

ARCANE MASTERS II

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

CHAPTER 1: BARD MULTICLASS ARCHETYPES

ASCETIC ENTERTAINER

The origin of the ascetic performer can greatly vary—from the traveling minstrel and gypsy-born dancer, to the college educated troubadour, the self-taught musician, and itinerant jongleur. However, what binds these performers together into a loose brotherhood is their individual search to understand ones' self and a yearning for some mystic discipline by which to govern their lives. To fulfill their heartfelt desires, many of these entertainers enter into monastic orders or seek out a spiritual teacher to learn the ancient, meditative arts of unarmed combat. The inherent talents of these performers often complement or enhance the martial style training they obtain. Through this harmonious fusion of musical rhythm, self-discipline, and unarmed martial training, the ascetic performer willingly enters the heat of battle with a serene self-assuredness, only to erupt into a flurry of synchronized blows like the proverbial calm before the storm.

Primary Class: Bard

Secondary Class: Monk

Hit Dice: d8

Bonus Skills and Ranks: The ascetic entertainer adds Swim from the monk class skills to his class skills in addition to the normal bard class skills. The ascetic entertainer gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The ascetic entertainer is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. The ascetic entertainer is also proficient with light armor, but not with shields. The ascetic entertainer can cast bard spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an ascetic entertainer 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 ascetic entertainer still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Diminished Spellcasting: The ascetic entertainer casts arcane spells drawn from the bard spell list, and casts one fewer spell of each level than normal. If this reduces the number to 0 (minimum 1 for spells known), he may cast spells of that level only if his Charisma allows bonus spells of that level. He otherwise casts spells as a bard of equal level.

Unarmed Strike: At 1st level, an ascetic entertainer gains Improved Unarmed Strike as a bonus feat. This ability is identical to that of a monk, but with the damage progression of a monk of his level - 2, as shown in the Ascetic Entertainer table below. This replaces bardic knowledge and lost spells due to diminished spellcasting.

Flurry of Blows (Ex): Starting at 2nd level, an ascetic entertainer can make a flurry of blows as a full-attack action. When doing so he may make one additional attack using any combination of unarmed strikes (but cannot use special monk weapons) as if using the Two-Weapon Fighting feat (even if he does not meet the prerequisites for the feat). For the purpose of these attacks, his base attack bonus is equal to his ascetic entertainer level. For all other purposes, such as qualifying for a feat or a prestige class, the ascetic entertainer uses his normal base attack bonus.

At 10th level, the ascetic entertainer can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if he does not meet the prerequisites for the feat).

At 17th level, the ascetic entertainer can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if he does not meet the prerequisites for the feat).

An ascetic entertainer applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. An ascetic entertainer may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. An ascetic entertainer cannot use any weapon other than an unarmed strike as part of a flurry of blows. An ascetic entertainer with natural weapons cannot use such weapons as part of a flurry of blows unless he has the Feral Combat Training feat, nor can he make natural attacks in addition to his flurry of blows attacks. This ability replaces versatile performance, well-versed, suggestion, dirge of doom, frightening tune, and mass suggestion.

Stylish Performance (Ex): At 5th level, an ascetic entertainer may choose one combat style from the following list, and gains the listed benefits. The ascetic entertainer must qualify for the initial style feat to choose the related combat style.

When beginning a bardic performance, he may choose to use a combat style as a free action instead. This ability does not allow more than one combat style to be used at the same time. The ascetic entertainer is treated as a monk of his ascetic entertainer level for any related effects of this ability, and for the purposes of qualifying for any style feats.

If the ascetic entertainer has already qualified for a particular style or related style feat, he may instead choose any other style feat for which he qualifies. At 11th level, and again at 17th level, the ascetic entertainer may choose another combat style shown below and gains its benefit, or choose any style feat as a bonus feat instead. This ability replaces lore master and jack of all trades.

Boar Style: The ascetic entertainer gains Boar Style as a bonus feat. Whenever the ascetic entertainer hits with an unarmed strike while using both bardic performance and the boar stance, he gains a +2 circumstance bonus to attack rolls with any subsequent unarmed strikes until the start of his next turn.

Crane Style: The ascetic entertainer gains both Dodge and Crane Style as bonus feats. As a free action while using both bardic performance and the crane stance, the ascetic entertainer can grant one adjacent ally a +1 dodge bonus to their AC. This bonus lasts until the beginning of his next turn.

Dragon Style: The ascetic entertainer gains Dragon Style as a bonus feat. While using both bardic performance and the dragon stance, the ascetic entertainer may ignore up to ten feet of difficult terrain on each of his turns, not just when charging, running, or withdrawing.

Earth Child Style: The ascetic entertainer gains Earth Child Style as a bonus feat. In addition, while using both bardic performance and the earth child stance, he may add his Wisdom bonus to his unarmed strike damage rolls against any creature at least two size categories larger than himself. Against enemies of the giant subtype, this damage bonus increases by +2.

Janni Style: The ascetic entertainer gains Janni Style as a bonus feat. The ascetic entertainer takes no penalty to AC for charging while using both bardic performance and the janni stance.

Kirin Style: The ascetic entertainer gains Kirin Style as a bonus feat. When attacking a creature he has successfully identified using Kirin Style and using both bardic performance and the kirin stance, the ascetic entertainer gains a +1 circumstance bonus on attack rolls.

Monkey Style: The ascetic entertainer gains Monkey Style as a bonus feat. Whenever the ascetic entertainer succeeds at standing up from prone as a swift action when using both bardic performance and the monkey stance, he may make one attack against an adjacent opponent using his highest base attack bonus as a free action.

Panther Style: The ascetic entertainer gains Panther Style as a bonus feat. In addition, while the ascetic entertainer is using both bardic performance and the panther stance, he gains a +2 circumstance bonus on attack and damage rolls whenever he makes a retaliatory attack granted by Panther Style.

Snake Style: The ascetic entertainer gains Snake Style as a bonus feat. He adds his Charisma bonus to Sense Motive skill checks (in addition to his Wisdom modifier) while using both bardic performance and the snake stance.

Snapping Turtle Style: The ascetic entertainer gains Snapping Turtle Style as a bonus feat. While he is using both bardic performance and the snapping turtle stance, the ascetic entertainer's shield bonus to AC granted from this stance is increased by 1 for every snapping turtle feat he has.

Tiger Style: The ascetic entertainer gains Tiger Style as a bonus feat. While using both bardic performance and the tiger stance, his unarmed strike gains the benefit of Improved Critical (critical range 19-20/x2).

Perfect Performer (Su): At 20th level, an ascetic entertainer gains an inhuman level of grace that borders on the divine. He gains an enhancement bonus of +2 to his Dexterity and Charisma. This ability replaces deadly performance.

Table: Ascetic Performer

| Class Level | Base | | | Special | Flurry of Blows | Unarmed Damage | |
|-------------|--------------|-----------|----------|---------|---|--------------------------|-----------|
| | Attack Bonus | Fort Save | Ref Save | | | | Will Save |
| 1st | +0 | +0 | +2 | +2 | Bardic performance, cantrips, countersong, distraction, fascinate, inspire courage +1, unarmed strike | — | 1d4 |
| 2nd | +1 | +0 | +3 | +3 | Flurry of blows | +0/+0 | 1d6 |
| 3rd | +2 | +1 | +3 | +3 | Inspire competence +2 | +1/+1 | 1d6 |
| 4th | +3 | +1 | +4 | +4 | | +2/+2 | 1d6 |
| 5th | +3 | +1 | +4 | +4 | Inspire courage +2, stylish performance | +3/+3 | 1d8 |
| 6th | +4 | +2 | +5 | +5 | | +4/+4/-1 | 1d8 |
| 7th | +5 | +2 | +5 | +5 | Inspire competence +3 | +5/+5/+0 | 1d8 |
| 8th | +6/+1 | +2 | +6 | +6 | | +6/+6/+1 | 1d8 |
| 9th | +6/+1 | +3 | +6 | +6 | Inspire greatness | +7/+7/+2 | 1d10 |
| 10th | +7/+2 | +3 | +7 | +7 | | +8/+8/+3/+3 | 1d10 |
| 11th | +8/+3 | +3 | +7 | +7 | Inspire competence +4, inspire courage +3, stylish feat | +9/+9/+4/+4/-1 | 1d10 |
| 12th | +9/+4 | +4 | +8 | +8 | | +10/+10/+5/+5/+0 | 1d10 |
| 13th | +9/+4 | +4 | +8 | +8 | | +11/+11/+6/+6/+1 | 2d6 |
| 14th | +10/+5 | +4 | +9 | +9 | | +12/+12/+7/+7/+2 | 2d6 |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Inspire competence +5, inspire heroics | +13/+13/+8/+8/+3 | 2d6 |
| 16th | +12/+6/+2 | +5 | +10 | +10 | | +14/+14/+9/+9/+4/-1 | 2d6 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Inspire courage +4, style feat | +15/+15/+10/+10/+5/+5/+0 | 2d8 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | | +16/+16/+11/+11/+6/+6/+1 | 2d8 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Inspire competence +6 | +17/+17/+12/+12/+7/+7/+2 | 2d8 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Perfect performer | +18/+18/+13/+13/+8/+8/+3 | 2d8 |

