

ARCANE MASTERS I

This document contains all the Multiclass Archetypes for the original Arcane Masters I pdf. These MCAs are grouped by primary class.

CHAPTER 1: ALCHEMIST MULTICLASS ARCHETYPES

While alchemists are not considered arcane spellcasters, they are nonetheless masters of their own specialized form of arcane magic—that of infusing their alchemical creations with a portion of their own arcane aura. This and the fact that they can prepare their creations beforehand, has prompted us to include them in this book along side the other multiclass archetypes with prepared spellcaster primary classes.

BEASTBREWER (Bardess)

Behind the appearance of every magical or unusual beast in the world there could be the hand of a beastbrewer. The beastbrewer is less interested in flashy explosions or in acquiring more strength and resilience himself through his mutagens, and much more interested in tampering with the laws of evolution in order to discover the secrets of life, in hopes of improving an individual form according to his own criteria, needs and desires. A beastbrewer modifies existing creatures with alchemical or surgical procedures for the sake of evolution, science, money or just sport, but is not necessarily cruel or sadistic like the Reanimator or Vivisectionist archetypes.

Primary Class: Alchemist.

Secondary Class: Summoner.

Hit Dice: d8.

Bonus Skills and Ranks: The beastbrewer selects three summoner skills to add to his class skills in addition to the normal alchemist class skills, one of which must be Handle Animal. The beastbrewer gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The beastbrewer is proficient with all simple weapons, with light armor, but not with shields.

Extracts: This is exactly like the alchemist ability of the same name, except that the beastbrewer adds the following summoner spells of the indicated spell level to his formulae list: 1st level—*corrosive touch, daze monster, feather fall, grease, lesser rejuvenate eidolon, life conduit, magic fang, mount, ray of sickening*; 2nd level—*lesser evolution surge, glide, lesser restore eidolon, phantom steed, summon swarm, web shelter*; 3rd level—*black tentacles, charm monster, control summoned creature, evolution surge, greater magic fang, improved life conduit, rejuvenate eidolon, restore eidolon*; 4th level—*baleful polymorph, greater evolution surge, insect plague, transmogrify*; 5th level—*conjure black pudding, creeping doom, greater heroism, greater life conduit, greater rejuvenate eidolon, hungry pit, tar pool*; 6th level—*dominate monster, eagle aerie, incendiary cloud, protection from spells*. Any extract (or summoner spell) that would normally affect a summoner's eidolon affects the beastbrewer's experimental beast instead (see below), but he cannot use these extracts to affect another beastbrewer's experimental beast or another summoner's eidolon.

Experimental Beast (Ex): A beastbrewer is always accompanied by his experimental beast, chosen as the main subject of his experiments. The experimental beast starts as a creature of the Animal type, though it is often extraordinary when compared to normal animals. In time it becomes more and more mutated due to exposure of the alchemist's various reagents and mutagens (see the Experimental Beast section below). An experimental beast counts as an animal companion prerequisite.

The experimental beast can be chosen from the druid's animal companions list, and its appearance is often unusual in some way. For example, it could be an oversize domestic cat (use the Small or Large cat statistics), a green-striped tiger, or a dwarf horse or elephant. The beastbrewer qualifies for the Extra Evolution and Vigilant Eidolon feats, and all discoveries with eidolon as a prerequisite.

If an experimental beast dies, the beastbrewer can replace it by performing a week-long mutation process on another animal in a proper laboratory, requiring 200 gp per alchemist level. The new experimental beast gains all the evolution points of the old one, but the beastbrewer can reallocate those points on different evolutions. This replaces bombs.

Mutagen (Su): This is exactly like the alchemist ability of the same name, except that a beastbrewer's mutagen only affects his experimental beast.

Bottled Monsters: At 2nd level, a beastbrewer adds *summon nature's ally I* to his formula book as a 1st-level extract. When the beastbrewer prepares this extract, he prepares a tiny preserved specimen in a bottle (like a caster casting the spell, the beastbrewer doesn't have to choose the creature until he uses the extract). When the beastbrewer opens the bottle, the specimen animates and grows to normal size, serving the beastbrewer as per the spell and is otherwise treated as a summoned creature. When the duration expires, the preserved creature vanishes. No other creature can use this extract, even if the beastbrewer has the infusion discovery. The Augment Summoning feat can be applied to these specimens. At 4th level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing the beastbrewer to summon more powerful creatures (to a maximum of *summon nature's ally IX* at 18th level).

At 4th level, whenever a beastbrewer can use a *summon nature's ally II* extract to prepare a creature specimen from the list of *summon nature's ally I* with one of the following simple templates that fit his alignment: advanced, celestial, entropic, fiendish, or resolute. This ability increases by one spell level at 6th level and every 2 levels thereafter up to 20th level, when the beastbrewer can use a *summon nature's ally IX* extract to prepare a creature specimen of that spell level with a simple template of his choice.

The beastbrewer removes the following creatures from his list of possible specimens: 1st level—mite; 2nd level—elemental (small); 4th level—elemental (medium), mephit, satyr; 5th level—cyclops, elemental (large), ettin, saltwater merrow; 6th level—elemental (huge), hill giant, stone giant; 7th level—elemental (greater), fire giant, frost giant; 8th level—cloud giant, elemental (elder); 9th level—pixie, storm giant.

The beastbrewer adds the following creatures to his list of possible specimens in place of those above: 1st level—grindy low; 2nd level—akata; 4th level—fungal crawler, mimic, rust monster; 5th level—brethedan, cloaker, gibbering moulder, seugathi; 6th level—destrachan, drider, intellect devourer; 7th level—delver, guardian naga, gug; 8th level—dark young of shub-niggurath, roper; 9th level—frogemoth, irlgaunt. This ability replaces throw anything, poison resistance, poison use, swift alchemy, swift poisoning, and instant alchemy.

Discovery (Su): This is exactly like the alchemist ability of the same name, except that a beastbrewer selects a discovery at 3rd level and every three levels thereafter. At 6th level or higher, the beastbrewer may select the Create Wonderful Creatures feat (from Open Design's *Secrets of the Alchemist*; aberrations and magical beasts only) in place of a discovery.

The following discoveries only function on the beastbrewer's experimental beast: Cognatogen, Deadly Excretions, Feral Mutagen, Grand Cognatogen, Grand Mutagen, Greater Cognatogen, Greater Mutagen, Mummification, Mutagen, Nauseating Flesh, Parasitic Twin, Preserve Organs, Rag Doll Mutagen, Tentacle, Vestigial Arms, and Wings. The beastbrewer may not select Tumor Familiar or any bomb-related discoveries.

In addition, the following new discoveries can be chosen only by the beastbrewer.

Aspect (Su): The beastbrewer gains the summoner's 10th-level aspect ability. The beastbrewer must be at least 12th level before selecting this discovery.

Bond Senses (Su): The beastbrewer gains the summoner's 2nd-level bond senses ability.

Greater Aspect (Su): The beastbrewer gains the summoner's 18th-level greater aspect ability. The beastbrewer must be at least 18th level and have selected the aspect discovery before selecting this one.

Infuse Beast Mutagen: The beastbrewer can inject his mutagens into creatures other than his experimental beast, but only those of the Animal type. As the beastbrewer advances in levels, he can inject his mutagen into other creatures of various types. At beastbrewer can inject his mutagens into creatures of the

magical beast type at 9th level, aberrations at 12th level, outsiders at 15th level, and any creature at 18th level. If the beastbrewer has the Infused Mutagen discovery, its effects apply to the Infused Beast Mutagen discovery as well as his normal mutagens. The beastbrewer must be at least 6th level before selecting this discovery.

Life Bond (Su): The beastbrewer gains the summoner's 14th-level life bond ability. The beastbrewer must be at least 15th level before selecting this discovery.

Grand Discovery (Su): At 20th level, the beastbrewer may not select the philosopher stone or poison touch grand discoveries. If he selects the true mutagen grand discovery, this works on his experimental beast only. A beastbrewer does not gain the two bonus discoveries normally granted by the grand discovery ability.

In addition, a beastbrewer can select from the following new grand discoveries.

Beast Shape (Su): The beastbrewer gains the summoner's 20th-level twin eidolon ability. The beastbrewer must have selected the aspect and greater aspect discoveries to select this discovery.

Create Prodigy (Su): The beastbrewer can permanently apply any template to a creature through a year-long alchemical and surgical procedure with a cost of 100,000 gp for every CR point the chosen template adds to the base creature. For the procedure to succeed, the beastbrewer must have access to a fully-equipped laboratory and refrain from adventures for a full year. At the end of a year's time, the beastbrewer makes a Craft (alchemy) check and a Knowledge (nature) check. The DC for both these checks is equal to 30 + 5 per additional CR point added to the base creature. If either check fails, the creature is unharmed and unchanged, but the time and monetary investments are lost. The template can be simple, acquired or inherited.

Discoveries: The following discoveries (other than the ones above) complement the beastbrewer multiclass archetype: Bottled Ooze, Combine Extracts, Eternal Potion, Extend Potion, Infusion, Lingering Spirit.

EXPERIMENTAL BEAST

A beast brewer's experimental beast functions as a druid's animal companion, using the beastbrewer's class level as his druid effective level, except as follows.

Evolution Pool: The experimental beast begins the game with 2 evolution points. At 3rd, 4th, 6th, 8th, 9th, 11th, 13th, 14th, 16th, 18th, and 19th level it gains one additional point, for a total of 13 evolution points at 19th level. An experimental beast cannot select an evolution that is similar to an ability or quality it already possesses, such as the Large evolution if the experimental beast has already become Large. Unlike a summoner, a beastbrewer can't change his experimental beast's evolutions when he gains a level (though he can do it with a *transmogrify* spell). The beastbrewer can accumulate his evolution points to spend at higher levels.

The experimental beast is restricted from choosing the following evolutions: Alignment Smite, Basic Magic, Celestial Appearance, Channel Resistance, Dimension Door, Huge, Incorporeal Form, Lifesense, Major Magic, Minor Magic, Sacrifice, Shadow Form, Skilled, Ultimate Magic, Undead Appearance, and Unnatural Aura.

Share Extracts: The beastbrewer can administer extracts to his experimental beast as if he had selected the infusion discovery, even if he doesn't have this discovery normally. This replaces share spells.

Permanent Mutation: At 20th level, the experimental beast's type changes to aberration or magical beast, as chosen by the beastbrewer. The experimental beast's Hit Dice, base attack bonus and saves are not recalculated.

Table: Beastbrewer

Class Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Alchemy, brew potion, experimental beast, extracts, mutagen	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Bottled monsters I	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Discovery	3	—	—	—	—	—
4th	+3	+4	+4	+1	Bottled monsters II	3	1	—	—	—	—
5th	+3	+4	+4	+1		4	2	—	—	—	—
6th	+4	+5	+5	+2	Bottled monsters III, discovery	4	3	—	—	—	—
7th	+5	+5	+5	+2		4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Bottled monsters IV	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Discovery	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Bottled monsters V	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3		5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Bottled monsters VI, discovery	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4		5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Bottled monsters VII, persistent mutagen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Discovery	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Bottled monsters VIII	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5		5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Bottled monsters IX, discovery	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6		5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Grand discovery	5	5	5	5	5	5

MUTANT HAG

The mutant hag strives to balance his obsession with witchcraft and alchemy, using the latter to enhance his physical form in battle. As he gains experience he grows bolder in his transformations, making permanent changes to his form that results in a grotesque and fearsome appearance, and granting him a familiar in the form of a tumor-like growth.

Primary Class: Alchemist.

Secondary Class: Witch.

Hit Dice: d8.

Bonus Skills and Ranks: The mutant hag may select three witch skills to add to his class skills in addition to the normal alchemist class skills. The mutant hag gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The mutant hag is proficient with all simple weapons. He is also proficient with light armor, but not with shields. A mutant hag can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a mutant hag wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass mutant hag still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A mutant hag casts arcane spells which are drawn from both the witch spell list and the alchemist formulae list. Alchemist formulae are cast as if they were a witch spells, as he does not have the ability to create extracts. The mutant hag follows the spell progression shown on Table: Mutant Hag below and otherwise learns, prepares, and cast spells as a witch equal to his mutant hag level.

Alchemy (Su): This is exactly like the alchemist ability of the same name, except that the mutant hag can only create mundane alchemy items, potions and mutagens. He is treated as having the Cauldron hex for creating potions from spells drawn from the witch and alchemist spell lists. He does not gain the ability to create extracts or bombs. This otherwise functions as and replaces alchemy.

Tumor Familiar (Su): At 1st level, a mutant hag gains a tumor familiar as described in the alchemist's Tumor Familiar discovery (see *Ultimate Magic*). When the tumor familiar is attached to the mutant hag, the hag may make use of any natural attacks that the familiar has unless attaching to the mutant hag would make that attack impractical. All of the familiar's attacks are treated as secondary natural attacks with a reach of 5 feet when attached to the mutant hag. This tumor familiar replaces the standard witch's familiar, and stores spells as if it were a normal witch's familiar. This ability replaces throw anything.

Hex (Su): Starting at 1st level and at every four levels thereafter, a mutant hag may select a hex from the witch's list of hexes, and counts his mutant hag level as his witch level for any hexes with level-dependent effects. This ability replaces bombs.

Mutation Pool (Su): Beginning at 4th level, a mutant hag gains a small pool of mutation points, which functions exactly like a summoner's evolution pool. Points from this pool can be spent on a wide variety of mutations that alter and enhance the mutant hag's tumor familiar. The number of points in the mutant hag's pool is equal to 1/2 his mutant hag level + his Intelligence modifier. The mutant hag can spend these points to change the abilities of his tumor familiar. These choices are not set. The mutant hag can change them whenever he gains a level. Mutations function exactly like the eidolon's evolutions, and may be selected from that list. No mutation that makes the familiar a larger size may be chosen. If the mutant hag chooses Evolved Familiar as one of his feats, evolution points from the feat and this ability stack.

At 12th level, the mutant hag can use his mutation pool to alter and enhance himself, just as he mutates his tumor familiar. This qualifies the mutant hag for the Extra Evolution feat. The mutant hag also gains the ability to create mutagens that give him specific mutations, instead of the normal bonuses to his ability scores. Whenever a mutant hag uses a mutagen that emulates a mutation, he receives a -2 penalty to all three of his mental ability scores (Int, Wis, and Cha) for the duration of its use. A mutagen crafted in this manner can emulate any number of mutations up to a total of 2 mutation points (the mutations emulated are selected at the time of the mutagen's creation). Only a single "mutation" mutagen may be active at any given time, as normal. If the mutant hag has the Greater Mutagen discovery, he can craft a mutagen that emulates any number of mutations up to a total of 4 mutation points. If he has the Grand Mutagen discovery, he can craft a mutagen that emulates a number of mutations up to a total of 8 mutation points. The mutations emulated by this ability must meet any prerequisites, as stated in the evolution entries of the summoner class. For example, the Constrict "evolution", which costs two points, may only be emulated by a mutagen if the mutant hag already has the Grab "evolution", otherwise the mutagen is wasted with no effect. This ability replaces the poison resistance and poison immunity abilities.

Persistent Mutagen (Su): At 11th level, a mutant hag gains the alchemist's persistent mutagen ability.

Major Hex (Su): Beginning at 13th level, whenever a mutant hag could select a hex, he can select a major hex instead.

Grand Discovery (Su): At 20th level, the mutant hag gains the alchemist's grand discovery ability. Alternatively, the mutant hag can select a grand hex instead.

Discoveries: The following discoveries complement the Mutant Hag multiclass archetype: Cognatogen**, Feral Mutagen*, Grand Cognatogen**, Grand Mutagen*, Greater Cognatogen**, Greater Mutagen*, Infuse Mutagen*, Mummification**, Parasitic twin**, Poison Attack‡, Preserve Organs**, Spontaneous Healing**, Tentacle**, Vestigial Arm**, Wings**. (*Advanced Player's Guide, ‡Arcane Masters I, **Ultimate Magic)

Hexes: The following hexes complement the Mutant Hag multiclass archetype: Coven*, Disguise*, Feral Speech**, Flight*, Hair Whip‡, Nails**, Prehensile Hair**, Swamp Hag**, Water Lung**. (*Advanced Player's Guide, ‡Arcane Masters I, **Ultimate Magic)

Major Hexes: The following major hexes complement the mutant hag archetype: Hag's Eye*, Hoarfrost**, Infected Wounds**, Witch's Brew**. (*Advanced Player's Guide, **Ultimate Magic)

Grand Discoveries: The following grand discoveries complement the mutant hag archetype: Awaken Intellect*, Poison Touch*, True Mutagen*. (*Advanced Player's Guide)

Table: Mutant Hag

Class Level	Base		Fort Save	Ref Save	Will Save	Special	Spells per Day							
	Attack Bonus						0	1st	2nd	3rd	4th	5th	6th	
1st	+0		+2	+0	+2	Alchemy, brew potion, cantrips, hex, mutagen, tumor familiar	3	1	—	—	—	—	—	—
2nd	+1		+3	+0	+3	Discovery, poison use	4	2	—	—	—	—	—	—
3rd	+2		+3	+1	+3	Swift alchemy	4	3	—	—	—	—	—	—
4th	+3		+4	+1	+4	Discovery, mutation pool	4	3	1	—	—	—	—	—
5th	+3		+4	+1	+4	Hex	4	4	2	—	—	—	—	—
6th	+4		+5	+2	+5	Discovery, swift poisoning	5	4	3	—	—	—	—	—
7th	+5		+5	+2	+5		5	4	3	1	—	—	—	—
8th	+6/+1		+6	+2	+6	Discovery	5	4	4	2	—	—	—	—
9th	+6/+1		+6	+3	+6	Hex	5	5	4	3	—	—	—	—
10th	+7/+2		+7	+3	+7	Discovery	5	5	4	3	1	—	—	—
11th	+8/+3		+7	+3	+7	Persistent mutagen	5	5	4	4	2	—	—	—
12th	+9/+4		+8	+4	+8	Discovery	5	5	5	4	3	—	—	—

13th	+9/+4	+8	+4	+8	Hex, major hex	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Discovery	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9		5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Discovery	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Hex	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Discovery, instant alchemy	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Grand discovery	5	5	5	5	5	5	5

VENOM BLADE

Alchemists tend to be dangerous in their own right, using spell-like extracts to enhance themselves or throwing bombs to destroy their foes. Occasionally however, an alchemist will delve into the practice of other arts in an attempt to enhance his expertise. By fusing alchemical knowledge and toxicology with his inherent stealth and agility, the venom blade transforms into the very embodiment of the most virulent of poisons. Over time, the body of a venom blade becomes suffused with toxins to such a degree that his blood, even his very touch, becomes toxic to those around him. As a living source of deadly poison, the venom blade is viewed by many as a truly formidable and fearsome foe.

Primary Class: Alchemist.

Secondary Class: Rogue.

Hit Dice: d8.

Bonus Skills and Ranks: The venom blade can select six rogue skills to add to his list of class skills in addition to normal alchemist class skills, one of which must be Stealth. The venom blade gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The venom blade is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. The venom blade is proficient with light armor, but not with shields.

Alchemy (Ex): This is exactly like the alchemist ability of the same name. Due to his narrow focus, a venom blade can only use his Craft (alchemy) to create poisons, whether of a plant, animal, or alchemical origin, but not bombs, extracts, or mutagens. Poisons can be made using Craft (alchemy). The DC to make a poison is equal to its Fortitude save DC. Rolling a natural 1 on a Craft skill check while making a poison exposes the venom blade to the poison. A venom blade can create any poison listed in Table 16–2: Sample Poisons (see page 559 of the *Core Rulebook*) if he has acquired the appropriate components for an individual poison.

