a *glide*<sup>APG</sup> spell. At 8th level, the shaper can spend 1 quintessence as a move action to grant herself a fly speed (as the *fly* spell) for 1 minute. The shaper must be at least 4th level before selecting this distortion.

*Empty Shell (Su)*: The shaper gains Diehard as a bonus feat, even if she doesn't meet the prerequisites. While she is below 0 hit points but still conscious, she can spend 1 quintessence as a free action at the start of her turn to act as if not disabled for 1 round and does not lose hit points for taking actions while doing so.

*Essence Harvest (Su)*: The shaper's attacks can drain life from struck opponents. Whenever the shaper scores a critical hit with an attack, she recovers hit points equal to 1d6 times the attack's critical hit multiplier. This cannot restore more hit points than the creature had remaining, nor restore more hit points than the shaper dealt with the attack. The shaper must be at least 12th level before selecting this distortion.

*Fade (Su)*: Whenever the shaper would take damage from any source, she can spend 1 quintessence as an immediate action to partially replace herself with intangible shadows, reducing the damage she takes by an amount equal to her shaper level. This only affects hit point damage, not any other effects that accompany the attack (including ability damage or drain).

*Fold Space (Su)*: The shaper can spend 1 quintessence point as a move action to teleport a distance up to twice her base movement speed. The shaper must be at least 4th level before selecting this distortion.

*Frozen Time (Ex)*: Time is no longer a hindrance to the shaper. She stops aging and her maximum lifespan is doubled. Age bonuses still accrue, and any penalties already in place remain. She also becomes immune to aging effects and harmful time-based effects like *slow* or *temporal stasis*, subject to GM discretion. The shaper must be at least 12th level before selecting this distortion.

*Genesis (Sp)*: The shaper can make temporary fixtures within the underlying void, creating her own extraplanar realms. She can spend 8 quintessence to cast *lesser create demiplane*<sup>UM</sup> as a spell-like ability using its normal casting time. She does not require a focus to do so. Additionally, she may spend 6 quintessence to cast *plane shift* as a spell-like ability, but only to move willing creatures to and from demiplanes she has created. At 16th level, she can spend 12 quintessence points to cast *create demiplane*<sup>UM</sup>. At 20th level, she can spend 16 quintessence points to cast *greater create demiplane*<sup>UM</sup>. The shaper must be at least 12th level before selecting this distortion.

*Gloom Shield (Su)*: A barrier of semi-solid darkness forms around a creature to shield it from injury. Once per round, the shaper can spend 1 quintessence as a move action to grant a creature within 30 feet of her temporary hit points equal to twice her shaper level. The temporary hit points do not stack and last for 1 minute before dissipating, and a particular creature can only benefit from this distortion once per minute.

*Grasping Void\* (Su)*: Space distorts around the shaper, pulling creatures ever closer. When an enemy enters into

or starts its turn within the area of the shaper's void, they must make a bull rush attempt against the shaper's CMD. Success allows them to move normally, but failure means they cannot move further away from the shaper that round. Failing by 10 or more also causes the creature to be pulled 5 feet closer to the shaper. The shaper must be at least 12th level before selecting this distortion.

*Greater Eldritch Sight (Su):* The shaper's eldritch sight immediately improves, granting her the effects of *arcane sight* (as the improved eldritch sight ability). When she reaches 13th level, she can use *arcane sight* to concentrate on a creature as a move action, instead of a standard action. When she reaches 16th level, her eldritch sight improves to act as *greater arcane sight* with a range of 30 feet. The shaper must have the eldritch sight ability and be at least 8th level before selecting this distortion.

*Inured to Death (Ex):* Closeness to oblivion imparts the shaper with resistance to decay, granting her immunity to death effects and energy drain. The shaper must be at least 10th level before selecting this distortion.

*Lightweight (Ex):* The shaper manipulates gravity to ease her own burdens. Her carrying capacity is tripled. At 8th level, she treats any armor she is wearing as one category lighter when determining her movement speed.

*Maddening Darkness\* (Su):* Enemies within the shaper's void are exposed to the horrible revelations that exist at the very edges of reality. Any foe that enters into or starts their turn within the shaper's void must make a Will save or be confused for 1 round and take 1d4 points of Charisma damage. A creature reduced to 0 Charisma is driven insane (as an *insanity* spell). This is a mind-affecting effect. The shaper must be at least 16th level before selecting this distortion.

*Master of Destruction (Su):* A shaper with this ability gains control over one of the most infamous forms of destruction: the *sphere of annihilation*. A shaper with this ability is immune to the effects of a *sphere of annihilation* (including any gear she is wearing) and gains a +10 bonus on checks to control the *sphere*. Additionally, the shaper can temporarily manifest an effect similar to the *sphere of annihilation*; though weaker, it contains much of the same destructive power. Doing so is a full-round action and takes 6 quintessence to use. The sphere briefly appears in a location the shaper can see within 60 feet: any creature or object sharing its space takes 10 damage per shaper level. A Fortitude save reduces the damage to 10d6. If reduced to 0 hit points, the object or creature is sucked into the sphere and utterly destroyed. The sphere lasts only until the end of the shaper's turn before imploding on itself, after which she cannot use this ability again for 1 hour. The shaper must be at least 16th level before selecting this distortion.

*Mold Spell (Ex):* Reshaping prepared incantations is not so different from reshaping the void. The shaper

selects one spell of each level (1st through 4th) from the shaper spell list. The shaper can spontaneously convert her prepared shaper spells into the selected spells, similar to a cleric spontaneously casting *cure* spells. The shaper must be at least 4th level before selecting this distortion.

*Null Sight (Ex):* The shaper gains see in darkness, as the universal monster ability, letting her see in magical darkness to any distance. The shaper must be at least 14th level before selecting this distortion.

*Nullify (Sp):* A shaper with this distortion can strip away magical effects. She can spend 2 quintessence points to cast *dispel magic* as a spell-like ability. Upon reaching 16th level, she can spend 4 quintessence to cast *greater dispel magic*, instead. This counts as casting *dispel magic* for the purpose of benefiting from and qualifying for abilities, feats, or magic items that enhance *dispel magic*, such as Dispel Synergy<sup>UC</sup>. The shaper must be at least 6th level before selecting this distortion.

*Phase Weapon (Su):* The shaper can spend 1 quintessence point as a swift action to shroud a weapon she's wielding with force, allowing it to strike across planes. The weapon gains the *ghost touch* property and deals an additional 1 point of force damage on a hit. The force damage increases by 1 for every four shaper levels gained after 4th and is multiplied on a critical hit. Both effects last for a number of minutes equal to the shaper's Intelligence modifier (minimum 1). The shaper must be at least 4th level before selecting this distortion.

*Planar Maneuver (Su):* The shaper warps space to disorient her opponents from a distance. She can spend 1 quintessence as a swift action to activate this effect. For a number of rounds equal to her Intelligence modifier (minimum 1), she can perform trip, bull rush, disarm, steal, or reposition maneuvers from up to close range (25 ft. + 5 ft./2 levels). If she steals from or disarms a foe, she can spend 1 additional quintessence as a free action to cause the stolen item or disarmed weapon to fly to her. If she has a free hand she can catch the taken item; if not, the item lands in her space. The shaper must be at least 4th level before selecting this distortion.

*Quicken (Sp):* The shaper can spend 2 quintessence points as a swift action to accelerate her own movement, acting as a *haste* spell but targeting only herself. The effect lasts a number of rounds equal to the shaper's Intelligence modifier (minimum 1). The shaper must be at least 8th level before selecting this distortion.

*Reality Anchor (Sp):* The shaper can force an area back to its natural state. The shaper can spend 4 quintessence to form a reality anchor within close range (25 ft. + 5 ft./2 levels). The anchor has a radius of 15 feet and functions as an *antimagic field*. The anchor is immobile and lasts for a number of minutes equal to the shaper's Intelligence modifier (minimum 1) before ending and can be dismissed as a free action on her turn. The



shaper must maintain line of sight to the anchor to keep it in place: failure to do so ends the effect immediately. The shaper can only have one reality anchor in effect at a time. The shaper must be at least 14th level before selecting this distortion.

*Riftstrike\** (Su): The void condenses space around the shaper to let her attack foes with ease. While the shaper's void is open and it is her turn, her reach increases to cover the same area as the void. This only applies to attacks made during the shaper's turn, and does not apply to attacks of opportunity she makes (nor does it increase her threatened area). The shaper must be at least 6th level before selecting this distortion.

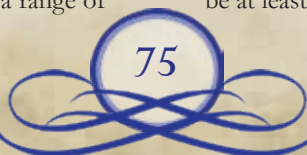
*Second Sense* (Ex): A shaper with this ability gains a limited ability to peer forward through time to sense threats. Whenever she rolls for initiative, she can roll twice and use either result.

*Shadowsight* (Ex): The shaper's vision can pierce through shadows, granting her darkvision to a range of

60 feet. If she already has darkvision, it is extended by this amount, instead.

*Shockwave* (Su): By spending 2 quintessence points as a full-round action, the shaper can ripple the void nearby to send out a concussive shockwave. Each creature within a 20-foot-radius burst around the shaper takes 1d8 force damage per two shaper levels and is knocked prone. A Reflex save halves the damage and negates the prone effect. The shaper must be at least 10th level before selecting this distortion.

*Spatial Mastery* (Ex): The shaper becomes more adept at magics that manipulate space. She gains Dimensional Agility<sup>UC</sup> as a bonus feat, even if she doesn't meet the prerequisites. She becomes immune to teleportation effects unless she allows them to affect her. Any teleportation effect she creates (including distortions like *fold space*) have their range doubled, and any teleportation spells she uses always arrive on-target. The shaper must be at least 10th level before selecting this distortion.





*Spatial Rip (Su):* The shaper brings her weapon down, unleashing a blast of disruptive force from its edge. Doing so is a standard action that requires spending 1 point of quintessence. The spatial rip allows the shaper to strike all creatures in 30-foot line with a melee weapon, unarmed strike, or natural attack: she makes a separate attack against each foe in the area. However, the weapon's normal damage type is replaced by force damage. Any additional damage to the weapon, such as from the *flaming* property, deal their normal damage. At 8th and 16th levels, the spatial rip deals an additional 1d8 force damage; this damage is not multiplied on a critical hit. The shaper must be at least 4th level before selecting this distortion.

*Spell Deflection (Sp):* A temporary rift within the fabric of magic allows the shaper to repel harmful spells. The shaper can spend 1 or more quintessence points as an immediate action to reflect a spell back at its caster. This functions as *spell turning*, but only if the targeted spell is of a level equal to or lower than the number of points expended. If insufficient points are expended, the shaper instead gains an insight bonus on any saving throws allowed by the spell equal to half number of quintessence points spent (minimum +1). The shaper must be at least 16th level before selecting this distortion.

*Split Time (Su):* The shaper can briefly rewind an event, giving her a second chance at success. Whenever the shaper rolls an attack roll or saving throw, she can spend 1 quintessence point as an immediate action to reroll it. She must do so before the result is revealed, must take the second result, even if it is worse, and can do so no more than once per minute. The shaper must be at least 6th level before selecting this distortion.

*Stasis (Sp):* A shaper with this power can throw a creature outside of the flow of time. The shaper must spend 4 quintessence and choose a creature or object within 30 feet. The target must make a Will save or vanish completely for a number of rounds equal to the shaper's Intelligence modifier (minimum 1). For the duration, it is undetectable by magic, including divinations: it essentially does not exist. Any effects (positive or negative) on the creature do not have their durations progress while the creature is in stasis. At the end of the duration, the creature or object reappears unharmed in the space it last occupied (or the nearest possible space, if the original space is now occupied or hazardous). Once an object or creature has been subjected to stasis, it cannot be affected again for 24 hours. The shaper must be at least 14th level before selecting this distortion.

*Temporal Reversion (Su):* A shaper with this ability can manipulate the passage of time for herself, reverting to an earlier state. The shaper can spend 4 quintessence as a standard action to anchor herself within time. When

she does, she records her current location and condition, including current hit points and any ongoing conditions and effects, both beneficial and harmful (including spell effects, poisons or disease, ability damage, fatigue/sicken/other conditions, and so on). As an immediate action within the next minute, the shaper can revert herself to this point, restoring her to the same condition and location she was in upon initially using this ability. While this reverts her physically and spatially, it does not restore any used items, charges, spell slots used, quintessence, or other daily resources she might have. Once the shaper reverts herself, the strain put on her body staggers her for 1 round and gives her a -2 penalty to attack rolls, saving throws, and skill checks for 1 minute. The shaper must be at least 16th level before selecting this distortion.

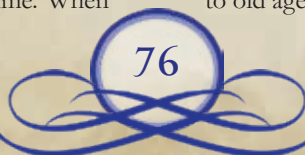
*Time Dilation\* (Su):* The void minutely slows down time within its area, impairing foes' ability to evade. Enemies apply the void's penalty to Reflex saves in addition to its other effects.

*Void Empowerment (Su):* The shaper can absorb residual energy from the void to strengthen her attacks. While the shaper's void is open, she can spend 1 quintessence as a free action to gain a +1 competence bonus to attack rolls until the start of her next turn. Upon reaching 8th level, the bonus increases to +2. When she reaches 16th level, the bonus increases to +3.

*Warp Spell (Ex):* The shaper can utilize planar quintessence to distort her own spells. Whenever she casts a spell, she can spend quintessence to affect it with her choice of either the Enlarge Spell or Extend Spell metamagic feats without increasing its level or casting time. Doing so requires her to spend quintessence equal to half the spell's level, rounded up (minimum 1). She can only apply one effect to a given spell and must follow the usual rules for those metamagic feats. The shaper must be at least 8th level before selecting this effect.

*Warp Weapon (Su):* As long as the shaper has at least one point in her quintessence pool, she can have any weapon she throws immediately teleport back to her hand after the attack resolves, allowing her to attack with it again in the same turn. She can spend 1 quintessence as a swift action to increase the range increment of her throwing weapons by 20 feet for 1 minute. The shaper must be at least 6th level before selecting this distortion.

*Waste Away\* (Su):* The void accelerates the passage of time, if only temporarily, causing creatures to age. Any opponent that enters into or starts their turn within the area of the void must make a Fortitude save or be aged to the next age category, similar to a *sands of time*<sup>UM</sup> spell. An undead or construct does not gain a save, and instead takes damage as outlined in *sands of time*<sup>UM</sup>. They must repeat this save each round, the age effect stacking up to old age. At 15th level, the aging effect can stack up to



venerable. The aging effect on living creatures ends after 10 minutes. This has no effect on objects, only creatures. The shaper must be at least 8th level before selecting this distortion.

**Eldritch Sight (Su):** Also at 2nd level, the shaper's understanding of the fundamentals of reality allows her to perceive magical and supernatural alterations around her. She has the constant effect of *detect magic*, as the spell, though it does not require concentration and has a range of 30 feet. She can suppress or reactivate this ability as a free action.

**Entropic Guard (Su):** Starting at 3rd level, the shaper can add her Intelligence modifier (minimum +0) to her touch AC. This cannot cause her touch AC to exceed her normal AC.

**Spells:** Beginning at 4th level, a shaper gains the ability to cast a small number of arcane spells, which are drawn from the shaper spell list. A shaper must choose and prepare her spells in advance.

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

Like other spellcasters, a shaper can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table: Shaper**. In addition, she receives bonus spells per day if she has a high Intelligence score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*). When **Table: Shaper** indicates that the shaper gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Intelligence score for that spell level.

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

**Spellbooks:** A shaper must study her spellbook each day to prepare her spells. She cannot prepare any spell not recorded in her spellbook. Upon reaching 4th level, the shaper gains a spellbook containing three 1st-level shaper spells of her choice. The shaper also selects a number of additional 1st-level shaper spells equal to her Intelligence modifier to add to her spellbook. At each new shaper level, she gains two new shaper spells of any spell level or levels that she can cast (based on her new shaper level) for her spellbook. At any time, a shaper can also add spells found in other spellbooks to her own.

A shaper can learn spells from a wizard's spellbook, just as a wizard can from a shaper's spellbook. The spells learned must be on the shaper spell list, as normal. An alchemist can learn formulae from a shaper's spellbook,

if the spells are also on the alchemist spell list. A shaper cannot learn spells from an alchemist.

**Arcane Warrior (Ex):** At 4th level, a shaper can use a hand holding a shield or weapon she is wielding to fulfill the somatic components of shaper spells she casts. She must be proficient with the weapon or shield to do so.

**Bonus Feat:** At 5th level, and every six levels thereafter, the shaper receives a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. She must meet the prerequisites of these feats as normal.

**Improved Void (Su):** At 7th level, the shaper's void grows in strength. She may now open the void as a swift action, and the maximum radius of the void increases to 15 feet. Foes in the void apply the penalty to their weapon damage rolls, in addition to the other effects.

**Instability (Ex):** Starting at 9th level, the shaper's magics fluctuate with unpredictable entropy, making them more difficult to suppress by traditional means. She adds her Intelligence modifier to the DC to counter, dispel, or remove her shaper spells or spell-like abilities (such as by *dispel magic* or *break enchantment*).

**Improved Eldritch Sight (Su):** At 13th level, the shaper's eldritch sight improves. She now has the constant benefit of *arcane sight* to a range of 30 feet. She can suppress or reactivate this ability as a free action.

**Greater Void (Su):** At 15th level, the shaper's void becomes even more potent. The maximum radius of the void increases to 20 feet. Additionally, the pull of the void prevents even extra-dimensional forms of escape, affecting the area of the void as a *dimensional lock* spell.

**Improved Instability (Ex):** At 19th level, a shaper's void, distortions, and spells are unaffected by *antimagic fields*, dead magic areas, and similar effects. They can be countered or dispelled, as usual (such as by *dispel magic*).

**True Shaper (Su):** At 20th level, the shaper has become a master of the void, able to bend reality to her whims. At the start of each day when the shaper regains her quintessence, she may select any combination of two distortions. These distortions can be ones she already knows, but if so they must be distortions that require spending quintessence to use.

If she selects a distortion she didn't already know, she gains it as an additional distortion known for the next 24 hours, losing access to it once she regains quintessence the next day (at which point she can choose it again).

If she selects a distortion she already knows that requires spending quintessence, she reduces the cost by half (rounded down), to a minimum of 0. If this reduces the cost to zero, she can use that distortion at-will so long as she has at least 1 quintessence remaining. This benefit lasts until the shaper regains quintessence the following day, at which point she loses the benefit unless she selects it again with this ability.

## SHAPER SPELLS

A shaper gains access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material as outlined in the introduction of this book.