Table: Ascetic Performer Spells Per Day

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

Table: Ascetic Performer Spells Known

| Level | Spells Known | | | | | | |
|-------|--------------|-----|-----|-----|-----|-----|-----|
| | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 3 | 1 | — | — | — | — | — |
| 2nd | 4 | 2 | — | — | — | — | — |
| 3rd | 5 | 3 | — | — | — | — | — |
| 4th | 5 | 3 | 1 | — | — | — | — |
| 5th | 5 | 3 | 2 | — | — | — | — |

| | | | | | | | |
|------|---|---|---|---|---|---|---|
| 6th | 5 | 3 | 3 | — | — | — | — |
| 7th | 5 | 4 | 3 | 1 | — | — | — |
| 8th | 5 | 4 | 3 | 2 | — | — | — |
| 9th | 5 | 4 | 3 | 3 | — | — | — |
| 10th | 5 | 4 | 4 | 3 | 1 | — | — |
| 11th | 5 | 5 | 4 | 3 | 2 | — | — |
| 12th | 5 | 5 | 4 | 3 | 3 | — | — |
| 13th | 5 | 5 | 4 | 4 | 3 | 1 | — |
| 14th | 5 | 5 | 5 | 4 | 3 | 2 | — |
| 15th | 5 | 5 | 5 | 4 | 3 | 3 | — |
| 16th | 5 | 5 | 5 | 4 | 4 | 3 | 1 |
| 17th | 5 | 5 | 5 | 5 | 4 | 3 | 2 |
| 18th | 5 | 5 | 5 | 5 | 4 | 3 | 3 |
| 19th | 5 | 5 | 5 | 5 | 4 | 4 | 3 |
| 20th | 5 | 5 | 5 | 5 | 5 | 4 | 4 |

DEVOUT THESPIAN

Actor, dancer, singer, storyteller, and musician—these are all common aspects of bards, the wondrous performers and ramblers of the open road. But on occasion, something deep within these free-willed wanderers tugs on their souls, and they begin searching for something more—something greater than themselves. It is these pious seekers of truth that petition local temples or solitary priests to teach the ways of deity and the divine. The devout thespian seeks to obtain greater influence, whether for him or for his newly found devotion, and to spread the faith through his actions and performances; whether such actions beneficial or disparaging, it up to the devout thespian to decide, according to the dictates of his own soul.

Primary Class: Bard.

Secondary Class: Cleric.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The devout thespian is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. The devout thespian is also proficient with light armor and shields (except tower shields). A devout thespian can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a devout thespian wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass devout thespian still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The devout thespian casts arcane spells drawn from the bard spell list, and adds the following spells to his spell list at the indicated levels: 2nd level—*aid*, *death knell*, *restoration (lesser)*; 3rd level—*contagion*, *remove disease*; 4th level—*energation*, *neutralize poison*, *poison*, *restoration*; 5th level—*breath of life*. A devout thespian otherwise learns and casts spells as a bard equal to his devout thespian level. A devout thespian receives bonus spells per day if he has a high Charisma score.

Bardic Knowledge (Ex): This is exactly like the bard ability of the same name, except that the devout thespian also adds 1/2 his devout thespian level (minimum 1) to all Heal skill checks and may make all Heal checks untrained.

Bardic Performance: This is exactly the bard ability of the same name, except that he can only use the Perform (oratory) or Perform (sing) skills to create his magical effects. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier, plus an additional 2 rounds per day every level beyond 2nd. Each round, the devout thespian can produce any one of the types of bardic performance that he has mastered, as indicated by his level. This ability replaces bravery.

Channeling Melody (Su): At 1st level, a devout thespian can release a wave of energy by channeling the power of his faith through his performance. This energy can be used to cause or heal damage, depending on the alignment of the devout thespian. This ability functions as the cleric's channel energy ability (see Channel Energy in the *Core Rulebook*), but the devout thespian can deal or heal 1d6 points of damage at 3rd level, and an additional 1d6 points of damage every four level thereafter to a maximum of 5d6 at 19th level.

A good devout thespian (or a neutral devout thespian who worships a good deity) channels positive energy, while an evil devout thespian (or a neutral devout thespian who worships an evil deity) channels negative energy when using this ability. A neutral devout thespian of a neutral deity (or one who is not devoted to a particular deity) must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the devout thespian can cast spontaneous cure or inflict spells (see spontaneous casting), and additional performances he gains at higher levels. This performance requires 1 round to perform. Channeling melody relies on audible components in order to function. This ability replaces inspire courage, inspire competence, frightful tune, and inspire heroics.

Pacify (Su): At 1st level, a devout thespian can use his performance to create an effect equivalent to *calm emotions* (as the spell). Each creature to be pacified must be within 30 feet, able to see and hear the devout thespian, and capable of paying attention to him. The devout thespian must also be able to see the creatures affected. For every three levels a devout thespian has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the devout thespian's level + the devout thespian's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the devout thespian cannot attempt to pacify that creature again for 24 hours. If its saving throw fails, the creature is calmed and observes the performance for as long as the devout thespian continues to maintain it. Pacify is an enchantment (compulsion), emotion, mind-affecting ability. Pacify relies on audible and visual components in order to function. This ability replaces fascinate.

Tend (Su): At 1st level, a devout thespian can use his performance to soothe the wounded and prevent them from dying. The devout thespian targets a single living creature. If that creature has -1 or fewer hit points, it is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally. Alternatively, if the creature has 1 or more hit points, the target gains a number of temporary hit points equal to the devout thespian's Charisma modifier.

Each creature to be tended must be within 30 feet, and able to hear the devout thespian. An unconscious creature is considered to hear the devout thespian subconsciously. For every four levels a devout thespian has attained beyond 1st, he can target one additional creature with this ability, up to a maximum of five creatures at 17th level. This performance requires 1 round to perform. Tend relies on audible components in order to function. This ability replaces distraction.

Infectious Lay/Remedial Refrain (Su): At 6th level, a devout thespian that has chosen to channel negative energy gains the infectious lay performance and can use it to create an effect equivalent to *contagion* (as the spell), using the devout thespian's level as the caster level. Using this ability requires 1 round to perform, but expends 2 rounds of his performance. Infectious lay relies on audible components in order to function.

Alternatively, a devout thespian that has chosen to channel positive energy gains the remedial refrain performance and can use it to create an effect equivalent to *remove disease* (as the spell), using the devout thespian's level as the caster level. Using this ability requires 2 rounds to perform. Remedial refrain relies on audible components in order to function. This ability replaces suggestion.

Dirge of Doom/Hymn of Resolve (Su): At 8th level, a devout thespian that has chosen to channel negative energy gains the bard's dirge of doom performance.

Alternatively, a devout thespian that has chosen to channel positive energy gains the hymn of resolve performance and can use it to foster a sense of courage and bravery in his allies, removing the shaken condition. To be affected, an ally must be within 30 feet and able to see and hear the devout thespian's performance. The effect persists for as long as the ally is within 30 feet and the bard continues the performance. If the devout thespian uses 3 continuous rounds of this performance, the shaken condition is removed permanently. Hymn of resolve relies on audible and visual components. This ability either functions as or replaces dirge of doom.

Painful Lament/Soothing Performance (Su): At 12th level, a devout thespian that has chosen to channel negative energy gains the painful lament performance and can use it to create an effect equivalent to *mass inflict serious wounds*, using the devout thespian's level as the caster level. In addition, this performance bestows either the fatigued, sickened, and shaken condition upon all those affected, as chosen by the devout thespian. Using this ability requires 1 round to perform, but expends 4 rounds of his performance, and the targets must be able to see and hear the devout thespian throughout the performance. Painful Lament relies on audible and visual components.

Alternatively, a devout thespian that has chosen to channel positive energy gains the bard's soothing performance ability. This ability either functions as or replaces soothing performance.

Dreadful Suffering/Miraculous Healing (Su): At 16th level, a devout thespian that has chosen to channel negative energy gains the dreadful suffering performance and can use it to severely injure a creature. This performance functions like *harm* (as the spell), using 1/2 the devout thespian's level as his caster level. A creature that succeeds on a Will save (DC 10 + 1/2 the devout thespian's level + the devout thespian's Charisma modifier) takes only half

damage. This performance cannot reduce the target's hit points to less than 1. If used on an undead creature, this performance acts like *heal*. Using this ability requires 1 round to perform, but expends 5 rounds of his performance.

Alternatively, a devout a devout thespian that has chosen to channel positive energy gains the miraculous healing performance and can use it to wipe away a creature's injuries and afflictions. This performance functions like *heal* (as the spell), using 1/2 the devout thespian's level as the caster level. This ability requires 5 rounds to perform.

Regardless of which form of this ability the devout thespian uses, he must have at least 5 rounds of performance to use this ability. The devout thespian can use this ability a number of times per day equal to his Charisma modifier. This ability replaces mass suggestion.

Song of Life and Death (Su): At 20th level, a devout thespian that has chosen to channel positive energy can use his performance to restore life to a deceased creature that has been dead for no longer than 1 day per devout thespian level. When using this performance, the devout thespian's body glows with heavenly light, and he must touch the target throughout the performance. At the end of performance, the target is subject to *raise dead* (as the spell). Using this ability requires 6 continuous rounds of performance.

Alternatively, a devout thespian that has chosen to channel negative energy can use his performance to slay any one living creature. When using this performance, the devout thespian seethes with eerie dark fire and must succeed on a ranged touch attack to touch the target. The target takes 12d6 points of damage + 1 point per devout thespian level and receives a Fortitude save (DC 10 + 1/2 the devout thespian's level + the devout thespian's Charisma modifier). If the target's Fortitude saving throw succeeds, it instead takes 3d6 points of damage + 1 point per devout thespian level. The subject might die from the damage even if it succeeds on its saving throw. Using this ability requires 1 round to perform.