Once a venom blade has gained the poison use class feature, he does not risk poisoning himself when using Craft to make poisons. When using his Craft (alchemy) to create a poison, a venom blade gains a competence bonus equal to his venom blade level on the Craft (alchemy) check. In addition, a venom blade can use Craft (alchemy) to identify poisons or poisonous plants as if using *detect poison*. He must hold the poison-filled vial or study the plant for 1 round to make such a check. This ability otherwise functions and replaces alchemy.

Sneak Attack: The venom blade gains the rogue's sneak attack ability. This extra damage is 1d6 at 1st level, and increases by 1d6 every three venom blade levels thereafter, to a maximum of +7d6 at 19th level. Sneak attack bonuses from multiple sources stack. This ability and venom bile replace bombs.

Poison Resistance (Ex): This is exactly like the alchemist ability of the same name, except that the venom blade gains a bonus on all saving throws against poison of +2 at 2nd level, and increases to +4 at 4th level, and again to +6 at 6th level. At 8th level, a venom blade becomes completely immune to poison.

Discovery (Su): This is exactly like the alchemist ability of the same name, except that the venom blade gains a discovery at 3rd level and every three levels thereafter. However, the venom blade can only select from the following poison discoveries: Concentrate Poison*, Dilution* (poisons only), Enhance Poison², Extend Poison², Poison Conversion¹, and Sticky Poison*. (**Advanced Player's Guide*, ²*Arcane Masters I*, ³*Ultimate Combat*)

In addition, whenever a venom blade could select a discovery, he can select a rogue talent that he qualifies for instead.

At 12th level, the venom blade can choose advanced rogue talents whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. A venom blade treats his level as his rogue or alchemist level for the purpose of qualifying for rogue talents and discoveries with level-dependent requirements that he has chosen.

Master Poisoner (Ex): At 3rd level, a venom blade 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 venom blade also receives a bonus on Craft (alchemy) skill checks when working with poison equal to 1/2 his venom blade level. This ability replaces brew potion.

Evasion (Ex): At 4th level, the venom blade gains the rogue's evasion ability. This ability, uncanny dodge, and improved uncanny dodge replace the alchemist's extracts ability.

Merged Poison: At 5th level, the venom blade can merge two different ingested type poisons into one. When the poisons are ingested, both poisons take effect. The newly merged poison has a save DC two points higher than the poison with highest DC used in the merging. At 8th level, the venom blade can merge two injury type poisons. At 13th level, a venom blade can merge two contact poisons. This ability replaces throw anything.

Uncanny Dodge (Ex): At 6th level, the venom blade gains the rogue's uncanny dodge ability.

Blood Venom (Ex): Starting at 8th level, the blood of a venom blade's blood has become suffused with poison. As such, his blood is treated as an injury type poison that can cause weakness and great pain (see the Blood Venom entry below). The venom blade can apply one dose of his blood venom to a weapon as a standard action. To obtain a single dose of his blood venom, the venom blade must deal 1d3 points of slashing or piercing damage to himself. A dose of blood venom removed from the venom blade's body remains potent for 1 day before spoiling. Creatures that engage in combat with the venom blade using slashing or piercing weapons (including natural weapons) have a 10% cumulative chance of being exposed to the venom blade's blood venom for each consecutive round of combat. If a creature is exposed, it receives the usual save against its effects. The venom blade does not suffer any effects from his poisonous blood. This ability replaces mutagen.

Blood Antidote (Ex): Starting at 11th level, a venom blade can use 1 dose of blood venom to create 1 dose of antidote that functions like *delay poison*. This requires 1 hour of work with an alchemist's lab and a Craft (alchemy) skill check with a DC equal to his blood venom's DC. Unlike blood venom, an antidote, once created, remains potent until used, which is due to the change it undergoes in its chemical make-up.

At 14th level, 1 dose of blood antidote now functions like *neutralize poison*. Blood antidote works as a universal cure against any form of poison, including the venom blade's blood venom. A venom blade can only have a number of antidotes in existence at any given time equal to 1/2 his venom blade level. This ability can be used a number of times per day equal to the venom blade's Intelligence modifier. This ability replaces the discoveries gained at 4th and 16th level.

Virulent Poison (Ex): At 11th level, the venom blade can enhance poisons already altered by his master poisoner ability. If the venom blade spends half the base cost of the poison, he can make a Craft (alchemy) check with a DC equal to 5 + the save DC of the poison to alter it by one of the following ways: remove the onset time, or reduce the frequency by half (rounded up). The minimum frequency for any poison is 1/round, and any alteration made by this ability in no way affects the poison's duration. This effect may be applied to a single dose of poison multiple times. If the venom blade fails his Craft (alchemy) check by 4 or less, the gold spent on the alteration is wasted, but the poison remains unchanged. If the venom blade fails his Craft (alchemy) check by 5 or more, the poison is destroyed. The venom blade can alter a dose of his blood venom in the same manner, but no additional costs are required. This ability replaces the discovery gained at 10th level.

Improved Uncanny Dodge (Ex): At 12th level, the venom blade gains the rogue's improved uncanny dodge ability.

Venom Skin (Ex): At 14th level, a venom blade's body has become further suffused with poison. Any creature that bites, engulfs, or swallows the venom blade must make a Fortitude saving throw or be nauseated for 1d4 rounds. The venom blade does not suffer the effect of the poison of his own nauseating flesh. This ability is similar to the alchemist's Nauseating Flesh discovery (see page 24 of *Ultimate Combat*). This ability replaces persistent mutagen.

Venom Bile (Ex): At 17th level, the body of a venom blade is further suffused with poison. The venom blade can regurgitate and spew a line of poisonous bile up to 10 feet, as a standard action, by making a ranged touch attack. Any creature hit by the bile must make a Fortitude save (DC 10 + 1/2 the venom blade's level + the venom blade's Dex modifier) or be afflicted by blood venom. In addition, the venom blade can expend one daily use of this ability

to apply blood venom to a weapon by licking or spitting upon the blade as a swift action. The venom blade can use this ability a number of times per day equal to his Dexterity modifier.

Venom Strike (Ex): At 20th level, a venom blade's body is so suffused with poison that he can secrete it from his very pores. The venom blade gains a poison touch with the same effect as his blood venom that requires a melee touch attack to deliver. The physical appearance of how the venom blade generates and delivers his poisonous touch varies from venom blade to venom blade.

In addition, a venom blade can use his poison touch to apply 1 dose of blood venom to any piercing or slashing weapon that is already in his hands, as a free action. Unless otherwise noted by the venom blade, his weapon is always considered to be poisoned. This ability replaces grand discovery.

Rogue Talents: The following rogue talents complement the venom blade multiclass archetype: Befuddling Strike*, Bleeding Attack, Fast Stealth, Iron Guts†, Lasting Poison*, Resiliency, Surprise Attack, or Swift Poison*. (*Advanced Player's Guide, †Ultimate Combat)

Advanced Talents: The following advanced rogue talents complement the venom blade multiclass archetype: Crippling Strike, Deadly Cocktail*, Hide in Plain Sight†, or Improved Evasion. (*Advanced Player's Guide, †Ultimate Combat)

POISON

The following new poison is found suffused within the very flesh and blood of the venom blade multiclass archetype.

Blood Venom

Type poison, injury; **Save** DC 10 + 1/2 the venom blade's level + the venom blade's Dex modifier

Frequency 1/round for 6 rounds

Initial Effect 1d6 damage (2d4 at 11th level; 2d6 at 14th level; 4d4 at 17th level; 4d6 at 20th level) and sickened condition; **Secondary Effect** 1 Dex damage (1 Dex damage or 1 Str damage at 11th level; 1 Dex damage and 1 Str damage at 14th level; 1 Con damage at 17th level; 2 Con at 20th level) and the sickened condition persists; **Cure** 1 save (2 consecutive saves at 14th level)

Special Ability damage caused by blood venom can be healed by a DC 15 Heal check (DC 20 at 17th level). Each successful check heals 1 point of ability damage caused by the venom. The venom blade receives a +10 insight bonus on Heal checks to heal damage caused by his blood venom.

Table: Venom Blade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Alchemy, sneak attack +1d6
2nd	+1	+3	+3	+0	Poison resistance +2, poison use
3rd	+2	+3	+3	+1	Discovery, master poisoner, swift alchemy
4th	+3	+4	+4	+1	Evasion, poison resistance +4, sneak attack +2d6
5th	+3	+4	+4	+1	Merged poison, swift poisoning
6th	+4	+5	+5	+2	Discovery, poison resistance +6, uncanny dodge
7th	+5	+5	+5	+2	Sneak attack +3d6
8th	+6/+1	+6	+6	+2	Blood venom, poison immunity
9th	+6/+1	+6	+6	+3	Discovery
10th	+7/+2	+7	+7	+3	Sneak attack +4d6
11th	+8/+3	+7	+7	+3	Blood antidote, virulent poison
12th	+9/+4	+8	+8	+4	Discovery, Improved uncanny dodge
13th	+9/+4	+8	+8	+4	Sneak attack +5d6
14th	+10/+5	+9	+9	+4	Venom skin
15th	+11/+6/+1	+9	+9	+5	Discovery
16th	+12/+7/+2	+10	+10	+5	Sneak attack +6d6
17th	+12/+7/+2	+10	+10	+5	Venom bile
18th	+13/+8/+3	+11	+11	+6	Discovery, instant alchemy
19th	+14/+9/+4	+11	+11	+6	Sneak attack +7d6
20th	+15/+10/+5	+12	+12	+6	Venom strike

WILD HERBALIST

Hidden deep within ancient and mystical forests are those with a gift for knowing the rare and exotic herbs of the land. These wild herbalists employ their knowledge to combine these plants in such a way so as to create potent elixirs, noxious brews, and powerful drugs that can enhance or inhibit a creature's mind and body. Through his study of the natural world, the wild herbalist has learned to alter his powerful mutagens so as to allow him to transform into a variety of wild and ferocious beasts. While these arborists of the forest appear harmless from a distance, their connection to the natural world grants them tremendous power that allow them to protect their wilderness groves from harm.

Primary Class: Alchemist.

Secondary Class: Druid.

Hit Dice: d8.

Bonus Skills and Ranks: The wild herbalist may select three druid skills to add to his class skills in addition to the normal alchemist class skills. The wild herbalist gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The wild herbalist is proficient with all simple weapons, plus the scimitar and scythe, and with all natural attacks. The wild herbalist is proficient with light and medium armor, but is restricted from wearing metal armor like a druid. He is not proficient with shields. A wild herbalist who wears a prohibited armor or shield loses his mutation aspect ability while wearing it and for 24 hours afterward.

Feral Aspect: At 1st level, a wild herbalist gains the feral mutagen discovery.

Natural Alchemy: The wild herbalist has learned to use natural herbs and venoms to create powerful effects and potions. At 1st level, the wild herbalist gains the alchemist's alchemy ability, except that he cannot create bombs since their destructive nature runs counter to his protective stance. This ability otherwise functions as and replaces alchemy.

Wild Empathy: At 1st level, a wild herbalist gains the druid's wild empathy ability. This replaces throw anything.

Wild Mutagen: Starting at 4th level, a wild herbalist can infuse his mutagens with the wild energies of the natural world to create wild mutagens. Once a wild mutagen is imbibed, he can turn himself into any Small or Medium animal and back again one time while the mutagen is in effect. A wild mutagen functions like the *beast shape I* spell, except that the effect lasts for 10 minutes per wild herbalist level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the wild herbalist is familiar with.

Every four levels after 4th, a wild herbalist can change form one additional time while his wild mutagen is in effect, for a total of five times per day at 20th level. As a wild herbalist gains in levels, the power of his wild mutagen improves.

At 8th level, a wild herbalist can use his wild mutagen to change into a Large or Tiny animal. His wild mutagen now functions as *beast shape II*.

Discovery: Starting at 2nd level, whenever the wild herbalist could select a discovery, she may choose any of the following new discoveries instead: Aspect of the Beast‡, Grand Wild Mutagen‡, Greater Animal Companion‡, Greater Wild Mutagen‡, Improved Animal Companion‡, Lesser Animal Companion‡, Mutate Companion‡, Plant Mutagen‡, and Wild Mutagen‡. (‡*Arcane Masters I*)

Special: A wild herbalist may not choose discoveries that give him a familiar and an animal companion at the same time, nor may she choose any discoveries that require the bomb class feature.

Discoveries: The following discoveries complement the wild herbalist multiclass archetype: Aspect of the Beast‡, Concentrate Poison*, Grand Mutagen*, Grand Wild Mutagen‡, Greater Animal Companion‡, Greater Mutagen*, Greater Wild Mutagen‡, Healing Touch**, Improved Animal Companion‡, Infuse Mutagen*, Lesser Animal Companion‡, Mutate Companion‡, Plant Mutagen‡, Spontaneous Healing**, Sticky Poison*, Wild Mutagen‡, and Wings**. (**Advanced Players Guide*, ‡*Arcane Masters I*, ***Ultimate Magic*)

Animal Companions and Familiars

A wild herbalist's animal companion or familiar is similar to that of a druid's animal companion or wizard's familiar, except for the following changes.

Shared Extracts: The wild herbalist may use an extract on his animal companion or a familiar as if it were himself. The companion or familiar must still drink the extract to gain its effects, though the wild herbalist does not need to feed the companion or familiar the extract directly. For example, if the companion has the "arms" evolution though the mutate companion discovery, it may carry an extract and drink it whenever necessary. The wild herbalist must have the new lesser animal companion discovery (see New Discoveries in this book) to gain an animal companion, or the . This ability replaces the druid animal companion's shared spell ability.

Table: Wild Herbalist

Class Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Brew potion, feral aspect, mutagen, natural alchemy, wild empathy	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Discovery, poison resistance +2, poison use	2	—	—	—	—	—
3rd	+2	+3	+1	+3	swift alchemy	3	—	—	—	—	—
4th	+3	+4	+1	+4	Discovery, wild mutagen	3	1	—	—	—	—
5th	+3	+4	+1	+4	poison resistance +4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Discovery, swift poisoning	4	3	—	—	—	—
7th	+5	+5	+2	+5		4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Discovery, poison resistance +6,	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6		5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Discovery, poison immunity	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7		5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Discovery	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8		5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Discovery, persistent mutagen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9		5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Discovery	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10		5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Discovery, instant alchemy	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Grand discovery	5	5	5	5	5	5

CHAPTER 2: MAGUS MULTICLASS ARCHETYPES

ARCANE TEMPLAR

Some agents of the gods are followers of esoteric sects venerating deities of magic. They use both arcane comprehension and mystic gifts in conjunction with their frightening battle prowess to further their god's ends, whether it is for the cause of light and goodness, or in the darkness of secret wars of the underworld. Enforcer and spy, public defender and dirty worker, the arcane templar is a strange hybrid of faithful yet independent thinker. Able to think on his feet, he casts arcane spells as well as channel divine energy, goes wherever he is needed, and performs whatever task is required, no matter the cost.

Primary Class: Magus.

Secondary Class: Paladin.

Alignment: Any good.

Hit Dice: d8.

Bonus Skills and Ranks: The arcane templar may select three paladin skills to add to his class skills in addition to the normal magus class skills. The arcane templar gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The arcane templar is proficient with all simple and martial weapons, and with light armor, but not with shields. He can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an arcane templar wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass arcane templar still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The arcane templar casts arcane spells drawn from the arcane templar spell list, but otherwise learns, prepares and casts spells as a magus equal to his arcane templar level. He also receives bonus spells per day if he has a high Intelligence score. Arcane templar spells count as magus spells for the purpose of arcane spell failure.

Aura of Good (Ex): At 1st level, an arcane templar gains the paladin's aura of good ability.

Divine Spirit (Su): At 1st level, the arcane templar's magic studies and unswerving faith attract the attention of an agent of his deity, a being of pure magic called an archangel. Communion with this guardian spirit, which he alone can sense and communicate with, grants the arcane templar a reservoir of divine power, which slowly meshes with his arcane powers as he advances in level. The powers granted by the spirit are divine in nature, and effects that can cut a paladin off from using his lay on hands, channel energy, or divine spellcasting function against the powers of the divine spirit as well. However, this energy pool counts as an arcane pool for all prerequisites, feats, and abilities.

The divine spirit reservoir has a number of points equal to 1/2 the arcane templar's level (minimum 1) + his Charisma modifier. The pool refreshes once per day when the arcane templar prepares his spells.

At 1st level, the arcane templar can expend 1 point from the divine spirit pool as a swift action to grant any weapon he is holding a +1 enhancement bonus for 1 minute. A weapon charged in this way glows like a torch. For every four levels beyond 1st, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 17th level. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

At 5th level, these bonuses can be used to add any of the following weapon properties: *brilliant energy, dancing, defending, disruption, flaming, flaming burst, frost, holy, icy burst, speed*.

Adding these properties consumes an amount of bonus equal to the property's base price modifier. These properties are added to any the weapon already has, but duplicates 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. These bonuses and properties are decided when the divine spirit pool point is spent and cannot be changed until the next time the arcane templar uses this ability. These bonuses do not function if the weapon is wielded by anyone other than the templar, and apply to only one end of a double weapon.

An arcane templar can only enhance one weapon in this way at one time. If he uses this ability again, the first use immediately ends. This ability replaces arcane pool.

Templar Arcana: This is exactly like the magus arcane ability, except that the arcane templar may also select from the following new arcana. These temple arcana may be selected by the arcane templar only.

Arcane Commune: The archangel uses the arcane templar's familiar as a conduit to interact more directly with its mortal charge, giving him wise advice. Once per week, the templar may use this link to cast commune as a spell-like ability, at a caster level equal to his arcane templar level. The archangel speaks to his charge via his familiar or via telepathic contact. An arcane templar must be at least 9th level and have the familiar arcana to select this arcana.

Arcane Mercy (Su): The arcane templar chooses one paladin mercy that he can add to his channel positive energy power. This mercy follows all the rules of a paladin mercy, and the arcane templar is considered a paladin of his arcane templar level for all its effects. He can't choose a mercy that a paladin of his level could not use. The arcane templar must be at least 6th level to select this arcana.

Arcane Spirit (Ex): The arcane templar's divine spirit is more powerfully bound to the forces of arcane magic. The arcane templar adds half his Intelligence modifier (round down) to his divine spirit pool. This arcana can be selected up to two times.

Graceful Spirit (Ex): By spending one point from the divine spirit pool as an immediate action the arcane templar gains an untyped bonus to all saving throws equal to his charisma modifier for a number of rounds equal to his intelligence modifier. This bonus cannot stack with itself.

Merciful Gaze (Su): The arcane templar can channel energy through his gaze. The arcane templar's eyes become pure white-gold and he can use his channel energy power on a single target within 30 feet of him. The amount of damage healed or caused is 1/2 the touch attack's effect. An arcane templar must be at least 6th level to select this arcana.

Lay On Hands (Su): At 4th level, the arcane templar can expend 1 points of his divine spirit pool to channel positive energy with his touch. This functions as the paladin's lay on hands ability. This power doesn't work in conjunction with spell combat or spellstrike. This ability replaces spell recall.

Aura of Courage (Su): At 5th level, an arcane templar gains the paladin's aura of courage. This ability replaces bonus feat at 5th level.