**1st-Level Shaper Spells:** *abjuring step*<sup>UC</sup>, *abundant ammunition*<sup>UC</sup>, *air bubble*<sup>UC</sup>, *alarm*, *alchemical tinkering*<sup>ARG</sup>, *alter weapon*<sup>\*</sup>, *animate rope*, *ant haul*<sup>APG</sup>, *anticipate peri*<sup>UM</sup>, *blurred movement*<sup>ACG</sup>, *body capacitance*<sup>ACG</sup>, *bouncy body*<sup>MC</sup>, *break*, *bungle*<sup>UM</sup>, *chill touch*, *color spray*, *comprehend languages*, *conjure tool*<sup>\*</sup>, *dancing lantern*<sup>APG</sup>, *death knell*, *decompose corpse*<sup>UM</sup>, *deja vu*<sup>OA</sup>, *desperate weapon*<sup>UI</sup>, *detect magic*, *detect secret doors*, *detect undead*, *ear-piercing scream*<sup>UM</sup>, *endothermic touch*<sup>MC</sup>, *endure elements*, *enlarge person*, *entropic shield*, *erase*, *expedition retreat*, *eyes of eventide*<sup>\*</sup>, *feather fall*, *flare burst*<sup>APG</sup>, *fling*<sup>\*</sup>, *floating disk*, *forced quiet*<sup>UM</sup>, *forked lightning*<sup>\*</sup>, *glue seal*<sup>ACG</sup>, *grasp of darkness*<sup>\*</sup>, *gravity bow*<sup>APG</sup>, *grease*, *handy grapnel*<sup>UI</sup>, *heightened awareness*<sup>ACG</sup>, *hidden illumination*<sup>\*</sup>, *hobble*<sup>UC</sup>, *hold portal*, *identify*, *inflict light wounds*, *invisibility alarm*<sup>ACG</sup>, *jump*, *jury-rig*<sup>UC</sup>, *lead blades*<sup>APG</sup>, *liberating command*<sup>UC</sup>, *line in the sand*<sup>ACG</sup>, *lock gaze*<sup>UC</sup>, *long arm*<sup>ACG</sup>, *longshot*<sup>UC</sup>, *mage armor*, *magic aura*, *magic missile*, *magic weapon*, *memorize page*<sup>ACG</sup>, *memory lapse*<sup>APG</sup>, *mindlink*<sup>OA</sup>, *mirror polish*<sup>ACG</sup>, *mirror strike*<sup>UC</sup>, *protection from chaos/evil/good/law*, *quintessence*<sup>OA</sup>, *ray of enfeeblement*, *ray of sickening*<sup>UM</sup>, *read magic*, *recharge innate magic*<sup>ARG</sup>, *reduce person*, *refine improvised weapon*<sup>ACG</sup>, *reinforce armaments*<sup>UC</sup>, *repair undead*<sup>ACG</sup>, *restore corpse*<sup>UM</sup>, *returning weapon*<sup>UC</sup>, *scatter*<sup>\*</sup>, *sculpt corpse*<sup>APG</sup>, *see alignment*<sup>UC</sup>, *shadow stream*<sup>\*</sup>, *shield*, *shield of fortification*<sup>ACG</sup>, *shock shield*<sup>UC</sup>, *shocking grasp*, *snowball*<sup>UW</sup>, *snuff*<sup>\*</sup>, *spatial collapse*<sup>\*</sup>, *squire's aid*<sup>\*</sup>, *stumble gap*<sup>APG</sup>, *stunning barrier*<sup>ACG</sup>, *sunder breaker*<sup>ACG</sup>, *sundering shards*<sup>ACG</sup>, *theft ward*<sup>ARG</sup>, *thunderstomp*<sup>ACG</sup>, *touch of gracelessness*<sup>APG</sup>, *true strike*, *unerring weapon*<sup>UC</sup>, *unprepared combatant*<sup>UM</sup>, *unseen servant*, *vanish*<sup>APG</sup>, *wizened appearance*<sup>UI</sup>, *youthful appearance*<sup>UM</sup>

**2nd-Level Shaper Spells:** *ablative barrier*<sup>UC</sup>, *adhesive blood*<sup>ACG</sup>, *air step*<sup>ACG</sup>, *alter self*, *alter weapon*<sup>\*</sup>, *anchoring chains*<sup>\*</sup>, *ant haul (communal)*<sup>UC</sup>, *apport object*<sup>OA</sup>, *arcane lock*, *armament reservoir*<sup>\*</sup>, *arrow eruption*<sup>APG</sup>, *augury*, *backlash*<sup>\*</sup>, *blade spiral*<sup>\*</sup>, *badger's ferocity*<sup>UM</sup>, *blindness/deafness*, *bear's endurance*, *blood armor*<sup>ACG</sup>, *blur*, *brow gasber*<sup>UC</sup>, *buoyancy*<sup>ACG</sup>, *bull's strength*, *certain grip*<sup>UC</sup>, *codespeak*<sup>UI</sup>, *conjure armor*<sup>\*</sup>, *conjure weapon*<sup>\*</sup>, *create pit*<sup>APG</sup>, *cushioning bands*<sup>UM</sup>, *darkness*, *darkvision*, *defensive shock*<sup>UM</sup>, *detect magic (greater)*<sup>UI</sup>, *disfiguring touch*<sup>UM</sup>, *dress corpse*<sup>UI</sup>, *dusk ball*<sup>\*</sup>, *dust of twilight*<sup>APG</sup>, *endure elements (communal)*<sup>UC</sup>, *effortless armor*<sup>UC</sup>, *elemental speech*<sup>APG</sup>, *escape alarm*<sup>UC</sup>, *extreme flexibility*<sup>ACG</sup>, *eyes of eventide (communal)*<sup>\*</sup>, *false life*, *fester*<sup>APG</sup>, *fllickering light*<sup>HA</sup>, *frost fall*<sup>UC</sup>, *fox's cunning*, *gentle repose*, *ghostbane dirge*<sup>APG</sup>, *glide*, *glitterdust*, *hold person*, *hypnotic pattern*, *inflict moderate wounds*, *invisibility*, *kinetic reverberation*<sup>UC</sup>, *knock*, *levitate*, *life pact*<sup>ACG</sup>, *locate object*, *magic mouth*, *make whole*, *mirror hideaway*<sup>ACG</sup>, *misdirection*, *pain strike*<sup>APG</sup>, *pilfering band*<sup>UC</sup>, *protection from chaos/evil/good/law (communal)*<sup>UC</sup>, *protective penumbra*<sup>UM</sup>, *quick change*<sup>HA</sup>, *reinforce*

*armaments (communal)*<sup>UC</sup>, *reloading hands*<sup>UC</sup>, *resist energy*, *returning weapon (communal)*<sup>UC</sup>, *rope trick*, *see invisibility*, *share language*<sup>APG</sup>, *share memory*<sup>UM</sup>, *shatter*, *silence*, *silent table*<sup>ACG</sup>, *sonic scream*<sup>ACG</sup>, *spider climb*, *squeeze*<sup>ARG</sup>, *steal breath*<sup>ARG</sup>, *steal voice*<sup>UM</sup>, *stricken heart*<sup>ACG</sup>, *temporal collapse*<sup>\*</sup>, *time shudder*<sup>ACG</sup>, *twisted space*<sup>UC</sup>, *unshakable chill*<sup>UM</sup>, *ward object*<sup>\*</sup>, *warding weapon*<sup>UC</sup>, *weaken structure*<sup>\*</sup>, *whispering wind*

**3rd-Level Shaper Spells:** *age resistance (lesser)*<sup>UM</sup>, *air breathing*<sup>MC</sup>, *alter weapon (greater)*<sup>\*</sup>, *analyze construction*<sup>\*</sup>, *arcane sight*, *assume appearance*<sup>HA</sup>, *aura sight*<sup>ACG</sup>, *bestow curse*, *blink*, *burst of speed*<sup>UC</sup>, *clairaudience/clairvoyance*, *cold snap*<sup>\*</sup>, *confusion*, *conjunction foil*<sup>UI</sup>, *contingent action*<sup>ACG</sup>, *countless eyes*<sup>UM</sup>, *curse of magic negation*<sup>UM</sup>, *dancing steel*<sup>\*</sup>, *darkvision (communal)*<sup>UC</sup>, *daylight*, *deeper darkness*, *detect scrying*, *dimension door*, *dimensional anchor*, *dispel magic*, *displacement*, *disrupt silence*<sup>UI</sup>, *distracting cacophony*<sup>UM</sup>, *eldritch fever*<sup>UM</sup>, *entropic burst*<sup>\*</sup>, *entropic collapse*<sup>\*</sup>, *expose*<sup>\*</sup>, *false life (greater)*<sup>UM</sup>, *force punch*<sup>UM</sup>, *fly*, *gentle repose*, *glimpse of truth*<sup>UI</sup>, *haste*, *healing thief*<sup>UC</sup>, *heart of the metal*<sup>ACG</sup>, *hostile levitation*<sup>UC</sup>, *howling agony*<sup>UM</sup>, *inflict serious wounds*, *invisibility sphere*, *keen edge*, *life bubble*<sup>APG</sup>, *lightning bolt*, *loathsome veil*<sup>UM</sup>, *locate creature*, *locate weakness*<sup>UC</sup>, *mad sultan's melody*<sup>HA</sup>, *magic circle against chaos/evil/good/law*, *magic aura (greater)*<sup>UI</sup>, *magic weapon (greater)*, *minor creation*, *pierce disguise*<sup>ACG</sup>, *planar adaptation*<sup>APG</sup>, *protection from energy*, *ray of exhaustion*, *remove curse*, *resist energy (communal)*<sup>UC</sup>, *sands of time*<sup>UM</sup>, *scrying*, *selective alarm*<sup>UI</sup>, *sending*, *share language (communal)*<sup>UC</sup>, *shield of fortification (greater)*<sup>ACG</sup>, *shrink item*, *slow*, *spider climb (communal)*<sup>UC</sup>, *spiked pit*<sup>APG</sup>, *stunning barrier (greater)*<sup>ACG</sup>, *sundering shield*<sup>\*</sup>, *telekinetic maneuver*<sup>OA</sup>, *tempering*<sup>\*</sup>, *thaumaturgic circle*<sup>OA</sup>, *thunderstomp (greater)*<sup>ACG</sup>, *tiny hut*, *tongues*, *twilight knife*<sup>APG</sup>, *vampiric touch*, *versatile weapon*<sup>APG</sup>, *vicarious view*<sup>UI</sup>, *voluminous vocabulary*<sup>UI</sup>, *wall of darkness*<sup>\*</sup>, *water breathing*

**4th-Level Shaper Spells:** *age resistance*<sup>UM</sup>, *alter weight (mass)*<sup>\*</sup>, *antilife shell*, *arcana theft*<sup>UM</sup>, *arcane eye*, *assume appearance (greater)*<sup>HA</sup>, *ball lightning*<sup>APG</sup>, *banish seeming*<sup>APG</sup>, *black bomb*<sup>\*</sup>, *black tentacles*, *blade burst*<sup>\*</sup>, *break enchantment*, *condensed ether*<sup>OA</sup>, *contact other plane*, *contingent scroll*<sup>ACG</sup>, *darkvision (greater)*<sup>UM</sup>, *deadman's contingency*<sup>UI</sup>, *death ward*, *dismissal*, *dusk ball (greater)*<sup>\*</sup>, *eldritch collapse*<sup>\*</sup>, *elude time*<sup>APG</sup>, *enchantment foil*<sup>ACG</sup>, *enervation*, *expose (greater)*<sup>\*</sup>, *eyes of the void*<sup>ACG</sup>, *freedom of movement*, *ghostbane dirge (mass)*<sup>APG</sup>, *globe of invulnerability (lesser)*, *hand of the abyss*<sup>\*</sup>, *hold monster*, *hostile juxtaposition*<sup>UC</sup>, *hungry pit*<sup>APG</sup>, *inflict critical wounds*, *invisibility (greater)*, *leashed shackles*<sup>UM</sup>, *major creation*, *pain strike (mass)*<sup>APG</sup>, *passwall*, *planar adaptation (mass)*<sup>APG</sup>, *plane shift*, *protection from energy (communal)*<sup>UC</sup>, *quicksilver*<sup>\*</sup>, *rainbow pattern*, *reconstruct*<sup>\*</sup>, *resilient sphere*, *repel projectiles*<sup>\*</sup>, *secure shelter*, *sending*, *shout*, *siphon enhancement*<sup>\*</sup>, *spell immunity*, *spell resistance*, *stoneskin*, *suffocation*, *trace teleport*<sup>UI</sup>, *transfer enhancement*<sup>\*</sup>, *telekinesis*, *telekinetic charge*<sup>UC</sup>, *teleport*, *tempering (greater)*<sup>\*</sup>, *tongues (communal)*<sup>UC</sup>, *true form*<sup>APG</sup>, *true seeing*, *void field*<sup>\*</sup>, *void prison*<sup>\*</sup>, *vorpal edge*<sup>\*</sup>, *wall of blindness/deafness*<sup>ACG</sup>, *wall of darkness (greater)*<sup>\*</sup>, *wall of force*, *wandering star motes*<sup>APG</sup>

# VANGUARD

Allies are one of the most valuable assets to have on any battlefield. While most would-be adventurers and gallant heroes must seek out comrades, the few choose instead to make one. Sometimes accidentally, sometimes with intent, a person may find within themselves the spark of creation, animating their constructed companions almost instinctively. These creators, known as vanguards, form a close bond with their machina, their magical essence fueling and empowering the construct. This bond is not one of master and servant, however; vanguards and machina fight as equals, supporting each other and their allies against all odds.

**Role:** Vanguards provide both magical power and physical strength, standing alongside their allies in the thick of battle. The magic they cast is best served to support and enhance the strength of the group, using both traditional spell and mystical resonances of power from their machina to achieve victory.

**Alignment:** Any

**Hit Die:** d8

**Starting Age:** Self-taught

**Starting Wealth:** 5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The vanguard's class skills are Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the vanguard.

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

**Spells:** A vanguard casts arcane spells drawn from the vanguard spell list. He can cast any spell he knows

without preparing it ahead of time. To learn or cast a spell, a vanguard must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a vanguard's spell is 10 + the spell level + the vanguard's Charisma modifier.

A vanguard can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on **Table: Vanguard**. In addition, he receives bonus spells per day if he has a high Charisma score (see the Ability Scores section in Chapter 1 of the *Pathfinder Roleplaying Game Core Rulebook*).

A vanguard's selection of spells is extremely limited. A vanguard begins play knowing four 0-level spells and two 1st-level spells of the vanguard's choice. At each new vanguard level, he gains one or more new spells as indicated on **Table: Vanguard Spells Known** (Unlike spells per day, the number of spells a vanguard knows is not affected by his Charisma score. The numbers on **Table: Vanguard Spells Known** are fixed.). These new spells can be common spells chosen from the vanguard spell list, or they can be unusual spells that the vanguard has gained some understanding of through study.

Upon reaching 5th level, and at every third vanguard level thereafter (8th, 11th, and so on), a vanguard can choose to learn a new spell in place of one he already knows. In effect, the vanguard "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level vanguard spell he can cast. A vanguard may swap out only a single spell at any given level and must choose whether or not to swap the spell at the same time that he gains new spells known for the level.

A vanguard need not prepare his spells in advance. He can cast any spell he knows at any time, assuming he has not used up his allotment of spells per day for the spell's level.

**Cantrips:** Vanguards learn a number of cantrips, or 0-level spells, as noted on **Table: Vanguard Spells Known** under "Spells Known." These spells are cast like any other spell, but they do not consume any slots and may be used again.

**Machina:** A vanguard begins play with the ability to craft a powerful, magically-animated construct called a "machina". A machina has the same alignment as the vanguard that creates it and can speak and understand all of his languages. Machina are treated as constructs under the vanguard's control, though unlike most constructs, the machina is intelligent and capable of independent thought and action.

The machina's general appearance is up to the vanguard, though it is always in the form of a medium humanoid shape. The machina's Hit Dice, saving throws, skills, feats, and abilities are tied to the vanguard's class



Table: Vanguard

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Augmentation, Cantrips, Machina, Mending Touch, Resonance, Spark	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Intuitive Construction	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Bonus Feat, Shared Tactics	3	—	—	—	—	—
4th	+3	+4	+1	+4	Augmentation	3	1	—	—	—	—
5th	+3	+4	+1	+4	Imbue	4	2	—	—	—	—
6th	+4	+5	+2	+5	Bonus Feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Augmentation	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Repurpose	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Bonus Feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Augmentation	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Improved Imbue	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Bonus Feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Augmentation	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Rapid Construction	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Bonus Feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Augmentation	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Greater Imbue	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Bonus Feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Augmentation	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Perfect Resonance	5	5	5	5	5	5

level and increase as the vanguard gains levels. A vanguard begins play with his machina already constructed.

The machina does not heal naturally. He can spend 1 hour repairing it to heal it as if using his mending touch without spending any spark (see below). If it is ever reduced to 0 hit points, the machina breaks and stops functioning. The vanguard must spend 24 hours repairing a broken machina to fix it, after which it is restored to its full function and hit points. If the machina is ever completely annihilated (such as by a *disintegrate* spell) or is irretrievably lost, the vanguard can spend 1 week crafting a new machina to replace his old one. The new machina must have the same augmentation abilities as the old one (see below). A vanguard cannot have more than one machina at a time.

**Augmentation:** As a vanguard grows in skill, he gains new ways to improve his machina. Referred to as augmentations, these abilities allow the vanguard to bind additional magical and physical power to his machina, customizing its capabilities to his liking. At 1st level, the vanguard grants his machina one augmentation of his choice, which are found at the end of the class description. At 4th level, and every three vanguard levels thereafter, the vanguard selects another augmentation

to apply to his machina. A vanguard cannot select an augmentation more than once unless otherwise stated.

**Spark (Su):** The vanguard's power of artifice manifests as a literal and metaphorical spark that he infuses into his creations. The vanguard has a number of spark points equal to twice his vanguard level + his Charisma modifier (minimum 1), refreshing at the start of each day after gaining 8 hours of rest. Spark is used for a number of vanguard abilities; namely, mending touch, resonance, and imbue (see below).

**Mending Touch (Sp):** The vanguard can restore objects and constructs with a touch. He can spend 1 spark point to touch an object or construct as a standard action, healing it for 1d6 hit points of damage plus an additional 1d6 hit points for every two vanguard levels past 1st (max 10d6). On a construct, it affects the target as if it did not allow Spell Resistance. Mending touch cannot heal a construct that is destroyed (at 0 hit points).

**Resonance (Su):** The vanguard has the ability to evoke a secondary, more powerful effect from his machina's augmentations by causing a resonance with the vanguard's innate magical power. Causing a resonance is a standard action that does not provoke attacks of opportunity, but it can be maintained each round as a

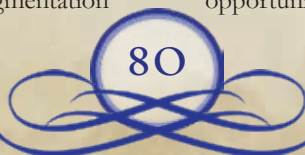




Table: Vanguard Spells Known

Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

free action. The types of resonance the vanguard can create are based on the augmentations he has bestowed upon his machina; each resonance effect is listed under its corresponding augmentation. He may only cause one resonance at a time, regardless of how many resonance effects he can use. If he wishes to use a different resonance, he must dismiss the current resonance first (a free action). Using a resonance requires the vanguard to spend points from his spark pool, with the costs varying depending on which resonance he uses.