Regardless of which form of this ability the devout thespian uses, it expends all his remaining rounds of performance. The devout thespian must have at least 6 rounds of performance to use this ability. The devout thespian can use this performance once per day. This ability replaces deadly performance.

Spontaneous Performance: At 4th level, the devout thespian gains the cleric's spontaneous casting ability, except that the devout thespian can channel stored spell energy into any performance he has mastered. The devout thespian can "lose" any prepared spell in order to gain extra rounds of performance equal to its spell level. The devout thespian can use this ability once per day at 4th level, and an additional time per day every five levels thereafter. This ability replaces inspire competence.

Lore Master (Ex): This is exactly like the bard ability of the same name, except that the devout thespian adds Heal to the list of skills this ability can affect.

Table: Devout Thespian

| Class Level | Base | | | | Special | Spells per Day | | | | | |
|-------------|--------------|-----------|----------|-----------|---|----------------|-----|-----|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Bardic knowledge, bardic performance, cantrips, countersong, pacify, tend | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Versatile performance, well-versed | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Channeling melody 1d6 | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Spontaneous performance | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Lore master 1/day | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Infectious lay/remedial refrain, versatile performance | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Channeling melody 2d6 | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Dirge of doom/hymn of resolve | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Jack-of-all trades, versatile performance | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Channeling melody 3d6, lore master 2/day | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Painful lament/soothing performance | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Versatile performance | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Channeling melody 4d6 | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Dreadful suffering/miraculous healing | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Lore master 3/day | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Versatile performance | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Channeling melody 5d6 | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Song of life and death | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Devout Thespian Spells Known

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

| | | | | | | | |
|------|---|---|---|---|---|---|---|
| 18th | 6 | 6 | 6 | 6 | 5 | 4 | 4 |
| 19th | 6 | 6 | 6 | 6 | 5 | 5 | 4 |
| 20th | 6 | 6 | 6 | 6 | 6 | 5 | 5 |

DREAMWEAVER

"My spectre around me night and day like a wild beast guards my way; my emanation far within weeps incessantly for my sin. A fathomless and boundless deep, there we wander, there we weep; on the hungry craving wind my spectre follows thee behind. He scents thy footsteps in the snow, wheresoever thou dost go, thro' the wintry hail and rain. When wilt thou return again?" - William Blake

Somewhere between reality and the dream world lies the realm of living dreams. It is in this place that the mind of dreamweaver dwells, mastering the fears of the subconscious and forming them into semi-substantial manifestations. The dreamweaver peers into the dreams and nightmares of others, seeking to understand what people fear, and how best to exploit it. Through masterful control over the subconscious, the dreamweaver draws energy from the Ethereal Plane and forms it into a creature called an apparition. This apparition serves as both companion and servant, carrying out its creator's will. Not only can the dreamweaver bring such a creature into existence, he can summon monsters from the same dream-stuff as his apparition. Though deemed as unorthodox by both summoners and bards, the dreamweaver walks his chosen path without fear or regret.

Primary Class: Bard.

Secondary Class: Summoner.

Hit Dice: d8.

Bonus Skills and Ranks: The dreamweaver gains the summoner's Fly (Dex), Handle Animal (Cha), and Ride (Dex) class skills and adds them to the normal bard class skills. The dreamweaver gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The dreamweaver is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. The dreamweaver is also proficient with light armor, but not with shields. A dreamweaver can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a dreamweaver 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 dreamweaver still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The dreamweaver casts arcane spells drawn from the bard spell list, and otherwise prepares and casts spells as a bard equal to the dreamweaver's level. In addition, the dreamweaver adds the following summoner spells to his list at the indicated levels: 1st level—*life conduit*[†], *mage armor*, *mount*, *summon monster I*, *unfetter*; 2nd level—*evolution surge (lesser)**, *mount (communal)*[†], *restore eidolon (lesser)****, *summon eidolon**, *summon monster II*; 3rd level—*control summoned creature****, *devolution**, *evolution surge**, *fly*, *life conduit (improved)*[†], *restore eidolon****, *summon monster IV*; 4th level—*evolution surge (greater)**, *purified calling**, *summon monster V*, *summoner conduit*[†], *transmogrify**; 5th level—*life conduit (greater)*[†], *summon monster VI*; 6th level—*overland flight*, *summon monster VII*. (*Advanced Player's Guide, **Ultimate Magic, [†]Ultimate Combat)

Apparition: A dreamweaver begins play with the ability to call to his side a powerful outsider from the Ethereal Plane called an apparition. Unlike a summoner, a dreamweaver can summon his apparition through a ritual that requires only 1 standard action. The apparition is not as powerful as an eidolon, and uses Table: Apparition Base Statistics for its level progression.

An apparition is a fragment of a vivid or unusual dream come to life and lingers on the Ethereal Plane. To survive, this apparition needs the power of living will, imagination, and emotion to sustain it. Thus, its willingness to come to the beck and call of the dreamweaver. An apparition seeks out mortal minds, appearing as a shadowy and often frightful dream figure, but its true appearance is vague and nebulous, save for its base form. The dreamweaver may alter this base form through evolutions, just as a summoner uses evolutions to alter his eidolon. However, due to its amorphous nature, and although it appears to others in its general form (including evolutions), its specific appearance differs from person to person, but is always determined by the viewer's fears, feelings, and emotions. Also, due to the apparition's incorporeal nature, it is unable to use or hold magical items. This ability functions like the summoner's eidolon ability, except for changes described in this entry or hereafter. This ability replaces bardic knowledge, inspire competence, and lore master.

Bardic Performance: This is exactly like the bard ability of the same name. The dreamweaver gains the following performance.

Ghostly Emanation (Su): At 1st level, a dreamweaver can use his performance to give himself a translucent, ghostly visage. Any mundane or magical disguise on the dreamweaver is affected by this illusion as well; for example, if the dreamweaver is disguised as the king or a sahuagin, he looks like a ghostly version of the king or a sahuagin. The dreamweaver's ghostly form may have a pale green, blue, or violet coloration, or a muted version of his normal appearance. This performance does not actually make the dreamweaver a ghost or provide any incorporeal abilities. If the dreamweaver so chooses, he can make himself appear to float slightly above the ground, though he is actually still on the ground. Any creature that interacts with the glamor must make successful Will save (DC 10 + 1/2 the dreamweaver's level + the dreamweaver's Cha modifier) or become shaken.

In addition, the dreamweaver sheds an eerie aura of greenish light in a 30-foot emanation that bolsters his allies against fear and improves their defense abilities. To be affected, an ally must be within this emanation and able to perceive the bard's performance. Any ally within this emanation receives a +1 morale bonus on saving throws against fear effects and a +1 dodge bonus to Armor Class. At 5th level, and every six dreamweaver levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Ghostly emanation is an illusion (glamer), enchantment (compulsion), mind-affecting ability. Ghostly emanation relies on visual components. This ability replaces inspire courage.

Doomscape (Su): At 6th level, a dreamweaver gains the doomscape performance. Doomscape functions exactly like the bard's dirge of doom performance, except that when this performance is used, it creates a fearsome image, whether a creature or scene that enhances the performance. This additional effect is maintained for as long as the performance continues and functions like the *silent image* spell. Doomscape relies on visual components. This ability replaces suggestion.

Frightening Tune/Strain of Repose: At 12th level, a dreamweaver may choose the bard's frightening tune performance or the strain of repose performance. Once the choice is made, it cannot be changed. Frightening tune functions exactly like the bard performance of the same name. Frightening tune is a mind-affecting fear effect.

If the dreamweaver chooses strain of repose, he can use his performance to remove fear in his allies. To be affected, an ally must be able to hear the dreamweaver perform and be within 30 feet. This automatically removes any frightened or shaken conditions in effect. In addition, each ally within range that is under the effects of a fear spell or spell-like ability that has bestowed the panicked condition receives a second saving throw with a +2 morale bonus. If the save succeeds, the fear effect is negated and the creature is immune to any additional fear effects for 24 hours. If the save fails, the fear effect remains. This ability requires 1 full round to perform, and expends three rounds of performance. Frightening tune and strain of repose relies on audible components. This ability replaces soothing performance.

Horrible Image (Su): At 14th level, a dreamweaver can use his performance to draw upon the fears of the target's subconscious mind and manifest them as the most horrid beast imaginable. The target of this performance sees only a vague shape. The target first receives a Will save (DC 10 + 1/2 the dreamweaver's level + the dreamweaver's Cha modifier) to recognize the image as unreal. If that save fails, the image touches the target and the target must succeed on a second Will save (DC 10 + 1/2 the dreamweaver's level + the dreamweaver's Cha modifier) or become frightened. Even if the second Will save is successful, the subject takes 3d6 points of damage due to the disturbing effects it takes upon its mind. This ability requires 1 full round to perform, and expends four rounds of performance. Horrible image is an illusion (phantasm), mind-affecting fear effect. This ability replaces frightening tune.