Aura of Resolve (Su): At 10th level, an arcane templar gains the paladin's aura of resolve. This ability replaces fighter training.

Merciful Burst (Su): At 11th level, an arcane templar can expend 2 points from his divine spirit pool and use his channeling power to release a burst of energy. This ability otherwise functions as the cleric's channel energy ability and replaces the bonus feat gained at 11th level.

Improved Merciful Hand (Su): At 13th level, the connection between the arcane templar and his archangel grows so strong that channeling energy with touch costs only 1 point from the divine spirit pool, while the merciful burst power costs 2 points. Further, the Arcane Templar can use his merciful hand power in conjunction with the spell combat and spellstrike abilities (these still won't work with Merciful Burst). This ability replaces improved spell recall.

Insightful Prayer (Su): At 16th level, the archangel suggests to the arcane templar a few divine incantations that he can use together with his arcane spells. When the templar prepares his magus spells, he can decide to expend 2 or more points from his divine spirit pool. For every 2 points he expends, he may treat any one spell from the paladin spell list as if it were a magus spell in his spellbook and can prepare that spell as normal that day. If he does not cast spells prepared in this way before the next time he prepares spells, he loses those spells. This ability replaces counterstrike.

Aura of Dispelling (Su): At 17th level, the arcane templar gains resistance to enemy spells and can grant the same resistance to his friends too. The arcane templar can expend 2 points of his divine spirit pool to grant all his allies within 10 feet the ability to disrupt magic for 1 minute. When a creature with this bonus makes a successful attack against an enemy who's casting a spell or is under a spell effect, that opponent is subject to a targeted *dispel magic*

attempt as if cast by the arcane templar. If an ally leaves the aura's range, he can't benefit of the protection until he re-enters it. This ability replaces bonus feat at 17th level.

Faith Binding (Ex): At 19th level, anytime the arcane templar casts a spell with a duration of at least 1 round per level, he may spend a point from his divine spirit pool to increase the duration by a number of rounds equal to his Charisma modifier. This ability replaces greater spell access.

Templar Champion (Su): At 20th level, the arcane templar becomes a true receptacle of divine wrath and arcane power. Whenever he uses his spell combat ability, he does not need to make a concentration check to cast the spell defensively. Whenever the arcane templar uses his merciful hand ability in conjunction with spell combat and the target of merciful hand is the same creature as his melee attacks, as long as the enemy's evil, he can choose to either increase the DC to resist the positive energy by +2, inflict 150% of the normal positive energy damage, or grant himself a +2 circumstance bonus on all attack rolls made against the target during his turn. This ability replaces true magus.

Arcane Templar Spell List

The arcane templar uses the following spell list to learn and cast his spells.

1st-Level Arcane Templar Spells: *bless weapon, burning hands, floating disk, frostbite**, grease, know the enemy**, lock gaze†, magic weapon, mirror strike†, protection from chaos/evil/law, returning weapon†, sanctify corpse**, shocking grasp, sleep.*

2nd-Level Arcane Templar Spells: *bear's endurance, bull's strength, cure light wounds, daylight, defensive shock**, effortless armor†, frigid touch**, holy shield**, lesser restoration, levitate, litany of defense†, litany of entanglement†, shatter, sound burst, spiritual weapon, vestment of the champion**, word of resolve**.*

3rd-Level Arcane Templar Spells: *bestow curse, deep slumber, dispel magic, force hook charge**, lightning bolt, litany of righteousness†, litany of warding†, locate weakness†, magic circle against chaos/evil/law, prayer, scorching ray, water breathing.*

4th-Level Arcane Templar Spells: *archon's aura**, beast shape II, black tentacles, cure moderate wounds, haste, ice storm, king's castle*, litany of sight†, remove curse, stonewall, wall of fire, wall of ice, wall of sound**.*

5th-Level Arcane Templar Spells: *cure serious wounds, dispel evil, flame strike, litany of thunder†, litany of vengeance†, mark of justice, mass cure light wounds, restoration, stonewall, telekinesis.*

6th-Level Arcane Templar Spells: *beast shape III, cone of cold, greater dispel magic, holy sword, mass bear's endurance, mass cure moderate wounds, overland flight, stone to flesh, wall of force, word of recall.*

(*Advanced Player's Guide, **Ultimate Magic, †Ultimate Combat)

Table: Arcane Templar

Class Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Aura of good, cantrips, divine spirit, spell combat	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Spellstrike	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Templar arcana	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Merciful hand	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Aura of courage	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Templar arcana	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Knowledge pool, medium armor	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Templar arcana	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Aura of resolve	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Merciful burst	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Templar arcana	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Heavy armor, improved merciful hand	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Greater spell combat	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Templar arcana	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Insightful prayer	5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Aura of dispelling	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Templar arcana	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Faith binding	5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Templar champion	5	5	5	5	5	5	5

FELL MAGUS

Witches are undeniably the governing hierarchy and eldritch powerhouses of a coven. However, due to their leadership responsibilities and focused control in wielding the mystical energies granted them by their patrons, they must rely on others to protect the coven from mundane attacks. As the military arm, fell magus's are sworn to serve and protect the witches of their coven, or any other arcane spellcaster under their charge from being harried or slain by enemies. Blessed by a mysterious patron power, the fell magus wields his blade in defense of hex and home, slaying those who seek to uproot or destroy his sworn coven, or to undertake special missions on his sisterhood's behalf. Though primarily a front line skirmisher, the fell magus has developed great mental resilience, and can unleash hexes or minor eldritch magic in the pursuit of his cause.

Primary Class: Magus.

Secondary Class: Witch.

Hit Dice: d8.

Bonus Skills and Ranks: The fell magus may select three witch skills to add to his class skills in addition to the normal magus class skills. The fell magus gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The fell magus is proficient with all simple and martial weapons. A fell magus is also proficient with light armor. He can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a fell magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass fell magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The fell magus casts arcane spell drawn from the magus spell list. He does not cast cantrips and gains the *detect magic* and *read magic* cantrips and places them in his spellbook as 1st-level spells. The fell magus otherwise learns, prepares, and casts spells as a magus equal to his fell magus level. A fell magus gains bonus spells for a high Intelligence score.

Arcane Pool (Su): This is exactly like the magus ability of the same name, except that the fell magus gains a number of points equal to 1/3 his level (minimum 1) + his Intelligence ability.

Hex: At 1st level, the fell magus gains the witch's hex ability and may select one hex of his choice. The fell magus uses his fell magus level to determine the effects of any hex he can use. A fell magus may gain additional hexes with his hex arcana ability. This ability replaces cantrips.

Spellhex Combat (Ex): This is exactly like the spell combat ability, except that the fell magus may use hexes instead of spells. This applies to the improved hex combat and greater hex combat abilities. This ability otherwise functions as and replaces spell combat.

Fellstrike (Sp): At 2nd level, a fell magus who can cast *bestow curse*, *major curse*, or any spell with the curse descriptor can deliver these prepared spells through any melee weapon he is wielding as part of a melee attack, even if the spells are not touch attack spells. A fell magus cannot deliver any other spells using this ability. In addition, if a fell magus makes a successful melee attack against an opponent, in addition to dealing his normal attack damage, he can use a swift action to deliver the effects of a single hex that he knows to that opponent. Doing so does not provoke attacks of opportunity. This ability otherwise functions as and replaces spellstrike.

Hex Arcana: This is exactly like the magus's magus arcana ability, except that whenever the fell magus could select a magus arcana, he can select a witch's hex instead. This ability otherwise functions as and replaces magus arcana.

Bonus Feats: This is exactly like the magus ability of the same name, except that the fell magus can choose from the following feats: Arcane Strike, Brew Potion, Craft Magic Arms and Armor, Empower Spell, Exotic Weapon Proficiency, Extend Spell, Great Fortitude, Heighten Spell, Iron Will, Lightning Reflexes, Toughness, Weapon Focus, Weapon Specialization.

Witch Pool (Su): At 7th level, by spending a number of points from his arcane pool equal to the spell's level, he can prepare a spell from the witch's spell list as though it was in his spellbook. This ability replaces knowledge pool.

Improved Spellhex Combat (Ex): This is exactly like the improved spell combat ability, except that the fell magus may use hexes instead of spells. This applies to the improved hex combat and greater hex combat abilities. This ability otherwise functions as and replaces improved spell combat.

Medium Armor (Ex): A fell magus gains the medium armor ability at 10th level.

Greater Spellhex Combat (Ex): This is exactly like the greater spell combat ability, except that the fell magus may use hexes instead of spells. This ability otherwise functions as and replaces greater spell combat.

Major Hex: At 12th level, a fell magus may select a major hex whenever he could choose a magus arcana. This ability replaces spell recall.

Fell Incantation (Sp): At 14th level, by spending a full-round action the fell magus can unleash a horrific curse upon a single foe within 30 feet, once per day. The target can make the appropriate saving throw against the indicated spell's effect (DC 10 + 1/2 the fell magus's level + the fell magus's Intelligence modifier). The fell magus can choose one of the following effects.

♦ *Slay Living:* This curse functions as the *slay living* spell; the target can make a Fortitude for partial effect (see *slay living*).

♦ *Insanity:* This curse functions as the *insanity* spell; the target can make a Will save to negate this effect.

This ability replaces heavy armor and counterstrike.

Grand Hex: At 18th level, a fell magus may select a grand hex whenever he could choose a magus arcana. This ability replaces greater spell recall.

Fell Master (Su): At 20th level, whenever a fell magus uses a hex as part of his spellhex combat ability, he can unleash horrific energies to ravage a single target of the hex. The target must succeed on a Fortitude save against a DC equal to the hex used or gain one negative level. If the saving throw succeeds, the target is immune to that fell magus's fell master ability for 24 hours. This ability replaces true magus.

Hexes: The following hexes complement the fell magus multiclass archetype: Charm*, Disguise*, Evil Eye*, Flight*, Fortune*, Misfortune*, Ward*. (*Advanced Player's Guide)

Major Hexes: The following major hexes complement the fell magus multiclass archetype: Agony*, Hoarfrost**, Infected Wounds**, Retribution*. (*Advanced Player's Guide, **Ultimate Magic)

Grand Hexes: The following grand hexes complements the fell magus multiclass archetype: Death Curse*, Dire Prophecy**, Summon Spirit**. (*Advanced Player's Guide, **Ultimate Magic)

Table: Fell Magus

Class 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	Arcane pool, hex, spellhex combat	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Fellstrike	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Hex arcana	3	—	—	—	—	—
4th	+3	+4	+1	+4		3	1	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	4	2	—	—	—	—
6th	+4	+5	+2	+5	Hex arcana	4	3	—	—	—	—
7th	+5	+5	+2	+5	Witch pool	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spellhex combat	4	4	2	—	—	—

9th	+6/+1	+6	+3	+6	Hex arcana	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Fighter training, medium armor	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Bonus feat	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater spellhex combat, hex arcana, major hex	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8		5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Fell incantation	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Hex arcana	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10		5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Grand hex, hex arcana	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Fell master	5	5	5	5	5	5

LINEAGE SAINT

Destiny's grip is inescapable. The lowliest beggar can rise to command an empire to just as soon fall again as ordained by fate. The lineage warrior carries a spur to fate within, the ability to draw upon the combined power of his antecedents as leverage to forge a destiny undreamed of. His ancestral spirit confers its own measure of power and conviction, aiding the lineage saint in his exploits, driving him to add yet more renown to his shared familial reputation. Aided by his spiritual bloodline, driven by the force of supreme judgment, and coupled with arcane might, the lineage saint joins his ancestors in fame or infamy.

Primary Class: Magus.

Secondary Class: Inquisitor.

Hit Dice: d8.

Bonus Skills and Ranks: The lineage saint selects three inquisitor skills to add to his class skills in addition to the normal magus class skills. The lineage saint gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The lineage saint is proficient with all simple and martial weapons, with light armor, but not with shields. The lineage saint can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a lineage saint wearing medium or heavy armor, or using a shield, incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass lineage saint still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A lineage saint casts arcane spells drawn from the lineage saint spell list. A lineage saint otherwise learns, prepares, and casts spells as a magus equal to his lineage saint level. He also receives bonus spells per day if he has a high Intelligence score.

Ancestral Pool (Su): At 1st level, a lineage saint gains a reservoir of ancestral spirit energy that he can draw upon to fuel his powers and enhance his attacks. This ancestral pool has a number of points equal to 1/2 his lineage saint level (minimum 1) + his Intelligence modifier. The pool refreshes once per day when the lineage saint prepares his spells.

At 1st level, a lineage saint can expend 1 point from his ancestral pool as a swift action to gain one of the following judgments for 1 minute: destruction, healing, justice, piercing, protection, purity, resiliency, resistance, or smiting. At 8th level, a lineage saint may instead expend 2 points from his ancestral pool as a swift action to gain the benefits of any two judgments. At 16th level, a lineage saint can instead gain the benefits of any three judgments as a swift action by expending 3 points from his ancestral pool. The effects of these judgments are calculated as though the lineage saint were an inquisitor of his level. The effects of this ability never stack—if the lineage saint uses this ability again while it is still in effect, the new judgment or judgments he selects replace whatever benefits he was previously receiving. This ability replaces arcane pool.

Ancestral Spirit (Su): At 3rd level, a lineage saint has improved his connection to his ancestral heritage and gains the presence of an ancestral spirit. A lineage saint can summon his ancestral spirit in a ritual that takes 1 minute to perform. An ancestral spirit possesses its own distinct personality, and always manifests as an intangible, incorporeal, fully formed humanoid personage of the lineage saint's race. The ancestral spirit remains until dismissed by the lineage saint (a standard action).

Although a manifested ancestral spirit can be seen, it cannot interact with anything or anyone upon the Material plane. While manifested, an ancestral spirit cannot harm or be harmed by others, nor can it communicate with anyone other than the lineage saint. An ancestral spirit cannot be sent back to its home plane by means of *dispel magic*, but spells such as *dismissal* or *banishment* work normally. If the ancestral spirit is sent back to its home plane, it cannot be summoned again until the following day. While an ancestral spirit is summoned, it always remains adjacent to the lineage saint and is considered an ally with all teamwork feats the lineage saint possesses. Only one ancestral spirit may be summoned at a time.

An ancestral spirit possesses a specific personality trait, and grants the lineage saint a bonus similar to that of a wizard's familiar, and access to a single inquisition. This ability replaces the magus arcana gained at 3rd level, knowledge pool, counterstrike, and greater spell access.

A lineage saint can select one of the following ancestral spirits, gaining the associated bonus and inquisition.

Ancestral Spirit	Special Ability	Inquisition
Benevolent	Lineage saint gains a +1 bonus to Bluff and Diplomacy checks	Conversion
Contemplative	Lineage saint gains a +2 bonus on Sense Motive checks	Illumination
Ferocious	Lineage saint gains a +1 on damage rolls	Anger
Horrific	Lineage saint gains a +1 on Intimidate checks	Torture
Peaceful	Lineage saint gains a +1 bonus on Will saves	Order
Violent	Lineage saint gains a +1 bonus on attack rolls	Vengeance

Bane (Su): At 4th level, a lineage saint gains the inquisitor's bane ability. This ability replaces spell recall and improved spell recall.

Bonus Feat: This is exactly like the magus ability of the same name, except that a lineage saint can select from those feats listed as combat feats, item creation feats, metamagic feats, and teamwork feats.

Magus Arcana: This is exactly like the magus ability of the same name, except that a lineage saint uses his ancestral pool to power his magus arcana. Also, he can choose an additional ancestral spirit in place of a magus arcana.

Ancestral Warrior (Su): At 10th level, a lineage saint can summon the spirit of a great warrior ancestor and allow it to possess him as a standard action. While possessed, the lineage saint gains a +2 enhancement bonus to Strength, Dexterity, and Constitution, and a +2 natural armor bonus to AC. His base attack bonus is equal to his lineage saint level (which may give you additional attacks), and he gains the Improved Critical feat with a weapon of his choice. The lineage saint can use this ability for 1 round for every 2 lineage saint levels he possesses. These rounds do not need to be consecutive, but it must be spent in 1-round increments.

At 16th level, when a lineage saint is possessed by the spirit of a great warrior ancestor, the bonuses to his Strength, Dexterity, Constitution, and natural armor bonus increase to +4. A possessed lineage saint is so focused on battle that he is unable to cast his spells, but he may use his other abilities, including his ancestral pool. When the possession ends, the lineage saint is fatigued for a number of rounds equal to the rounds of possession. This ability replaces fighter training.

Greater Bane (Su): At 14th level, a lineage saint gains the inquisitor's greater bane ability. This ability replaces greater spell combat.

Ancestral Vengeance (Su): At 20th level, a lineage saint can call upon the wrath of his ancestral spirit to strike down his foe during combat once per day. As a swift action, a lineage saint he can spend 3 points from his ancestral pool to designate a creature as the target of his ancestral spirit's wrath. Once declared, the lineage saint can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals 20d6 points of damage. The target can make a Fortitude save (DC 10 + 1/2 the lineage saint's level + the lineage saint's Wisdom modifier) to halve the damage. Regardless of whether or not the save is made, the target creature is immune to the lineage saint's ancestral vengeance ability for 24 hours. This ability replaces true magus.

LINEAGE SAINT SPELL LIST

Lineage saints gain access to the following spells.

0-Level Lineage Saint Spells—*acid splash, brand, create water, detect magic, detect undead, flare, light, ray of frost, read magic, stabilize, touch of fatigue.*

1st-Level Lineage Saint Spells—*bless water, cause fear, command, curse water, detect chaos/evil/good/law, divine favor, doom, lend judgment, magic missile, magic weapon, mount, peacebond, protection from chaos/evil/good/law, shield, stone shield, tireless pursuit, true strike, unbreakable heart, unseen servant, warding weapon.*

2nd-Level Lineage Saint Spells—*acid arrow, blessing of courage and life, bloodhound, blur, consecrate, delay pain, delay poison, desecrate, elemental touch, flaming sphere, gust of wind, hold person, levitate, sacred bond, silence, spiritual weapon, scorching ray, shield other, zone of truth.*

3rd-Level Lineage Saint Spells—*arcane sight, burst of speed, cast out, dispel magic, displacement, greater magic weapon, hunter's eye, keen edge, lightning bolt, nondetection, phantom driver, phantom steed, searing light, slow, water breathing.*

4th-Level Lineage Saint Spells—*arcana theft, ball lightning, battlemind link, coward's lament, death ward, defile armor, gaseous form, greater brand, judgment light, neutralize poison, phantom chariot, sanctify armor, shout, stonewall, symbol of healing.*

5th-Level Lineage Saint Spells—*break enchantment, cloudkill, disrupting weapon, fire shield, hallow, holy ice, lend greater judgment, mage's faithful hound, true seeing, unhallow.*

6th-Level Lineage Saint Spells—*antimagic field, cleanse, disintegrate, extend, flesh to stone, freezing sphere, greater dispel magic, legend lore, stone to flesh.*

Table: Lineage Saint

Class Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Ancestral pool, cantrips, spell combat	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Spellstrike	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Ancestral spirit	4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Bane	4	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bonus feat	4	4	2	—	—	—	—
6th	+4	+5	+2	+5	Magus arcana	5	4	3	—	—	—	—
7th	+5	+5	+2	+5	Medium armor	5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Improved spell combat	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Magus arcana	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Ancestral warrior	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Bonus feat	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Magus arcana	5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Heavy armor	5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Greater bane	5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Magus arcana	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10		5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Bonus feat	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Magus arcana	5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Ancestral vengeance	5	5	5	5	5	5	5

CHAPTER 3: WITCH MULTICLASS ARCHETYPES

FELLSEER

Certainty and confusion; lost and found; past, present, and future—these are all mutable concepts the fellseer weaves with an arcane weft and a divine warp. Cursed by her increased knowledge and cursing her foes in turn, she increasingly favors the spirits of the divine over the discipline of the arcane. However, one thing remains constant—knowledge is the ultimate source of power.