At 7th level, creating a resonance can be done as a move action, instead of a standard action. At 13th level, it can be done as a swift action. He can only create a resonance once per round.

Resonances rely on the arcane connection between the vanguard and machina; if the machina is shut down or destroyed, the vanguard cannot use any resonances.

**Intuitive Construction (Ex):** Starting at 2nd level, a vanguard's intuition gives him a bonus on Craft, Disable Device, and Knowledge (engineering) checks equal to 1/2 his vanguard level. He also receives this bonus on Spellcraft checks made to create or identify a magic item.

**Bonus Feat:** At 3rd level, and every three vanguard levels thereafter, a vanguard receives a bonus feat.

These feats must be chosen from those listed as either teamwork feats or item creation feats. He must meet the prerequisites of these feats as normal.

**Shared Tactics (Ex):** At 3rd level, the vanguard's link with his machina lets it better understand his tactics. The machina qualifies for all teamwork feats the vanguard has, even if it doesn't meet the prerequisites itself. It must still learn those teamwork feats, as normal.

**Imbue (Sp):** At 5th level, a vanguard learns how to imbue his spells onto himself or his machina, binding the magic into a piece of equipment, a weapon, or even the construct's body to be triggered later under a specific condition. This functions similarly to using a *contingency* spell, though the forms of spells that can be used and how they trigger are more flexible. There are two ways a vanguard can imbue a spell:

*Weapon Imbue:* The vanguard can imbue a spell on to a melee weapon, a thrown weapon, a piece of ammunition or his machina's slam attack. The imbued spell triggers when the weapon or ammunition hits a creature or object. A more specific trigger can be made, such as only discharging when striking an outsider or when striking an object as part of a sunder attempt, subject to GM discretion. If the spell requires an attack roll or has a specific target, it discharges onto the target struck with no further attack roll needed. The discharged spell cannot critically hit, even if it normally could. If the spell targets an area or creatures in an area (such as a *fireball* spell or a *slow* spell), the spell's area is centered on the target, even if the spell could normally be centered only on the caster. If a spell is imbued onto a piece of ammunition and the attack misses, the spell is lost. Spells imbued onto melee and thrown weapons last until they are triggered. An imbued spell only functions on weapons that are wielded by the vanguard or his machina. A spell can only be imbued into a weapon if it has a casting time of 1 full-round action or less.

*Personal Imbue:* The vanguard can imbue a spell onto either himself or his machina. This functions more as a typical *contingency* effect, where the spell comes into effect on the vanguard or his machina under a specified condition. However, it is not limited to spells that only affect the recipient of the imbued spell. If the spell is normally delivered by touch or targets a creature, it comes into effect upon the recipient of the imbued spell. If the spell targets an area or creatures in an area (such as *baste* or *mass bull's strength*), it comes into effect centered on the recipient of the imbued spell, with the recipient being one of its targets (if any).

A spell can only be imbued if it targets one or more creatures or objects or affects an area. Imbuing a spell takes at least 10 minutes, though it may take longer if the imbued spell has a longer casting time, as described in *contingency*. A vanguard can only have one spell imbued

at a time. Imbuing a spell uses up a vanguard spell slot as if the imbued spell had been cast normally and costs a number of spark points equal to the level of the spell imbued. If the imbued spell is not triggered within 24 hours or before the vanguard regains his sparks each day, the imbue discharges harmlessly.

**Repurpose (Ex):** At 8th level, the vanguard learns how to reconfigure the magical powers bestowed upon his machina. By spending 8 hours altering the magic used to animate his machina, he can exchange one of his augmentations for his machina with a different one. The new augmentation must be one he could have qualified for when he gained the exchanged augmentation; for example, if he removes the augmentation he gained at 7th level, he can replace it with any augmentation with a level requirement of 7th level or lower.

**Improved Imbue (Sp):** At 11th level, the vanguard can imbue more powerful magic. The vanguard can now maintain up to two imbued spells at once. The spells can be divided between different weapons, between the vanguard and his machina, or any combination therein, but the combined level of the spells cannot exceed half the vanguard's level. Additionally, only one imbued spell can trigger per round. If multiple imbued spells would trigger simultaneously, the vanguard determines which of the two spells trigger.

**Rapid Construction (Ex):** At 14th level, a vanguard learns how to craft items at a rapid pace. He uses the 1/10 gp value of mundane items to determine how much time it takes to craft them, and he requires only half the normal amount of time to create magical items. In addition, it takes him only 1 hour to change his machina's abilities with repurpose, 4 hours to repair a machina reduced to 0 hit points, or 24 hours to create a replacement for a completely destroyed or lost machina.

**Greater Imbue (Sp):** At 17th level, the vanguard's imbue becomes even more powerful. The vanguard can now maintain up to three imbued spells at once. This otherwise follows the same restrictions as improved imbue, including the total level of spells the vanguard can have imbued at once.

**Perfect Resonance (Su):** At 20th level, a vanguard's magical resonance with his machina reaches new heights of power. Each day when the vanguard regains spells, he can choose a single augmentation his machina has. The vanguard gains the benefit of that augmentation for the entire day. Whenever he uses the resonance ability for that augmentation, he and his machina gain the benefit of a *battlemind link*<sup>UC</sup> spell for a number of rounds equal to the vanguard's Charisma modifier (minimum 1).



## Machina

A machina's abilities are determined by the vanguard's level and by the augmentations selected by the vanguard. The base statistics are outlined in **Table: Machinas**. Each machina has a chosen form that modifies these base statistics. Machinas are treated as constructs for determining what spells affect them.

**Class Level:** This is the character's vanguard level.

**HD:** This is the total number of 10-sided (d10) Hit Dice the machina possesses. As the machina has no Constitution score, it does not get any bonus hit points from its Constitution modifier (treat its Constitution as 10 for determining its hit points). However, as a construct, it gains additional hit points based on its size (see Base Forms, below).

**BAB:** This is the machina's base attack bonus. A machina's base attack bonus is equal to its Hit Dice. Machinas do not gain additional attacks using their natural weapons for having a high base attack bonus, though they do gain additional attacks when using manufactured weapons, as normal.

**Saving Throws:** This is the construct's base saving throw bonuses. As a construct, the machina has no good saving throws.

**Skills:** This lists the machina's total skill ranks. A machina can assign skill ranks to any skill. The values shown in **Table: Machina** are the base value, assuming the machina has an Intelligence score of 10. Machina with Intelligence scores above the base value modify these totals as normal (a machina receives a number of skill ranks equal to 2 + its Intelligence modifier per HD). A machina cannot have more ranks in a skill than it has Hit Dice.

**Feats:** This is the total number of feats possessed by a machina. Machina can select any feat they qualify for.

**Armor Bonus:** The number noted here is the machina's base armor bonus. The construct cannot wear any armor, as it interferes with the vanguard's link with the machina.

**Primary Ability Bonus:** Add this bonus to the machina's two primary ability scores. These are determined by the machina's base form.

**Special:** This includes a number of abilities gained by all machinas as they increase in power. Each of these bonuses is described below.

*Machina Traits (Ex):* A machina is not built nor animated as a typical construct. It is powered by the vanguard's innate power and intuition rather than careful design, and as such has different abilities from a normal construct. A machina has all traits and immunities a normal construct has, except as noted here. Machinas are not immune to mind-affecting effects, including charms, compulsions, phantasms, patterns, and morale effects. A machina has an Intelligence score and gains

feats and skill ranks as appropriate for its level, as shown in **Table: Machina**, and has class skills. A machina has the same weapon proficiencies as the vanguard and can use shields (except tower shields).

*Integrated Equipment (Ex):* A machina can have its weapons or shield integrated into its body, rather than having to hold and stow them as a normal piece of equipment. Any manufactured weapon or shield that is of appropriate size for the machina can be integrated. Integrating equipment takes 1 hour of work by the vanguard. After doing so, the item is built directly into the construct's form. It can bring forth the weapon or shield and store it back in its body as if drawing it normally, including reductions in time from feats such as Quick Draw. When stored, the equipment is inside the machina's body and cannot be seen, and its magic aura (if any) cannot be found with spells such as *detect magic* unless the spell can penetrate through the construct's metallic body. When it draws an integrated weapon or shield, it replaces the hand(s) necessary to wield the item, at which point it can be used as if wielded normally. An integrated weapon or shield cannot be disarmed or stolen, as it's attached directly to the construct's body, though it can be sundered or attacked as normal.

A machina can have up to three pieces of integrated equipment at once. If the machina has an integrated ranged weapon, the vanguard can integrate ammunition along with it. Up to 50 pieces of ammunition can be integrated with each ranged weapon. Reloading an integrated weapon is no faster than reloading the weapon as normal, and can be reduced by feats and abilities such as Rapid Reload possessed by the machina. Integrating more ammunition takes 10 minutes of work by the vanguard.

Once a piece of equipment is integrated, it cannot be removed intact. Removing integrated equipment involves either destroying the equipment (though sunder checks and the like) or spending 1 hour removing the item, the process of which gives it the broken condition but leaves it intact enough to be repaired via *make whole* or similar magic. Removing a ranged weapon requires removing its integrated ammunition, if any.

*Link (Ex):* A machina is not made nor controlled as a normal construct; it is instead tied to the vanguard's own magical essence, and as such the vanguard shares a special link with his machina. The vanguard can communicate empathically with the machina, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The vanguard has the same connection to an item or place that the machina does.

However, such a link has its drawbacks. As the machina is powered by the vanguard's magic essence, the construct cannot move more than 100 feet away

Table: Machina

Class Level	HD	BAB	Saving Throws	Skills	Feats	Armor Bonus	Primary Ability Bonus	Special
1st	1	+1	+0	2	1	+0	+0	Integrated Equipment, Link, Machina Traits, Share Spells
2nd	2	+2	+0	4	1	+2	+1	—
3rd	3	+3	+1	6	2	+2	+1	—
4th	3	+3	+1	6	2	+2	+1	—
5th	4	+4	+1	8	2	+4	+2	Ability score increase
6th	5	+5	+1	10	3	+4	+2	Devotion
7th	6	+6	+2	12	3	+6	+3	—
8th	6	+6	+2	12	3	+6	+3	—
9th	7	+7	+2	14	4	+6	+3	—
10th	8	+8	+2	16	4	+8	+4	Ability score increase
11th	9	+9	+3	18	5	+8	+4	—
12th	9	+9	+3	18	5	+10	+5	Greater Link
13th	10	+10	+3	20	5	+10	+5	—
14th	11	+11	+3	22	6	+10	+5	—
15th	12	+12	+4	24	6	+12	+6	Ability score increase
16th	12	+12	+4	24	6	+12	+6	—
17th	13	+13	+4	26	7	+14	+7	—
18th	14	+14	+4	28	7	+14	+7	—
19th	15	+15	+5	30	8	+14	+7	—
20th	15	+15	+5	30	8	+16	+8	—

from the vanguard at any time. If it does, the machina immediately shuts down, rendering it helpless and unable to act. The vanguard must be able to exercise mental control to keep the machina functioning. If the vanguard is ever unconscious, asleep, killed, stunned, or confused, the machina cannot act and is considered helpless.

In addition, magic items interfere with the vanguard's link to his machina. As a result, the vanguard and his machina share magic item slots. For example, if the vanguard is wearing a ring, the machina can wear no more than one ring. If there is a conflict, the item worn by the vanguard remains active while the item worn by the construct become dormant. Magic weapons do not interfere with the vanguard's link with his machina.

Despite being animated by magic, the construct does not shut down in an *antimagic field*, though some of its other abilities may be negated.

*Share Spells (Ex):* The vanguard may cast a spell with a target of "you" on his machina (as a spell with a range of touch) instead of on himself. A vanguard may cast spells on his machina even if the spells normally do not affect creatures of the machina's type (construct). Spells cast in this way must come from the vanguard spell list.

This ability does not allow the machina to share abilities that are not spells, even if they function like spells.

*Ability Score Increase (Ex):* The machina adds +1 to one of its ability scores.

*Devotion (Ex):* A machina gains a +4 morale bonus on Will saves against enchantment spells and effects.

*Greater Link (Ex):* The construct's link with the vanguard improves. The machina can now move up to 200 feet away without penalty. If it moves further than 200 feet away, but less than 500 feet away, the machina is staggered. If it moves more than 500 feet away, the machina shuts down and is considered helpless. In addition, the machina can still act normally whenever the vanguard is stunned or confused, though it still cannot act if the vanguard is unconscious, asleep, or killed.

## Machina Skills

The following are class skills for a machina: Craft (Int), Disable Device (Dex), Knowledge (engineering) (Int), and Perception (Wis). A construct's base form grants four additional class skills, as listed in the form's entry. In addition, any machina that gains a fly speed receives Fly (Dex) as a class skill, regardless of what level it obtains its fly speed.

## Base Forms

A machina is a Medium-sized construct and typically humanoid in shape (two arms, two legs, head, and torso). The appearance of the machina is otherwise left to the vanguard to decide and has no impact on its abilities. As a Medium-sized construct, its maximum hit points are increased by 20 (as it has no Constitution score).

Each machina has one of three base forms that determines its starting speed, AC, skills, and ability scores (including its primary ability scores). The machina also gains two slam attacks that deal 1d4 damage (1d3 if the machina is Small), regardless of its form. They are primary natural attacks, meaning they use the construct's full base attack bonus. Each slam attack require a free hand for the machina to make the attack.

Alternatively, any one of these base forms can be used to make a Small machina. If the machina is Small, it gains a +2 bonus to Dexterity and takes a -2 penalty to Strength. It also has a +1 size bonus to AC and on attack rolls, a -1 penalty on combat maneuver checks and to CMD, a +2 bonus on Fly checks, and a +4 bonus on Stealth checks. As a Small construct, it only gains 10 additional hit points, rather than 20.

The vanguard can spend 1 week (working 8 hours per day) rebuilding his machina to change its size between Medium or Small.

## Combat Form

**Starting Statistics:** Speed 30 ft.; **AC** +4 armor bonus; **Base Ability Scores** Str 14, Dex 14, Con –, Int 7, Wis 12, Cha 10; **Primary Ability Scores** Strength, Dexterity; **Skills** Climb (Str), Intimidate (Cha), Sense Motive (Wis), and Swim (Str).

## Eldritch Form

**Starting Statistics:** Speed 20 ft.; **AC** No bonus; **Base Ability Scores** Str 7, Dex 14, Con –, Int 10, Wis 12, Cha 14; **Primary Ability Scores** Dexterity, Charisma, **Skills** Knowledge (arcana) (Int), Knowledge (planes) (Int), Spellcraft (Int), and Use Magic Device (Cha).

## Scouting Form

**Starting Statistics:** Speed 40 ft.; **AC** +2 armor bonus; **Base Ability Scores** Str 10, Dex 14, Con –, Int 14, Wis 12, Cha 7; **Primary Ability Scores** Dexterity, Intelligence; **Skills** Acrobatics (Dex), Bluff (Cha), Stealth (Dex), Survival (Wis).

## AUGMENTATIONS

The following represent the available augmentations a vanguard can apply to his machina. Each one is divided into four parts: prerequisites, effect, resonance, and cost. A vanguard cannot select an augmentation more than once, unless otherwise stated.

**Prerequisites:** A vanguard must meet all prerequisites in order to learn an augmentation. Typically, this is simply a level requirement, though other requirements may be listed. If the prerequisite lists an ability score requirement, it is referring to the machina's ability scores, not the vanguard's ability scores.

**Effect:** The benefits listed under the augmentation's effect always apply to the machina so long as the vanguard has learned that augmentation. Some require action on part of the construct to be used, while others are always active.

**Resonance:** Each augmentation lists a resonance effect. The effects listed here are only triggered when the vanguard causes a resonance (see the vanguard class description). A vanguard can only use one of his available resonances at a time.

**Cost:** Vanguard must spend points from their spark pool to use a resonance. The amount of spark required is listed in this section. In most cases, this requires the vanguard to spend spark points for every round that the resonance is in effect (paid at the start of his turn when he maintains the resonance). Other resonances have a flat cost per activation.

### ABILITY AUGMENTATION (EX)

**Prerequisites:** Level 7

**Effect:** The machina becomes stronger, faster, or more intelligent. Choose a single ability score (except for Constitution). That ability score increases by +2. At 16th level, the bonus increases by an additional +2. This augmentation can be chosen multiple times. Each time it is, it must be applied to a different ability score.

**Resonance:** The strength of the construct resonates with those nearby. All allies within 30 feet of the machina receive a +2 enhancement bonus to the same ability score that was chosen with this augmentation. At 16th level, the enhancement bonus increases to +4.

**Cost:** 1 spark per round

### ABLATIVE SHIELDING (SU)

**Prerequisites:** Level 10

**Effect:** A magical barrier of force surrounds the machina, mitigating incoming damage. The barrier grants the machina temporary hit points equal to twice its total Hit Dice. As long as the barrier has at least 1 temporary hit point remaining, the barrier restores 5 temporary hit points each round, back up to the its normal maximum. If the barrier is ever reduced to 0 hit points, it breaks and does not regain hit points for 1 minute, after which it is restored to 1 hit point.

**Resonance:** The barrier supercharges and can affect multiple allies. The maximum for the barrier triples (to a total of six times the machina's Hit Dice) and it restores 10 temporary hit points per round instead of

Table: Combat Rig

Vanguard Level	Slam Damage (Medium)	Slam Damage (Small)
4th–7th	1d6	1d4
8th–11th	1d8	1d6
12th–15th	1d10	1d8
16th–19th	2d6	1d10
20th	2d8	2d6

5. The barrier protects nearby allies; if an attack would harm an ally within 30 feet of the machina, half of the damage is redirected to the construct's barrier instead. This resonance cannot be used if the ablative shielding is already at 0 hit points, and ends immediately if the barrier reaches 0 hit points. Once the resonance ends, any temporary hit points in the barrier over its normal maximum are lost.

**Cost:** 1 spark per round

#### ARMOR EMPOWERMENT (SU)

**Prerequisites:** Level 4

**Effect:** The machina's body becomes magically enhanced, as if it were enchanted armor. The machina's armor bonus to AC increases by +2. The bonus increases to +3 at 10th level and to +4 at 16th level.

**Resonance:** A field of energy protects allies from attacks, granting them a +2 shield bonus to AC. This bonus increases by +1 at 10th and 16th levels.