Spirit of Vengeance (Su): At 18th level, a dreamweaver can use his performance to create a ghastly, spectral image of a corpse to rise up from the ground, shrieking for vengeance before it vanishes in a burst of unnatural light. This phantom then unerringly seeks out the target of this effect, as long as that creature is on the same plane. Only the target of this performance can see the phantasmal image. The dreamweaver and any others who witness the performance see only a vague shape. The target first gets a Will save (DC 10 + 1/2 the dreamweaver's level + the dreamweaver's Cha modifier) to disbelieve the illusion. If that save fails, the target must succeed on a second Will save (DC 10 + 1/2 the dreamweaver's level + the dreamweaver's Cha modifier) or become panicked. Even if the second Will save is successful, the target takes 5d6 points of damage due to the disturbing effects it takes upon its mind. The

dreamweaver knows immediately if the phantasmal image has succeeded or failed in its attack. Using this ability expends six rounds of performance. Spirit of vengeance relies on audible and visual components. Spirit of vengeance is an illusion (phantasm), emotion, mind-affecting fear effect. This ability replaces mass suggestion.

Terrifying Performance (Su): At 20th level, a dreamweaver can use his performance to transform into a large and terrifying version of himself. Upon completing this performance, the dreamweaver is subject to *frightful aspect* (as the spell), but only for a number of rounds equal to the dreamweaver's level + his Cha modifier. Using this ability requires a standard action to perform and expends six rounds of performance. Terrifying performance relies on audible and visual components. Terrifying performance is an illusion (phantasm), mind-affecting fear effect. This ability replaces deadly performance.

Life Link (Su): At 1st level, the dreamweaver gains the summoner's life link ability. This ability replaces countersong.

Dreamscape: At 2nd level, the dreamweaver's control over his performances is unparalleled. He gains Linger Performance as a bonus feat, allowing his performances to continue even after he ceases to maintain them.

Summon Dreambeast I (Sp): Starting at 2nd level, a dreamweaver can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. Drawing upon this ability uses up the same power as the dreamweaver uses to call his apparition. As a result, he can only use this ability when his apparition is not summoned. This ability functions exactly like the summoner's *summon monster* ability, except that the dreamweaver's highest spell level of summon monster he can cast is *summon monster VI* at 17th level. Any monsters that the dreamweaver summons with this ability (or an equivalent spell) are formed from the very depths of the dreamweaver's subconscious. As such, they are only partially substantial, and like an apparition, are considered to have concealment, granting them a 20% chance that an attacker misses because of the concealment. They also benefit from the link and shared mind abilities described in the apparition entry. This ability replaces versatile performance.

Bonded Senses (Su): At 3rd level, a dreamweaver gains the summoner's bonded senses ability. This ability replaces the bard's shield proficiency.

Shield Ally (Ex): At 4th level, a dreamweaver gains the summoner's shield ally ability. This ability replaces dirge of doom.

Aspect (Su): At 10th level, a dreamweaver gains the summoner's aspect ability. This ability replaces jack-of-all trades.

Life Bond (Su): At 13th level, a dreamweaver gains the summoner's life bond ability.

Merge Forms (Su): At 16th level, a dreamweaver gains the summoner's merge forms ability. This ability replaces inspire heroics.

APPARITION

An apparition's abilities are determined by the dreamweaver's level and by the choices made using its evolution pool. Table: Apparition Base Statistics determines many of the base statistics of the apparition. Each apparition possesses a base form that modifies these base statistics. Apparitions are outsiders for the purpose of determining which spells affect them. An apparition qualities are similar to those described in the Eidolons description block of the *Advanced Player's Guide* (see p. 58), except with the following changes.

Skills: The apparition receives a number of skill ranks equal to 4 + its Intelligence modifier per HD (to a minimum of 1), instead of the usual 6 + Int modifier. The apparition considers Bluff, Fly, Intimidate, Knowledge (planes), Perception, Sense Motive, and Stealth as class skills. In addition, at 1st level, the dreamweaver can choose 4 additional skills to be class skills for his apparition. Note that apparitions receive Fly (Dex) as a free class skill, even if though they gain a fly speed at a later level.

Deflection Bonus: The number noted here is the apparition's base total deflection bonus to Armor Class. This number is modified by the apparition's Charisma modifier. This replaces the eidolon's armor bonus.

Dex/Cha Bonus: Add this modifier to the apparition's Dexterity and Charisma scores, as determined by its base form. This replaces the eidolon's Str/Dex bonus. An apparition uses its Charisma score instead of Constitution to determine Fortitude saves, hit points, etc.

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

Darkvision (Ex): An apparition has darkvision out to a range of 60 feet.

Dream Form (Su): An apparition's body is only partially substantial, and can assume a translucent, insubstantial form as a standard action. While in this form, an apparition can fly at its normal speed, and pass through small holes or narrow openings, even mere cracks. The apparition can assume this form for a number of rounds per day equal to the apparition's Hit Dice + the apparition's Charisma modifier. These rounds do not need to be consecutive. This otherwise functions like the *gaseous form* spell. Whenever an apparition manifests itself in its normal form, it is considered to have concealment, granting the apparition a 20% chance that an attacker misses because of the concealment. Like an incorporeal creature, the apparition gains a deflection bonus to Armor Class equal to its Charisma modifier.

Dream Touch (Ex): As a partially substantial creature, an apparition's base form attacks are made as melee touch attacks, and deal the indicated amount of damage. If a dream touch attack misses, it passes right through its target with no effect.

Shared Mind: The apparition is immune to all mind-affecting spells or effects made directly against it. However, as the link between itself and the dreamweaver becomes stronger, the apparition becomes susceptible to any such effects used against its master. If a dreamweaver comes under the effects of an enchantment, illusion, or other mind-affecting spell, or becomes confused, dazed, or gains a similar condition, the apparition likewise comes under the same spell effect or condition. Thus affected, the apparition can only become free of the effect if the dreamweaver himself overcomes the effect, becomes unconscious, or dies. Conversely, this mental link grants the dreamweaver a portion of the apparition's resistance to mind-affecting effects. The dreamweaver receives a +4 morale bonus to all Will saves against mind-affecting spells and effects.

Fly (Ex): The apparition has a fly speed of 20 feet. This increases to 30 feet at 8th level, and to 40 feet at 14th level.

Apparition Skills

The following skills are class skills for the apparition: Bluff (Cha), Fly (Dex), Intimidate (Cha), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). *Note that apparitions use their Charisma score when making any skill checks that require a Strength score.

Base Forms

Each apparition has one of four base forms that determine its starting size, speed, AC, attacks, and ability scores. These base forms are similar to those described in the Base Forms section of the Eidolon description of the *Advanced Player's Guide*, except for the following changes: land-based speed is replaced with a fly speed of 20 feet with a maneuverability of good, armor bonus becomes a deflection bonus, attacks become part of dream touch, and Strength and Constitution scores are removed due to it being a mental manifestation. A base form otherwise functions normally.

Evolutions

Each apparition receives a number of evolution points that can be spent to give the apparition new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the dreamweaver gains a new level, but they are otherwise set, as shown on Table: Apparition Base Statistics. Apparition evolutions otherwise function like an eidolon's evolutions.

Table: Apparition Base Statistics

| Class Level | HD | BAB | Good Saves | Bad Save | Skills | Feats | Defelction Bonus | Dex/Cha Bonus | Evolution Pool | Max. Attacks | Special |
|-------------|----|-----|------------|----------|--------|-------|------------------|---------------|----------------|--------------|---------|
|-------------|----|-----|------------|----------|--------|-------|------------------|---------------|----------------|--------------|---------|

| | | | | | | | | | | | |
|------|----|-----|----|----|----|---|-----|----|----|---|--|
| 1st | 1 | +1 | +2 | +0 | 4 | 1 | +0 | +0 | 3 | 3 | Darkvision, dream form, dream touch, link share spells |
| 2nd | 2 | +2 | +3 | +0 | 8 | 1 | +2 | +1 | 4 | 3 | Evasion |
| 3rd | 2 | +2 | +3 | +0 | 8 | 1 | +2 | +1 | 5 | 3 | Shared mind |
| 4th | 3 | +3 | +3 | +1 | 12 | 2 | +2 | +1 | 6 | 3 | — |
| 5th | 3 | +3 | +3 | +1 | 12 | 2 | +2 | +1 | 6 | 4 | — |
| 6th | 4 | +4 | +4 | +1 | 16 | 2 | +4 | +2 | 7 | 4 | Ability score increase |
| 7th | 5 | +5 | +4 | +1 | 20 | 3 | +4 | +2 | 8 | 4 | — |
| 8th | 5 | +5 | +4 | +1 | 20 | 3 | +4 | +2 | 9 | 4 | Fly (30 ft.) |
| 9th | 6 | +6 | +5 | +2 | 24 | 3 | +6 | +3 | 10 | 4 | — |
| 10th | 6 | +6 | +5 | +2 | 24 | 3 | +6 | +3 | 11 | 4 | — |
| 11th | 7 | +7 | +5 | +2 | 28 | 4 | +6 | +3 | 12 | 5 | Multiattack |
| 12th | 8 | +8 | +6 | +2 | 32 | 4 | +8 | +4 | 12 | 5 | Ability score increase |
| 13th | 8 | +8 | +6 | +2 | 32 | 4 | +8 | +4 | 13 | 5 | — |
| 14th | 9 | +9 | +6 | +3 | 36 | 5 | +8 | +4 | 14 | 5 | — |
| 15th | 9 | +9 | +6 | +3 | 36 | 5 | +10 | +5 | 15 | 5 | — |
| 16th | 10 | +10 | +7 | +3 | 40 | 5 | +10 | +5 | 16 | 5 | Fly (40 ft.) |
| 17th | 11 | +11 | +7 | +3 | 44 | 6 | +10 | +5 | 17 | 6 | — |
| 18th | 11 | +11 | +7 | +3 | 44 | 6 | +10 | +5 | 18 | 6 | — |
| 19th | 12 | +12 | +8 | +4 | 48 | 6 | +12 | +6 | 18 | 6 | Improved evasion |
| 20th | 12 | +12 | +8 | +4 | 42 | 6 | +12 | +6 | 20 | 6 | Ability score increase |