Primary Class: Witch.

Secondary Class: Oracle.

Hit Dice: d6.

Bonus Skills and Ranks: The fellseer may select three oracle skills to add to her class skills in addition to her normal witch class skills. The fellseer gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The fellseer is proficient with all simple weapons. She is not proficient with any type of armor or shields. Armor interferes with the movements of a fellseer, which can cause her arcane spells with somatic components to fail.

Spellcasting: The fellseer casts arcane spells drawn from the witch's spell list. The fellseer gains bonus spells for a high Intelligence score, and otherwise learns, prepares, and casts spells as a witch of equal level.

Hex: This is exactly like the witch's ability of the same name, except that the fellseer may select a hex at 1st level, and again at 4th level and every even level thereafter.

In addition, at 1st, 6th, 10th, 14th, and 18th level, a fellseer can select a revelation from her mystery instead of a hex. The fellseer has an oracle level equal to her fellseer level for the purposes of qualifying for revelations and determining their effect. The save DC for a fellseer's revelation is equal to 10 + the 1/2 the fellseer's level + the fellseer's Intelligence bonus.

Mystery: This is exactly like the oracle ability of the same name, except that the fellseer adds her mystery spells to her familiar at the indicated level, just as she does her patron spells. A fellseer's mystery should be compatible with her patron (Bones/Plague, Battle/Strength, Nature/Animals, etc.), and may select the seersworn mystery at 1st level. In addition, all revelations and mystery spells uses Intelligence instead of Charisma to determine their effects.

Oracle's Curse (Ex): At 1st level, a fellseer gains the oracle's curse class feature. When determining the benefits of her oracle's curse, the fellseer's oracle level is equal to 1/2 her fellseer level (minimum 1).

Fellseer's Cry (Su): At 2nd level, a fellseer gains the cackle hex. Whenever she uses it, it also extends the duration of any of her revelations with a duration expressed in rounds affecting a creature within 30 feet. This replaces hex at 2nd level.

Fellseer's Blight: At 3rd level, the fellseer adds *oracle's burden* to her familiar. In addition, the fellseer may obtain alternative uses for her oracles burden ability. Whenever the fellseer could select a hex, she can instead gain the ability to use *oracle's burden* three times per day, as a spell-like ability. Whenever the fellseer could select a major hex, she can choose to have her *oracle's burden* spell-like ability target a number of creatures in range equal to her Intelligence modifier each time it is cast. Whenever the fellseer could select a grand hex, she can choose to have her *oracle's burden* spell-like ability affect any number of creatures within range.

Grand Hex: At 20th level, a fellseer selects either a grand hex of her choice or gains the final revelation from her mystery.

Witch's Familiar: The fellseer's familiar is her direct connection to the powers that provide her with her more otherworldly visions and abilities and may also provide her with direct advice and counsel. This functions exactly like the witch's ability by the same name except as follows:

The familiar learns one language that only the fellseer can understand. At 6th level and every six levels thereafter, the familiar learns an additional language with which to communicate with the fellseer's allies.

If the fellseer is affected by a *confusion* or *sleep* effect, her stronger-than-usual bond with her familiar causes the familiar to also be affected by the condition, with no saving throw of its own. After the fellseer overcomes the condition, the familiar can begin to make checks as normal to overcome the effect.

If the familiar is unconscious, confused, slain, or otherwise incapacitated, the fellseer loses her access to revelations and to her mystery spells until it is restored or replaced. The fellseer also loses the benefits of her *oracle's curse* (but keeps he penalties) under these circumstances. A replacement familiar knows all the languages of its predecessor. The fellseer must make a concentration check to cast mystery spells if the familiar is more than 5 feet away from her.

Drawback: The fellseer's focus on the warp and weave of causality, combined with her reliance on the pristine nature of her familiar to gain her mystery spells leaves her distanced and unaccustomed to creating physical manipulations. A fellseer treats spells from the transmutation school as if they were a specialist wizard's opposition school. A fellseer who prepares spells from the transmutation school must use two spell slots of that level to prepare the spell. In addition, a fellseer takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from the transmutation school as a prerequisite.

Table: Fellseer

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Cantrips, hex (revelation), mystery, oracle's curse, patron spells, witch's familiar	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Fellseer's cry	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3	Fellseer's blight	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Hex	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Hex (revelation)	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Hex	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Hex (revelation), major hex	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Hex	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—
14th	+7/+2	+4	+4	+9	Hex (revelation)	4	4	4	4	4	3	3	2	—	—
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—

MERCHANT SHADOWCALLER

Some witches tend towards civilization in small ways, whether within a city or upon the common roads between them. These tend to be tricksters of their own styling, making pacts with flitting shadows and dealing their wares with thieves' guilds. Each has managed to stumble upon the secrets of cursed magic, crafting their hexes into even the most mundane item—the better, of course, to fool the poor sap who haggles too much.

Primary Class: Witch.

Secondary Class: Rogue.

Alignment: Any.

Hit Dice: d6.

Bonus Skills and Ranks: The merchant shadowcaller may select six rogue skills to add to her class skills in addition to the normal witch class skills. The merchant shadowcaller gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The merchant shadowcaller is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword, but not with any type of armor or with shields.

Diminished Spellcasting: The merchant shadowcaller casts arcane spells drawn from the witch's spell list, and casts one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if her Intelligence allows bonus spells of that level. She otherwise learns and casts spells as a witch equal to her merchant shadowcaller level.

Hex: This is exactly like the witch ability of the same name, except that the merchant shadowcaller gains a hex at 1st level and again at 2nd level and every three levels thereafter.

Shadow Familiar: At 1st level, a merchant shadowcaller gains a shadow familiar, which is similar to a normal familiar except for the changes described below. This ability otherwise functions as witch's familiar and replaces both witch's familiar and patron.

Sly Witch: At 1st level, whenever a merchant shadowcaller could choose a hex, she can choose a rogue talent that she qualifies for instead. At 14th level, she may choose an advanced talent that she qualifies for in place of a hex. This ability, subtle appraisal, and master scrounger replace spells lost due to diminished spellcasting.

Subtle Appraisal: At 1st level, a merchant shadowcaller is well-versed at quickly recognizing expensive items carried by those she targets. She gains a +4 circumstance bonus on Appraise checks and on Spellcraft checks to identify magic items.

Hextrap: At 2nd level, a merchant shadowcaller learns to place minor curses on mundane items which she can use to trick her marks into giving her their most prized possessions. As a full-round action she can place one of her known hexes (such as Charm) or any spell that she can cast which has the curse descriptor on a mundane item. The next creature other than herself to come into contact with the item is immediately affected by the hex or curse as if she had cast it directly on that creature. Any creature affected by a hextrap receives a –2 penalty to the saving throw made to resist the effect. A merchant shadowcaller can only maintain a number of hextrap items equal to her Intelligence modifier at a time. If she exceeds this maximum, her initial hextrap item becomes inert. If she continues to create additional hextrap items, each prior item becomes inert in succession. In addition, a merchant shadowcaller gains a +4 circumstance bonus to Sleight of Hand checks made to slip the item to another creature, or on Bluff checks made to convince a creature to accept the item willingly. This ability replaces the hex gained at 4th, 12th, and 16th level.

Master Scrounger (Ex): Once per day, a merchant shadowcaller of 4th level or higher can locate one mundane weapon, piece of armor, or item of adventuring gear of her choice, including those of masterwork quality, but must pay the listed value to obtain it. At 7th level, these items can be obtained for 75% of their listed value. This ability can only be used with settlements, communities, or large encampments of similar size where trade and mercantile can be found.

Master Purveyor (Ex): Once per week, a merchant shadowcaller of 8th level or higher can locate a seller of magic items, no matter what size of settlement she is in. She can locate one magic item of her choice with a value equal to 2,500 gp plus 250 gp per merchant shadowcaller level. However, the specific item's availability is still limited by the size of the community the merchant shadowcaller is in, and must pay the listed value to obtain it. At 11th level, the magic item can be obtained for 75% of its listed value.

Major Hex: This is exactly like the witch ability of the same name, except that whenever a merchant shadowcaller of 11th level or higher could choose a hex, she can select a major hex instead.

Grand Hex: This is exactly like the witch ability of the same name, except that the merchant shadowcaller can select a grand hex at 20th level.

SHADOW FAMILIAR

Like other spellcaster's familiar's, the merchant shadowcaller's familiar is an animal chosen to aid her in her study of magic. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

A shadow familiar grants special abilities that apply only when the gypsy shadowcaller and familiar are within 1 mile of each other, like a normal familiar, but many of the abilities are different. A shadow familiar otherwise functions as a normal familiar, except as described here after.

Shadow Familiar Ability Descriptions

A shadow familiar has special abilities (or imparts abilities to its merchant shadowcaller) depending on the master's level. The following abilities are unique to the shadow familiar and are cumulative. A shadow familiar otherwise functions as a normal familiar.

Finesse: A merchant shadowcaller's familiar always uses its Dexterity modifier instead of its Strength modifier for natural attacks, attacks made with a light weapon, and for determining CMB and CMD. This ability and Toughness replace the familiar's Share Spells ability.

Toughness: The familiar gains Toughness as a bonus feat without needing to meet the prerequisites. These hit points are added to the normal total of 1/2 the merchant shadowcaller's hit points.

Shadowform: A merchant shadowcaller's familiar is a being made of shadow in the general form of an animal or other small creature. The familiar is only quasi-real, and therefore gains the benefit of a constant *blur* effect, providing the familiar concealment against all attacks against it (20% miss chance).

Shadowy Skill: At 1st level, then again at 3rd level and every 4 levels thereafter, the merchant shadowcaller's familiar gains either sneak attack +1d6 (stacks up to a maximum of +6d6 at 19th level) OR may choose from one of the following feats, without needing to meet the prerequisites: Improved Steal, Go Unnoticed, Greater Steal (though must have the prerequisite: Improved Steal), Underfoot, or Under and Over. Alternatively, the familiar may instead gain one of the following rogue talents: Befuddling Strike, Distracting Attack, Fast Fingers or Fast Stealth. This ability replaces deliver touch spells ability.

Shadow Familiar

Master Class Level	Natural Armor Adj.	Intelligence	Special
1-2	+1	6	Empathic link, finesse, improved evasion, shadowy skill, shadowform, toughness
3-4	+2	7	Shadowy skill
5-6	+3	8	—
7-8	+4	9	Shadowy skill

WHITE WITCH

The white witch stands as a symbol of the good that comes from those who use their eldritch powers in an honorable manner. Guided by the edicts of light etched within her soul, the white witch utilizes her powers to heal the sick and afflicted, comfort the poor, bring relief to the downtrodden, and vanquish those of her kind who seek to spread the works of darkness throughout the land. However, despite her goodly countenance and works of righteousness, the intolerant stigma tied of the oft maligned name of “witch” tends to hinder her benevolent pursuit to aid her fellows, regardless of their race or creed.

Primary Class: Witch.

Secondary Class: Paladin.

Alignment: Any good.

Hit Dice: d6.

Bonus Skills and Ranks: The white witch may select three paladin skills to add to her class skills in addition to the normal witch class skills. The white witch gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The white witch is proficient with all simple weapons. She is not proficient with any armor or with shields. Armor interferes with a witch’s gestures, which can cause her spells with somatic components to fail.

Spellcasting: The white witch casts arcane spells drawn from her spell list and adds the following spells to her list at the indicated spell levels:

1st level—*bless*, *protection from evil*, *remove fear*; 2nd level—*bless weapon*, *consecrate*, *ghostbane dirge*, *litany of sloth*, *restoration (lesser)*, *status*; 3rd level—*daylight*, *instant armor*, *litany of eloquence*, *litany of entanglement*, *remove disease*, *protection from evil (communal)*, *sacred bond*, *veil of positive energy*; 4th level—*blinding ray*, *corruption resistance*, *light lance*, *light of Iomedae*, *litany of righteousness*, *litany of warding*, *restoration*; 5th level—*cleanse*, *divine transfer*, *holy whisper*, *litany of sight*, *sanctify armor*; 6th level—*litany of escape*, *pillar of life*; 7th level—*heal*, *litany of thunder*, *restoration (greater)*, *sunbeam*; 8th level—*bestow grace of the champion*, *holy aura*, *litany of vengeance*; 9th level—*overwhelming presence*, *sunburst*. A white witch is restricted from casting any witch spells with the disease, death, evil, pain, or poison descriptors. A white witch otherwise learns, prepares and casts her spells as a witch equal to her white witch level, and gains bonus spells if she has a high Intelligence score.

Code of Conduct: The white witch must adhere to the guidelines presented in the paladin’s code of conduct, but apply them to her chosen alignment as appropriate. This code restricts her from selecting certain patrons, hexes, and major hexes as described below.

Aura of Good (Su): At 1st level, a white witch gains an aura of good (like a paladin) that is equal to her white witch level.

Bonded Talisman (Su): At 1st level, a white witch forms a bond with her divine patron which coalesces into a holy talisman that must be worn on her person. The white witch must choose an amulet, bracelet, circlet, or ring as her talisman, and once chosen it cannot be changed. This holy talisman takes up one magical item slot of the appropriate type. For example, a white witch that chooses a ring as her holy talisman has only one additional ring slot available as long as she is wearing her talisman. While her talisman is worn, the white witch gains a +1 insight bonus to all concentration checks. This bonus increases by +1 at 5th level and every five levels thereafter. A bonded talisman also stores the white witch’s spells, similar to how other witches store their spells in their familiar. A talisman immediately becomes inert if it leaves the white witch’s possession and functions as a masterwork item of its type, reactivating as soon as it returns to her keeping. If the talisman is lost or stolen, the white witch can create a new one using a 24-hour ritual costing 200 gp per white witch level. If a white witch attempts to cast a spell without her bonded talisman being worn, she must make a concentration check or expend the spell without any effect. The DC for this check is equal to 20 + the spell’s level. This ability replaces witch’s familiar.

Detect Evil (Sp): At 1st level, a white witch gains the paladin’s detect evil ability.

Divine Aura (Su): At 1st level, a white witch can cause a nimbus of light to emanate from her in a 10-foot radius for 1 minute that emits light as a *daylight* spell as a move action. At 5th level and every five levels thereafter, the radius of her nimbus of light increases by 5 feet up to a maximum of 30 feet. A white witch can create a nimbus of light a number of times per day equal to 3 + her Charisma modifier. While this nimbus is in effect, the white witch may cast any “cure” spell with the range of touch on any ally within the nimbus. At 10th level, a white witch can cast any spell with the range of touch on any ally within the nimbus. This ability replaces the hex gained at 1st level.

Lay on Hands (Su): At 2nd level, a white witch can use lay on hands as the paladin ability of the same name, but must expend one use of her divine aura to do so. In addition, whenever the white witch has her divine aura in effect, she can spend an additional use to heal each ally within the nimbus for a number of hit points equal to her lay on hands divided by the number of allies within the aura. This ability replaces the hexes gained at 6th, 12th, and 18th level.

Hex: This is exactly like the witch ability of the same name, except that the white witch gains a hex at 3rd level and every three levels thereafter. At 3rd level, whenever a white witch could choose a hex, she can choose a paladin’s mercy instead.

When selecting a hex, a white witch may also choose one of the following new hexes restricted to the white witch multiclass archetype.

Divine Whisperings (Sp): By spending one minute staring into a small silver bowl filled with holy water, you can cast *augury* with a caster level equal to your character level.

Restoring Touch (Su): As a standard action, you can touch a creature to restore 1d3 points of ability damage to a single ability score. Once a creature has been affected by the restoring touch hex, it cannot be affected again for 24 hours. You must be at least 4th level to select this hex.

A white witch is restricted from selecting the Blight*, Beast of Ill-Omen**, Child Scent**, Poison Steep**, Scar**, or Unnerve Beasts** hex. (*Advanced Player’s Guide, **Ultimate Magic)

Major Hex: This is exactly like the witch ability of the same name, except that the white witch can choose a major hex in place of a hex at 12th level and every three levels thereafter. She is also restricted from selecting the Agony*, Cook People**, or Infected Wounds** major hex. (*Advanced Player’s Guide, **Ultimate Magic)

White Light (Su): At 20th level, a white witch may expend all remaining daily uses of her divine aura to cast *miracle* as a full-round action. She must have a minimum of four uses of divine aura remaining. This ability replaces the hex gained at 20th level and grand hex.

Hexes: The following hexes complement the white witch multiclass archetype: Charm*, Flight*, Fortune*, Healing*, or Ward*. (*Advanced Player’s Guide)

Major Hexes: The following major hexes complement the white witch multiclass archetype: Hidden Home**, Major Healing*, Vision*, Weather Control*, or Witch’s Brew**. (*Advanced Player’s Guide, **Ultimate Magic)

Table: White Witch

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Aura of good, bonded talisman, cantrips, detect evil, divine aura	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Lay on hands	4	2	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3	Hex	4	2	1	—	—	—	—	—	—	—
4th	+2	+4	+1	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+4	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+5	+2	+5	Hex	4	3	3	2	—	—	—	—	—	—

CHAPTER 4: WIZARD MULTICLASS ARCHETYPES

ABSOLUTE ARCANIST

The ultimate mage masters both the unpredictable element of the arcane, which is innate in sorcerers and the scientific element studied by wizards. Absolute arcanists are paragons of this ideal, blending the two magic styles efficaciously. While they do not benefit from a wizard's specialization nor a sorcerer's bloodline powers, absolute arcanists do learn to cast spells in two very different ways, enhancing their versatility beyond that of an ordinary individual spellcaster. As they grow in power, absolute arcanists learn new methods of utilizing metamagic. At his pinnacle, an absolute arcanist can route the energies of one spellcasting method into the other, fusing his styles to produce magic more powerful than most.

Primary Class: Wizard.

Secondary Class: Sorcerer.

Alignment: Any.

Hit Dice: d6.

Bonus Skills and Ranks: The absolute arcanist may select three sorcerer skills to add to his class skills in addition to the normal wizard class skills. The absolute arcanist gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The absolute arcanist is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with an absolute arcanist's movements, which can cause his spells with somatic components to fail.

Cantrips: The absolute arcanist receives the cantrips abilities of both wizards and sorcerers. He may prepare a number of wizard cantrips as a wizard of his level, and may additionally cast any sorcerer cantrips he knows an unlimited number of times per day.

Innate Magic: At 1st level, the absolute arcanist gains two 0-level sorcerer spells known and one 1st-level sorcerer spell known, selected from his sorcerer schools. At each level thereafter, the absolute arcanist gains one additional spell known from his sorcerer schools. The spell may be of any level a sorcerer of his level could cast.

At 4th level, and every two levels thereafter, an absolute arcanist can choose to learn a new spell in place of one he already knows. In effect, the absolute arcanist loses the old spell in exchange for the new one. The spells being swapped must be of the same level. The absolute arcanist may swap only a single spell at any given level.

Additionally, the absolute arcanist gains Eschew Materials at 1st level as a bonus feat, but he benefits from it only when casting spontaneously. The absolute arcanist may gain bonus spells known from the Expanded Arcana feat. This ability replaces arcane bond.