**Cost:** 1 spark per round

#### COMBAT ANALYSIS (SU)

**Prerequisites:** Level 7, Intelligence 14

**Effect:** The machina's vision is enhanced via divination magic to better assess opponents. The machina gains a competence bonus on Knowledge checks to identify a creature equal to 1 + half its Hit Dice and can make such checks untrained.

**Resonance:** The construct fully divines the weaknesses of a creature within 60 feet of it that it can see. If the construct previously failed to identify (or has not yet identified) that creature with a Knowledge check, it makes one immediately to identify the creature. If it identifies the target (or already had identified the target previously), the construct learns the target's lowest saving throw, what damage type bypasses its damage reduction (if any), and any vulnerabilities it has (including general vulnerabilities to damage types or specific vulnerabilities, such as a wight's<sup>B1</sup> weakness to *raise dead*). The resonance lasts only as long as it takes to make the Knowledge check, but any learned information is retained afterwards.

**Cost:** 2 sparks per use

#### COMBAT RIG (EX)

**Prerequisites:** Level 4, Strength 12

**Effect:** The machina is rebuilt to strike with more impact. Its slam damage increases to 1d6 (or 1d4, if the machina is Small). The slam damage continues to scale as the vanguard gains levels as shown on **Table: Combat Rig**.

**Combat Rig.**

**Resonance:** The machina springs into action, letting it use an immediate action to make a single weapon attack or slam attack. This attack gains a +1 morale bonus to its attack and damage rolls, plus an additional +1 for every three levels past 4th. The resonance ends after the attack is made.

**Cost:** 2 sparks per use

#### DETECTION FIELD (SU)

**Prerequisites:** Level 13, Intelligence 18

**Effect:** An aura of magic detection surrounds the machina, granting it blindsense out to 30 feet.

**Resonance:** The aura latches onto creatures nearby, making hiding impossible. Each creature within 30 feet of the machina when the resonance is triggered are locked onto by the machina, granting it the effect of a *locate creature* spell on each target so long as the resonance lasts, using the vanguard's level as the caster level for the effect. Additionally, the area within 30 feet of the machina is affected by an *invisibility purge* spell as long as the resonance lasts.

**Cost:** 2 sparks per minute

#### DISRUPTION FIELD (SU)

**Prerequisites:** Level 10

**Effect:** The construct emits a short-range field that disrupts magical energy. Creatures attempting to cast a spell while threatened by the machina take a -4 penalty to all concentration checks, as if it possessed the Disruptive feat.

**Resonance:** The disruption field grows larger and more potent, but only briefly. Any creature within 30 feet that attempts to cast a spell (including the vanguard or the machina) must make a concentration check (DC 10 + the machina's Hit Dice + the level of the spell) or lose the spell.

**Cost:** 2 sparks per round

#### ELDRITCH BOOST (SP)

**Prerequisites:** Charisma 10

**Effect:** The machina gains the ability to cast a small number of low-level spells. Choose any three 0-level spells from the vanguard spell list. The machina can cast these spells at-will. The caster level for these spells is equal to the machina's Hit Dice, and the save DC for these spells is equal to 10 + the machina's Charisma modifier.

**Resonance:** The machina emits an energy that boosts magic. Allies within 30 feet receive a +1 bonus on concentration checks and to caster level checks to overcome Spell Resistance. This bonus increases by +1 at 7th level and every six levels thereafter, to a maximum of +4 at 19th level.

**Cost:** 1 spark per round

#### ELDRITCH CASTER (SP)

**Prerequisites:** Charisma 11, Level 4

**Effect:** The machina gains the ability to cast a small number of spells. Choose a single 1st-level spell from the vanguard spell list. The machina can cast the chosen spell once per day. For every three vanguard levels past 4th, the construct can choose an additional spell from the vanguard spell list to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the machina's Hit Dice, and the save DC for these spells is equal to 11 + the machina's Charisma modifier.

**Resonance:** The machina's magical expertise resonates to allies, making them resistant to magic. Allies within 30 feet of the machina gain a +2 insight bonus on saving throws against spells and spell-like abilities. This bonus increases by +1 at 10th and 16th levels.

**Cost:** 1 spark per round

#### ELDRITCH MIGHT (SP)

**Prerequisites:** Eldritch Caster, Level 7, Charisma 14

**Effect:** The machina gains the ability to cast more potent magic. Choose a 2nd-level spell from the vanguard spell list. The machina can cast this spell once per day. For every four vanguard levels past 7th, the construct can choose an additional spell from the vanguard spell list to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the machina's Hit Dice, and the save DC for these spells is equal to 12 + the machina's Charisma modifier.

**Resonance:** The machina emits a field of power that strengthens nearby magic. The DC of any spells cast by allies within 30 feet of the machina increases by +1; this includes the DC of spell-like abilities cast by the machina from the eldritch boost, eldritch caster, eldritch might, and eldritch power augmentations. This increases by an additional +1 at 15th level.

**Cost:** 4 sparks per round

#### ELDRITCH POWER (SP)

**Prerequisites:** Eldritch Might, Level 13, Charisma 18

**Effect:** The machina gains the ability to cast powerful magic. Choose a 3rd-level spell from the vanguard spell list. The machina can cast this spell once per day. At

18th level, the construct can choose an additional spell from the vanguard spell list to cast once each day. It can instead choose a spell it already knows to gain an additional casting of that spell each day. The caster level for these spells is equal to the machina's Hit Dice, and the save DC for these spells is equal to 13 + the machina's Charisma modifier.

**Resonance:** The machina creates a field that greatly strengthens the magic of allies. Upon creating the resonance, the vanguard must choose one of the following metamagic effects: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. Spells cast by allies within 30 feet of the machina are affected by the chosen metamagic without increasing their level or casting time.

**Cost:** 2 sparks per round

#### ENERGY DISCHARGE (SU)

**Prerequisites:** None

**Effect:** The machina can create bolts of arcane energy to attack foes. The vanguard must select either acid, cold, electricity, or fire. As a standard action, the machina can fire a bolt at a single target within close range (25 ft. + 5 ft./2 levels, using the vanguard's level) as a ranged touch attack. On a hit, the bolt deals damage of the chosen type equal to 1d6 + 1 + the machina's Charisma modifier. The damage increases by 1d6 + 1 for every two Hit Dice it has above 1st (2d6 + 2 at 3 HD, 3d6 + 3 at 5 HD, and so on). Energy discharge counts as a weapon attack for the purpose of abilities and augmentations that modify weapon attacks. It also counts as a weapon for feats such as Weapon Focus, though the machina cannot use energy discharge in conjunction with Vital Strike feats. The machina is never considered to be wielding the energy discharge and does not threaten with it. This augmentation can be chosen more than once. Each time it is selected, the machina can use an additional energy type with its energy discharge.

**Resonance:** The machina unleashes a large amount of energy towards the vanguard. The vanguard and his machina must be within 60 feet of each other and have line of effect to each other to use this resonance. When used, a blast of energy is fired towards the vanguard in a 5-foot wide line, harming all creatures caught in a line connecting both the vanguard and his machina. Each creature caught in the area takes damage as if hit by the machina's energy discharge attack (if the machina can use multiple damage types, the vanguard chooses one of them). A Reflex save halves the damage (DC 10 + 1/2 the machina's Hit Dice + its Charisma modifier). The resonance ends once the damage is dealt.

**Cost:** 2 sparks per use

#### ENERGY SHIELDING (EX)

**Prerequisites:** None

**Effect:** The machina is shielded from harmful energies. The vanguard must choose from acid, cold, electricity, or fire. The machina gains resistance 5 against that energy type. This resistance increases by 5 at 5th level and every five vanguard levels thereafter. This augmentation can be chosen more than once. Each time it is gained, it must be applied to a different energy type.

**Resonance:** The machina dampens energy effects nearby. Effects within 30 feet of the machina that deal damage of the chosen type have their damage reduced by half (50%), rounded down. Apply this reduction only after all other modifiers to damage are applied (including resistances, *protection from energy*, and similar effects).

**Cost:** 1 spark per round

#### ENERGY STRIKE (SU)

**Prerequisites:** Level 7

**Effect:** The machina's strikes are augmented with energy. The vanguard must choose one of the following weapon properties: *corrosive*, *flaming*, *frost*, or *shock*. The machina's natural attacks and weapon attacks are treated as having that weapon property. At 15th level, the *corrosive*, *flaming*, *frost*, and *shock* abilities improve to be *corrosive burst*, *flaming burst*, *icy burst*, and *shocking burst*, respectively. This augmentation can be chosen multiple times. Each time it is chosen, a different property must be selected. The machina can only apply one of the properties available to it to an individual attack.

**Resonance:** The energy attack spreads to nearby allies. Natural attacks and weapon attacks made by allies within 30 feet are treated as having the same weapon property granted to the machina.

**Cost:** 1 spark per round

#### EXTRADIMENSIONAL ARSENAL (SU)

**Prerequisites:** Level 4

**Effect:** The machina gains an extradimensional storage space within its body. This functions as a *bag of holding type I*. The machina can draw items from the space as a move action. It can allow others to reach into the space to retrieve an item, though doing so is a full-round action for the other creature. At 11th level, it is instead treated as a *bag of holding type II*. If the machina is shut down or broken, the items within the arsenal are not destroyed but cannot be retrieved until the construct is functional again; if the machina is ever annihilated or replaced, items left in the arsenal are lost forever.

**Resonance:** The vanguard can retrieve or store any item within the extradimensional arsenal. By using this resonance, the vanguard can teleport a single item to or from the arsenal weighing no more than 10 pounds per vanguard level, as if by means of a *teleport object* spell. An object teleported out of the arsenal appears in the vanguard's hands or in the nearest open space (vanguard's

choice). The vanguard must have line of effect to his machina to use this resonance. The resonance ends once the item is teleported.

**Cost:** 2 sparks per use

#### HEAVY IMPACT (EX)

**Prerequisites:** Level 7, Strength 14

**Effect:** The machina strikes with lethal force. Double the critical threat range of its weapon attacks and natural attacks. This does not stack with other effects that increase the critical threat range of a weapon, such as Improved Critical.

**Resonance:** Allies within 30 feet have their weapons enhanced, doubling the critical threat range of their weapon attacks. This does not stack with other effects that increase the critical threat range of a weapon, such as Improved Critical.

**Cost:** 1 spark per round

#### MENTAL LINK (SU)

**Prerequisites:** Level 10, Intelligence 16

**Effect:** The machina forms a magical link between itself and the vanguard, allowing them to communicate telepathically. This functions out to any range, including through walls, so long as the machina is not shut down.

**Resonance:** The mental link expands to allies within 30 feet, letting them communicate as a *telepathic bond* spell. They do not need to remain within 30 feet to continue communicating. The resonance lasts for 10 minutes per vanguard level.

**Cost:** 4 sparks per use

#### MUNITIONS GENERATION (SP)

**Prerequisites:** Level 4

**Effect:** The machina can spontaneously replicate ammunition provided to it. As long as it has at least 1 piece of ammunition integrated into it, the machina can generate more ammunition, as if benefiting from an *abundant ammunition*<sup>UC</sup> spell. While this can duplicate magic ammunition, it does not copy the ammunition's magical or material properties.

**Resonance:** Allies within 30 feet generate their own ammunition, enhancing their ammunition containers by an *abundant ammunition*<sup>UC</sup> spell.

**Cost:** 1 spark per round

#### POWERFUL CONSTRUCTION (EX)

**Prerequisites:** Strength 10

**Effect:** The machina has a heavy frame, letting it carry and lift more. Its carrying capacity is doubled (including how much it can lift, drag, or carry). The machina's increased bulk also grants it a +1 bonus to its CMB and CMD. This bonus to CMB and CMD increases by +1 at 7th, 13th, and 19th levels.



**Resonance:** The machina's build grows massively in scale. This causes the machina to grow one size category (as *enlarge person*, but affecting a construct).

**Cost:** 2 sparks per minute

#### REINFORCEMENT (EX)

**Prerequisites:** Level 13, Strength 18

**Effect:** The machina's frame is hardened with heavy, magically-enhanced plating, doubling its weight and granting it DR 5/adamantine. At 19th level, this increases to DR 10/adamantine.

**Resonance:** A magical barrier protects a select few allies nearby. One ally within 30 feet gains DR 10/adamantine. The ally must remain within 30 feet to benefit from the effect. An additional ally can be targeted at 16th and 19th levels. They must remain within 30 feet of the machina to keep the benefit.

**Cost:** 1 spark per round

#### TACTICAL REPOSITION (SU)

**Prerequisites:** Level 13

**Effect:** The machina can rapidly teleport itself. As a move action, the machina can teleport a distance equal to half its base speed.

**Resonance:** The vanguard and the machina teleport to each other or change places. This functions as a *dimension door* spell. The vanguard can teleport to his machina or the machina can teleport to him; they must arrive as close as possible to the other. The vanguard and his machina can choose to swap places, instead: they must occupy the same space the other was just in, or as close as possible if not able. The resonance ends once the teleportation completes.

**Cost:** 2 sparks per use

#### TECHNICAL KNOWLEDGE (EX)

**Prerequisites:** Intelligence 10

**Effect:** The machina gains additional knowledge. The vanguard selects any two skills. Those skills become class skills for the machina, if they weren't already. In addition, the machina gains a number of skill ranks in those skills equal to its Hit Dice; this cannot grant it more ranks than it has Hit Dice. This augmentation can be gained multiple times. Each time it is gained, the machina gets two more skills to treat as class skills along with skill ranks in those skills equal to its Hit Dice.

**Resonance:** The machina shares its knowledge with nearby allies. All allies within 30 feet of the machina (including the machina itself) gain a +2 competence bonus on checks made with a particular skill, chosen when the resonance is activated. This bonus increases to +3 at 7th level, +4 at 13th level, and +5 at 19th level. The skill must be one that the machina is trained.

**Cost:** 1 spark per round

#### TERRAIN ADAPTATION (EX)

**Prerequisites:** Level 10

**Effect:** The machina gains a new form of movement. The vanguard chooses one of the following movement types: fly 30 feet (average), climb 40 feet, swim 60 feet, or +30 feet to ground speed.

**Resonance:** The machina grants its form of movement to a nearby ally. A single ally within 30 feet gains the chosen form of movement. At 13th, 16th, and 19th levels, it can grant the movement form to an additional ally. Allies do not have to remain within 30 feet of the machina to continue benefiting from the resonance once they've received the effect.

**Cost:** 2 sparks per minute

#### WEAPON EMPOWERMENT (SU)

**Prerequisites:** None

**Effect:** The machina's weapons are filled with magical energy. All natural attacks and weapon attacks made by the machina are treated as magic for the purpose of bypassing damage reduction. At 7th level, the weapons are treated as silver and cold iron, and at 16th level they are treated as adamantine.

**Resonance:** The machina empowers the weapons of nearby allies. All allies within 30 feet gain a +1 competence bonus to weapon attack and damage rolls. This bonus increases by +1 at 7th level and every six levels thereafter, to a maximum of +4 at 19th level.

**Cost:** 1 spark per round

## VANGUARD SPELLS

Vanguards gain access to the following spells. While most of these spells are found in the *Pathfinder Roleplaying Game Core Rulebook*, those with superscripts are from other Pathfinder Roleplaying Game material, as outlined in the introduction of this book. Those marked with an asterisk (\*) are new spells that are described in Chapter IV of this book.

**0-Level Vanguard Spells:** *acid splash*, *arcane mark*, *conjure tool\**, *create caltrops\**, *create water*, *detect magic*, *flare*, *fling\**, *know direction*, *light*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*, *spark*<sup>APG</sup>, *stabilize*

**1st-Level Vanguard Spells:** *abundant ammunition*<sup>UC</sup>, *abjuring step*<sup>UC</sup>, *adhesive spittle*<sup>ACG</sup>, *air bubble*<sup>UC</sup>, *alarm*, *alchemical tinkering*<sup>ARG</sup>, *alter weapon\**, *animate rope*, *ant haul*<sup>UC</sup>, *anticipate peril*<sup>UM</sup>, *blade lash*<sup>ACG</sup>, *body capacitance*<sup>ACG</sup>, *break*<sup>APG</sup>, *bungle*<sup>UM</sup>, *burning hands*, *compel hostility*<sup>UC</sup>, *comprehend languages*, *corrosive touch*<sup>UM</sup>, *crafter's curse*<sup>APG</sup>, *crafter's fortune*<sup>APG</sup>, *cure light wounds*, *damp powder*<sup>UC</sup>, *dancing lantern*<sup>APG</sup>, *desperate weapon*<sup>UI</sup>, *detect metals and ore\**, *detect secret doors*, *disguise weapon*<sup>ACG</sup>, *endure elements*, *enlarge person*, *erase*, *expeditions retreat*, *fabricate bullets*<sup>UC</sup>, *feather fall*, *flare burst*<sup>APG</sup>, *floating disk*, *forked lightning\**, *glue seal*<sup>ACG</sup>, *gravity bon*<sup>APG</sup>, *grease*, *handy grapnel*<sup>UI</sup>, *hastening discharge\**, *heightened*



awareness<sup>ACG</sup>, hobble<sup>UC</sup>, bold portal, identify, illusion of calm<sup>UC</sup>, invisibility alarm<sup>ACG</sup>, iron beard<sup>ARG</sup>, jump, jury-rig<sup>UC</sup>, lead blades<sup>APG</sup>, liberating command<sup>UC</sup>, line in the sand<sup>ACG</sup>, long arm<sup>ACG</sup>, longshot<sup>UC</sup>, mage armor, magic aura, magic missile, magic weapon, mirror polish<sup>ACG</sup>, mirror strike<sup>UC</sup>, mount, obscure object, obscuring mist, peacebond<sup>UC</sup>, quintessence<sup>DA</sup>, ray of enfeeblement, ray of sickening<sup>UM</sup>, reduce person, refine improvised weapon<sup>ACG</sup>, reinforce armaments<sup>UC</sup>, remove fear, returning weapon<sup>UC</sup>, scatter\*, shield, shield of fortification<sup>ACG</sup>, shock shield<sup>UC</sup>, shocking grasp, sbrapnel burst\*, squire's aid\*, stone fist<sup>APG</sup>, stunning barrier<sup>ACG</sup>, sunder breaker<sup>ACG</sup>, sundering shard<sup>ACG</sup>, theft ward<sup>ARG</sup>, thunderstomp<sup>ACG</sup>, touch of combustion<sup>ARG</sup>, true strike, unerring weapon<sup>UC</sup>, unprepared combatant<sup>UM</sup>, unseen servant, warding weapon<sup>UC</sup>, weaken powder<sup>UC</sup>