Table: Dreamweaver

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day | | | | | |
|-------------|-------------------|-----------|----------|-----------|---|----------------|-----|-----|-----|-----|-----|
| | | | | | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Apparition, bardic performance, cantrips, distraction, fascinate, ghostly emanation +1, life link | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Dreamscape, <i>summon dreambeast I</i> , well-versed | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Bonded senses | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Shield ally | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Ghostly emanation +2, <i>summon dreambeast II</i> | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Doomscape | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | <i>Summon dreambeast III</i> | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Inspire greatness | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Aspect | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Ghostly emanation +3, <i>summon dreambeast IV</i> | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Frightening tune/strain of repose | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | Life bond | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Horrorific image, <i>summon dreambeast V</i> | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Merge forms | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Ghostly emanation +4, <i>summon dreambeast VI</i> | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Spirit of vengeance | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Terrifying performance | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Dreamweaver Spells Known

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

| | | | | | | | |
|------|---|---|---|---|---|---|---|
| 19th | 6 | 6 | 6 | 6 | 5 | 5 | 4 |
| 20th | 6 | 6 | 6 | 6 | 6 | 5 | 5 |

FEY MINSTREL

Primary Class: Bard.
Secondary Class: Druid.
Alignment: Any neutral.
Hit Dice: d8.

Bonus Skills and Ranks: The fey minstrel selects three druid skills to add to her class skills in addition to the normal bard class skills. The fey minstrel gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: The fey minstrel is proficient with all simple weapons, the longsword, rapier, sap, short sword, shortbow, whip, and with all natural attacks (claw, bite, and so forth) of any form she assumes with wild shape (see below). The fey minstrel is also proficient with light armor, but she is prohibited from wearing metal armor; thus, she may wear only padded, leather, or hide armor. A fey minstrel may also wear wooden armor that has been altered by the *ironwood* spell so that it functions as though it were steel. See the *ironwood* spell description. A fey minstrel is proficient with shields (except tower shields) but must use only wooden ones.

Spellcasting: The fey minstrel casts arcane spells drawn from the bard spell list, and adds all spells from the Animal and Plant domains, plus one of the following Terrain domains of her choice to her spell list: Aquatic**, Arctic**, Cave**, Desert**, Forest (see New Domains in this book), Jungle**, Mountains**, Plains**, or Swamp**. The fey minstrel otherwise learns and casts spells as a bard equal to her fey minstrel level. A fey minstrel receives bonus spells per day if she has a high Charisma score. (***Ultimate Magic*)

Bardic Performance (Ex): The fey minstrel gains the following new bardic performances.

Faun's Folly (Sp): A fey minstrel of 3rd level or higher can use his performance to create a number of spell-like fey effects meant to enchant or beguile a creature that she has already fascinated (as the bardic performance). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A Will saving throw (DC 10 + 1/2 fey minstrel's level + the fey minstrel's Cha modifier) negates any of the following effects. Using the faun's folly performance does not count against a fey minstrel's daily use of bardic performance. This ability replaces inspire courage, *suggestion*, inspire heroics, and *mass suggestion*.

At 3rd level, a fey minstrel can use her performance to lull a fascinated creature to *sleep* (as the spell). At 10th level, this effect functions as *deep slumber*. *Sleep* is an enchantment (compulsion), mind-affecting ability and relies on audible components.

At 8th level, a fey minstrel can use her performance to charm a creature (as the *charm monster* spell) that she has already fascinated. A fey minstrel can use this ability more than once against an individual creature during an individual performance. *Charm monster* is an enchantment (compulsion), mind-affecting ability and relies on audible components.

At 13th level, a fey minstrel can use her performance to confuse a creature (as the *confusion* spell) that she has already fascinated. A fey minstrel can use this ability more than once against an individual creature during an individual performance. *Confusion* is an enchantment (compulsion), mind-affecting ability and relies on audible components.

At 18th level, a fey minstrel can use her *charm monster* performance to simultaneously charm any number of creatures that she has already fascinated. *Mass charm monster* is an enchantment (compulsion), mind-affecting ability and relies on audible components.

Irresistible Performance (Su): At 20th level, a fey minstrel can use her performance to make a creature feel an undeniable urge to dance, and is subject to an *irresistible dance* spell. While under this effect, the target continues to shuffle and tap its feet, making it impossible for the target to do anything other than caper and prance in place. This imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves, and it negates any AC bonus granted by a shield the target holds. The dancing target also provokes attacks of opportunity each round on its turn. A successful Will save reduces the duration of this effect to 1 round and the fey minstrel cannot use irresistible performance on that creature again for 24 hours. This performance expends six rounds of the fey minstrel's daily rounds. Irresistible performance is an enchantment (compulsion), mind-affecting ability and relies on audible components. This ability replaces deadly performance.

Wild Empathy (Ex): At 1st level, a fey minstrel gains the druid's wild empathy ability. This ability and replaces counter song.

Versatile Performance (Ex): This is exactly like the bard ability of the same name, except that the fey minstrel gains this ability at 2nd, 10th, and 18th level. The fey minstrel may only select from the following types of Perform with their associated skills: Oratory (Diplomacy, Sense Motive), Sing (Bluff, Sense Motive), String (Bluff, Diplomacy), and Wind (Diplomacy, Handle Animal).

Resist Nature's Lure (Ex): At 3rd level, a fey minstrel gains the druid's resist nature's lure ability, except that the fey minstrel gains only a +2 bonus on saving throws against the spell-like and supernatural abilities of fey. This bonus increases to +4 at 6th level, and +6 at 9th level. This bonus also applies to spells and effects that target plants, such as *blight*, *entangle*, *spike growth*, and *warp wood*. At 12th level, a fey minstrel becomes immune to the spell-like and supernatural abilities of fey, and to spells and effects that target plants. This ability replaces inspire competence.

Woodland Stride (Ex): At 4th level, a fey minstrel gains the druid's woodland stride ability. This ability replaces versatile performance gained at 6th level.

Wild Shape (Su): At 6th level, a fey minstrel gains the druid's wild shape ability, and can turn herself into any Small or Medium creature of the animal type and back again once per day, as a standard action, and doesn't provoke an attack of opportunity. This ability functions like the *beast shape I* spell, except as noted here. The effect lasts for 1 hour for every two fey minstrel levels, or until she changes back. A fey minstrel can use this ability an additional time per day at 11th and 16th level.

At 11th level, a fey minstrel can use wild shape to change into a Tiny animal, or a Small fey creature. When taking the form of a Tiny animal, a fey minstrel's wild shape now functions as *beast shape II*. When taking the form of a Small fey creature, the fey minstrel's wild shape functions as *polymorph*.

At 16th level, a fey minstrel can use wild shape to change into a Diminutive animal, or a Medium fey creature. When taking the form of an animal, a fey minstrel's wild shape now functions as *beast shape III*. When taking the form of a Medium or smaller fey creature, the fey minstrel's wild shape now functions as *greater polymorph*.

A fey minstrel cannot cast spells while in an animal form, even if she has the Natural Spell feat. She can cast spells while in a fey form if the creature is generally humanoid in appearance. This ability replaces dirge of doom, inspire greatness, and jack-of-all trades.

Trackless Step (Ex): At 7th level, a fey minstrel gains the druid's trackless step ability. This ability replaces versatile performance gained at 14th level.

Table: Fey Minstrel

| Class Level | Base | | | | Special | Spells per Day | | | | | |
|-------------|--------------|-----------|----------|-----------|--|----------------|-----|-----|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Bardic knowledge, bardic performance, cantrips, distraction, fascinate, wild empathy | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Versatile performance, well-versed | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Faun's folly (<i>sleep</i>), resist nature's lure (+2) | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Woodland stride | 3 | 1 | — | — | — | — |

| | | | | | | | | | | | |
|------|------------|----|-----|-----|---|---|---|---|---|---|---|
| 5th | +3 | +1 | +4 | +4 | Lore master 1/day | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Resist nature's lure (+4), wild shape 1/day | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Trackless step | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Faun's folly (<i>charm monster</i>) | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Resist nature's lure (+6) | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Fain's folly (<i>deep slumber</i>), versatile performance | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Lore master 2/day, wild shape 2/day | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Resist nature's lure (immunity), soothing performance | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | Faun's folly (<i>confusion</i>) | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Frightening tune | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Wild shape 3/day | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Lore master 3/day | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Faun's folly (<i>mass charm monster</i>), versatile performance | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Irresistible performance | 5 | 5 | 5 | 5 | 5 | 5 |

GUARDED EMISSARY

When nation-states, governments and kingdoms communicate, the imparting of vital directives, messages and treaties is paramount in maintaining the security, clarity and success of such communications. The guarded emissary fulfills this role through his reliance upon and understanding of his elect bodyguard—a formidable warrior of unswerving loyalty willing to lay down his life if need be for his charge. The successful conclusion of the guarded emissary's journey is achieved through a mix of guile and studied bearing, eloquence and lore. But beware, those who cross this envoy are at the risk of raising both his disdain, and the ire of his faithful protector.