Arcane Bolt (Sp): Starting at 1st level, an absolute arcanist can unleash a ray of magic force as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d4 points of damage + 1 for every two absolute arcanist levels. This damage is treated as a spell of a level equal to half the absolute arcanist's level, and is a force effect. An absolute arcanist can use this ability a number of times per day equal to 3 + his Intelligence modifier. This ability, metamagic arcana, and abundant casting replace arcane school.

Metamagic Arcana (Su): As he levels up, the absolute arcanist gains a reflexive control over metamagic. At 1st level, the absolute arcanist gains a bonus metamagic feat. Absolute arcanists may use each metamagic feat they possess spontaneously once per day to augment any sorcerer or wizard spell as they cast it. When they do this, the spell so cast does not use a higher-level slot, nor does it require longer casting times. Because of this, Heighten Spell cannot be used with metamagic arcana.

At 1st level, absolute arcanists can only use this ability to spontaneously apply metamagic with a level adjustment of +1 or less. At 6th level, and every five levels thereafter, this limit is increased by 1, to a maximum of +4 at 16th level. Though this ability does not increase the level of the spell slot used, the effective level of the adjusted spell cannot be higher than the maximum spell level the absolute arcanist can cast. Example: a 3rd-level absolute arcanist (maximum spell level 2) with the Silent Spell feat could, once per day, spontaneously silence any cantrip or 1st-level spell he casts. This ability, arcane bolt, and abundant casting replace arcane school.

Split Casting: Absolute arcanists both know spells as sorcerers and prepare them from spellbooks as wizards. At 1st-level, the absolute arcanist selects four schools of magic to be his "sorcerer schools." Once chosen, these cannot be changed. The absolute arcanist scribes "wizard spells" in his spellbook, which may be selected from any arcane school, and casts "sorcerer spells" spontaneously, which must be selected from his four sorcerer schools. The absolute arcanist retains the wizard's spells per day progression. He may use empty spell slots to cast sorcerer spells spontaneously, so long as they are of an appropriate level. Absolute arcanists may not cast their wizard spells spontaneously, nor may they prepare their sorcerer spells. An absolute arcanist receives bonus spells per day if he has a high Intelligence score, and uses his Intelligence bonus to calculate the DCs of all sorcerer and wizard spells he casts.

The absolute arcanist's decreased academic focus on his four sorcerer schools causes him to treat them as opposition schools for the purposes of prepared casting. An absolute arcanist who prepares spells from his sorcerer schools must use two spell slots of that level instead of one. In addition, the absolute arcanist takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his sorcerer schools (unless he casts it spontaneously as part of the crafting process).

Studied Magic: Because an absolute arcanist gains some portion of his magic through unorthodox methods, and researches only a part of it as a wizard does, his proficiency with arcane magical writings is less than that of a normal wizard. The absolute arcanist gains Scribe Scroll at 1st level as a bonus feat, but he may not create scrolls of spells known unless he has those spells in his spellbook. This ability replaces Scribe Scroll.

Bonus Feats: At 5th and 15th levels, the absolute arcanist receives a bonus metamagic feat. Alternatively, he may learn an arcane discovery. As a normal wizard, he may select an arcane discovery anytime he could otherwise gain a feat, using his absolute arcanist level as his wizard level for the purposes of qualifying for arcane discoveries and determining their effects. This ability otherwise functions as and replaces the normal wizard's bonus feats ability.

Abundant Casting (Su): Arcane energy courses through the absolute arcanist's body and mind and he overflows with magic. At 8th level, the absolute arcanist receives an additional spell slot of 1st-, 2nd-, and 3rd-level. At 14th level, the absolute arcanist receives an additional spell slot of 4th-, 5th-, and 6th-level. At 20th level, the absolute arcanist receives an additional spell slot of 7th-, 8th-, and 9th-level. These slots may be used to prepare wizard spells or cast sorcerer spells spontaneously, as the absolute arcanist desires. Treat these slots as though they were gained from arcane school specialization. This ability, arcane bolt, and metamagic arcana replace arcane school.

Fused Arcana (Su): At 10th level, the absolute arcanist gains the full benefits of Eschew Materials and Scribe Scroll. He ignores inexpensive material components when casting his wizard spells and may scribe scrolls of his sorcerer spells. In addition, by mastering two styles the absolute arcanist has improved his proficiency with the arcane. As a swift action, an absolute arcanist may sacrifice an empty spell slot to increase the caster level of the next wizard spell he casts this round, or a prepared spell to increase the caster level of the next sorcerer spell he casts this round. The level of the sacrificed spell must be equal to or greater than the level of the cast spell (minimum 1). The caster level increase is +1 at 10th level, and +2 at 20th level. This ability replaces the wizard's bonus feat gained at 10th level.

Arcane Conversion (Su): At 20th level, the absolute arcanist can convert his prepared magic into a flurry of spontaneous casting. Three times per day, an absolute arcanist can sacrifice a prepared spell to cast two sorcerer spells as one standard action. The two spells cast must have casting times of one standard action or less, and their summed levels can be no higher than the level of the sacrificed spell. The absolute arcanist may cast no other spells this round; however, if he uses his fused arcana ability to sacrifice a second prepared spell of the same level as the first, both sorcerer spells cast gain the caster level improvement. This ability replaces the wizard's bonus feat gained at 20th level.

ELDRITCH WARDER

The eldritch warder is an arcane warrior trained to suppress and penetrate the magical defenses of spellcasters and creatures. By calling upon his deity, the eldritch warder can smite evil spellcasters for their abhorrent behavior, while relying upon his broad knowledge of special wards to lower or pierce an opponent's spell resistance, diminish its energy resistance, wipe a spell from its memory, or reduce the duration of spells they employ. Though not a front rank combatant, the eldritch warder can greatly increase the chances of defeating enemy spellcasters and magic-using creatures like dragons, demons, and the like.

Primary Class: Wizard.

Secondary Class: Paladin.

Alignment: Any good.

Hit Dice: d8.

Bonus Skills and Ranks: The eldritch warder selects three paladin skills to add to his class skills in addition to the normal wizard class skills. The eldritch warder gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The eldritch warder is proficient with all simple weapons, his deity's favored weapon, and with light armor, but not with shields. He can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an eldritch warder wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass eldritch warder still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Code of Conduct: An eldritch warder follows his alignment as a strict code of honor, and must adhere to the guidelines presented in the paladin's code of conduct as appropriate to his chosen alignment.

Thaumaturgic Spellbook (Ex): An eldritch warder has devised a method of recording his spells that combine both arcane symbols and holy runes into a new coherent language. At 1st level, the eldritch warder incorporates these thaumaturgic runes into spellbook writings. Creatures take a -4 penalty on skill checks to read or decipher the eldritch warder's spellbook, although creatures trained in either arcane or divine magic take only a -2 penalty on such checks. The eldritch warder's spells take one extra page each in his spellbook. Like a wizard, whenever an eldritch warder gains a level, he adds two new spells of any spell level or levels he can cast to his spellbook, one of which must be from the Abjuration school. At any time, an eldritch warder can also add spells found in other wizards' spellbooks or divine spells of the Abjuration school found upon scrolls to his own spellbook. In all other respects, an eldritch warder's spellbook functions as a normal wizard's spellbook.

Diminished Spellcasting: The eldritch warder casts arcane spells drawn from the wizard spell list and casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if they are arcane school spells or if his Intelligence allows bonus spells of that level. He otherwise learns, prepares, and casts spells as a wizard of equal level. He also gains bonus spells per day if he has a high Intelligence score.

Focused Arcane School: An eldritch warder must select the warding focused arcane school at 1st level, but is prohibited from learning spells from the Illusion and Necromancy schools. This otherwise functions as and replaces the wizard's arcane school ability.

Eldritch Smite (Su): Once per day, an eldritch warder can call out to the powers of good to aid him in his struggle against evil spellcasters. As a swift action, the eldritch warder chooses one target within sight to smite. If this target is an evil spellcaster (including spellcasting creatures, or those with spell-like abilities), the eldritch warder adds his Intelligence bonus (if any) to his attack rolls and adds his eldritch warder level to all damage rolls made against the target of his smite. Regardless of the target, eldritch smite attacks automatically bypass any DR the creature might possess.

In addition, while eldritch smite is in effect, the eldritch warder gains spell resistance equal to 10 + his eldritch warder level against spells and spell-like effects made by the target of the smite. If the eldritch warder targets a creature that is not evil, the smite is wasted with no effect.

The eldritch smite effect remains until the target of the smite is dead or the next time the eldritch warder rests and regains his uses of this ability. At 6th level, and at every six levels thereafter, the eldritch warder may use eldritch smite one additional time per day, as indicated on Table: Eldritch Warder, to a maximum of four times per day at 18th level. This ability replaces arcane bond.

Ward (Su): At 3rd level, and every four levels thereafter, an eldritch warder can select one ward. Each ward adds an effect to the eldritch warder's eldritch smite ability. Whenever the eldritch warder uses eldritch smite to deal damage to one target, the target also receives the additional effect from one of the wards possessed by the eldritch warder. This choice is made when the smite is used. The target receives a Will save to avoid this ward. If the save is successful, the target takes the damage as normal, but not the effects of the ward. The DC of this save is equal to 10 + 1/2 the eldritch warder's level + the eldritch warder's Intelligence modifier. The effects of an individual ward remains for 1 round, plus an additional round for every five levels the eldritch warder possesses, to a maximum of 5 rounds at 20th level.

At 3rd level, the eldritch warder can select from the following initial wards.

- ♦ **Disrupted Casting:** The target's DC to cast spells defensively increases by +2.
- ♦ **Lessen Duration:** The duration of the target's spells or spell-like effects are decreased by 2 rounds (minimum 1 round).
- ♦ **Lesser Expend Spell:** The target expends one prepared spell or spell slot, or one use of a spell-like ability of up to 2nd level. In the case of casters who prepare spells, the spell which is expended is randomly chosen from the highest level of spells prepared (up to 2nd level) that have not already been expended. For example, an eldritch warder using this ability on a 3rd-level wizard would cause one of that wizard's prepared 2nd-level spells to be expended at random, unless the wizard had already expended all of his daily allotment of 2nd-level spells, in which case a random 1st-level spell would be expended. In the case of a spontaneous caster, one spell slot of the highest level of spells that creature can cast (up to 2nd level) is expended. In the case of a creature which uses spell-like abilities, a single use of any spell-like ability emulating a 2nd-level or lower spell that cannot be cast at will is randomly selected to be expended. If the eldritch warder is aware that a creature possesses a specific spell-like ability, (through a Knowledge or Spellcraft check, or by seeing the creature use it), he may choose to expend a use of that specific ability, so long as the spell which it emulates is a 2nd-level spell or lower.
- ♦ **Lesser Spell Penetration:** The eldritch warder gains a +2 bonus on caster level checks (1d20 + caster level) made to overcome the target's spell resistance.
- ♦ **Save Reduction:** The save DC of the target's spells or spell-like effects are reduced by 2.

At 7th level, an eldritch warder adds the following wards to the list of those that can be selected.

- ♦ **Energy Penetration:** One type of the target's energy resistance is lowered by 5. If the eldritch warder is aware of the creature's energy resistances (through knowledge checks or other interactions with such creatures), he may choose the energy resistance type affected by this ability. Otherwise, one random energy resistance that the creature possesses is reduced (the eldritch warder is aware what type of energy resistance was affected).
- ♦ **Greater Spell Penetration:** The eldritch warder gains a +4 bonus on caster level checks (1d20 + caster level) made to overcome the target's spell resistance. The eldritch warder must have the spell penetration ward to select this ward.
- ♦ **Improved Lessen Duration:** The duration of the target's spells or spell-like effects are decreased by 4 rounds (minimum 1 round). The eldritch warder must have the lessen duration ward to select this ward.
- ♦ **Lower Spell Resistance:** The target's spell resistance is lowered by 2.
- ♦ **Power Reduction:** The target's effective caster level is reduced by 2.
- ♦ **Expend Spell:** This functions as lesser expend spell, except that it expends one prepared spell, spell slot, or one use of a spell-like ability of up to 3rd level. The eldritch warder must have the lesser expend spell ward to select this ward.

At 11th level, an eldritch warder adds the following wards to the list of those that can be selected.

ESOTERIC CHEMIST

Some wizards excel at brewing potions and, building on their successes, master alchemy alongside their research of arcana. While generally more stable than true alchemists, these esoteric chemists are known to go off the deep end with their experiments. They are widely seen as idiosyncratic scholars, hermitic brewers, or mad scientists. There is no questioning their arcane talent, however, and the ability to produce potions and alchemical items at the drop of a hat is coveted by most adventuring parties.

Primary Class: Wizard.

Secondary Class: Alchemist.

Alignment: Any.

Hit Dice: d6.

Bonus Skills and Ranks: The esoteric chemist may select three alchemist skills to add to his class skills in addition to the normal wizard class skills. The esoteric chemist gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The esoteric chemist is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with an esoteric chemist's movements, which can cause his spells with somatic components to fail.

Formulae: At 1st level, the esoteric chemist may add one 1st-level alchemist formula to his spellbook. At each subsequent level, the esoteric chemist may add another formula to his spellbook. This formula must be of a level an alchemist of his level could learn, and can only be used to prepare extracts in the bonus spell slots provided by the chemistry school ability (see below). These formulae represent the specialized research of the esoteric chemist. He cannot add formulae to his spellbook in any other way. Alchemists, but not wizards, can learn formulae from an esoteric chemist's spellbook. These formulae are gained in addition to the spells a wizard normally receives in his spellbook from leveling up.

Arcane Bond: At 1st level, an esoteric chemist may select an alchemist discovery from the following list in place of forming an arcane bond: cognatogen, infusion, mutagen, tumor familiar. An esoteric chemist may not bond with an object, but may bond with a familiar as normal. This otherwise functions as and replaces arcane bond.

Brew Potion: At 1st level, the esoteric chemist receives Brew Potion as a bonus feat. He can use it to create potions of wizard spells as normal, but he can also brew potions of any formulae he knows (up to 3rd level), using his esoteric chemist level as his caster level. The formula must be of a spell that can be made into a potion.

Chemistry School (Su): When using Craft (alchemy) to create an alchemical item, an esoteric chemist gains a competence bonus equal to 1/2 his class level on the check. In addition, an esoteric chemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for 1 round to make such a check. He also counts as an alchemist for the purpose of imbibing mutagenic and cognatogenic elixirs.

Additionally, he receives a bonus spell slot at each spell level he can cast, as from an arcane school, except that he must use it to prepare an extract (as an alchemist). An esoteric chemist may prepare an extract of any spell he knows (so long as that spell can select him as its sole target) or of any alchemist formulae he knows (see formulae, above). An esoteric chemist may not cast formulae as spells, and may not prepare extracts using his normal spell slots. Furthermore, an esoteric chemist can prepare his extracts using a modified spell component pouch, with no need for an alchemist's kit. This modification adds 1 lb. to the pouch's weight and 5 gp to the cost, and takes 1 day to perform.

The esoteric chemist's specialized research in alchemy detracts from his mastery of magic. At 1st level, the esoteric chemist forsakes three schools of magic, which cannot include transmutation. Once chosen, these opposition schools cannot be changed. An esoteric chemist who prepares spells from his opposition school must use two spell slots of that level to prepare the spell. In addition, the esoteric chemist takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools. These penalties do not apply to extracts prepared using formulae from his opposition schools, nor potions brewed. This ability, along with potion for everything, and metamixture replace arcane school.

Potion for Everything (Su): At 1st level, the esoteric chemist can produce any potion or alchemical item weighing up to 1 lb. from a pouch on his belt as a standard action. Items produced in this manner cannot have a total value of more than 25 gp per esoteric chemist level per day. They can be quaffed or otherwise used as part of the standard action it takes to produce them; otherwise, they remain on hand for a number of rounds equal to the esoteric chemist's level. These potions and items are makeshift and improvisational in nature and cannot be sold. All potions created via this ability function at the esoteric chemist's caster level. An esoteric chemist can use this ability a number of times per day equal to 3 + his Intelligence bonus.

Swift Alchemy (Ex): At 3rd level, an esoteric chemist can create alchemical items with astounding speed. It takes an esoteric chemist half the normal amount of time to create alchemical items.

Bonus Feats: An esoteric chemist receives bonus feats as normal for a wizard, but he cannot select item creation feats or arcane discoveries. Instead, he may select alchemist discoveries as an alchemist of his level -3. The effects and save DCs of all his discoveries are calculated as though his alchemist level were equal to his level. An esoteric chemist cannot select discoveries which modify bombs.

Metamixture (Su): Beginning at 8th level, when the esoteric chemist imbibes a potion, he may use his caster level to determine the potion's effects. He may use this ability a number of times per day equal to 1/2 his level. At 16th level, when the esoteric chemist uses this ability, he may apply a known metamagic feat to the potion's effects. This does not increase the time it takes to drink the potion.

Instant Alchemy (Ex): At 18th level, an esoteric chemist can create alchemical items with almost supernatural speed. He can create any alchemical item as a full-round action if he succeeds at the Craft (alchemy) check and has the appropriate resources at hand to fund the creation.

Table: Esoteric Chemist

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+2	Arcane bond, Brew Potion, cantrips, chemistry school, potion for everything, Scribe Scroll	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3		4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+3	+3	Swift alchemy	4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+4	+4		4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+4	+4	Bonus feat or discovery	4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+5	+5		4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+5	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+6	+6	Metamixture	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+6	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+7	+7	Bonus feat or discovery	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+7	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+8	+8	Metamixture	4	4	4	4	3	3	2	—	—	—
13th	+6/+1	+4	+8	+8		4	4	4	4	4	3	2	1	—	—

HEKA MAGI

Over millenia, many avenues of arcane might and eldritch power have been travelled, sought for, and battled over. To transcend the mortal limitations of these various paths some turn to undeath, divine grace, or even demonic pacts, while others choose to do so in their own right by calling upon mighty powers without bending the knee to patrons or gods. These few follow the way of heka, a path of godhood through arcane means as opposed to the divine. The arcane secrets they discover transcend the understanding of mortal minds. No singular arcane power is beyond them, for they wrest power from the eldritch spectrum itself, risking both mind and soul to do so.

Primary Class: Wizard.

Secondary Class: Witch.

Hit Dice: d6.

Bonus Skills and Ranks: The heka magi adds the Heal, Intimidate, and Use Magical Device class skills from the witch class to the normal wizard class skills. The heka magi gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The heka magi is proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a heka magi's movements, which can cause his spells with somatic components to fail.

Spellcasting: A heka magi casts arcane spells drawn from the wizard spell list. Like other spellcasters a heka magi can cast only a certain number of spells of each spell level per day. His daily allotment of spells is given on Table: Heka Magi. He also receives bonus spells per day if he has a high Intelligence score. A heka magi otherwise prepares spells as a wizard equal to his heka magi level.

Bonded Spellbook (Sp): A heka magi begins play with a bonded item at no cost. This object is always the heka magi's spellbook and is of masterwork quality. If a heka magi attempts to cast a spell (including heka spells) or perform any form of heka (including using hexes, adding metamagic feats to his heka spells, etc.) without his spellbook in hand (open and ready to read), he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level (if any).

A bonded spellbook can be used once per day to cast any one spell that the heka magi has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the heka magi, including casting time, duration, and other effects dependent on the heka magi's level. This spell cannot be modified by metamagic feats or other abilities. The bonded spellbook cannot be used to cast spells from the heka magi's opposition schools (see heka below).