**2nd-Level Vanguard Spells:** ablativ barrier<sup>UC</sup>, acid arrow, aggressive thundercloud<sup>ACG</sup>, alter weight\*, ant haul (communal)<sup>UC</sup>, apport object<sup>DA</sup>, arcane lock, armament reservoir\*, arrow eruption<sup>APG</sup>, backlash\*, badger's ferocity<sup>UM</sup>, bear's endurance, bestow insight<sup>ARG</sup>, bestow weapon proficiency<sup>UC</sup>, blade spiral\*, blinding discharge\*, brow gaser<sup>UC</sup>, bull's strength, bullet shield<sup>UC</sup>, bullet ward<sup>ACG</sup>, buoyancy<sup>ACG</sup>, burning gaze<sup>APG</sup>, campfire wall<sup>APG</sup>, cat's grace, chill metal, conjure armor\*, conjure barricade\*, conjure weapon\*, continual flame, create pit<sup>APG</sup>, cure moderate wounds, cushioning bands<sup>UM</sup>, dead weight\*, death from below<sup>ARG</sup>, defensive shock<sup>UM</sup>, delay pain<sup>UM</sup>, destabilize powder<sup>UC</sup>, detect magic (greater)<sup>UI</sup>, eagle's splendor, effortless armor<sup>UC</sup>, enable function\*, endure elements (communal)<sup>UC</sup>, energy weapon\*, escape alarm<sup>UC</sup>, escaping ward<sup>ARG</sup>, fiery shuriken<sup>UC</sup>, find traps, fire breath<sup>APG</sup>, fists of steel\*, flaming sphere<sup>ACG</sup>, fog cloud, fox's cunning, glitterdust, heat metal, investigative mind<sup>ACG</sup>, iron stake<sup>UW</sup>, ironskin<sup>MC</sup>, kinetic reverberation<sup>UC</sup>, knock, levitate, locate object, magic mouth, magic siege engine<sup>UC</sup>, make whole, masterwork transformation<sup>UM</sup>, mirror hideaway<sup>ACG</sup>, misdirection, molten orb<sup>ACG</sup>, mount (communal)<sup>UC</sup>, owl's wisdom, pilfering hand<sup>UC</sup>, protection from arrows<sup>UC</sup>, pulling chains\*, pyrotechnics, recoil fire<sup>UC</sup>, refine ore\*, reinforce armaments (communal)<sup>UC</sup>, reloading bands<sup>UC</sup>, resist energy, restricting armor\*, returning weapon (communal)<sup>UC</sup>, ricochet shot<sup>UC</sup>, rope trick, scorching ray, see invisibility, share language<sup>APG</sup>, shatter, shield companion<sup>ACG</sup>, shield other, silent table<sup>ACG</sup>, silk to steel<sup>UM</sup>, spikes\*, spontaneous immolation<sup>UC</sup>, stabilize powder<sup>UC</sup>, status, steadfast companion\*, steel sight\*, tactical acumen<sup>UC</sup>, telekinetic assembly<sup>UC</sup>, thunder fire<sup>UC</sup>, unchain machina\*, versatile weapon<sup>APG</sup>, ward object\*, weaken structure\*, whispering wind

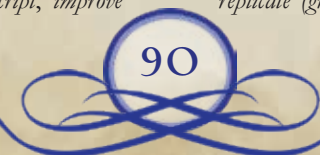
**3rd-Level Vanguard Spells:** alter weapon (greater)\*, analyze construction\*, anchoring chains\*, animate armor\*, arcane sight, aversion<sup>DA</sup>, binding chains\*, burst of speed<sup>UC</sup>, chain gang\*, chain of perdition<sup>UC</sup>, clairaudience/clairvoyance, combustion\*, confuse constructs\*, conjure carriage<sup>UI</sup>, constructed anatomy\*, coordinated effort<sup>APG</sup>, create food and water, cure serious wounds, dancing steel\*, daylight, disable construct<sup>ACG</sup>, dispel magic, fire trail<sup>ARG</sup>, fireball, firestream<sup>ARG</sup>, flame arrow, flash fire<sup>UC</sup>, flash of spikes\*, force punch<sup>UM</sup>, haste, heart of the metal<sup>ACG</sup>, heroism, hostile levitation<sup>UC</sup>, illusory script, improve

trap<sup>ARG</sup>, keen edge, lightning bolt, locate weakness<sup>UC</sup>, magic aura (greater)<sup>UI</sup>, magic vestment, magic weapon (greater), magnetic grasp\*, minor creation, nauseating trail<sup>ACG</sup>, needle storm\*, nondetection, pack empathy<sup>UI</sup>, pellet blast<sup>UC</sup>, phantom driver<sup>UC</sup>, phantom steed, protection from arrows (communal)<sup>UC</sup>, protection from energy, ray of exhaustion, rejuvenating discharge\*, remove curse, replicate (lesser)\*, resist energy (communal)<sup>UC</sup>, sand table<sup>UC</sup>, sands of time<sup>UM</sup>, selective alarm<sup>UI</sup>, share language (communal)<sup>UC</sup>, shared technique\*, shield of fortification (greater)<sup>ACG</sup>, shrink item, silver darts<sup>ACG</sup>, slow, spiked pit<sup>APG</sup>, stinking cloud, stunning barrier (greater)<sup>ACG</sup>, summon clockwork spy\*, sundering shield\*, tempering\*, thunderstomp (greater)<sup>ACG</sup>, tiny hut, tongues, trade items<sup>UI</sup>, vigilant rest<sup>UW</sup>, voluminous vocabulary<sup>UI</sup>

**4th-Level Vanguard Spells:** acid pit<sup>APG</sup>, aggressive thundercloud (greater)<sup>ACG</sup>, alter weight (mass)\*, animate armor (greater)\*, arcane eye, ball lightning<sup>APG</sup>, battlemind link<sup>UM</sup>, blade burst\*, conjure siege weapon (lesser)\*, controlled fireball<sup>UI</sup>, cure critical wounds, detect scrying, detonate<sup>APG</sup>, dimension door, enlarge person (mass), fire shield, firefall<sup>APG</sup>, flaming sphere (greater)<sup>ACG</sup>, forceful discharge\*, freedom of movement, grasping steel\*, impact\*, locate creature, lockdown\*, magic siege engine (greater)<sup>UC</sup>, major creation, mirror transport<sup>ACG</sup>, named bullet<sup>UC</sup>, nondetection (communal)<sup>UC</sup>, obsidian flow<sup>UC</sup>, peacebond (greater)<sup>UI</sup>, phantom steed (communal)<sup>UC</sup>, protection from energy (communal)<sup>UC</sup>, quicksilver\*, reduce person (mass), repel projectiles\*, resilient sphere, resilient reservoir<sup>ARG</sup>, rusting grasp, secure shelter, scrying, shared technique (communal)\*, siphon enhancement\*, solid fog, soothe construct<sup>UM</sup>, stoneskin, telekinetic charge<sup>UC</sup>, telekinetic maneuver<sup>DA</sup>, tongues (communal)<sup>UC</sup>, vitriolic mist<sup>UM</sup>, wall of fire, war training\*, wreath of blades<sup>UC</sup>

**5th-Level Vanguard Spells:** acidic spray<sup>UM</sup>, animate objects<sup>UC</sup>, break enchantment, cloudkill, conjure siege weapon\*, cure light wounds (mass), destructive shatter\*, dispel magic (greater), energy siege shot<sup>UC</sup>, fabricate, fire snake<sup>APG</sup>, full salvo\*, glimpse of truth<sup>UI</sup>, hungry pit<sup>APG</sup>, iron maiden\*, leashed shackles<sup>UM</sup>, life bubble<sup>APG</sup>, lightning arc<sup>UM</sup>, mages's decree<sup>UI</sup>, passwall, protective discharge\*, prying eyes, rapid repair<sup>UM</sup>, reconstruct\*, replicate\*, secret chest, sending, stoneskin (communal)<sup>UC</sup>, summon sentries\*, telekinesis, telepathic bond, teleport, tempering\*, transfer enhancement\*, transmute metal to stone\*, transmute stone to metal\*, unbreakable construct<sup>UM</sup>, unmake\*, vanguard's call\*, vorpal edge\*, vortex of steel\*, wall of force, wall of iron

**6th-Level Vanguard Spells:** acid fog, analyze dweomer, antimagic field, arcane cannon<sup>UC</sup>, battlement\*, bear's endurance (mass), bladed ground\*, bull's strength (mass), call construct<sup>UM</sup>, cat's grace (mass), chain lightning, chains of fire<sup>ARG</sup>, cloud of corrosion\*, conjure siege weapon (greater)\*, contagious flame<sup>APG</sup>, control construct<sup>UM</sup>, cure moderate wounds (mass), disintegrate, eagle's splendor (mass), energy siege shot (greater)<sup>UC</sup>, field of blades\*, find the path, firebrand<sup>APG</sup>, fox's cunning (mass), getaway<sup>APG</sup>, guards and wards, heroism (greater), heroes' feast, iron body, iron guardian\*, mark of the golem\*, move earth, named bullet (greater)<sup>UC</sup>, owl's wisdom (mass), repel metal or stone, replicate (greater)\*, static discharge\*, teleport object, true seeing



# WARDEN

Be it a virulent plague, encroaching civilization, or a natural disaster, the harmony of the wilds is constantly under threat. The natural world will often reach out for aid: wizened hermits, agile hunters, and enigmatic shamans alike have all answered the call throughout the ages. Yet among them, few are as steadfast in their role as the warden. Both stalwart champion and contemplative sage, a warden is a devoted guardian of the land and its inhabitants. They immerse themselves in nature, acting as protectors of the wild and receiving protection in turn. Wardens hear the whispering lore among the trees to unlock veiled secrets of life and regrowth, and when threatened channel the facets of the wilds itself, blessing their allies and shielding them outsiders.

**Role:** Wardens are protectors, standing in the way of those that would harm nature. Their powerful wards serve as the cornerstone of defense for their allies, while the magics they harness give them the means to heal, navigate, and master their environment.

**Alignment:** Any

**Hit Die:** d10

**Starting Age:** Trained

**Starting Wealth:** 5d6 × 10 gp (average 175 gp). In addition, each character begins play with an outfit worth 10 gp or less.

## Class Skills

The warden's class skills are Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

**Skill Ranks Per Level:** 4 + Int modifier.

## Class Features

All of the following are class features of the warden.

**Weapon and Armor Proficiency:** Wardens are proficient with all simple and martial weapons, with light and medium armor, and with shields (except tower shields).

**Insightful Defense (Ex):** A warden's awareness of his surroundings allows him to defend himself with focused perception rather than reflex. The warden may add his Wisdom modifier, instead of his Dexterity modifier, to his Armor Class and CMD. Any condition that would cause him to lose his Dexterity modifier to his AC instead causes him to lose his Wisdom modifier to his AC, and he cannot gain this bonus while wearing

heavy armor. Additionally, his armor's Maximum Dexterity Bonus still applies (limiting how much of his Wisdom modifier can be added to his AC), and the bonus he receives to his AC from his Wisdom score cannot exceed his warden level (+1 at 1st level, +2 at 2nd level, and so on).

**Nature Lore (Ex):** At 1st level, a warden gains a bonus on all Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), and Survival checks equal to 1/2 his warden level (minimum 1) and can make such checks untrained.

**Verdant Bonus (Su):** A warden's connection to the natural world is represented by his verdant bonus. A warden's verdant bonus begins at +1 and increases by 1 at 5th, 11th, and 17th levels, as shown on **Table: Warden** under "Verdant Bonus".

As long as he is not wearing heavy armor, the warden receives a bonus to his AC and CMD equal to his verdant bonus. The warden's verdant bonus is also used to determine the strength of his ward, as well as the effects of many of his facets and secrets (see below).

**Ward (Su):** A warden's most powerful tool is his ward, a mystical barrier of natural energy that protects those within and grants them the strength of the wilds. Creating a ward is a swift action that does not provoke attacks of opportunity. The ward is a spherical emanation with a maximum radius of 10 feet; the warden can choose to manifest a ward with a radius of any multiple of 5 feet up to this maximum. The ward itself is faintly visible as a translucent barrier: the ward does not hinder sight in any way (or block line of sight or effect), nor does it produce light. The ward must be placed at a location within close range (25 ft. + 5 ft./2 levels) of himself that the warden can see and has line of effect to. The ward is stationary, and can only be "moved" by manifesting it again in a different location.

All allies inside the ward (including the warden) are protected from extreme temperatures, as if under the effects of an *endure elements* spell. Allies within the ward are also shielded from harm, gaining an insight bonus to their AC and CMD equal to the warden's verdant bonus. The warden gains half the insight bonus to his AC and CMD that his allies do (minimum +1).

A manifested ward lasts indefinitely so long as the warden remains within close range of it (25 ft. + 5 ft./2 levels); if he moves outside of this range or if he is slain, the ward dissipates immediately. He can also dismiss an active ward as a swift action. There is no limit to the number of times each day a warden can manifest a ward, but he may only have one ward placed at a time. If he manifests a new ward, the previous one immediately dissipates.

**Bonus Feat:** At 2nd level, and every four levels thereafter, the warden receives a bonus feat in addition



Table: Warden

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Verdant Bonus	Facets Prepared
1st	+1	+2	+0	+2	Insightful Defense, Nature Lore, Verdant Bonus, Ward	+1	—
2nd	+2	+3	+0	+3	Bonus Feat, Remedy, Secret	+1	—
3rd	+3	+3	+1	+3	Facets, Immunity	+1	2
4th	+4	+4	+1	+4	Protector's Sense	+1	2
5th	+5	+4	+1	+4	Secret	+2	3
6th	+6/+1	+5	+2	+5	Bonus Feat	+2	3
7th	+7/+2	+5	+2	+5	Natural Purity	+2	4
8th	+8/+3	+6	+2	+6	Secret	+2	4
9th	+9/+4	+6	+3	+6	Improved Ward	+2	5
10th	+10/+5	+7	+3	+7	Bonus Feat	+2	5
11th	+11/+6/+1	+7	+3	+7	Secret	+3	6
12th	+12/+7/+2	+8	+4	+8	Stalwart	+3	6
13th	+13/+8/+3	+8	+4	+8	Wild Step	+3	7
14th	+14/+9/+4	+9	+4	+9	Bonus Feat, Secret	+3	7
15th	+15/+10/+5	+9	+5	+9	Greater Ward	+3	8
16th	+16/+11/+6/+1	+10	+5	+10	Reverence	+3	8
17th	+17/+12/+7/+2	+10	+5	+10	Secret	+4	9
18th	+18/+13/+8/+3	+11	+6	+11	Bonus Feat	+4	9
19th	+19/+14/+9/+4	+11	+6	+11	Sentinel	+4	9
20th	+20/+15/+10/+5	+12	+6	+12	Eternal Guardian, Secret	+4	9

to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats. He must meet the prerequisites of these feats as normal.

**Remedy (Su):** Also at 2nd level, a warden gains the ability to infuse living creatures (either himself or others) with vital energy, rapidly healing them of injuries. As a standard action, the warden can use this power upon a single creature to grant it fast healing equal to half his warden level for 1 minute. If the warden targets himself, he can use remedy as a swift action, instead. Remedy can normally be used on any creature that is adjacent to the warden; however, if the creature is within a ward, remedy can instead target the creature from close range (25 ft. + 5 ft./2 levels). The fast healing from multiple remedies does not stack.

A warden can use this ability a number of times each day equal to 1/2 his warden level + his Wisdom modifier (minimum 1). Remedy has no effect on undead or constructs.

**Secret:** A warden's devotion to nature is rewarded with knowledge of its hidden mysteries. When he reaches 2nd level and every three warden levels thereafter, he gains a single secret from the list below. A secret cannot be selected more than once. If a secret calls for a saving throw, the DC is equal to 10 + 1/2 the warden's level +

his Wisdom modifier unless otherwise noted. All secrets that replicate a spell effect use the warden's level as his caster level to determine its effects and his secret DC for their save DC, unless otherwise specified.

Certain secrets can modify the effects of the warden's remedy ability and are marked with an asterisk (\*); these secrets do not stack. Only one such secret can be applied to the remedy, chosen upon using it (apply the benefits in addition to the normal effects of remedy).

*Alleviate\* (Su):* When the warden uses remedy on a creature, it is no longer sickened. At 8th level, it is no longer nauseated, as well.

*Bestial Might (Ex):* The warden is filled with the strength of a savage beast. He adds his verdant bonus to his CMB. He is treated as being one size category larger for the purpose of determining what creatures he can affect with combat maneuvers and how combat maneuvers affect him. The warden must be at least 5th level before learning this secret.

*Bond of Vitality (Su):* An invisible thread of protection allows a warden to intercept harm from his allies. As a standard action, the warden can form a bond of vitality with a willing creature within 30 feet of himself. Whenever that creature takes damage, the amount it takes is reduced by 1/4 the warden's level. If the creature



is inside one of the warden's wards, it is reduced by 1/2 the warden's level, instead. The warden takes all damage prevented this way, and cannot reduce this redirected damage by any means. He can maintain a number of bonds equal to his Wisdom modifier (minimum 1). Bonds last until the warden is reduced to 0 hit points, the bonded creature dies, the distance between them exceeds medium range (100 ft. + 10 ft./level), or the warden ends it as an immediate action (the warden can end one or several bonds at once with the same action). The warden must be at least 5th level before learning this secret.



*Cleansing\** (Su): The warden's remedy frees allies from vile curses, granting the effect of *remove curse*. The warden must be at least 5th level before learning this secret.

*Convalescence\** (Su): When the warden uses remedy, he cures the recipient of any ability damage to a single ability score of the warden's choice. He can expend an additional daily use of remedy when doing so to instead cure the target of all of its ability damage *or* cure all ability damage and drain to a single score. The warden must be at least 11th level before learning this secret.

*Eyes of the Wild* (Sp): The warden can cast both *commune with nature* and *find the path* (targeting himself only) at will as spell-like abilities, but must use their normal casting time. The warden must be at least 14th level before learning this secret.

*Grow Anew* (Sp): The warden can spend 6 uses of remedy to cast *resurrection* without material components. He must use its normal casting time. The warden must be at least 17th level before learning this secret.

*Guardian's Reflex* (Ex): A warden with this secret can more ably react to his opponents. He gains an insight bonus to attack and weapon damage rolls made as part of an attack of opportunity equal to his verdant bonus, and can make a number of additional attacks of opportunity each round equal to his verdant bonus. These do not stack with the additional attacks from the Combat Reflexes feat, although learning this secret counts as having Combat Reflexes for the purpose of meeting prerequisites.

*Guided Hand* (Ex): A consistent assault can fell even the toughest foes. Whenever the warden takes the attack action to make a single attack, he adds half his warden level to the damage dealt. In addition, if the warden uses the Vital Strike feat (or its variants), he multiplies the additional damage by the number of dice rolled by those feats: twice for Vital Strike, three times for Improved Vital Strike, or four times for Greater Vital Strike.