Primary Class: Bard.

Secondary Class: Ranger.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The guarded emissary is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. The guarded emissary is also proficient with light armor and shields (except tower shields). A guarded emissary can cast arcane spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance.

Spellcasting: The guarded emissary casts arcane spells drawn from the bard spell lists, but uses the spell progression as shown on Table: Guarded Emissary and Table: Guarded Emissary Spells Known. He also receives bonus spells per day if he has a high Charisma score. The guarded emissary otherwise learns and casts spells as a bard equal to his guarded emissary level.

Guard Bond (Ex): At 1st level, a guarded emissary forms a close bond with a bodyguard. A bonded emissary shares a number of the bonuses of his class features with his bodyguard. This ability is similar to the ranger's animal companion ability (which is part of the Hunter's Bond class feature), but many changes have been made, as described in the Bodyguard entry below. If the guarded emissary's bodyguard is released from service or perishes, it can be replaced by making a request to his superiors that costs 200 gp per guarded emissary level plus the cost of the *message* spell to send it. The new bodyguard appears after 1d3 + 1 days after and assumes his role as normal. This ability replaces *dirge of doom and frightening tune*.

Sentinel (Ex): A 2nd level, a guarded emissary's bodyguard is ever watchful for attacks against his charge. Whenever the bodyguard is adjacent to his guarded emissary, any attacks made against the guarded emissary take a -1 penalty. In addition, the bodyguard treats any creature that threatens and is within 30 feet of his charge as an enemy of the guarded emissary, granting him a +1 bonus on weapon attack and damage rolls against the creature. These increase by 1 at 8th level and again at 16th level to a maximum of -3 and +3 respectively. This ability replaces *inspire courage*.

Interceptor (Ex): Starting at 3rd level, a guarded emissary's bodyguard is an expert at protecting him from harm. As a swift action, if the bodyguard is adjacent to his guarded emissary, he can transfer half the damage that would be dealt to the guarded emissary to him. Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the bodyguard may possess. Also, while the bodyguard is adjacent to his guarded emissary, the guarded emissary treats the area within 30 feet of him as secure, granting the guarded emissary a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks. This bonus increases to +3 at 7th level and every four levels thereafter, to a maximum of +6 at 19th level.

At 7th level, the bodyguard can transfer damage from an attack directed against the guarded emissary as an immediate action.

At 11th level, if the bodyguard is adjacent to his guarded emissary, he can intercept a successful attack against the guarded emissary, taking full damage from that attack and any associated effects (bleed, poison, etc.).

At 15th level, the bodyguard can intercept two successful attacks against the guarded emissary. This ability replaces *inspire competence*.

Silver Tongue (Ex): At 2nd level, the guarded emissary gains a +2 bonus on all Bluff and Diplomacy checks, and increases by +1 every six levels thereafter to a maximum of +5 at 18th level. At 14th level, the guarded emissary can take 10 on any Bluff or Diplomacy check, even if it is not normally allowed. This ability replaces *jack-of-all trades*.

Inspire Greatness (Su): This is exactly like the bard ability of the same name, except that it only affects the bodyguard or himself.

Guarded Quarry (Ex): At 12th level, as a standard action, the guarded emissary can denote one target within his line of sight as his bodyguard's quarry. This ability otherwise functions as the ranger's quarry ability, but applies to the guarded emissary's bodyguard instead. This ability replaces *soothing performance*.

Inspire Heroics (Su): This is exactly like the bard ability of the same name, except that it only affects the bodyguard or himself.

Deadly Guardian (Ex): At 20th level, a guarded emissary's bodyguard becomes the ultimate protector. As an immediate action, if the bodyguard is adjacent to the guarded emissary, he can intercept three successful attacks against the guarded emissary. If the combined damage of these attacks would drop the guarded emissary to -1 or fewer hit points, or kill him outright, the bodyguard must make a DC 15 Fortitude save. If this saving throw fails, the bodyguard dies regardless of his current hit points. If successful, the bodyguard transfers the full damage from all three attacks to himself, and his current hit point total drops to exactly 0, even if the amount of damage transferred is greater than his current hit points. The bodyguard is now considered to be disabled (see Disabled on p.189 of the *Core Rulebook*). If the bodyguard uses this ability again, prior to regaining at least half his maximum hit points, he is killed outright. Damage taken through this ability cannot be healed through *cure light wounds* or similar healing magic, only through natural healing (see Healing on p.191 of the *Core Rulebook*).

Alternatively, if the bodyguard is adjacent to the guarded emissary, he can make a single attack at his full attack bonus against any foe that is within the 30-foot secure area around the guarded emissary, even if the targets are out of reach and if doing so exceeds the 5-foot step restriction. The bodyguard a +5 morale bonus to attack and damage rolls, and rolls made to confirm critical hits while making these attacks. He also gains DR 5/- during these attacks and for 3 rounds thereafter. This otherwise functions like the Great Cleave feat, except that the bodyguard takes no penalty to his Armor Class. This ability replaces *deadly performance*.

Ex-Body Guard

A bodyguard who has been dismissed, whose master has died, or who has violated his sworn oath to protect his charge loses all bodyguard abilities and features. He may not progress any further in levels as a bodyguard, and is thereafter considered a warrior (NPC class) of a level equal to his Hit Dice.

Table: Guarded Emissary

| Class Level | Base | | | | Special | Spells per Day | | | |
|-------------|--------------|-----------|----------|-----------|---|----------------|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | 1st | 2nd | 3rd | 4th |
| 1st | +0 | +0 | +2 | +2 | Bardic knowledge, bardic performance, cantrips, countersong, distraction, fascinate, guard bond | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Sentinel, versatile performance, well-versed | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Interceptor +2, silver tongue | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | | 0 | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Lore master 1/day | 1 | — | — | — |

| | | | | | | | | | |
|------|------------|----|-----|-----|--|---|---|---|---|
| 6th | +4 | +2 | +5 | +5 | Suggestion, versatile performance | 1 | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Interceptor +3 | 1 | 0 | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | | 1 | 1 | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Inspire greatness | 2 | 1 | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Versatile performance | 2 | 1 | 0 | — |
| 11th | +8/+3 | +3 | +7 | +7 | Interceptor +4, lore master 2/day | 2 | 1 | 1 | — |
| 12th | +9/+4 | +4 | +8 | +8 | Guarded quarry | 2 | 2 | 1 | — |
| 13th | +9/+4 | +4 | +8 | +8 | | 3 | 2 | 1 | 0 |
| 14th | +10/+5 | +4 | +9 | +9 | Versatile performance | 3 | 2 | 1 | 1 |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Inspire heroics, interceptor +5 | 3 | 2 | 2 | 1 |
| 16th | +12/+7/+2 | +5 | +10 | +10 | | 3 | 3 | 2 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Lore master 3/day | 4 | 3 | 2 | 1 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Mass suggestion, versatile performance | 4 | 3 | 2 | 2 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Interceptor +6 | 4 | 3 | 3 | 2 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Deadly guardian | 4 | 4 | 3 | 3 |

Guarded Emissary Spells Known

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

BODYGUARD

A bodyguard's abilities are determined by the guarded emissary's level (hereafter referred to as the bodyguard's "charge") and its racial traits. Table: Bodyguard Base Statistics determines many of the base statistics of the bodyguard.

Race: The guarded emissary may select his bodyguard from the following races: dwarf, elf, gnome, halfling, half-elf, half-orc, or human.

Class Level: This is the character's guarded emissary level.

HD: This is the total number of Hit Dice (d10) the bodyguard possesses, each of which gains a Constitution modifier, as normal.

Base Attack Bonus: This is the bodyguard's base attack bonus. A bodyguard's base attack bonus is determined by its type.

Alignment: This is the bodyguard's alignment. A bodyguard always has an alignment up to one step away on the alignment axis (either lawful through chaotic, or good through evil) from that of his charge.

Fort/Ref/Will: These are the bodyguard's base saving throw bonuses.

Feats: This is the total number of feats possessed by a bodyguard. A bodyguard may select any feat for which he qualifies.

Special: This includes a number of abilities gained by the bodyguard as it increases in power. Each of these bonuses is described below.

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

Guard Ability (Ex): The bodyguard may select any ability listed here, at the indicated levels.

Devotion: A bodyguard gains a +4 morale bonus on Will saves against enchantment spells and effects.

Improved Bodyguard (Ex): The guarded emissary may acquire a more powerful bodyguard, but only when he could normally acquire a new bodyguard.

Improved bodyguards otherwise use the rules for regular bodyguards. The guarded emissary may select his new bodyguard from the following list of races: bugbear, dark creeper, drow, duergar, gnoll, hobgoblin, lizardfolk, minotaur, ogre, orc, and svirfneblin. The bodyguard's racial Hit Dice and racial abilities replace all bodyguard abilities up to and including those gained at a level equal to its Racial Hit Dice. For example, a guarded emissary selects a bugbear as his new bodyguard, which has 3 racial Hit Dice. The bugbear retains its racial Hit Dice and abilities, but forfeits its 1st level guard ability. At 4th level, the bugbear gains its first ability score increase, and any subsequent ability score increases and guard abilities as the guarded emissary increases in level.

BODYGUARD

The bodyguard is a highly skilled, personal protector, trained in many forms of combat as well as all types of weapons and armor.