A heka magi can add additional magic abilities to his bonded spellbook as if he has the required Item Creation feat (see Craft Wondrous Item feat) and if he meets the level prerequisites of the feat. The magic properties of a bonded spellbook, including any magic abilities added to the spellbook, only function for the heka magi who owns it. If a bonded spellbook's owner dies, or the spellbook is replaced, the spellbook reverts to being an ordinary masterwork spellbook.

If a bonded spellbook is damaged, it is restored to full hit points the next time the heka magi prepares his spells. If the bonded spellbook is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 100 gp per heka magi level plus the cost of the masterwork item. This ritual takes 8 hours to complete. A heka magi may also copy his heka spells into his new bonded spellbook from memory as part of this ritual, but increases the time to complete the ritual to 24 hours. A bonded spellbook replaced in this way do not possess any of the additional enchantments of the previous bonded item. A heka magi can designate an existing magic spellbook as his bonded spellbook. This functions in the same way as replacing a lost or destroyed bonded item except that the new magic spellbook retains its abilities while gaining the benefits and drawbacks of becoming a bonded item. This ability otherwise functions as and replaces arcane bond.

Spellbook Master: A heka magi has studied magical writings and methods in ways that would make the mightiest archmage warble in insanity. The unusual benefits of crossing the eldritch knowledge of wizards and the formidable mysteries of witchcraft allows him to write spells into a single page of a spellbook, no matter their level or school (including opposition schools), and to utilize their spellbook with heka. This ability replaces Scribe Scroll.

Heka (Ex): Beginning at 1st level, a heka magi utilizes heka, an ancient art that has allowed spellcasters over the millenia to attain near-transcendence in his arcane power. However, the intense study of the heka magi slows his study of other schools of magic and must select the Evocation school and one other school as his opposition schools. In addition, he may use his Intelligence modifier in place of his Charisma modifier for any Use Magic Device skill checks on items utilizing arcane spells.

At 1st level, and again at 2nd level and every two levels thereafter, a heka magi may select a single witch's hex and use it as a witch equal to his heka magi level.

Alternatively, he may choose a single spell in his spellbook as a heka spell. Each time a heka magi chooses a spell from his spellbook as a heka spell, he can prepare that spell without referring to his spellbook as if he had used the Spell Mastery feat. Also, whenever he casts a heka spell, he gains a +1 bonus to his caster level. In addition, a heka magi can spontaneously cast any heka spell he has chosen by sacrificing 1 hit point per level of the spell, and a single spell of the same level or higher from their prepared spells.

A heka magi cannot select the same spell multiple times as a heka spell. All heka, including hexes or spells, are recorded in the heka magi's spellbook. A heka magi may not choose an opposition spell as a heka spell. This ability replaces arcane school and bonus feats.

Major Heka: At 10th level, whenever a heka magi could select a hex, he can choose a major hex instead. In addition, the effective caster level for any spell selected for heka increases to +2.

Grand Heka: At 18th level, whenever a heka magi could select a hex, he can choose a grand hex instead. In addition, a heka magi can enhance a single spell he's chosen for his heka with a metamagic feat that he possesses once per day. At 20th level, he may enhance his heka spells with a metamagic feat twice per day.

Table: Heka Magi

Class Level	Base			Special	Spells per Day										
	Attack Bonus	Fort Save	Ref Save		Will Save	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Bonded spellbook, cantrips, heka, spellbook master	3	1	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3	Heka	4	2	—	—	—	—	—	—	—	—
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+1	+1	+4	Heka	4	3	2	—	—	—	—	—	—	—
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—
6th	+3	+2	+2	+5	Heka	4	3	3	2	—	—	—	—	—	—
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—
8th	+4	+2	+2	+6	Heka	4	4	3	3	2	—	—	—	—	—
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—
10th	+5	+3	+3	+7	Heka, major heka	4	4	4	3	3	2	—	—	—	—
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—
12th	+6/+1	+4	+4	+8	Heka	4	4	4	4	3	3	2	—	—	—

MYSTERIOUS SAGE

During the course of his arcane research, a wizard might come to lodge at a monastery, temple, or dojo. There he sees things that forever alter the course of his study. Through poring over what scrolls he finds, receiving the teachings of the temple, and exercising with his hosts, the mysterious sage notices a bond forming between arcane and the power of his own body. While they are still wizards before anything else, mysterious sages perfect a number of offensive and defensive techniques that blend the arcane and martial arts.

Primary Class: Wizard.

Secondary Class: Monk.

Alignment: Any lawful.

Hit Dice: d6.

Bonus Skills and Ranks: The mysterious sage may select three monk skills to add to his class skills in addition to the normal wizard class skills. The mysterious sage gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The mysterious sage is proficient with brass knuckles*, cestus*, club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear, and temple sword*. Mysterious sages are not proficient with any armor or shields. Armor interferes with a mysterious sage's movements, which can cause his spells with somatic components to fail. (**Advanced Player's Guide*)

Spellcasting: A mysterious sage casts arcane spells drawn from the sorcerer/wizard spell list. However, due to his training in the monastic arts, he can no longer cast cantrips, but adds *detect magic* and *read magic* to his spellbook as 1st-level spells. The mysterious sage otherwise learns, prepares, and casts spells as a wizard equal to his mysterious sage level.

Meditate (Su): A number of times per day equal to his Wisdom modifier, a mysterious sage may enter a deep trance for 1d6+2 rounds as a swift action. This trance does not negatively affect the mysterious sage's abilities; rather, it improves his defenses. During this time, he adds his Wisdom modifier to AC and does not provoke attacks of opportunity when casting spells that require a standard action or less to cast. The AC bonus is untyped and applies both while the mysterious sage is flat-footed and against touch attacks. The mysterious sage loses the bonus to AC while wearing armor, using a shield, or carrying more than a light load. As a free action, the mysterious sage may expend his meditative state prematurely; if he does, the next spell he casts that round has its DC increased by 2.

At 10th level, the duration of the trance extends to 2d6+4 rounds and the mysterious sage's melee attacks are considered magical for the purpose of bypassing DR. This ability replaces arcane bond.

Unarmed Strike: At 1st level, the mysterious sage gains the Improved Unarmed Strike as a bonus feat. This functions exactly like the monk ability of the same name. A mysterious sage's attacks may be made with any body part, and there is no such thing as an off-hand attack for a mysterious sage striking unarmed. The mysterious sage's unarmed strikes can deal either lethal or nonlethal damage, as he chooses. His unarmed strike is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either of those weapon types.

The mysterious sage's unarmed strikes also deal more damage than a normal person's would. The damage die for a mysterious sage's unarmed strike is 1d6 at 1st level, and increases at 4th level and every four levels thereafter, as a monk of his level.

Finally, if the mysterious sage takes the Stunning Fist, Elemental Fist, Perfect Strike, Touch of Serenity, or Punishing Kick feats, he treats his mysterious sage levels as monk levels for the purposes of determining how many times per day he can use those feats. This ability replaces cantrips (but see Spellcasting above).

School of the Fist: The mysterious sage labors to weave the energy of his body and soul into his arcane and therefore never unlocks all schools of magic. At 1st level, the mysterious sage forsakes three schools of magic; these cannot include transmutation. Once chosen, these opposition schools cannot be changed. A mysterious sage who prepares spells from his opposition school must use two spell slots of that level to prepare the spell. In addition, the mysterious sage takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools. This ability and perfection of body and mind replace arcane school.

Perfection of Body and Mind (Sp): Channeling arcane power through his very body, the mysterious sage gains a variety of unusual powers. A mysterious sage may utilize these powers a total number of times per day equal to 3 + his Wisdom modifier.

At 1st level, the mysterious sage may sacrifice a prepared spell of at least first level to create the effects of *true strike* or *feather fall* as a swift action.

At 5th level, a mysterious sage may sacrifice a prepared spell of at least 3rd-level as a swift action to enhance his body. For two rounds, he gains untyped DR (such as 3/—) or a resistance bonus to saving throws equal to the level of the sacrificed spell.

At 10th level, the mysterious sage may sacrifice a prepared spell of at least 5th level to teleport 40 feet as a swift action, as *dimension door*; or to cast *magic missile* as a swift action.

At 15th level, the mysterious sage may gain the effects of *mind blank* for 1 round as an immediate action without sacrificing a prepared spell. He also gains the ability to sacrifice a prepared spell of at least 7th-level as a swift action, recovering hit points equal to twice the spell's level.

At 20th level, a mysterious sage has learned an even deeper art. While benefiting from his meditative state, a mysterious sage may spend a full round to become incorporeal, his body morphing into pure arcane matter. This effect lasts until the trance ends or until the mysterious sage dismisses it (a standard action). During this time all spells he casts affect incorporeal and corporeal beings equally, and he otherwise enjoys the benefits and suffers the drawbacks of being incorporeal. Mysterious sages may still take arcane discoveries as normal feats. This ability replaces Scribe Scroll and the wizard's bonus feats.

Table: Mysterious Sage

Class Level	Base				Special	Spells per Day								
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+2	+2	Meditate, perfection of mind and body, school of the fist, unarmed strike (1d6)	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+3	+3		2	—	—	—	—	—	—	—	—
3rd	+1	+3	+3	+3		2	1	—	—	—	—	—	—	—
4th	+2	+4	+4	+4	Unarmed strike (1d8)	3	2	—	—	—	—	—	—	—
5th	+2	+4	+4	+4	Perfection of mind and body	3	2	1	—	—	—	—	—	—
6th	+3	+5	+5	+5		3	3	2	—	—	—	—	—	—
7th	+3	+5	+5	+5		4	3	2	1	—	—	—	—	—
8th	+4	+6	+6	+6	Unarmed strike (1d10)	4	3	3	2	—	—	—	—	—
9th	+4	+6	+6	+6		4	4	3	2	1	—	—	—	—
10th	+5	+7	+7	+7	Perfection of mind and body	4	4	3	3	2	—	—	—	—
11th	+5	+7	+7	+7		4	4	4	3	2	1	—	—	—
12th	+6/+1	+8	+8	+8	Unarmed strike (2d6)	4	4	4	3	3	2	—	—	—
13th	+6/+1	+8	+8	+8		4	4	4	4	3	2	1	—	—
14th	+7/+2	+9	+9	+9		4	4	4	4	3	3	2	—	—

RUNESCARRED FURY

In many primitive societies, warriors receive personalized training from the greatest and strongest among them, while spellcasters, though feared and respected, are self-taught in their arcane schooling. With such disparagement between warrior and wizard, some spellcasters resort to dangerous and primal methods meant to challenge their mettle and unleash their often pent-up rage, often resulting in their own destruction. However, from the smoldering ashes of this inner conflict rises the runescarred fury. Wizards at heart, the runescarred fury embraces the often feared but respected internal rage of his people, in an attempt to harness and exploit it in his magic. Like other book-learned spellcasters, the runescarred fury relies upon a spellbook to recharge his arcane energies, but with one difference—her spells are permanently scribed in blood as runescars, into his very flesh. By employing or sacrificing magical spells, the runescarred fury can extend his rage, enhance his personal defenses, or increase his arcane might.

Primary Class: Wizard.

Secondary Class: Barbarian.

Alignment: Any nonlawful.

Hit Dice: d8.

Bonus Skills and Ranks: The runescarred fury may select three barbarian skills to add to his class skills in addition to the normal wizard class skills. The runescarred fury gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The runescarred fury is proficient with all simple and martial weapons, and with light armor, but not with shields. He can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a runescarred fury wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass runescarred fury still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The runescarred fury casts arcane spells drawn from the sorcerer/wizard spell list. A runescarred fury can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: Runescarred Fury. A runescarred fury otherwise learns, prepares, and casts spells as a wizard equal to his runescarred fury level. He also receives bonus spells per day if he has a high Intelligence score. Unlike most arcane spellcasters, the runescarred fury can cast spells while under the effects of rage.

Runescar Spellbook (Ex): A runescarred fury has fewer resources and finds less time to research new spells than other spellcasters. Thus, he has mastered an unorthodox yet permanent manner of scribing those he learns. At 1st level, the runescarred fury incorporates primitive yet sophisticated runes into his arcane writings and scribes them into his skin as runescars. Creatures take a –4 penalty on skill checks involving the runescarred fury's runescars.

A runescar takes up very little space on the runescarred fury's body, but due to their permanent nature and limited space, a runescarred fury must choose his spells carefully. For the purpose of scribing runescars, a runescarred fury's body functions as a "spellbook" with 200 pages, and each spell (not including cantrips) is considered to take one less page each to scribe into his "spellbook" (minimum 1 page) than normal. At each new runescarred fury level, he gains only one new spell of any spell level or levels that he can cast (based on his new runescarred fury level) to his runescar "spellbook". At any time, a runescarred fury can also add spells found in another wizard's spellbook to his runescar "spellbook". When scribing a runescar, the runescarred fury deals 1 point of bleeding damage for each level of the spell to himself. This bleeding damage can be healed through magical or normal means, but no form of healing (magical or otherwise) can remove a runescar once it is inscribed into his flesh. In all other respects, a runescarred fury's runescar "spellbook" functions as a normal wizard's spellbook.

Arcane Bond: At 1st level, a runescarred fury can form a powerful bond with his runescarred body or his inner fury. Once a runescarred fury makes this choice, it is permanent and cannot be changed. A runescarred fury that chooses to bond with his body gains the same benefits as those granted from a bonded object, except that the runescarred fury's body cannot enhance his body like a magical item. Instead, he gains the Spell Mastery as a bonus feat at 5th level.

A runescarred fury that chooses to bond with his inner fury can, once per day, use any rage power that he qualifies for, even if he has not selected it as one of his rage powers.

The runescarred fury's arcane bond, regardless of which form is chosen, allows him to cast arcane spells while in rage without any ill effects. All other restrictions pertaining to skills, actions, and abilities requiring patience or concentration apply as normal while raging. This ability otherwise functions as the wizard's arcane bond.

Scribe Runescar: A runescarred fury can scribe a temporary runescar into his flesh or that of another spellcaster. This runescar can then be used as a single use item like a scroll. A runescarred fury can create a runescar of any spell that he knows. Scribing a runescar takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a runescar, the runescarred fury must use up raw materials costing half of this base price. Once a temporary runescar is used, it disappears. This ability replaces Scribe Scrolls.

Rage (Ex): Starting at 2nd level, a runescarred fury gains the barbarian's rage ability, except that he only gains +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to AC. He can rage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 2nd, he can rage for only 1 additional round. This ability otherwise functions as the barbarian's rage ability.

Ragecaster (Su): At 4th level, a runescarred fury's spells grow more potent when he rages and adds 1/2 his Constitution bonus to the save DC of any spells cast while raging. At 11th level, he adds his full Constitution bonus to the save DC of any spells cast while raging.

Bonus Feat: This is exactly like the wizard ability of the same name, except that whenever the runescarred fury could select a bonus feat, he can select a rage power instead.

Spell Burner (Su): At 6th level, as a free action, a runescarred fury can extend the duration of his rage by sacrificing a spell slot; this prolongs the duration of his rage for a number of rounds equal to the level of the spell slot used.

Scarification (Ex): At 8th level, a runescarred fury becomes resistant to the effects of bleeding due to the constant scarring of his body. He can ignore 1 point of bleed damage per round. This amount increases by 1 every three levels beyond 8th. At 17th level, a runescarred fury can ignore 1 bleed effect each round.

Improved Rage (Ex): At 9th level, when a runescarred fury enters rage, the morale bonus to his Strength and Constitution increases to +4 and the morale bonus on his Will saves increases to +2.

Scarred Body (Ex): At 11th level, a runescarred fury gains a +1 natural armor bonus to AC from the numerous runescars covering his body. This bonus increases by +1 for every four levels beyond 11th, to a maximum of +3 at 19th level.

Greater Rage (Ex): At 17th level, when a runescarred fury enters rage, the morale bonus to his Strength and Constitution increases to +6 and the morale bonus on his Will saves increases to +3.

Table: Runescarred Fury

Class Level	Base				Special	Spells per Day						
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Arcane bond, arcane school, cantrips, Scribe Runescar	3	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Rage	4	2	—	—	—	—	—
3rd	+2	+3	+1	+3		4	3	—	—	—	—	—
4th	+3	+4	+1	+4	Ragecaster	5	3	1	—	—	—	—

5th	+3	+4	+1	+4	Bonus feat	5	4	2	—	—	—	—
6th	+4	+5	+2	+5	Spell burner	5	4	3	—	—	—	—
7th	+5	+5	+2	+5		5	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Scarification	5	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Improved rage	5	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Bonus feat	5	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Scarred body	5	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8		5	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8		5	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9		5	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Bonus feat	5	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10		5	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Greater rage	5	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11		5	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11		5	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	Bonus feat	5	5	5	5	5	5	5

SACRED THAUMATURGE

A sacred thaumaturge delves into both the wellsprings of arcane magic and enlightening mysteries of the divine. Through combining the power of wizardly might with the prayers of clerical piety, the sacred thaumaturge becomes a powerhouse of magical diversity, allowing him to adapt to nearly any situation. In the heat of battle, a sacred thaumaturge might be seen scampering from comrade to comrade, lending healing and encouragement to fight on, while the next minute unleashing blazing balls of fire or bolts of lightning to cut down the enemy lines. Whether it's performing last rites to the fallen or blasting foes from the sky, the sacred thaumaturge is a power to reckon with.

Primary Class: Wizard.

Secondary Class: Cleric.

Hit Dice: d6.

Bonus Skills and Ranks: The sacred thaumaturge may select three cleric skills to add to his class skills in addition to the normal wizard class skills. The sacred thaumaturge gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The sacred thaumaturge is proficient with simple weapons and his deity's favored weapon, but not with any type of armor or shield. Armor interferes with the movements of a sacred thaumaturge, which can cause his arcane spells with somatic components to fail.

Combined Spellcasting (Su): A sacred thaumaturge casts arcane spells drawn from the sorcerer/wizard spell list including cantrips. He also casts divine spells from cleric spell list, including orisons, but removes all spells of the healing subschool from this list. Each day, a sacred thaumaturge must choose and prepare both his arcane and divine spells in advance. He must spend 1 hour studying his spellbook to prepare his arcane spells as a wizard, and spend 1 hour in quiet supplication to prepare his divine spells. A sacred thaumaturge's divine spells can never be recorded in his spellbook. If a the sacred thaumaturge's time of supplication is other than early morning, such as at high noon or dusk, then both his spellbook study and meditation and prayer must take place at that time.

A sacred thaumaturge can prepare and cast either cleric or wizard spells using the available slots from his daily spell allotment. However, casting a prepared divine spell in this manner expends a spell slot one level higher than it originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. Thus, at 1st and 2nd level, a sacred thaumaturge can prepare and cast cantrips and 1st-level wizard spells, or cleric orisons using a 1st-level spell slot. At 3rd level, he can cast 2nd-level wizard spells, or 1st-level cleric spells using a 2nd-level spell slot, and so forth, up to a maximum of 7th-level cleric spells. The sacred thaumaturge cannot cast cleric spells above 7th-level, except those granted by his chosen domain. The components of these spells do not change, and otherwise follow the rules for the spellcasting class used to cast the spell. The sacred thaumaturge may use a higher level spell slot to alter any cleric spell with metamagic feats, even those of 7th-level.