All damage bonuses from this secret (including the increased damage from Vital Strike and its variants) is the same type as the weapon used and is multiplied on a critical hit. The warden must be at least 5th level before learning this secret.

*Hidden Trails* (Ex): The warden gains woodland stride, as the druid class feature of the same name, and does not leave a trail while traveling through natural terrains (as *pass without trace*) unless he so desires. At 8th level, he gains Mystic Stride<sup>UM</sup> as a bonus feat, even if he doesn't meet the prerequisites, and his ability to leave no trail while traveling is extended to all of his allies so long as they remain within 30 feet of him while traveling.

*Leyline Walker* (Su): The warden's wild step improves. If he uses his wild step to teleport into one of his own

wards (but not a ward from another warden), he can do so from any distance. Additionally, the warden can use his wild step as a standard action to bring a single willing, adjacent creature along with him when he teleports. The brought creature must end its teleportation adjacent to the warden and inside the destination ward. The warden must be at least 14th level before learning this secret.

*Like the Reed (Sp)*: The warden gains mastery over plant-based druidcraft. He chooses any two spells from the following list, plus an additional spell of his choice for every three levels gained after 8th (to a total of six chosen spells at 20th level): *grove of respite*<sup>ACG</sup>, *tree shape*, *warp wood*, or *wood shape*. At 11th level, he adds *diminish plants*, *plant growth*, *tree stride*, and *verdant surge*<sup>\*</sup> to the list of spells he can choose from. At 14th level, he adds *iron wood*, *repel wood*, *sturdy tree fort*<sup>ACG</sup>, and *transport via plants* to this list. Whenever he gains a level, he can exchange one of his chosen spells for a different one on the same list. He can use his chosen spells a combined number of times per day equal to his Wisdom modifier (minimum 1). The warden must be at least 8th level before learning this secret.

*Monster Hunter (Ex)*: New threats must be known before they can be properly dealt with. The warden adds half his level as a bonus to Knowledge checks made to identify creatures and can make such checks untrained. This does not stack with the bonus from nature lore.

*Mountain's Gift (Ex)*: The steadfast spirits of the mountain bless the warden with a climb speed equal to his base speed (including a +8 racial bonus to Climb checks). The warden must be at least 5th level before learning this secret.

*Mystic Blade (Su)*: The warden can call upon the myriad spirits of the wild to inhabit his weapon and give him strength. As a swift action, the warden can grant a weapon he is holding a +1 enhancement bonus for 1 minute. For every four levels beyond 8th, the weapon gains another +1 enhancement bonus, to a maximum of +4 at 20th level. These bonuses stack with existing weapon enhancements to a maximum of +5. Alternatively, the enhancement bonus can be used to add any of the following weapon properties: *brutal*<sup>\*</sup>, *defending*, *flaming*, *flaming burst*, *frost*, *glacial*<sup>\*</sup>, *guardian*, *icy burst*, *impact*, *lifesurge*, *limning*, *merciful*, *sbock*, and *sbocking burst*. Adding these properties consumes an amount of bonus equal to the property's base price modifier. Duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. Bonuses granted by mystic blade do not function if the weapon is wielded by anyone other than the warden. He may use this ability a number of times per day equal to his Wisdom modifier (minimum 1). The warden must be at least 8th level before learning this secret.

*Natural Order*<sup>\*</sup> (Su): When the warden uses remedy, he can expend an additional daily use to have his remedy carry the effects of a *break enchantment* spell, though it only targets the recipient of the remedy. The warden must be at least 14th level before learning this secret.

*Naturalize*<sup>\*</sup> (Su): The warden's remedy cures magical ailments, granting the effect of *dispel magic*. The warden must be at least 8th level before learning this secret.

*Nature Arcana (Sp)*: The warden learns a small selection of natural magics. Choose any four from the following list: *create water*, *cultivate*<sup>\*</sup>, *detect animals and plants*, *detect magic*, *detect poison*, *detect snares and pits*, *diagnose disease*<sup>DM</sup>, *guidance*, *know direction*, *light*, *purify food and drink*, *read magic*, *spark*, and *stabilize*. The warden can cast these spells at-will. The DC of these spells is equal to 10 + his Wisdom modifier. Additionally, a warden with this secret is treated as if he were a spellcaster with the druid spell list (and with a caster level equal to his warden level) for the purpose of activating spell trigger and spell completion items or for meeting feat prerequisites that require the ability to cast druid spells, such as *Grasping Strike*<sup>ACG</sup>.

*Ocean's Gift (Ex)*: The mysterious spirits of the ocean bless the warden with a swim speed equal to his base speed (including a +8 racial bonus to Swim checks). He can also now breathe underwater. The warden must be at least 5th level before learning this secret.

*Prevention*<sup>\*</sup> (Su): An ounce of prevention is worth a pound of cure. The target of the warden's remedy gains temporary hit points equal to the warden's level. These hit points last for 1 minute and do not stack.

*Renewal*<sup>\*</sup> (Su): The warden can restore the senses of creatures, letting his remedy cure its target of both blindness and deafness. The warden must be at least 8th level before learning this secret.

*Return to Nature (Su)*: The warden's touch can undo artifice, making way for nature to reclaim it. The warden can touch an object or construct as a standard action to inflict 1d6 damage per two warden levels (max 10d6) to the target. A Fortitude save by the touched object or creature halves the damage dealt. Once an object or a construct is affected by this ability (whether it saves or not) it cannot be targeted again for 24 hours.

*Shaman's Cure*<sup>\*</sup> (Su): The warden may cure natural ailments, granting his remedy the effect of *remove disease* and *neutralize poison*. The warden must be at least 5th level before learning this secret.

*Sharpened Senses (Ex)*: The warden's senses hone like that of a wild animal. He gains both low-light vision and the scent ability. Penalties to Perception checks he makes due to distance are reduced to -1 per 50 feet, instead of the usual penalties.

*Thread of Life (Su)*: The glow of life becomes visible to the warden. He gains lifesense, as the universal monster rule, allowing him to notice and locate living creatures

within 30 feet as if he had blindsight. The warden must be at least 11th level before learning this secret.

*Survivor (Ex):* Wardens are well known for their ability to survive the harshest conditions. A warden with this secret gains Endurance and Diehard as bonus feats. At 8th level, he takes half the damage from any natural hazard or weather that could deal damage to him (such as nonlethal damage from severe cold, exposure to lava, or being struck by lightning during a storm).

*Unbowed (Ex):* Like the mighty oak, the warden stands tall and unchanging. He becomes immune to paralysis and polymorph effects unless he allows them to affect him. The warden must be at least 17th level before learning this secret.

*Veneration (Su):* An air of mystical authority surrounds the warden, deterring even supernatural beings. The warden's reverence ability now also functions against fey and magical beasts. The warden must be at least 17th level before learning this secret.

*Verdant Sight (Su):* The warden can see through undergrowth, gaining the greensight universal monster ability to a range of 60 feet. At 14th level, the warden can even see through wood and other solid plant matter up to a number of feet equal to his warden level. The warden must be at least 8th level to learn this secret.

*Vigilance (Ex):* Natural energy sustains the warden. His need to eat and sleep is reduced as if wearing a *ring of sustenance*. At 8th level, the warden no longer needs to sleep at all and becomes immune to magical sleep effects. He must still get at least two consecutive hours of uninterrupted "rest" to actually gain the benefit of a night's sleep, but this resting period can constitute light activity such as keeping watch, reading, and so on, rather than actual sleep.

*Watcher's Eye (Ex):* The warden is constantly alert to danger around him and reacts accordingly. He gains uncanny dodge and improved uncanny dodge, as the rogue class features of the same name. Additionally, he can take a full round's worth of actions during surprise rounds (instead of just a standard action or move action). The warden must be at least 8th level before learning this secret.

*Wayfarer's Ward (Su):* The facets of nature come and go from the warden as needed. Once per day, he can exchange one facet he has prepared for a different one. This follows the same restrictions as preparing his facets normally, though it only takes him 15 minutes. He cannot "lose" a prepared facet if he still has a higher-level version of that facet prepared. He can simultaneously exchange an additional facet of his choice when doing this upon reaching 14th and 17th levels. The warden must be at least 11th level before learning this secret.

*Whispers Among the Trees (Su):* The warden can communicate with natural life. He is constantly under

the effect of a *speak with animals* spell. At 8th level, he also benefits from the constant effect of a *speak with plants* spell. Both effects can be suppressed and reactivated as free actions.

*Wilderness Scholar (Ex):* When rolling a skill that has a bonus from his nature lore ability, the warden can take 10 on the check, even if distractions would otherwise prevent him from taking 10. The warden must be at least 5th level before learning this secret.

*Words of Wisdom (Ex):* Whenever the warden uses the aid another action to assist one of his allies, the bonus he grants is increased by his verdant bonus.

**Facets (Su):** Beginning at 3rd level, the warden learns to call upon and embody the varied aspects of natural environments. Referred to as facets, each of these enigmatic forces act as the warden's sword and shield, granting him the means to protect allies and strike at those that would oppose them. Once per day, the warden may select a number of facets to prepare as shown on **Table: Warden** under "Facets Prepared". The full list of facets is located at the end of the class description. These facets remain prepared indefinitely until the warden chooses to prepare again. Preparing all of his facets takes 1 hour

Each facet comes in three levels: lesser, greater, and grand. At first, the warden may only prepare lesser facets. Upon reaching 9th level, he may prepare greater facets, and upon reaching 15th level he may prepare grand facets. However, facets must be prepared in ascending order of strength.

In order to prepare a facet, the warden must have prepared all versions of that facet of a lower level. For example, if the warden wants to prepare the *River of Life* grand facet, he must also prepare both the lesser and greater versions of *River of Life*. Each of these prepared facets counts separately (in the previous example, preparing the lesser, greater, and grand versions of *River of Life* counts as three of the warden's prepared facets for the day).

The warden uses these facets to enhance his ward, infusing it with new powers. Whenever he creates a ward, the warden may select a single facet he has. The ward he creates gains additional benefits as described in that facet's entry. The effects of a facet are cumulative with its lower-level versions: applying a grand facet to a ward, for example, also applies the effects of the lesser and greater versions of that facet unless otherwise specified. The warden may only apply one facet to his ward, but may make a different selection each time he creates a ward. He can always choose to apply a lower-level version of a facet he has prepared. If the effects of a facet call for a saving throw, the Difficulty Class for the save is equal to 10 + 1/2 the warden's level + his Wisdom modifier.



**Immunity (Ex):** At 3rd level, the warden becomes immune to diseases, including both magical and supernatural diseases.

**Protector's Sense (Ex):** Starting at 4th level, a warden taps into his instinctual awareness of threats. The warden adds his Wisdom modifier to initiative checks in addition to his Dexterity modifier. He can always act in the surprise round even if he fails to make a Perception roll to notice a foe, but he is still considered flat-footed until he takes an action.

**Natural Purity (Ex):** At 7th level, a warden becomes immune to poisons of any kind.

**Improved Ward (Su):** At 9th level, the warden's ability to manifest wards improves. He can now manifest two separate wards, each with a maximum radius of 15 feet, which can be maintained so long as he remains within medium range (100 ft. + 10 ft./level). Each one must be manifested with a separate swift action. If he tries to manifest more than two wards, he chooses which of the current wards dissipates. He can apply a different facet to each ward he places. The areas of his wards are unable to overlap: if he attempts to place a ward to overlap a ward he already has placed, the older ward dissipates immediately.

The warden can also determine how healthy creatures within his wards are, as a *status* spell. This effect only applies to willing creatures, and the effect is removed if a creature leaves the area of the ward.

**Stalwart (Ex):** At 12th level, a warden can use mental and physical resiliency to avoid certain attacks. If he makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the warden is wearing light armor, medium armor, or no armor. A helpless warden does not gain the benefit of the stalwart ability.

**Wild Step (Su):** Starting at 13th level, the warden gains the ability to step across leylines to swiftly help those within his ward. As a move action, the warden can teleport a distance up to twice his normal movement speed. This movement does not provoke attacks of opportunity. The ending location of this teleportation must be an open location within the area of a ward he or another allied warden has manifested.

**Greater Ward (Su):** At 15th level, the warden gains further strength for his wards. He can now manifest three separate wards, each with a maximum radius of 20 feet, which can be maintained so long as he remains within long range (400 ft. + 40 ft./level). As with improved ward, he can apply a separate facet to each ward he places and the wards cannot overlap.

**Reverence (Su):** Upon reaching 16th level, the creatures of the wild come to respect the warden's presence. Creatures of the animal, plant, or vermin

type of Intelligence 2 or less never attack the warden or any of his allies within 20 feet of him unless magically compelled to do so. Creatures of these types with Intelligence 3 or higher can make a Will save (DC 10 + 1/2 the warden's level + his Wisdom modifier) to negate the effect for 24 hours. If the warden or his allies take any hostile action towards the creature or its allies, it becomes immune to this effect for 24 hours (even if they failed their saving throw earlier).

**Sentinel (Ex):** Starting at 19th level, a warden gains a near-prescient sense of possible threats. The warden treats his initiative roll as always being a natural 20 and he is never surprised.

**Eternal Guardian (Su):** At 20th level, the warden ascends, joining the guardian voices of nature to become one of its everlasting protectors. His type changes to outsider, and he can count as either an outsider or his original type for the purpose of spells and effects (whichever is more beneficial to him).

Additionally, the warden stops aging. Age bonuses still accrue, but he does not take any penalties for his age, any age penalties he previously had are removed, and he does not die from old age. Even if he dies from some other cause, he will spontaneously come back to life (as a *resurrection* spell) 24 hours later at a point of his choosing within 20 miles of the place he died. He must have visited the place he returns to life at least once.

## FACETS

Facets are magical aspects of nature that wardens use to enhance their wards. The following represent the available facets that a warden can prepare each day. Each facet has three separate levels: lesser, greater, and grand. In order to prepare a facet, the warden must also prepare all lower-level versions of that facet.

### BONES OF THE EARTH

You channel the facets of stone, becoming as steadfast as a mountain.

**Lesser:** Allies inside the ward gain acid resistance equal to five times your verdant bonus.

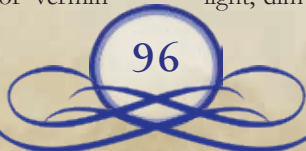
**Greater:** Allies in the ward double their insight bonus to CMD against bull rush, grapple, overrun, reposition, and trip combat maneuvers and cannot be knocked prone unless they allow it.

**Grand:** Allies inside the ward gain DR 5/adamantine.

### DAWN'S LIGHT

Your ward embodies the brilliance of the sun, its rays shining with gross incandescence.

**Lesser:** The area within the ward becomes bright light, while the lighting out to 20 feet beyond the ward's edge increases by one step (darkness becomes dim light, dim light becomes normal light, and normal light





becomes bright light). Treat this as a 2nd-level light spell for the purpose of interaction with spells and effects that create darkness. Foes that try to enter the ward must make a Reflex save or be dazzled for 1 round; a creature with light sensitivity is blinded for 1 round, instead, and dazzled for 1 round on a successful saving throw.

**Greater:** The ward now acts as a 4th-level light spell for the purpose of interacting with darkness effects. The area within 20 feet of the ward now sheds bright light, with the light 20 feet beyond that raised by one step. Additionally, small motes of sunlight surround creatures in the ward, affecting all within as a *faerie fire* spell. The *faerie fire* lasts as long as the creature remains in the ward and for 1d4 rounds thereafter. Enemies within 20 feet of the ward's exterior are dazzled (no save). An enemy with light sensitivity or weakness to sunlight (such as a vampire or fungus) within bright light created by the ward must make a Reflex save or be blinded for 1 round. They must repeat this saving throw each round they remain in the area.

**Grand:** The ward now acts as a 6th-level spell for the purpose of interacting with darkness effects. Any foe that tries to enter the ward must make a Reflex save or be blinded for 1 round, not just those with light sensitivity. The area within the ward and within 20 feet outside of it counts as natural sunlight for the purpose of creatures that are harmed by direct sunlight.

#### EYE OF THE STORM

You infuse your ward with the might of a hurricane, shielding your allies in the calm of its center.

**Lesser:** Allies inside the ward gain electricity resistance equal to five times your verdant bonus.

**Greater:** The edge of your ward swirls with air, acting as a *wind wall* effect except it is a sphere with the same radius as your ward. It lasts indefinitely as long as the ward is manifested.

**Grand:** Powerful winds surround the ward that selectively block attacks. The *wind wall* effect from the ward's greater version no longer blocks ranged attacks made from inside the ward firing outwards (similar to a *fickle winds*<sup>APG</sup> effect, but affecting an area instead of specific creatures).

#### HEART OF THE WILDS

You channel the facet of the deep wilderness, snaring and choking unwary trespassers.

**Lesser:** Whenever an ally inside the ward is hit by a melee attack, the attacker must make a Reflex save or be entangled for 1 round as vines and roots restrain it, anchoring it in place. An attacker needs to only make this save once per round, regardless of the number of attacks it makes.

**Greater:** Spectral thorns and brambles protect

creatures in the ward. Each time an ally inside the ward is hit by a melee attack, the attacker is stung by the thorns, taking piercing damage equal to 1d6 + your verdant bonus. The damage is considered magic for the purpose of overcoming damage reduction. Attackers hitting with reach weapons are unaffected.

**Grand:** The ward is surrounded by plant growth. The area within 20 feet of the ward's exterior becomes difficult terrain. Foes trying to enter the ward must make a Reflex save or be entangled for 1d4 rounds (though they are not anchored and can still move).

#### MIST OF THE VALLEY

The ward is filled with a hauntingly-quiet mist, concealing allies while foes are lost within the fog.

**Lesser:** A thin mist shrouds your allies in the ward, granting them a 10% miss chance against attacks. Treat this as concealment, and abilities that allow sight through fog or mist ignore this concealment.

**Greater:** The dense mist dampens sound. Sound does not cross the ward's edge, effectively blocking sonic attacks and other effects that rely on sound. Sounds within the ward are still audible to others within it. Foes that try to enter into the ward must make a Will save or be muffled, as a *silence* spell but affecting only their space. This *silence* effect lasts for 1d4 rounds. A creature that succeeds on their saving throw cannot be silenced by this effect for 1 hour.

**Grand:** The mist thickens, assaulting the minds of foes that dare cross the threshold. The miss chance for allies in the ward increases to 20%. Any enemy that crosses the ward's edge must make a Will save or be confused for 1d4 rounds. Once a creature succeeds on its saving throw, it cannot be affected again for 24 hours. This is a mind-affecting compulsion effect.

#### MOON'S SHADOW

Your ward takes on an aspect of night, enshrouding all within the dark of a new moon.

**Lesser:** The light level within the ward drops one step (bright light becomes normal light, normal light becomes dim light, and dim light becomes darkness). Treat this as a 2nd-level darkness spell for the purpose of interaction with spells and effects that create light. Additionally, enemies attempting to enter the ward must make a Fortitude save or become fatigued. This cannot cause a fatigued creature to become exhausted.