Class Skills: The bodyguard's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (engineering) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Weapon and Armor Proficiency: Bodyguards are proficient with all simple and martial weapons, with all types of armor (heavy, light, and medium) and with shields (including tower shields).

Guard Abilities: The bodyguard may choose one of the following abilities at the indicated levels, as shown on Table: Bodyguard Base Statistics.

Battlefield Medic (Ex): As a full-round action, the bodyguard may automatically stabilize a dying creature through his skilled ministrations.

Bonus Feat: The bodyguard gains one bonus feat for which he qualifies, and may select from those considered as fighter bonus feats. The bodyguard counts 1/2 his Hit Dice as his fighter level for feats with fighter level requirements.

Combat Training (Ex): The bodyguard can select one weapon he is proficient with. Whenever he attacks with that weapon he gains a +1 bonus on attack and damage rolls. This ability may be selected multiple times to a maximum of +3 for a single weapon. The guarded emissary must be at least 5th level to select this ability.

Courage (Ex): The bodyguard gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four guarded emissary levels beyond the level that this ability is selected.

Courtier (Ex): Whenever the bodyguard attends his charge on a visit to the royal court or some other gathering of nobility, he grants his charge a +4 Sense Motive check on interactions with the court's members during that outing.

Defensive Training (Ex): The bodyguard becomes more maneuverable while wearing armor, reducing the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by 1. This ability may be selected multiple times to a maximum of +3. The guarded emissary must be at least 5th level to select this ability.

Dungeon Delver (Ex): The bodyguard relates his experience patrolling the local sewers, granting his charge a +2 bonus on Knowledge (dungeoneering) checks in the sewers of the current city.

Evasion (Ex): If the bodyguard is subjected to an attack that normally allows a Reflex save for half damage, he takes no damage if he makes a successful saving throw. The guarded emissary must be at least 5th level to select this ability.

Greater Resilience (Ex): Whenever the bodyguard is within 30 feet of his charge, he grants his charge a +4 morale bonus on Fortitude saves against spells and effects.

Healing Salve (Ex): The bodyguard can concoct a healing salve that applied to a wound heals 1 point of damage per Hit Dice of the bodyguard. The bodyguard can concoct a number of salves per day equal to 1d3+1. A bodyguard's salves, once created, remains potent for only 1 day before becoming inert, so a bodyguard must re-prepare any salves he desires to have in his possession every day. Concocting a salve takes 10 minutes of work.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, the bodyguard takes no damage if he makes a successful saving throw and only half damage if the saving throw fails. The bodyguard must have the evasion class feature and the guarded emissary be at least 9th level to select this ability.

Indomitable Will (Ex): Whenever the bodyguard is within 30 feet of his charge, he grants his charge a +4 morale bonus on Will saves against fear spells and effects.

Locate Master (Su): As long as the bodyguard is within 1 mile of his charge, he can locate his charge within 30 minutes through deductive reasoning, eavesdropping, and threatening those with the right information.

Mental Fortitude (Ex): Whenever the bodyguard is within 30 feet of his charge, he grants his charge a +4 morale bonus on Will saves against enchantment spells and effects.

Petitioner of Faith: Once per month, the bodyguard can make a recommendation to lower-ranking priests, ordering them to help his charge as required, granting the charge the aid of a 1st-level adept hireling for 3 days.

Primitive Medicine (Ex): The bodyguard shares the rural remedies he learned as a child with his charge, granting the charge a +2 bonus when using Heal to treat diseases.

Purveyor of Magic: Once per week, the bodyguard can find a seller or buyer of minor magic items.

Quick Reflexes (Ex): Whenever a bodyguard is within 30 feet of his charge, he grants his charge a +4 morale bonus on Reflex saves against attacks that allow a Reflex saving throw for half damage.

Reinforcements (Ex): Once per day, the bodyguard can form a posse, bringing together a group of 2d4 low-level warriors to aid his charge in one specific plan. It requires 1 hour for the bodyguard to gather the posse together.

Rogue Talent (Ex): The bodyguard may select one rogue talent for which he qualifies. The bodyguard may select this ability multiple times.

Scrounger (Ex): Once per day, the bodyguard can obtain one non-magical weapon, piece of armor, or adventuring gear for his charge.

Sneak Attack (Ex): The bodyguard gains the rogue's sneak attack ability and deals 1d6 points of precision damage. Each time this ability is selected, the bodyguard deals an additional 1d6 points of precision damage, up to a maximum of 5d6.

Swift Combat (Ex): Once per month, the bodyguard can train his charge in the secrets of a specialized fighting style with one specific weapon (longsword, dagger, etc.), providing his charge a +1 bonus on initiative when using that weapon.

Underworld Knowledge (Ex): Once per day, the bodyguard can provide his charge with secret information about a local authority, criminal, or shopkeeper, and grants his charge a +4 bonus on Diplomacy or Intimidate checks against the local citizen.

Table: Bodyguard Base Statistics

Class

| Level | HD | BAB | Fort | Ref | Will | Feats | Special |
|-------|----|------------|------|-----|------|-------|---------------------------------------|
| 1st | 1 | +1 | +2 | +2 | +0 | 1 | Guard ability |
| 2nd | 2 | +2 | +3 | +3 | +0 | 1 | — |
| 3rd | 3 | +3 | +3 | +3 | +1 | 2 | — |
| 4th | 3 | +3 | +3 | +3 | +1 | 2 | Ability score increase, guard ability |
| 5th | 4 | +4 | +4 | +4 | +1 | 2 | — |
| 6th | 5 | +5 | +4 | +4 | +1 | 3 | Devotion |
| 7th | 6 | +6/+1 | +5 | +5 | +2 | 3 | Guard ability, improved bodyguard |
| 8th | 6 | +6/+1 | +5 | +5 | +2 | 3 | — |
| 9th | 7 | +7/+2 | +5 | +5 | +2 | 4 | Ability score increase |
| 10th | 8 | +8/+3 | +6 | +6 | +2 | 4 | Guard ability |
| 11th | 9 | +9/+4 | +6 | +6 | +3 | 5 | — |
| 12th | 9 | +9/+4 | +6 | +6 | +3 | 5 | — |
| 13th | 10 | +10/+5 | +7 | +7 | +3 | 5 | Guard ability |
| 14th | 11 | +11/+6/+1 | +7 | +7 | +3 | 6 | Ability score increase |
| 15th | 12 | +12/+7/+2 | +8 | +8 | +4 | 6 | — |
| 16th | 12 | +12/+7/+2 | +8 | +8 | +4 | 6 | Guard ability |
| 17th | 13 | +13/+8/+3 | +8 | +8 | +4 | 7 | — |
| 18th | 14 | +14/+9/+4 | +9 | +9 | +4 | 7 | — |
| 19th | 15 | +15/+10/+5 | +9 | +9 | +5 | 8 | Guard ability |
| 20th | 15 | +15/+10/+5 | +9 | +9 | +5 | 8 | Ability score increase |

MIX ARTIST

While many bards perfect their skill with instruments and song, some choose to master a spectacular kind of alchemy, performing grand shows of fire, smoke, sparks, and explosions. The mix artist does not sing epic ballads nor act out famous tragedies; rather, he wows his audience with reactive flair. He imbibes extracts instead of casting spells, and dazzles with fireworks instead of inspiring courage. The mix artist's alchemy is more about the show than anything, preferring to impress people with flamboyant performances than a true alchemist's talent for creating bombs or turning lead to gold.

Primary Class: Bard.

Secondary Class: Alchemist.

Hit Dice: d8.

Bonus Skills and Ranks: The mix artist may select three alchemist skills to add to his class skills in addition to his normal bard class skills. The mix artist gains a number of ranks at each level equal to 6 + Int modifier.

Weapon and Armor Proficiency: A mix artist is proficient with all simple weapons, with light armor, but not with shields. He can cast cantrips while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a mix artist 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 mix artist still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Cantrips: Despite favoring extracts over spells, mix artists can cast *ghost sound*, *prestidigitation*, and *spark* as 0-level arcane spells an unlimited number of times per day. A mix artist's caster level for these effects is equal to his class level, and the DC for them is 10 + his Charisma modifier. All three spells require non-expensive material components found in an alchemist's kit.

Extracts: The mix artist prepares extracts as an alchemist of his level instead of casting spells as a bard. The alchemist's formula list replaces his spell list, allowing him to use spell trigger (but not spell completion) items if they appear on his formula list. The mix artist's extract preparation functions differently from an alchemist's in a few key ways, however.

The mix artist does not keep a formula book—he instead memorizes his formulae, learning them as a spontaneous caster would. He begins play knowing two 1st-level formulae of his choice. At each new mix artist level, he gains one or more new extracts, as indicated on [Table X-Y]. This is the same progression used by bards for the purposes of learning new spells. The mix artist may take the Expanded Arcana feat to learn new formulae, but otherwise can only learn new formulae by leveling up.

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

Additionally, the mix artist prepares his extracts at lightning speed—his narrow focus results in familiarity with his formulae, and he prepares his extracts as part of the action required to produce and quaff them (a standard action)—effectively creating and drinking his extracts in the time it would take a spontaneous spellcaster to decide on a spell and cast it. The rapid and volatile nature of this mixture process means his extracts are short-lived—if he doesn't quaff them when he produces them, they become inert at the end of his turn. A mix artist can never create infusions of his extracts. If he takes the Brew Potion feat, he can prepare potions of them as normal.