Bonus spells granted by a high Intelligence score pertain only to his wizard spells, while those granted by a high Wisdom score pertain only to his cleric spells. In either case, the sacred thaumaturge's base spells per day cannot exceed his daily spell allotment. For example, if a 5th level sacred thaumaturge has an Intelligence and Wisdom score of 15, he gains a bonus 1st-level and 2nd-level spell slot for both his cleric spells and wizard spells. Thus, he could cast four 0-level spells, three 1st-level spells, two 2nd-level spells, and one 3rd-level spell per day, whether arcane or divine (cleric spells require one spell slot higher than its spell level) as his base daily allotment of spells. He would also be able to cast an additional 1st-level and 2nd-level wizard spell, and an additional 1st-level and 2nd-level cleric spell per day. This ability replaces Scribe Scroll and bonus feats.

Divine Learning: At 1st level, a sacred thaumaturge chooses a domain (as a cleric). He then gains one extra spell slot of each spell level in which he can use to cast his domain spells of that spell level. Domain spells are not subject to the "one level higher" casting penalty described in the combined spellcasting ability, and are cast as normal in their appropriate domain slots. In addition, the sacred thaumaturge gains his domain powers. However, the sacred thaumaturge must choose three schools as his opposition schools. These opposition schools do not apply to his domain spells. This ability replaces the wizard's arcane school ability.

Thaumaturgic Bond (Ex or Sp): At 1st level, a sacred thaumaturge forms a powerful bond with an object or a creature. This bond can take one of two forms: a familiar or a bonded object. Once a sacred thaumaturge makes this choice, it is permanent and cannot be changed. This ability is exactly like the wizard's arcane bond, except for the following changes.

A sacred thaumaturge who selects the creature bond receives a familiar, just like a wizard, but the familiar gains either the celestial (a good aligned sacred thaumaturge) or the fiendish (an evil aligned sacred thaumaturge) template at 9th level as part of the familiar's abilities. A neutrally aligned sacred thaumaturge may select either the celestial or fiendish template. In addition, the sacred thaumaturge can use his familiar's deliver touch spells ability to deliver channeled energy instead. Once per day, the sacred thaumaturge can channel energy as a cleric of 1/2 his level, with an energy type as determined by his alignment, exactly like the cleric ability of the same name. The sacred thaumaturge must be in contact with his familiar at the time of channeling (see deliver touch spells in the familiar entry of the Wizard class description of the *Core Rulebook*). This ability otherwise functions as a wizard's familiar, and he may choose the Improved Familiar feat to obtain a more powerful familiar.

A sacred thaumaturge who selects a bonded object begins play with one at no cost, and is always of masterwork quality. However, the sacred thaumaturge must select his holy symbol as his bonded object, which becomes both his arcane and divine focus. A sacred thaumaturge's bonded symbol can be used once per day to perform one of two actions. Firstly, a sacred thaumaturge can choose to cast any one spell that the sacred thaumaturge has in his spellbook or on his divine spell list he is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the sacred thaumaturge, including casting time, duration, and other effects dependent on the sacred thaumaturge's level. This spell cannot be modified by metamagic feats or other abilities, and otherwise follows the rules described in the wizard's bonded object description.

Alternatively, a sacred thaumaturge can use his bonded object to channel energy as a cleric of 1/2 his sacred thaumaturge level, once per day. The type of energy a sacred thaumaturge can channel is determined by his alignment, exactly like the cleric ability of the same name. The sacred thaumaturge's bonded object follows the same rules described in the wizard's class description, including object damage and replacement costs.

Spontaneous Casting: Starting at 3rd level, a sacred thaumaturge gains the cleric's ability of the same name. However, a sacred thaumaturge can "lose" any prepared wizard or cleric spell that is not a cantrip, orison, school, or domain spell in order to cast any spell of the healing subschool with the word "cure" or "remove" in its name (or "inflict" spells and those that are the reverse of the indicated "remove" spells). These spells use a spell slot one level higher than a prepared wizard spell lost in this manner, but use the same level slot of any prepared cleric spell. These spells are also subject to the sacred thaumaturge's alignment (see spontaneous casting in the Cleric entry of the *Core Rulebook*). Thus, a sacred thaumaturge could channel a prepared 2nd-level wizard spell or 1st-level cleric spell into a *cure light wounds* or *inflict light wounds* spell according to his alignment.

Table: Sacred Thaumaturge

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+2	Combined spellcasting, divine learning, thaumaturgic bond	3	1	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+3	Spontaneous casting	4	2	—	—	—	—	—	—	—	—
3rd	+1	+3	+1	+3		4	2	1	—	—	—	—	—	—	—
4th	+2	+4	+1	+4		4	3	2	—	—	—	—	—	—	—

STEALTH MAGE

A stealth mage is first and foremost a spellcaster. However, he delves into the arts of stealth and subterfuge to enhance his magic, which he employs to perform extraordinary acts of legerdemain, agility, and roguish expertise. Through the synergistic melding of these two specialty arts, the stealth mage becomes a deadly foe. While the stealth mage's magic prowess is lessened relative to that of a normal wizard, he more than makes up for it with ample tricks.

Primary Class: Wizard.

Secondary Class: Rogue.

Alignment: Any.

Hit Dice: d6.

Bonus Skills and Ranks: The stealth mage may select six rogue skills to add to his class skills in addition to the normal wizard class skills. The stealth mage gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The stealth mage is proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. He does not gain any proficiency with armor or shields. Armor interferes with the movements of a stealth mage, which can cause his arcane spells with somatic components to fail.

Thief's Spellbook (Ex): A stealth mage finds less time to research new spells, but has mastered an obfuscated manner of scribing those he learns. At 1st level, the stealth mage incorporates elements of a personalized secret code into his arcane writings. Creatures with whom he does not share this code take a -4 penalty on skill checks involving the stealth mage's spellbook. The stealth mage's spells (not including cantrips) take one extra page each in his spellbook. At each new stealth mage level, he gains only one new spell of any spell level or levels that he can cast (based on his new stealth mage level) for his spellbook. At any time, a stealth mage can also add spells found in another wizard's spellbook to his. In all other respects, a stealth mage's spellbook functions as a normal wizard's spellbook.

Arcane Bond (Ex or Sp): The stealth mage forms a powerful bond with an aspect of stealth and subterfuge or a specialized organization. This bond can take one of two forms: a bond to the arcane ebb and flow of trickery itself, or with an organization of arcane tricksters and thieves.

A stealth mage who chooses to bond with trickery gains the insight to perform deadly sneak attacks. The extra damage he deals on a successful sneak attack is +1d6 at 1st level, and every four levels thereafter, to a maximum of +5d6 at 17th level. Sneak attack bonuses from multiple sources stack. He also receives a +1 enhancement bonus on Disable Device, Disguise, Escape Artist, Sleight of Hand, and Stealth skill checks. This bonus increases by +1 at 5th level and every five levels thereafter, to a maximum of +5 at 20th level. The drawback to bonding with trickery is that the stealth mage has a harder time casting spells in the open. Thus, in order to cast a spell under the scrutiny of hostile creatures, he must make a concentration check (DC 15 + the spell's level) or lose the spell.

A stealth mage who chooses to bond with the organization receives additional training in stealth and teamwork. At 1st level, he receives a daily stealth pool equal to his Bluff ranks plus any bonus he receives from feats. As the chameleon rogue archetype, the stealth mage can choose to put stealth points into the roll when making a Stealth check. He may also use these points when rolling a Bluff check to create a diversion to hide. Additionally, when casting a spell, the stealth mage can expend a number of stealth points equal to his level in order to remove either the verbal or somatic components from the spell.

At 4th level, the stealth mage who bonds with the organization can use these points as *ki* points for the purpose of using ninja tricks. At 8th level, the stealth mage gains Outflank as a bonus feat. At 12th level, when the stealth mage spends stealth points to remove components from a spell he's casting, he removes both its verbal and somatic components. At 16th level, the stealth mage can lose a prepared spell as a swift action to regain a number of stealth points equal to the spell's level. If a stealth mage attempts to cast a spell when his stealth pool is empty, he must make a concentration check (DC 20 + the spell's level) or lose the spell.

Diminished Spellcasting: The stealth mage casts arcane spells drawn from the wizard spell list, and casts one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if they are arcane school spells or if his Intelligence allows bonus spells of that level. He otherwise learns, prepares, and casts spells as a wizard of equal level.

Focused Arcane School: The stealth mage must select the Subterfuge focused arcane school at 1st level. This otherwise functions as and replaces the wizard's arcane school ability.

Rogue Talents: At 2nd level and every three levels thereafter, a stealth mage gains a rogue talent for which he qualifies. A stealth mage treats his level as his rogue level for the purpose of qualifying for talents with level-dependent requirements and calculating the effects of any talent or rogue ability he's chosen. This ability replaces Scribe Scroll and all bonus feats.

Tricky Spells (Su): This is exactly like the arcane trickster prestige class ability of the same name. A stealth mage can use tricky spells three times per day at 9th level, and one additional time per day every three levels thereafter, to a maximum of six times per day at 18th level.

Advanced Talents: At 11th level, the stealth mage can choose advanced rogue talents whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The stealth mage adds the following rogue abilities to the list of advanced talents he may select: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A stealth mage must select Uncanny Dodge before selecting Improved Uncanny Dodge. In the case of the Improved Evasion talent, the stealth mage must have Evasion to select it.

Rogue Talents: The following rogue talents complement the stealth mage multiclass archetype: Black Market Connections†, Esoteric Scholar†, Guileful Polyglot*, Impromptu Sneak Attack‡, Ninja Trick†, Resiliency, Snap Shot*, Stand Up, Studied Trickery‡, Surprise Attack (see below), Trapfinding‡, Trap Spotter, and Underhanded†. (*Advanced Player's Guide, ‡Arcane Masters I, †Ultimate Combat)

Advanced Talents: The following advanced rogue talents complement the stealth mage multiclass archetype: Another day*, Confounding Blades†, Dispelling Attack, Evasion‡, Hard to Fool†, Hide in Plain Sight†, Improved Evasion, Improved Uncanny Dodge‡, Redirect Attack*, Skill Mastery, Slippery Mind, and Thoughtful Reexamining*, and Uncanny Dodge‡. (*Advanced Player's Guide, ‡Arcane Masters I, †Ultimate Combat)

Table: Stealth Mage

Class Level	Base				Special	Spells per Day									
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+2	+2	Arcane bond, cantrips, focused arcane school	2	0	—	—	—	—	—	—	—	—
2nd	+1	+0	+3	+3	Rogue talent	3	1	—	—	—	—	—	—	—	—
3rd	+1	+1	+3	+3		3	1	0	—	—	—	—	—	—	—
4th	+2	+1	+4	+4		3	2	1	—	—	—	—	—	—	—
5th	+2	+1	+4	+4	Rogue talent	3	2	1	0	—	—	—	—	—	—
6th	+3	+2	+5	+5		3	2	2	1	—	—	—	—	—	—
7th	+3	+2	+5	+5		3	3	2	1	0	—	—	—	—	—
8th	+4	+2	+6	+6	Rogue talent	3	3	2	2	1	—	—	—	—	—

CHAPTER 5: UNORTHODOX MCAs

While this book is based on multiclass archetypes with prepared spellcasting classes as the primary class, certain MCAs have changed their spellcasting mechanic from spontaneous casting to prepared casting. The following MCAs have been changed in this manner.

ERUDITE BARD

Many traveling entertainers tell stories, sing, dance, or are practitioners of one of the other performing arts. However, for the bard, the road occasionally loses its luster, or the tavern wells run dry, and he is drawn to the stability and knowledge offered by the well-known academies of the arcane arts. Whether for months or years at a time, these performing artists enter these academies to learn magic from the greatest wizards of the age, and are known as erudite bards. Upon graduating or leaving due to loss of interest, the erudite bard soon returns to the winding roads that spawned him. With both his increased knowledge of the scholarly and arcane worlds intact, the erudite bard endeavors to broaden his horizons, increase his skills, and enhance his performances so as to woo and amaze the minds of those he entertains to new and dizzying heights.

Primary Class: Bard

Secondary Class: Wizard

Hit Dice: d8

Bonus Skills and Ranks: The erudite bard adds Fly to his class skills in addition to the normal bard class skills. The erudite bard gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The erudite bard is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. The erudite bard is also proficient with light armor, but not with shields. The erudite bard can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an erudite bard wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass erudite bard still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The erudite bard casts arcane spells drawn from the bard's spell list, and uses the bard's daily allotment of spells. However, unlike other bards, the erudite bard learns, prepares, and casts his spells as a wizard equal to his level by studying his spellbook before hand, and therefore may know any number of spells. Also, the erudite bard uses his Intelligence score to determine the level of spells he can cast, the DC for their saving throws, and bonus spells per day. In addition, the erudite bard adds spells from the sorcerer/wizard spell list to the bard spell list as he gains levels (see Amazing Folklore and subsequent abilities). This ability otherwise functions and replaces the bard's spellcasting ability.

Composer's Spellbook (Ex): An erudite bard has mastered a form of shorthand for scribing the spells he learns, resulting in a very compact spellbook. At 1st level, the erudite bard incorporates elements of musical notes, rhythm, meter, and composition into his arcane writings. Creatures take a -4 penalty on skill checks involving the erudite bard's spellbook. The erudite bard's spells (not including cantrips or 1st-level spells) take one less page each in his spellbook. At each new erudite bard level, he gains two new bard spells of any spell level or levels that he can cast (based on his new erudite bard level) for his spellbook.

An erudite bard begins play with a spellbook containing all 0-level bard spells plus three 1st-level bard spells of his choice. The erudite bard also selects a number of additional 1st-level spells equal to his Intelligence modifier to add to the spellbook. Each time a character attains a new erudite bard level, he gains two spells of his choice to add to his spellbook. The two free spells must be of spell levels he can cast. At any time, an erudite bard can also add spells found in other wizards' spellbooks to his, but receives a -2 penalty to his Spellcraft check. In all other respects, an erudite bard's spellbook functions as a normal wizard's spellbook.

Bardic Performance: The erudite bard gains the following performances in place of those listed in their individual descriptions.

Passive Voice (Su): Starting at 1st level, the erudite bard learns to spin tales of great epic intrigue woven upon the loom of the arcane. The erudite bard designates one allied creature within 30 feet of him (including himself) at the subject of a *sanctuary* spell. At 5th level, and every four levels thereafter, the erudite bard can expand the effects of this ability to include one additional allied creature within 30 feet, up to a maximum number of allied creatures equal to his Charisma modifier. Should anyone break this *sanctuary* effect, it is negated for all who have been affected. The DC of this effect is equal to 10 + 1/2 the erudite bard's level + his Charisma modifier. If a creature bypasses the DC of the effect, it no longer needs to make saves against that erudite bard's passive voice for 24 hours. This ability replaces inspire courage.

Masterful Storytelling (Ex): At 3rd level, an erudite bard can use his bardic performance to weave fantastic tales meant to heighten the confidence of those who hearken to them. At the commencement of this performance, the erudite bard must choose what type of song or story he will perform. This decision determines the type of benefits his allies receive. Any ally that can hear and is within 30 feet of the erudite bard (including himself) gains a +2 insight bonus, as determined by the erudite bard's chosen theme. At 7th level and every four levels thereafter, this bonus increases by +1, to a maximum of +6 at 18th level. The benefit of this performance lasts until the end of the erudite bard's next turn.

The erudite bard may choose from the following storytelling themes. Once a theme has been chosen, it cannot be changed until the erudite bard begins a new performance.

- ◆ **Inspiring Words:** Targets receive a bonus to saving throws. In addition, they may make a single new saving throw, once within a 24-hour period, against any non-permanent ongoing effects (poison, charm, etc.).
- ◆ **Heroic Myth:** Targets receive a bonus to attack rolls, and 1 temporary hit point per class level of the erudite bard. These remain until the performance ends. The target can only benefit from this performance once every hour.
- ◆ **Rousing Tale:** Targets may ignore the *fatigued* and *exhausted* conditions.
- ◆ **Tall Tale:** Targets receive a bonus to all combat maneuver attempts.
- ◆ **Wise Parable:** Targets receive a bonus to all Heal, Survival, Disable Device, and Craft checks.

This ability replaces inspire competence and inspire greatness.

Tale of Deception (Ex): At 8th level, an erudite bard can use his bardic performance to trick others into believing incredible tales. Any ally that can hear and is within 30 feet of the erudite bard (including himself) gains a +2 bonus to all Bluff and Diplomacy checks for a number of rounds equal to 1/2 the erudite bard's level. During this performance, the erudite bard may choose to expend a spell slot as a swift action, granting an additional bonus of twice the spell's level until the end of the performance, for a maximum total of +12 if the erudite bard expends a 6th-level spell slot. In addition, while under the effects of this performance, the erudite bard is immune to *detect lies*, *zone of truth*, or other similar spells or effects. Casters of such spells or effects always believe the erudite bard is speaking truthfully unless he wishes otherwise, or until the effect ends, whichever comes first. This ability replaces dirge of doom.

Scribe Scroll: The erudite bard gains Scribe Scroll as a bonus feat. This ability replaces distraction.

Raconteur (Sp): Beginning at 2nd level, whenever the erudite bard uses his bardic performance, he can create sounds to enhance his performance, as a standard action. The erudite bard can spend 1 round of performance to create an equal to the *silent image* spell.

At 6th level, the erudite bard can create illusory images and sounds to enhance his performance. He can spend 2 rounds of performance to create an effect equal to the *blur* spell.

CHAPTER 6: MCA SUPPLEMENTS

MCA supplements are available to all Core Classes, Base Classes, and Multiclass Archetypes with the appropriate class features and that meet the indicated prerequisites. These supplements may complement one or more Multiclass Archetypes.

ARCANE SCHOOLS

The following new arcane school is available to any Core Class, Base Class, or Multiclass Archetype with the Arcane School class feature. These arcane schools may complement one or more Multiclass Archetypes.

Ley Magic School

The ley magic user taps into the natural ley lines of the earth to enhance his own spellcasting and item creation. The ley magic school complements the Terramancer multiclass archetype.

Ley Diviner (Sp): You can locate ley lines found deep within the earth. As a swift action, you can make a DC 20 Spellcraft check to determine whether any ley lines are present within a radius of 1 mile per caster level of your position. If successful, you learn the strength of its aura as if having cast *detect magic* and studied it for 3 rounds. You cannot use this ability to *detect magic* in any object or individual within range.

Skin of the Earth (Sp): You gain a +1 natural armor bonus. This bonus increases by +1 every five wizard levels you possess to a maximum of +5 at 20th level.

Tap the Source (Su): At 6th level, you can tap into a ley line you have divined to enhance the effects of your spells. As a move action, you can tap a single ley line within 10 feet with a moderate aura to gain one of the following benefits:

- ♦ Gain a +1 circumstance bonus to any one saving throw.
- ♦ Gain a +1 circumstance bonus to the attack roll of any one spell requiring a ranged or melee touch attack.
- ♦ Gain a +1 circumstance bonus to the saving throw DC of a single spell.
- ♦ Gain a +2 circumstance bonus to any one concentration check.
- ♦ Gain a +2 circumstance bonus to any one Spellcraft check.
- ♦ Gain a +2 circumstance bonus to the overall hit point damage of a single spell.
- ♦ Increase the duration of one spell by 1 round if it uses rounds per level, or 1 minute if it uses minutes per level.

At 10th level, you can tap a single ley line within 10 feet with a strong aura to gain two of the benefits listed above.

At 14th level, you can tap a single ley line within 10 feet with an overwhelming aura to gain three of the benefits listed above.