**Greater:** The ward now acts as a 4th-level darkness spell for the purpose of interacting with light effects. Additionally, upon placing the ward you can choose to enshroud allies within darkness. Allies within the ward when it is created are turned invisible for 1 minute per warden level; this functions similarly to *invisibility sphere*, except it is stationary, fills the ward's area (rather than



being centered on a creature), and ends for all creatures if you attack or leave the ward's area (others break it for themselves as normally described in *invisibility sphere*). Once a creature's invisibility is broken, it cannot turn invisible again in this way for 1 hour. When applying this effect, you can choose to suppress the other effects of *moon's shadow* to make the ward itself have no visual manifestation, so as to not give away your position (the normal effects of your ward still apply).

**Grand:** The ward now acts as a 6th-level spell for the purpose of interacting with light effects. The light within the ward drops by two steps (bright light becomes dim light, while normal light or darker becomes darkness). The area within 20 feet of the ward's edge has its light level lowered by 1 step, and any foe that moves within 20 feet of the ward or starts their turn within 20 feet of it must make a Fortitude save or become fatigued; this cannot cause a fatigued creature to become exhausted. Any enemy that tries to enter the ward is exhausted on a failed saving throw, instead of fatigued.

#### RIVER OF LIFE

Your ward is infused with a current of living energy, protecting the health and well-being of those within.

**Lesser:** Allies in the ward gain an insight bonus to their saving throws against poison and disease equal to your verdant bonus. They automatically stabilize when they fall below 0 hit points.

**Greater:** Healing energies are increased inside the ward. Spells from the conjuration (healing) school have their caster level increased by your verdant bonus. This same bonus applies to the effective class level of abilities and effects that restore hit points or cure conditions, such as your remedy class feature or a cleric's channel energy. This bonus only applies to targets of these effects that are inside the ward and does not apply if these effects are used to harm a creature. Additionally, creatures inside the ward are protected from harsh conditions, as if affected by *life bubble*<sup>APG</sup>. The effect is removed if they leave the ward.

**Grand:** Halve any ability damage, ability drain, or ability penalties (such as those caused by *ray of enfeeblement*) inflicted on creatures inside the ward. Allied creatures inside the ward gain temporary hit points equal to your verdant bonus each round. These temporary hit points do not stack.

#### RULES OF NATURE

The ward enforces the natural order, returning things to their intended state and hedging out unnatural threats.

**Lesser:** Allies within the ward gain an insight bonus to their saving throws against curse effects equal to your verdant bonus. Aberrations, oozes, and creatures with the shapechanger subtype that start their turn within the

ward or try to enter into it must make a Will save or be sickened for 1 round. This can affect a creature multiple times, but once a creature succeeds on their saving throw it cannot be affected again for 24 hours.

**Greater:** Allies within the ward gain an insight bonus to their saving throws against all harmful transmutation effects equal to your verdant bonus. Non-native outsiders are now subjected to the lesser facet's effects.

**Grand:** Creatures inside the ward are reverted from their unnatural states. Each creature that enters or starts their turn in the ward must make a Will save or be affected by *true form*<sup>APG</sup>, as the spell, using the save DC of your ward for the effect. A creature that makes its save is immune to this effect for 24 hours. Creatures that are subjected to this facet's lesser version due to entering into the ward (and not merely starting their turn within it) are nauseated for 1 round on a failed saving throw, in addition to the usual effect.

#### SHIMMERING STARS

Your ward shifts with the twinkling of a beautiful night sky, bringing peace to those that witness it.

**Lesser:** Allies inside the ward gain an insight bonus to saves against mind-affecting effects equal to half your verdant bonus (minimum +0). If the effect is a fear or emotion effect, the insight bonus increases to be equal to your verdant bonus.

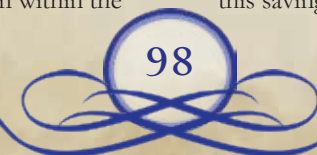
**Greater:** The ward calms aggression. Enemies that enter into the ward or start their turn inside the ward must make a Will save or be unable to benefit from morale bonuses, including positive emotional effects like a bard's inspire courage or a barbarian's rage. The effect lasts as long as they stay within the ward; if they leave and re-enter, they must save again. A creature that makes its saving throw is immune to this effect for 24 hours, even if you make another ward. This is a mind-affecting emotion effect.

**Grand:** All fear effects inside the ward are suppressed: their duration continues, but has no effect. The fear effect will take hold of the creature if it moves outside of the ward, provided the effect's duration has not expired in the meantime.

#### SPARK OF CREATION

You channel a facet of creation, your ward becoming anathema to the unliving.

**Lesser:** Allies in the ward gain an insight bonus to their saving throws against effects that deal negative energy damage equal to your verdant bonus. Undead creatures that enter into or start their turn inside the ward take positive energy damage each round equal to 1d8 + twice your verdant bonus. A Will save halves the damage taken that round. Channel resistance applies to this saving throw.



**Greater:** Increase the damage dealt by this facet's lesser version by 1d8. Allies in the ward gain an insight bonus to their saving throws against death effects and energy drain equal to your verdant bonus.

**Grand:** Increase the damage dealt by this facet's lesser version by an additional 2d8 (for a total of 4d8). Undead that fail their Will save against the lesser facet effect flee as if panicked for 1d4 rounds (as the Turn Undead feat). An intelligent undead can make a new saving throw each round to stop fleeing.

#### SUMMER'S HEAT

Your ward shimmers with intense heat: a comforting warmth for allies, a scalding fire to your enemies.

**Lesser:** Allies inside the ward gain cold resistance equal to five times your verdant bonus.

**Greater:** Allies in the ward deal an additional 1d6 fire damage with their weapons, natural attacks, and unarmed strikes. This stacks with other energy damage the attack deals and is not multiplied on a critical hit.

**Grand:** The ward is wreathed in flames. The ward acts as a *wall of fire* using your warden level as your caster level, except as noted here. The "wall" takes on the spherical shape of the ward, sending forth waves of heat outward in all directions. Creatures inside the ward are not affected; they can exit the ward safely without being burned by the wall, but are thereafter affected by the waves of heat outside the ward and are damaged if they cross the wall to re-enter the ward. It does not deal double damage to undead. The wall lasts as long as the ward is manifested. The flames do not harm objects or structures, nor natural vegetation and terrain.

#### WINTER'S CHILL

You channel a facet of the coldest winter nights, its icy embrace freezing intruders to the bone.

**Lesser:** Allies inside the ward gain fire resistance equal to five times your verdant bonus.

**Greater:** Allies in the ward deal an additional 1d6 cold damage with their weapons, natural attacks, and unarmed strikes. This stacks with other energy damage the attack deals and is not multiplied on a critical hit.

**Grand:** The ward crystallizes with piercing cold. The ward acts as a *wall of fire* using your warden level as your caster level, except as noted here. The "wall" takes on the spherical shape of the ward, sending forth bitter frost outward in all directions (dealing cold damage instead of fire). Creatures inside the ward are not affected; they can exit the ward safely without being harmed, but are thereafter affected by the cold outside the ward and are damaged if they cross the wall to re-enter the ward. It does not deal double damage to undead. The wall lasts as long as the ward is manifested. The ice does not harm objects or structures, nor natural vegetation and terrain.

## FAVORED CLASS OPTIONS

Instead of receiving an additional skill rank or hit point whenever a character gains a level, a character with one of the new classes in Chapter I as their favored class can choose a different benefit based on his or her race. Racial favored class options were first introduced in the *Pathfinder Roleplaying Game Advanced Players Guide*.

### CABALIST

**Aasimar:** Add +1/2 on caster level checks to overcome the Spell Resistance of outsiders or aberrations.

**Catfolk:** Add 1 foot to the cabalist's base speed while in the *formless body* binding. In combat, this has an effect only for every five increases in speed. This stacks with the bonus from the Unnatural Agility insight.

**Changeling:** Add one spell known from the cabalist spell list. This spell must be at least one level below the highest spell level the cabalist can cast.

**Dhampir:** Add +1/2 point of negative energy damage to spells that deal negative energy damage.

**Drow:** Add +1/3 to initiative checks while in the *opened mind* binding.

**Duergar:** Add +1/6 bonus to AC while in the *opened mind* binding.

**Dwarf:** Gain a +1/4 bonus on saving throws against possession effects and against compulsion effects.

**Elf:** Add +1/6 bonus to concentration checks and to caster level checks to overcome Spell Resistance while in the *opened mind* binding.

**Fetchling:** Add +1 to either cold or electricity resistance while in the *formless body* binding. This stacks with the fetchling's inherent resistances, to a maximum of 15 for either type.

**Gillmen:** Add one spell known from the cabalist spell list. This spell must be at least one level below the highest spell level the cabalist can cast.

**Gnome:** Add 1/2 of an illusion spell from the sorcerer/wizard spell list that isn't on the cabalist spell list to the cabalist's list of spells known. The cabalist treats this spell as if it were on the cabalist spell list at the same level as on the sorcerer/wizard list. This spell must be at least 1 level below the highest spell level the cabalist can cast.

**Goblin:** Increase damage dealt with natural attacks and unarmed strikes by +1/4 point of damage while in the *formless body* binding.



**Grippli:** Add +1/6 bonus to AC while in the *opened mind* binding.

**Half-Elf:** When casting cabalist enchantment spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

**Half-Orc:** Add +1 on concentration checks to cast cabalist spells.

**Halfling:** Add +1/6 bonus to AC while in the *opened mind* binding.

**Hobgoblin:** Add +1/2 point of negative energy damage to spells that deal negative energy damage.

**Human:** Add one spell known from the cabalist spell list. This spell must be at least one level below the highest spell level the cabalist can cast.

**Ifrit:** Add +1/2 to Intimidate checks and to Knowledge (planes) checks.

**Kitsune:** Add 1/2 of an enchantment spell from the sorcerer/wizard spell list that isn't on the cabalist spell list to the cabalist's list of spells known. The cabalist treats this spell as if it were on the cabalist spell list at the same level as on the sorcerer/wizard list. This spell must be at least 1 level below the highest spell level the cabalist can cast.

**Kobold:** Increase damage dealt with natural attacks and unarmed strikes by +1/4 point of damage while in the *formless body* binding.

**Merfolk:** Add +1/3 of a new spell to the list of spells the cabalist can cast with his ritual magic ability.

**Nagaji:** When casting cabalist transmutation spells, add 1/3 to the effective caster level, but only for the purpose of determining duration.

**Orc:** Add a +1/3 bonus on any skill check attempted as a part of an occult ritual.

**Oread:** Add +1/2 bonus to Climb and Knowledge (planes) checks.

**Ratfolk:** Add 1/2 to Sense Motive checks and Knowledge (dungeoneering) checks to identify creatures.

**Samsaran:** Add +1/3 of a new spell to the list of spells the cabalist can cast with his ritual magic ability.

**Strix:** Add one spell known from the cabalist spell list. This spell must be at least one level below the highest spell level the cabalist can cast.

**Suli:** Add +1/2 on Intimidate, Diplomacy, and Sense Motive checks against outsiders or aberrations.

**Svirfneblin:** Add one spell known from the cabalist spell list. This spell must be at least one level below the highest spell level the cabalist can cast.

**Sylph:** Add +1/2 bonus to Acrobatics and Knowledge (planes) checks.

**Tengu:** Add +1/6 to damage rolls while in the *formless body* binding.

**Tiefling:** Add a +1/2 bonus on Intimidate checks and Knowledge (planes) checks.

**Undine:** Add +1/2 bonus to Escape Artist and



Knowledge (planes) checks.

**Vanara:** When casting cabalist divination spells, add +1/2 to the effective caster level of the spell, but only to determine the spell's range and its d% chance to provide correct or meaningful information (such as with *angury* or *divination*).

**Vishkanya:** Add a +1/3 bonus on any skill check attempted as a part of an occult ritual.

**Wayang:** Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

## ELEMENTER

**Aasimar:** The elementer gains 1/6 of an additional daily use of her attunement ability.

**Catfolk:** The elementer gains 1/6 of a spell twist.

**Changeling:** Add one spell from the elementer spell list to the elementer's spellbook. This spell must be at



least one level below the highest spell level the elementer can cast (accounting for her fusion class feature).

**Dhampir:** Increase the elementer's maximum energy pool by +1/2.

**Drow:** Add a +1 bonus on concentration checks to cast elementer spells.

**Duergar:** Add +1/2 damage to earth elemental spells and earth spell twists

**Dwarf:** Increase the elementer's maximum energy pool by +1/2.

**Elf:** Add one spell from the elementer spell list to the elementer's spellbook. This spell must be at least one level below the highest spell level the elementer can cast (accounting for her fusion class feature).

**Fetchling:** Increase damage dealt with spell twists by +1/3 point.

**Gillmen:** Add 1 foot to the elementer's swim speed. In combat, this option has no effect unless the elementer has selected it five times (or another increment of five).

**Gnome:** Add a +1 bonus on concentration checks to cast elementer spells.

**Goblin:** Add +1/2 damage to fire elemental spells and fire spell twists.

**Gripli:** The elementer gains 1/8 of a new fusion.

**Half-Elf:** The elementer gains 1/6 of a spell twist.

**Half-Orc:** Increase the elementer's maximum energy pool by +1/2.

**Halfling:** The elementer gains 1/6 of a spell twist.

**Hobgoblin:** While in aegis form, add +1/3 to attack rolls to confirm critical hits and +1/3 to the elementer's AC against critical hit confirmations (max +4 for both).

**Human:** Add one spell from the elementer spell list to the elementer's spellbook. This spell must be at least one level below the highest spell level the elementer can cast (accounting for her fusion class feature).

**Ifrtit:** Add +1/2 damage to fire elemental spells and fire spell twists.

**Kitsune:** The elementer gains 1/8 of a new fusion.

**Kobold:** Increase the DC of one spell twist by +1/3 (max +2 for any single spell twist).

**Merfolk:** Add +1/2 damage to water elemental spells and water spell twists.

**Nagaji:** The elementer gains 1/6 of an additional daily use of her attunement ability.

**Orc:** While in aegis form, add +1/3 to attack rolls to confirm critical hits and +1/3 to the elementer's AC against critical hit confirmations (max +4 for both).

**Oread:** Add +1/2 damage to earth elemental spells and earth spell twists.

**Ratfolk:** The elementer gains 1/6 of a spell twist.

**Samsaran:** The elementer gains 1/8 of a new fusion.

**Strix:** Increase the elementer's maximum energy pool by +1/2.

**Suli:** Increase the amount of resistance provided by

the elementer's barrier feature by 1. This only has an effect for every five increases to the elementer's barrier.

**Svirfneblin:** Increase the elementer's racial Spell Resistance by +1/4, but only against spells that deal acid, cold, electricity, or fire damage.

**Sylph:** Add +1/2 damage to air elemental spells and air spell twists.

**Tengu:** The elementer gains 1/6 of a spell twist.

**Tiefling:** Add a +1 bonus on caster level checks made to overcome the Spell Resistance of outsiders.

**Undine:** Add +1/2 damage to water elemental spells and water spell twists.

**Vanara:** Increase the DC of one spell twist by +1/3 (max +2 for any single spell twist).

**Vishkanya:** Increase the elementer's maximum energy pool by +1/2.

**Wayang:** The elementer gains 1/6 of an additional daily use of her attunement ability.

## INVOKER

**Aasimar:** Add +5 feet to the range of the spirit companion's link ability.

**Catfolk:** Add 1 foot to the spirit companion's base speed and any movement type gained from its dominion. In combat, this option has no effect unless the invoker has selected it five times (or another increment of five).

**Changeling:** Gain 1/6 of a new lesser spirit.

**Dhampir:** Add +1/2 to the damage dealt by the spirit companion's fey blast ability.

**Drow:** Add 1 skill point or 1 hit point to the invoker's spirit companion.

**Duergar:** Increase the invoker's primal energy pool by +1/4 point.

**Dwarf:** Add +1/4 natural armor bonus to the AC of the invoker's spirit companion.

**Elf:** Gain 1/6 of a new lesser spirit.

**Fetchling:** The invoker's spirit companion gains resistance 1 against either cold or electricity. Each time the invoker selects this reward, he increases his companion's resistance to one of those energy types by 1 (maximum 10 for any one energy type).

**Gillmen:** Add 1 foot to the invoker's swim speed. In combat, this option has no effect unless the monk has selected it five times (or another increment of five).

**Gnome:** The invoker gains energy resistance 1 against acid, cold, electricity, or fire. Each time the invoker selects this reward, increase his resistance to one of these energy types by 1 (maximum 10 for any one type).

**Goblin:** Add +1/2 to the damage dealt by the spirit companion's fey blast ability.

**Gripli:** Add +1/2 to the invoker's spirit companion's concentration checks to cast spells.

**Half-Elf:** Increase the invoker's primal energy pool by +1/4 point.

**Half-Orc:** Add 1 foot to the spirit companion's base speed and any movement type gained from its dominion. In combat, this option has no effect unless the invoker has selected it five times (or another increment of five).

**Halfling:** Increase the invoker's primal energy pool by +1/4 point.

**Hobgoblin:** Add a +1/2 bonus on Intimidate checks and Survival checks.

**Human:** Add 1 skill point or 1 hit point to the invoker's spirit companion.

**Ifrit:** Increase the invoker's or the spirit companion's fire resistance by 1 (maximum 15).

**Kitsune:** Increase the duration of the invoker's avatar ability by 2 rounds.

**Kobold:** Add +1/4 natural armor bonus to the AC of the invoker's spirit companion.

**Merfolk:** Gain 1/6 of a new lesser spirit.

**Nagaji:** Increase the duration of the invoker's avatar ability by 2 rounds.

**Orc:** Add +1/2 to the damage dealt by the spirit companion's fey blast ability.

**Oread:** Increase the invoker's or the spirit companion's acid resistance by 1 (maximum 15).

**Ratfolk:** Add +1 to the invoker's spirit companion's CMD when adjacent to the invoker.

**Samsaran:** Gain 1/6 of a new lesser spirit.

**Strix:** Add 1 skill point or 1 hit point to the invoker's spirit companion.

**Suli:** Increase the invoker's primal energy pool by +1/4 point.

**Svirfneblin:** Add +1/2 to the invoker's spirit companion's concentration checks to cast spells.

**Sylph:** Increase the invoker's or the spirit companion's electricity resistance by 1 (maximum 15).

**Tengu:** Add 1 skill point or 1 hit point to the invoker's spirit companion.

**Tiefling:** Add +1/2 to the damage dealt by the spirit companion's fey blast ability.

**Undine:** Increase the invoker's or the spirit companion's cold resistance by 1 (maximum 15).

**Vanara:** Increase the duration of the invoker's avatar ability by 2 rounds.

**Vishkanya:** Add 1 foot to the spirit companion's base speed and any movement type gained from its dominion. In combat, this option has no effect unless the invoker has selected it five times (or another increment of five).