At 18th level, you can cast a single spell with a +1 caster level instead of gaining three of the listed benefits above.

These benefits must be used within 1 minute of using this ability, or they are lost. You can use this ability once per day.

DISCOVERIES

The following new discoveries are available to any Core Class, Base Class, or Multiclass Archetype with the Discovery class feature and that meet the indicated prerequisites. These discoveries may complement one or more Multiclass Archetypes.

Alchemical Man-Beast (Su): The alchemist can temporarily mutate beasts into humanoid forms injecting into them special reagents. This works like the *anthropomorphic animal* spell, except it requires a 2-hours chemical procedure. The alchemical man-beast is a creature, not a supernatural effect. An alchemist must be at least 8th level before selecting this discovery.

Aspect of the Beast: The alchemist gains the Aspect of the Beast* feat, even if he does not meet the prerequisites. If the alchemist chooses claws, his claw natural attacks deal damage as if he were one size category larger. An alchemist must have the feral mutagen discovery to select this discovery. (*Advanced Players Guide)

Enhance Poison: A number of times per day equal to his Intelligence modifier, the alchemist can increase any poison that deals hit point or ability score damage by one damage die. For example, a poison that deals 1d3 hit point damage can be enhanced to deal 1d4 hit points damage, or one that deals 1 Con damage can be enhanced to deal 1d2 Con damage. Any poison with an effect of unconscious, paralyzed, or confused cannot be enhanced in this manner. If the poison has both a damage and condition effect, only the damage effect can be enhanced.

Evolutionary Mutagen (Su): When the alchemist selects this discovery, he chooses one evolution from the eidolon's list of 1-point evolutions. His mutagen grants this evolution instead of the normal mutagen effects, if he chooses to do so. The evolutionary mutagen must be injected into his eidolon as a standard action, and this causes discomfort, resulting in the eidolon being sickened for 1d4 rounds. This discovery can be selected more than once, but each time it is selected it provides a different 1-point evolution. The alchemist must have the summoner's eidolon class feature to select this discovery.

Extend Poison: A number of times per day equal to his Intelligence modifier, the alchemist can double the duration of any poison. For example, a poison with a frequency of 1/round for 6 rounds can be increased to 1/round for 12 rounds.

Extra Evolution: The alchemist's animal companion gains 1 evolution point as if the alchemist selected the Extra Evolution feat, even if the alchemist doesn't have the prerequisites. The animal companion can assign this point to any evolution available to a summoner's eidolon. Once assigned, the choice is set. The companion must conform to any limitations of the evolution. For instance, only companions with wings can take the wing buffet evolution. If the alchemist gains a new companion, his old companion loses all evolutions, and the new companion gains those evolution points and can expend them immediately in new evolutions. This discovery can be taken more than once, but no more than once for every 5 levels the alchemist possesses. The alchemist must have an animal companion before selecting this discovery.

Grand Evolutionary Mutagen (Su): When the alchemist selects this discovery, he chooses one evolution from the eidolon's list of 4-point evolutions. His mutagen grants this evolution instead of the normal mutagen effects, if he chooses to do so. This discovery can be selected more than once, but each time it is selected it provides a different 4-point evolution. An alchemist must be at least 16th level and have the greater evolutionary mutagen discovery before selecting this discovery.

Grand Wild Mutagen: The alchemist's wild mutagen can now be used to change into a Huge or Diminutive animal or a Small or Medium magical beast. The wild mutagen now functions as *beast shape III*. The alchemist must have the greater wild mutagen discovery and be at least 16th level to select this discovery.

Greater Animal Companion: The alchemist's effective druid level is now equal to his alchemist level for any level-dependent effects concerning his animal companion. An alchemist must have the improved animal companion discovery and be at least 12th level to select this discovery.

Greater Evolutionary Mutagen (Su): When the alchemist selects this discovery, he chooses one evolution from the eidolon's list of 3-point evolutions. His mutagen grants this evolution instead of the normal mutagen effects, if he chooses to do so. This discovery can be selected more than once, but each time it is selected it provides a different 3-point evolution. An alchemist must be at least 12th level and have the improved evolutionary mutagen discovery before selecting this discovery.

Greater Wild Mutagen: The alchemist's wild mutagen can now be used to change into a Large or Tiny magical beast. The wild mutagen now functions as *beast shape IV*. The alchemist must have the wild mutagen class feature or discovery and be at least 12th level to select this discovery.

Improved Animal Companion: The alchemist's effective druid level is now equal to his alchemist level –3 (as a ranger) for any level-dependent effects concerning his animal companion. An alchemist must have the lesser animal companion discovery and be at least 8th level to select this discovery.

Improved Evolutionary Mutagen (Su): When the alchemist selects this discovery, he chooses one evolution from the eidolon's list of 2-point evolutions. His mutagen grants this evolution instead of the normal mutagen effects, if he chooses to do so. This discovery can be selected more than once, but each time it is selected it provides a different 2-point evolution. An alchemist must be at least 6th level and have the evolutionary mutagen discovery before selecting this discovery.

Lesser Animal Companion: The alchemist gains the druid's nature bond ability, but may only choose an animal companion (not a cleric domain). The alchemist's effective druid level is equal 1/2 his alchemist level for any level-dependent effects. An alchemist must be at least 4th level to select this discovery.

Mutate Companion: The alchemist's animal companion can sometimes be used as a guinea pig for experiments with new potions, and begins to show signs of this in its physical form. The companion gains two evolution points as if it were a summoner's eidolon, and can gain evolutions from the eidolon's list. These points may not be used to increase the companion's ability scores. This discovery may be chosen multiple times, and each time the companion gains two more evolution points. Each time the alchemist gains a level, he may change the evolutions that his companion currently has. If the alchemist's companion dies or is replaced in some other way, the new companion does not gain the benefits of this ability for one week after entering the alchemist's service. An alchemist must have the lesser animal companion discovery and be at least 8th level and to select this discovery.

Plant Mutagen: The alchemist's wild mutagen can now be used to change into a Small or Medium plant creature. The wild mutagen now functions as *plant shape I*. If the alchemist has the greater wild mutagen discovery, she can change into a Large plant creature and the wild mutagen now functions as *plant shape II*. If the alchemist has the grand wild mutagen discovery, she can change into a Huge plant creature and the wild mutagen now functions as *plant shape III*. The alchemist must have the wild mutagen class feature or discovery and be at least 8th level to select this discovery.

Wild Mutagen: An alchemist can infuse his mutagens with the wild energies of the natural world to create wild mutagens. Once a wild mutagen is imbibed, the alchemist can turn into any Small or Medium animal and back again one time while the mutagen is in effect. A wild mutagen functions like the *beast shape I* spell, but the effect lasts for 10 minutes per wild herbalist level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal the alchemist is familiar with. Every four levels after 4th, the alchemist can change form one additional time while the wild mutagen is in effect, for a total of five times at 20th level. As an alchemist gains in levels, the power of the wild mutagen improves. At 8th level, an alchemist can wild mutagen to change into a Large or Tiny animal. The wild mutagen now functions as *beast shape II*. The alchemist must be at least 4th level to select this discovery.

Poison Attack: When using a mutagen, your natural weapons ooze a strong mutagenic toxin which can be delivered by your natural attack. Choose a natural weapon with either slashing or piercing damage. When you make a successful attack with this natural weapon, the opponent must make a Fortitude save or be poisoned. This discovery may be selected more than once, but each time it is selected it applies to a different natural attack. You must have the feral mutagen discovery and be at least 6th level to select this discovery.

MUTAGENIC TOXIN

Type poison, injury; **Save** Fortitude DC 10 + 1/2 class level

Frequency 1/round for 6 rounds

Initial Effect 1d4 Con damage; **Secondary Effect** On a roll of 1 you contract a mutagenic disease; **Cure** 2 consecutive saves

MUTAGENIC DISEASE

Type disease, injury; **Save** none to negate; Fort DC 15 to avoid effects

Onset 1 day; **Frequency** 1/week

Effect target develops one of four physical deformities, as shown below; **Cure** *cure disease* or similar spell effect.

Deformity

Roll Effect

- 1 target's leg mutates hideously and takes a speed reduction of 10 ft.
- 2 target's arm grows extra joints and receives a –2 penalty to all attack rolls made with a weapon or natural weapon; if the target is a spellcaster, its arcane spell failure chance increases by 10%; if the target has no arms there is no effect.
- 3 target's face becomes distorted and ugly, receives a –5 penalty on all Bluff and Diplomacy checks, and a +2 bonus on Intimidate checks
- 4 target grows a second head with its own personality; the GM may create the appearance and personality for the new head; if there is a disagreement between the target and the second head about an action, there is a 25% chance that the extra head takes control of the target's body for the duration of that action.

FEATS

The following new feats are available to any Core Class, Base Class, or Multiclass Archetype that meets the prerequisites. These feats may complement one or more Multiclass Archetypes.

Arcane Harmony

Prerequisites: Bardic performance class feature, Int 13.

Effect: You may spend rounds of Bardic Performance in order to use spell completion items (scrolls, wands, staves) as if you were a wizard of your bard level. To activate a spell completion item, you must spend a number of rounds of bardic performance equal to the highest level spell the item contains. For example, a scroll of *fireball* would cost 3 rounds to activate, while a staff containing *magic missile* and *ice storm* would cost 4 rounds to activate either ability.

Study of Stories

Prerequisites: Amazing folklore class feature, Int 15.

Effect: You add two additional spells from the wizard spell list to your spell list and spellbook. These spells must be at least one level lower than the highest level spells you can cast.

Special: This feat may be taken multiple times.

FOCUSED ARCANE SCHOOLS

The following new focused arcane schools are available to any Core Class, Base Class, or Multiclass Archetype with the Arcane School class feature. These focused arcane schools may complement one or more Multiclass Archetypes.

Subterfuge School

The subterfuge school complements the Stealth Mage multiclass archetype.

Associated School: Illusion.

Replacement Powers: The following school powers replace the extended illusions and blinding ray powers of the illusion school.

Ranged Legerdemain (Su): You can use Disable Device and Sleight of Hand at close range (25 ft. + 5 ft./2 levels). Working at a distance increases the normal skill check DC by 5, and you can't take 10 on this check. Any object to be manipulated must weigh 1 pound per wizard level or less. You can only use this ability if you have at least 1 rank in the skill being used. At 10th level, you can take 10 on the check. At 20th level, whenever you use ranged legerdemain, assume the roll resulted in a natural 20.

Surprise Spells: At 1st level, you can add your sneak attack damage to any spell that deals damage from up to 30 feet away, if the targets are flat-footed. This additional damage only applies to spells that deal hit point damage, and the additional damage is of the same type of the spell. If the spell allows a saving throw to negate or halve the damage, it also negates or halves the sneak attack damage. Alternatively, you can add +1 to the DC of any spell if the targets are flat-footed. This bonus to DCs increases to +2 at 9th level and +3 at 17th level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Warding School

The subterfuge school complements the Eldritch Warder multiclass archetype.

Associated School: Abjuration

Replacement Powers: The following school powers replace the resistance and energy absorption powers of the abjuration school.

Arcane Defense (Ex): At 1st level, you select a single wizard school. You gain a +1 bonus on saving throws against arcane spells of that school. Every four levels beyond 1st level you select a new school and gain this bonus against arcane spells of that school (to a maximum of five schools of magic at 19th level). Furthermore, each time you select a new school, the bonuses for the schools you have already chosen increase by 1. At 20th level, you become immune to the effects of the school of arcane magic you selected at 1st level. Neither harmful nor helpful arcane spells of that school have an effect on you. If a spell of that school is an area of effect spell, the spell goes off as normal, but you are untouched by its effects.

Suppression Ward (Su): At 6th level, as an immediate action, you can surround yourself in a shimmering aura of suppressive magic for a number of rounds per day equal to your level. This aura excludes all spell effects of your caster level or lower. The area or effect of any such spells fails to affect you while the aura is activated. Excluded effects include spell-like abilities and spells or spell-like effects from items. However, this aura does not affect your ability to cast spells, and such spells take effect as normal. Spells cast by a spellcaster with a higher caster level than you are not affected by the aura, nor are spells already in effect when the aura is activated. Note that spell effects are not disrupted unless their effects enter the aura, and even then they are merely suppressed, not dispelled. If a given spell has more than one level depending on which character class is casting it, use the level appropriate to the caster to determine whether an aura of suppression stops it. These rounds need not be consecutive.

HEXES

The following new hex is available to any Core Class, Base Class, or Multiclass Archetype with the Advanced Talent class feature and that meet the indicated prerequisites. This hex may complement one or more Multiclass Archetypes.

Hair Whip: The witch can use her prehensile hair as a whip as part of an attack action in place of one of her standard attacks (though she does not gain an extra attack by using this ability). The hair whip has all the properties of a whip (10 ft. range, damage based on the witch's size, trip property, etc.). The witch can make a hair whip attack with a 5 ft. range with no penalties, and is treated as having the Improved Trip feat when using her hair whip in combat. She must have the prehensile hair hex to choose this hex.

MYSTERIES

The following new mystery is available to any Core Class, Base Class, or Multiclass Archetype with the Mystery class feature and that meet the indicated prerequisites. This mystery may complement one or more Multiclass Archetypes.

Seersworn

The seersworn mystery complements the Fellseer multiclass archetype.

Deities: Any

Class Skills: An oracle with the seersworn mystery adds Bluff, Disguise, Diplomacy and Sense motive to her list of class skills.

Bonus Spells: *eagle eye** (2nd), *seeming* (4th), *invisibility purge* (6th), *sending* (8th), *wandering star motes** (10th), *owl's wisdom, mass* (12th), *sequester* (14th), *scintillating pattern* (16th), *euphoric tranquility** (18th), *wall of suppression** (20th). (*Advanced Player's Guide)

Revelations: An oracle with the seersworn mystery may choose from the following revelations:

Aura of Insight (Su): As a standard action, you can give a small amount of your insight to your allies. The aura affects one ally plus one additional ally within 30 feet of you for every three oracle levels you possess. You may confer this bonus upon yourself in place of one ally. Affected allies gain a +2 insight bonus on attack rolls, AC, and skill checks for 1 round. This is a mind-affecting effect. You may use this ability a number of times per day equal to your Wisdom modifier.

Fell Divination (Ex): Whenever you slay a foe with a spell, class ability, or melee or ranged attack you gain an insight bonus equal to half your Intelligence modifier to one saving throw. Alternatively you may add a +5 competence bonus to one skill check made with a class skill. In addition, by pondering your enemy's fate you gain a +2 insight bonus to one initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made. You may use fell divination once per day plus an additional time per day for every four oracle levels you possess.

Foreseeable Future (Su): At the beginning of your turn, you can peer 1 round into the future, foreseeing the probable outcome future actions made during that round. At the beginning of the next round, you select either yourself or an ally as a free action. Anytime during that round, you or your ally can reroll any single die roll, but must take the second roll regardless of the result. If the reroll is not used before you or your ally's next turn, it is lost. This ability can be used once per day.

Ovate's Hauberk (Su): You can conjure a coat of shimmering mail that confuses foes and grants you a +4 bonus to Armor. At 7th level and every 4 levels thereafter, this bonus increases by +2. At 13th level, the hauberk provides you with DR 5/slashing. You can use this armor for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments. This ability is similar to the *armor of bones, coat of many stars*, and *ice armor* abilities described in the Bones, Heavens, and Waves mysteries respectively.

Precognitive Trance (Su): You gain great insight into the future as a free action. Beginning at 3rd level, this trance grants you a +1 insight bonus on initiative checks, and an additional +1 bonus every 4 levels thereafter. You can enter this trance for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive.

Prescient Insight (Su): As a standard action, you gain insight into the future sequence of events, granting you a bonus to your initiative during the next round equal to your farseer level. If your initiative roll exceeds all others made during that round by 10 or more, you gain a surprise round as an immediate action. This ability can only be used once per encounter. You must be at least 7th level to use this revelation.

Prescient Step (Su): Your preternatural senses allow you to add your Intelligence modifier (instead of your Dexterity modifier) to your Armor Class and all Reflex saves. Your armor's maximum Dexterity bonus applies to your Intelligence instead of your Dexterity. This is the same as the *sidestep secret* from the Lore mystery, except that it uses Intelligence instead of Charisma.

Second Sight (Ex): You gain a racial bonus on Perception checks equal to 1/2 your oracle level (minimum +1). In addition, if you can act during a surprise round, you receive a +2 racial bonus on your Initiative checks.

Spirit Trance (Su): As a standard action, you can ask one question of a dead creature as *speak with dead*. The dead creature does not gain a Will save if its alignment is different from yours. You can use this ability a number of times per day equal to your oracle level.

Trance of Clarity (Su): This trance grants you and one of your familiars (if any) immunity to *confusion* spells, and a +4 bonus on all saving throws made against mind-affecting effects for 1 minute. If your familiar fails its saving throw against a mind-affecting effect while under this trance, it loses its immunity to *confusion* spells and immediately becomes confused for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Final Revelation: Upon reaching 20th level, you can invoke a terrible fate upon your enemies. You can use the witch's dire prophecy grand hex once per day.

ROGUE TALENTS

The following new rogue talents are available to any Core Class, Base Class, or Multiclass Archetype with the Advanced Talent class feature and that meet the indicated prerequisites. These advanced talents may complement one or more Multiclass Archetypes.

Silent Magic (Su): The rogue can cast one spell per day as if it were modified by the Silent Spell feat. This does not increase the casting time or the level of the spell. The rogue must be able to cast spells, or have the minor magic or major magic rogue talent to select this talent.

Still Magic (Su): The rogue can cast one spell per day as if it were modified by the Still Spell feat. This does not increase the casting time or the level of the spell. The rogue must be able to cast spells, or have the minor magic or major magic rogue talent to select this talent.

Studied Trickery: Choose two of the following skills: Bluff, Disable Device, Disguise, Escape Artist, Sleight of Hand, Stealth. The rogue adds her Intelligence bonus to checks made with these skills in addition to the normal ability bonus used by the skill. A rogue can pick this talent more than once, each time selecting another two skills.

Trapfinding: The rogue gains the first-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype or multiclass archetype to select this talent.

ADVANCED TALENTS

The following new advanced talents are available to any Core Class, Base Class, or Multiclass Archetype with the Advanced Talent class feature and that meet the indicated prerequisites. These advanced talents may complement one or more Multiclass Archetypes.

Evasion (Ex): This rogue talent functions as the second-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype or multiclass archetype to select this talent.

Improved Uncanny Dodge (Ex): This rogue talent functions as the eighth-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype or multiclass archetype, and have the uncanny dodge ability to select this talent.

Impromptu Sneak Attack: Once per day, a rogue with this talent can declare one melee or ranged attack she makes to be a sneak attack, with the normal range restrictions on ranged sneak attacks. The target of an impromptu sneak attack loses any Dexterity bonus to AC, but only against that attack. The power can be used against any target, but creatures not subject to critical hits take no extra damage. The rogue must be able to cast spells to select this talent.

Uncanny Dodge (Ex): This rogue talent functions as the fourth-level rogue ability by the same name. The rogue must have lost this ability due to a chosen archetype or multiclass archetype to select this talent.

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Paizo's Alternate Class Features

The primary way in which archetypes modify their corresponding base classes is via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source (typically the *Core Rulebook* or the *Advanced Player's Guide*)—the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class. For example, the flowing monk archetype's redirection class feature replaces the Stunning Fist feature of the standard monk class.

When an archetype includes multiple alternate class features, a character must take them all—often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature

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