**Wayang:** Add +5 feet to the range of the spirit companion's link ability.

## NIGHTBLADE

**Aasimar:** Add +1/2 to the nightblade's level for the purpose of determining the effects of one nightblade art.

**Catfolk:** Increase the total distance the nightblade can use her shadow shift each day by 10 feet.

**Changeling:** Gain 1/6 of a new nightblade art.

**Dhampir:** Add +1/4 to the nightblade's caster level when casting spells of the necromancy school.

**Drow:** Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

**Duergar:** Add +1/6 to the number of times per day the nightblade can use her path power.

**Dwarf:** Any objects or structures created by illusion spells of the shadow subschool by the nightblade have their hardness increased by 1/2. If the spell's realness is measured in a percent (such as *shadow conjuration*), the object or structure's realness also increases by 1%.

**Elf:** Gain 1/6 of a new nightblade art.

**Fetchling:** When the nightblade casts a shadow spell that deals a percentage of its damage or effect against nonbelievers (such as *shadow evocation*), increase this amount by 2% (to a maximum of 100%).

**Gillmen:** Add +1/2 to the nightblade's level for the purpose of determining the effects of one nightblade art.

**Gnome:** When casting nightblade illusion spells, add +1/3 to the effective caster level of the spell, but only to determine the spell's duration.

**Goblin:** Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

**Grippli:** Gain 1/6 of a new nightblade art.

**Half-Elf:** Increase the total distance the nightblade can use her shadow shift each day by 10 feet.

**Half-Orcs:** Add a +1 bonus on concentration checks made while casting nightblade spells.

**Halfings:** Gain 1/6 of a new nightblade art.

**Hobgoblin:** Add a +1 bonus on concentration checks made to cast nightblade spells.

**Human:** Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

**Ifrit:** Add +1/2 to the nightblade's level for the purpose of determining the effects of one nightblade art.

**Kitsune:** Add +1/3 to damage rolls the nightblade makes with weapon attacks against an opponent that she is flanking or that is denied its Dexterity bonus to AC.

**Kobold:** Add +1/2 to Survival checks to track and Perception checks made in dim light or darkness.

**Merfolk:** Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

**Nagaji:** Add +1/6 to the number of times per day the nightblade can use her path power.

**Orc:** Add one spell known from the nightblade spell list. This spell must be at least one level below the highest spell level the nightblade can cast.

**Oread:** Increase the total distance the nightblade can use her shadow shift each day by 10 feet.

**Ratfolk:** Add a +1/2 bonus on Escape Artist checks

and on Acrobatics checks to move through or into threatened areas or a creature's space.

**Samsaran:** Gain 1/6 of a new nightblade art.

**Strix:** Add +1/2 to Perception and Stealth checks made in dim light or darkness.

**Suli:** Gain 1/6 of a new nightblade art.

**Svirfneblin:** Add +1/2 point of damage to any illusion spells of the shadow subschool cast by the nightblade.

**Sylph:** Add a +1/2 bonus on Stealth checks while motionless and on Perception checks.

**Tengu:** Add +1/3 to damage rolls the nightblade makes with weapon attacks against an opponent that she is flanking or that is denied its Dexterity bonus to AC.

**Tiefling:** Add a +1/2 bonus on Intimidate checks and Knowledge (planes) checks to identify creatures.

**Undine:** Add a +1 bonus on concentration checks made while casting nightblade spells.

**Vanara:** Add +1/2 to the nightblade's level for the purpose of determining the effects of one nightblade art.

**Vishkanya:** Increase the total distance the nightblade can use her shadow shift each day by 10 feet.

**Wayang:** Add +1/2 point of damage to any illusion spells of the shadow subschool cast by the nightblade.

## SABOTEUR

**Aasimar:** Add +1/2 to the saboteur's level for the purpose of determining the effects of one saboteur trick.

**Catfolk:** Add a +1/2 bonus on Bluff checks to feint and Sleight of Hands checks to pickpocket.

**Changeling:** Add one trap assembly from the saboteur's list to the character's assembly book. This assembly must be at least one level lower than the highest-level assembly the saboteur can create.

**Dhampir:** Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

**Drow:** Add a +1/2 bonus on Intimidate checks to demoralize and on Bluff checks to pass secret messages.

**Duergar:** Add +1/4 to the saboteur's CMD against maneuvers made by the target of her duelist's mark.

**Dwarf:** Add a +1/2 bonus on Perception checks to notice traps, hidden passages, and secret doors.

**Elf:** Gain 1/6 of a new saboteur trick.

**Fetchling:** Add a +1/2 bonus on Stealth and Sleight of Hand checks made while in dim light or darkness.

**Gillmen:** Gain 1/6 of a new saboteur trick.

**Gnome:** Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, *symbols*, scrolls, and other magical writings.

**Goblin:** Deal +1/2 point of damage with traps that deal fire damage.

**Gripli:** Add +1/4 to the DC of poisons created by the saboteur.

**Half-Elf:** Gain a +1/2 bonus on Bluff checks to feint and Diplomacy checks to gain information.

**Half-Orc:** Gain a +1/2 bonus on Bluff checks to pass secret messages, Sense Motive checks to discern secret messages, and Linguistic checks to decipher unusual handwriting.

**Halfling:** Gain a +1/4 dodge bonus to AC against the target of the saboteur's duelist's mark (max +5).

**Hobgoblin:** Add +1/2 bonus to Craft (traps) and Knowledge (engineering) checks.

**Human:** Add one trap assembly from the saboteur's list to the character's assembly book. This assembly must be at least one level lower than the highest-level assembly the saboteur can create.

**Ifrif:** Deal +1/2 point of damage with traps that deal fire damage.

**Kitsune:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

**Kobold:** Choose acid, cold, electricity, or fire damage. Add +1/2 point of the chosen energy damage to saboteur traps set by the saboteur that deal the chosen energy damage.

**Merfolk:** Add +1/2 bonus to Perform checks and Diplomacy checks.

**Nagaji:** Add +1/4 to the DC of poisons created by the saboteur.

**Orc:** Add +10 minutes to the duration the saboteur's traps remain set before breaking.

**Oread:** Add a +1/2 bonus to Perception checks to spot natural hazards, pitfalls, and the like, and a +1/2 bonus to Knowledge (dungeoneering) checks.

**Ratfolk:** When attacking her marked target, add +1/4 to the saboteur's swarming trait's flanking bonus on attack rolls.

**Samsaran:** Add +1/2 bonus to Knowledge checks to identify the target of the saboteur's informant's mark.

**Strix:** Add a +1/4 bonus to Perception checks involving her marked target, Stealth checks to avoid notice by her marked target, and on Survival checks to track her marked target.

**Suli:** Add +1/2 to Diplomacy checks and Sense Motive checks against the target of the saboteur's charlatan's mark.

**Svirfneblin:** Add a +1/2 bonus on Perception checks to notice traps, hidden passages, and secret doors.

**Sylph:** Add a +1/2 bonus on Acrobatics checks and a +1/2 bonus on Sense Motive checks.

**Tengu:** Gain a +1/4 bonus on Disguise, Knowledge (local), and Perception checks.

**Tiefling:** Add +1/4 to weapon damage rolls dealt to marked targets with the outsider type.

**Undine:** Add +1/4 to the saboteur's CMD against maneuvers made by the target of her duelist's mark.

**Vanara:** Gain 1/6 of a new saboteur trick.

**Vishkanya:** Add +1/4 to the DC of poisons created by the saboteur.

**Wayang:** Add a +1/4 bonus on Stealth checks and on weapon damage rolls against flat-footed opponents.

## SHAPER

**Aasimar:** Add +1/2 to the shaper's level for the purpose of determining the effects of one distortion.

**Catfolk:** Add +1/2 to the bonus provided by the shaper's insight class feature.

**Changeling:** Gain 1/6 of a new distortion.

**Dhampir:** Add +1/2 point of negative energy damage to shaper spells and distortions that deal negative energy damage.

**Drow:** Choose any two combat maneuvers. Add +1/3 to the shaper's CMB when attempting these maneuvers (maximum bonus of +4).

**Duergar:** Increase the range of both the shaper's eldritch sight and improved eldritch sight by 5 feet (max +60 feet).

**Dwarf:** Add 1/3 to the effective caster level of shaper abjuration spells, but only to determine duration.

**Elf:** Add one spell from the shaper spell list to the shaper's spellbook. This spell must be at least one level below the highest spell level the shaper can cast.

**Fetchling:** Increase the range of both the shaper's eldritch sight and improved eldritch sight by 5 feet (max +60 feet).

**Gillmen:** Add +1 to the shaper's CMD when resisting two combat maneuvers of the character's choice.

**Gnome:** Add a +1 bonus on concentration checks made to cast shaper spells.

**Goblin:** Increase the shaper's quintessence pool by +1/2 point.

**Grippli:** Increase the touch AC bonus provided by the shaper's entropic guard by +1/3.

**Half-Elf:** Gain 1/6 of a new distortion.

**Half-Orc:** The shaper gains 1/2 point of DR/- against nonlethal damage (maximum DR 10/-).

**Halfling:** Increase the shaper's quintessence pool by +1/2 point.

**Hobgoblin:** Add a +1 bonus on concentration checks made to cast shaper spells.

**Human:** Add one spell from the shaper spell list to the shaper's spellbook. This spell must be at least one level below the highest spell level the shaper can cast.

**Ifrit:** Add +1/2 to the shaper's level for the purpose of determining the effects of one distortion.

**Kitsune:** Increase the shaper's quintessence pool by +1/2 point.

**Kobold:** Add a +1 bonus on concentration checks made to cast shaper spells.

**Merfolk:** Gain 1/6 of a new distortion.

**Nagaji:** Add +1 to the shaper's CMD when resisting two combat maneuvers of the character's choice.

**Orc:** Choose any two combat maneuvers. Add +1/3

to the shaper's CMB when attempting these maneuvers (maximum bonus of +4).

**Oread:** Add +1 to the shaper's CMD when resisting two combat maneuvers of the character's choice.

**Ratfolk:** Add +5 feet to the range of one distortion that has a listed range. It cannot be one with a range of "touch" or one that alters the effects of the void.

**Samsaran:** Increase the range of the shaper's eldritch sight and improved eldritch sight by 5 feet (max +60 feet).

**Strix:** Increase the shaper's quintessence pool by +1/2 point.

**Suli:** Gain 1/6 of a new distortion.

**Svirfneblin:** Increase the range of the shaper's eldritch sight and improved eldritch sight by 5 feet (max +60 feet).

**Sylph:** Increase the touch AC bonus provided by the shaper's entropic guard by +1/3.

**Tengu:** Choose any two combat maneuvers. Add +1/3 to the shaper's CMB when attempting these maneuvers (maximum bonus of +4).

**Tiefling:** Increase the touch AC bonus provided by the shaper's entropic guard by +1/3 (max +4).

**Undine:** Add a +1 bonus on concentration checks made to cast shaper spells.

**Vanara:** Add +1/2 to the shaper's level for the purpose of determining the effects of one distortion.

**Vishkanya:** Add +1 to the shaper's CMD when resisting two combat maneuvers of the character's choice.

**Wayang:** Add a +1/4 bonus to weapon damage rolls that the shaper makes against opponents that are within dim light or darkness.

## VANGUARD

**Aasimar:** Add +1/2 to the vanguard's level for the purpose of determining the effects of one resonance.

**Catfolk:** Gain 1/6 of a bonus teamwork feat.

**Changeling:** Add +1/2 to the vanguard's level for the purpose of determining the effects of one resonance.

**Dhampir:** Add +1/4 to the damage dealt by the vanguard's machina's slam attacks.

**Drow:** Gain 1/6 of a bonus teamwork feat.

**Duergar:** Add a +1/2 bonus on checks made to craft magic items.

**Dwarf:** Select one item creation feat known by the vanguard. Whenever crafting an item using that feat, the amount of progress made in an 8-hour period increases by 200 gp (50 gp if crafting while adventuring). This does not reduce the cost of the item; it just increases the rate at which the item is crafted.

**Elf:** Add one spell known from the vanguard spell list. This spell must be at least one level below the highest spell level the vanguard can cast.





**Fetchling:** The vanguard's machina gains resistance 1 against either cold or electricity. Each time the vanguard selects this reward, he increases his companion's resistance to one of those energy types by 1 (maximum 10 for any one energy type).

**Gillmen:** Increase the number of resonances the vanguard can use each day by 1/3.

**Gnome:** Add +1 hit point or +1 skill point to the vanguard's machina.

**Goblin:** Add +1/4 to the damage dealt by the vanguard's machina's slam attacks.

**Grippli:** Gain 1/6 of an additional spell for use with the vanguard arcana ability.

**Half-Elf:** Add +5 feet to the range of the machina's link and greater link abilities.

**Half-Orc:** Add a +1 bonus on concentration checks to cast vanguard spells.

**Halfing:** Add +1 hit point or +1 skill point to the vanguard's machina.

**Hobgoblin:** Increase the number of resonances the vanguard can use each day by 1/3.

**Human:** Add one spell known from the vanguard spell list. This spell must be at least one level below the highest spell level the vanguard can cast.

**Ifrit:** Increase the vanguard's or the machina's fire resistance by 1 (maximum 15).

**Kitsune:** Increase the number of resonances the vanguard can use each day by 1/3.

**Kobold:** Choose one of the machina's saving throws (Fortitude, Reflex, or Will). The companion gains +1/2 resistance bonus to that saving throw (max +4 to any save).

**Merfolk:** Add +1 hit point or +1 skill point to the vanguard's machina.

**Nagaji:** Add 1 foot to the vanguard's machina's base speed. In combat, this has an effect only for every five increases to its speed.

**Orc:** Add +1/4 to the damage dealt by the vanguard's

machina's slam attacks.

**Oread:** Increase the vanguard's or the machina's acid resistance by 1 (maximum 15).

**Ratfolk:** Choose one of the machina's saving throws (Fortitude, Reflex, or Will). The companion gains +1/2 resistance bonus to that saving throw (max +4 to any save).

**Samsaran:** Gain 1/6 of a bonus teamwork feat.

**Strix:** Add +1 hit point or +1 skill point to the vanguard's machina.

**Suli:** Increase the number of resonances the vanguard can use each day by 1/3.

**Svirfneblin:** Add +5 feet to the range of the machina's link and greater link abilities.

**Sylph:** Increase the vanguard's or the machina's electricity resistance by 1 (maximum 15).

**Tengu:** Add +1/4 to the damage dealt by the vanguard's machina's slam attacks.

**Tiefling:** The vanguard's machina gains resistance 1 against either cold, electricity, or fire. Each time the vanguard selects this reward, he increases his companion's resistance to one of those energy types by 1 (maximum 10 for any one energy type).

**Undine:** Increase the vanguard's or the machina's cold resistance by 1 (maximum 15).

**Vanara:** Increase the number of resonances the vanguard can use each day by 1/3.

**Vishkanya:** Choose one of the machina's saving throws (Fortitude, Reflex, or Will). The companion gains +1/2 resistance bonus to that saving throw (max +4 to any save).

**Wayang:** Gain 1/6 of a bonus teamwork feat.

## WARDEN

**Aasimar:** Add +1/2 to the warden's level for the purpose of determining the effects of one secret.

**Catfolk:** Increase the warden's effective level by +1/2 for the purpose of determining the maximum distance he can maintain his wards and use remedy.

**Changeling:** The warden gains 1/6 of a new secret.

**Dhampir:** Add +1/2 bonus to Stealth checks and to Survival checks to track aberrations and undead.

**Drow:** Increase the Maximum Dexterity Bonus of armor the warden wears by +1/4 (max +3)

**Duergar:** Add +1/3 to the number of times the warden can use remedy each day.

**Dwarf:** Increase the number of facets the warden can prepare each day by 1/6.

**Elf:** Increase the Maximum Dexterity Bonus of armor the warden wears by +1/4 (max +3).

**Fetchling:** Add a +1 bonus on Knowledge (planes) checks made to identify creatures.

**Gillmen:** Add +1 to the warden's CMD when resisting two combat maneuvers of the character's choice.

**Gnome:** Increase the warden's effective level by +1/2 for the purpose of determining the maximum distance he can maintain his wards and use remedy.

**Goblin:** The warden gains fire resistance 1. Each time this is selected, increase the resistance by +1. This resistance stacks with the resistance from *summer's heat*.

**Grippli:** Add a +1 racial bonus on Swim skill checks. When this bonus reaches +8, the warden gains a swim speed of 15 feet (this does not grant the warden another +8 racial bonus on Swim checks).

**Half-Elf:** The warden gains 1/6 of a new secret.

**Half-Orc:** The warden gains 1/2 point of DR/– against nonlethal damage (maximum DR 10/–).

**Halfling:** Add +1/3 to the number of times the warden can use remedy each day.

**Hobgoblin:** Add +1 to the warden's CMD when resisting two combat maneuvers of the character's choice.

**Human:** The warden gains 1/6 of a new secret.

**Ifrtit:** Add +1/2 bonus to Intimidate and Knowledge (planes) checks.

**Kitsune:** The warden gains 1/6 of a new secret.

**Kobold:** Increase the warden's effective level by +1/2 for the purpose of determining the maximum distance he can maintain his wards and use remedy.

**Merfolk:** The warden gains 1/6 of a new secret.

**Nagaji:** Increase the saving throw bonus from the resistance racial trait by +1/4 (max +3).

**Orc:** Add +1 to the warden's CMD when resisting two combat maneuvers of the character's choice.

**Oread:** Add +1/2 bonus to Climb and Knowledge (planes) checks.

**Ratfolk:** Add +1/3 to the number of times the warden can use remedy each day.

**Samsaran:** Add +1/2 to Heal checks and Diplomacy checks to influence attitude or make requests.

**Strix:** Add +1/4 to the attack roll bonus from the strix's hatred racial trait.

**Suli:** Add +1 to the warden's acid resistance, cold resistance, electricity resistance, or fire resistance.

**Svirfneblin:** Add +1/4 to the attack roll bonus from the svirfneblin's hatred racial trait.

**Sylph:** Add +1/2 bonus to Acrobatics and Knowledge (planes) checks.

**Tengu:** The warden gains 1/6 of a new secret.

**Tiefling:** Add +1/3 to the number of times the warden can use remedy each day.

**Undine:** Add a +1/2 bonus to Escape Artist and Knowledge (planes) checks.

**Vanara:** Add a +1/2 bonus on Acrobatics checks and Handle Animal checks.

**Vishkanya:** Add +1/3 to the number of times the warden can use remedy each day.

**Wayang:** Add +1/2 to Stealth checks and to Survival checks to track aberrations and undead.

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