Finally, to learn or use an extract, a mix artist must have a Charisma score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against a mix artist's extract is 10 + the extract level + the mix artist's Charisma modifier. Mix artists use Charisma, not Intelligence, to determine bonus extracts per day. This ability replaces the bard's spellcasting ability.

Performative Alchemy (Ex): The mix artist's performance is one of alchemical might, percussive explosions, and colorful flashes. The mix artist creates concoctions that produce a variety of audio and visual effects, ranging from thunder to whistling and smoke to sparks. So long as he has his alchemist's kit on hand when making Perform (act) and Perform (percussion) skill checks, the mix artist can use his bonus in Craft (alchemy) in place of his Perform skill bonus. When substituting in this way, the mix artist uses his total Craft (alchemy) skill bonus, including class skill bonus, in place of his Perform skill bonus, whether or not he has ranks in the skill. Because the mix artist's alchemy is more showy than academic, he uses his Charisma modifier to calculate his Craft (alchemy) bonus instead of his Intelligence modifier.

Bardic Performance (Su): This is exactly like the bard ability of the same name, except a mix artist employs alchemy to produce his performances. He retains many of the bard's performances (with some slight alterations), while abandoning others in favor of more flamboyant selections. These changes and new performances are presented below.

Countersong (Su): This is exactly like the bardic performance of the same name, except that a mix artist must make a Craft (alchemy) skill check instead of a Perform skill check to begin this performance. A mix artist uses a series of loud explosions to interrupt sound-dependent effects when using the countersong performance.

Distraction (Su): This is exactly like the bardic performance of the same name, except that a mix artist must make a Craft (alchemy) skill check instead of a Perform skill check to begin his performance. A mix artist produces a shower of bright sparks to distract creatures or allies from illusion spells and effects.

Fascinate (Su): This is exactly like the bardic performance of the same name, except that a mix artist uses hypnotic percussive rhythms and entrancing colored smokes to fascinate his audience.

Pyrotechnic Show (Sp): At 1st level, the mix artist can create a pyrotechnic show that dazzles or chokes his audience. Starting with a substance like alchemist's fire, the mix artist adds various reagents until he produces either dazzling fireworks or a thick cloud of smoke. This choice cannot be changed mid-performance. A mix master must first end his performance and then begin a new one to change from one effect to another.

If the mix artist chooses dazzling fireworks, any creature within line-of-sight to the fireworks must succeed on a Will save (DC 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier) or gain the *dazzled* condition (–1 penalty to all attack rolls and sight-based Perception skill checks) until the end of the performance. This penalty increases to –2 at 5th level and by an additional –1 every six levels thereafter, to a maximum of –4 at 17th level.

As the mix artist gains levels, his pyrotechnic show improves. At 5th level, if a creature succeeds on its Will save, it is *dazzled* for 1d4 rounds, while a creature that fails its Will save remains *dazzled* for an additional 1d4 rounds after the performance ends. At 11th level, dazzling fireworks sheds bright light (as the *daylight* spell) in a 30-foot radius around the mix artist. At 17th level, the radius of the dazzling fireworks' *daylight* effect increases to 60 feet and produces sunlight in a 30-foot radius around the mix artist. Light shed by dazzling fireworks lasts only while the mix artist is performing.

If the mix artist chooses choking smoke, he creates a cloud of smoke in a 20-foot radius centered on himself. This cloud remains as long as he performs and disperses immediately when his performance ends. Winds (magical or otherwise) cannot disperse it. This cloud also blocks all sight, including darkvision. Any creature caught within the cloud (except for the mix artist) begins choking and must make a successful Fortitude save (DC 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier) or receive a –2 penalty to Strength and Dexterity. At 5th level, and every six mix artist levels thereafter, these penalties increase by 2, to a maximum of –8 at 17th level.

Once a creature made a successful save against a particular mix artist's pyrotechnic show effect, that creature is immune to that effect for 24 hours. Creatures that are naturally blind, or are unaffected by visual effects are also immune to this performance. This ability replaces inspire courage.

Inspire Competence (Su): This is exactly like the bardic performance of the same name, except that a mix artist mimics the sound of an epic orchestra with his explosive mixtures, encouraging confidence and competence in his allies.

Gust of Wind (Sp): At 6th level, explosions from the mix artist's performance can produce a blast of wind, as *gust of wind*. The mix artist must have already spent at least one round performing one of the following performances: countersong, pyrotechnic show, dirge of doom, or frightening tune. Using

this ability does not disrupt the effects of these performances, but it does require a standard action to activate (in addition to the free action to continue whichever performance he was already using). The Fortitude DC for the *gust of wind* effect is equal to 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier. This ability replaces *suggestion*.

Dirge of Doom (Su): This is exactly like the bardic performance of the same name, except that a mix artist creates startling explosions and weaves clouds of smoke into the shapes of objects baleful to his audience.

Stinking Cloud (Sp): At 9th level, the mix artist can integrate smoke with toxic mists to produce the effects of a *stinking cloud*. This performance functions in all ways like *stinking cloud*, except that the cloud is centered on the mix artist, lasts only as long as he performs, and doesn't affect the mix artist. Winds cannot disperse the cloud prematurely. Creatures in the cloud when it is created and those who enter it must make Fortitude saves (DC 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier) or become *nauseated*. Nauseated creatures that exit the cloud, or are in it when it is dispersed, are instantly cured of their nausea. This ability replaces *inspire greatness*.

Soothing Performance (Su): This is exactly like the bardic performance of the same name, except that a mix artist uses balms and elixirs to create a refreshing atmosphere.

Frightening Tune (Sp): This is exactly like the bardic performance of the same name. This performance resembles *dirge of doom*, but it is far more effective.

Rainbow Pattern (Sp): At 15th level, the mix artist can create a brilliant display of multicolor gases and smokes that fascinate creatures. This functions exactly like *rainbow pattern*, except that the mix artist can affect a number of HD of creatures up to twice his mix artist level, and he does not need to concentrate on the effect; he merely needs to continue performance. The effect ends immediately if the mix artist ceases performing. As with the spell, the mix artist can cause the pattern to move. The Will save DC for this effect is 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier. If a creature succeeds on its initial save, it becomes immune to this performance for 24 hours. This ability replaces *inspire heroics*.

River of Wind (Sp): At 18th level, whenever the mix artist uses his *gust of wind* performance, he can instead produce the effects of a *river of wind*. Once created, this effect lasts as long as he performs. The point of origin moves with the mix artist, and he can change the direction of the wind as a standard action. The Fortitude save DC for this effect is 10 + 1/2 the mix artist's level + the mix artist's Charisma modifier. The mix artist cannot create multiple *river of wind* effects at once; if he uses this ability twice during one performance, the previous instance immediately ends. This ability replaces *mass suggestion*.

Deadly Performance (Su): This is exactly like the bardic performance of the same name, except that a mix artist uses unexpected explosions and terrifying images to cause the target's life functions to cease.

Throw Anything (Ex): At 2nd level, a mix artist gains *Throw Anything* as a bonus feat. A mix artist adds his Charisma modifier to damage done with splash weapons, including the splash damage if any. This ability, along with *swift alchemy* and *instant alchemy*, replaces *versatile performance*.

Well-Versed (Ex): This is exactly like the bard ability of the same name, except that a mix artist is accustomed to different experiences than that of a normal bard. At 2nd level, a mix artist knows how to protect his eyes from harm. He gains a +4 bonus on saving throws made against all bardic performances, blindness and gaze attacks, and sonic spells and effects. This ability otherwise functions as and replaces *well-versed*.

Swift Alchemy (Ex): At 4th level, a mix artist gains the alchemist's *swift alchemy* ability, but it does not allow him to apply poisons to weapons as a move action.

Spectacle Master (Ex): At 5th level, the mix artist masters spectacular explosions and can take 10 on any Intimidate skill check if he has his alchemy kit on hand. He gains *Dazzling Display* as a bonus feat even though he doesn't meet its prerequisites and can use it with his alchemy kit instead of a weapon. Once per day, he can take 20 on an Intimidate skill check without increasing the time it takes to use the skill. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level. He cannot take 20 on Intimidate skill checks made in conjunction with the *Dazzling Display* feat. This ability replaces *lore master*.

Instant Alchemy (Ex): At 18th level, a mix artist gains the alchemist's *instant alchemy* ability, but it does not allow him to apply poison to weapons as a swift action.

Table: Mix Artist

| Class Level | Base | | | Special | Spells per Day | | | | | | |
|-------------|--------------|-----------|----------|---------|---|-----|-----|-----|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | | Will Save | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Bardic performance, bardic knowledge, cantrips, countersong, distraction, extracts, fascinate, performative alchemy, pyrotechnic show | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Throw anything, well-versed | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Inspire competence +2 | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | Swift alchemy | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Spectacle master 1/day | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Gust of wind | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Inspire competence +3 | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Dirge of doom | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Stinking cloud | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Jack-of-all trades | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Inspire competence +4, spectacle master 2/day | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Soothing performance | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Frightening tune | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Inspire competence +5, rainbow pattern | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Spectacle master 3/day | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Instant alchemy, river of wind | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Inspire competence +6 | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Deadly performance | 5 | 5 | 5 | 5 | 5 | 5 |

SHROUDSINGER

Some believe there is a veil, a thin curtain that guards the way between life and death. Lying just beyond the veil, out of sight and out of touch, are spirits lost in the limbo of purgatory who aimlessly wander the afterlife. However, there is one with the power and know-how to restore these trapped souls to life, even if it is only for a few precious moments. The shroudsinger, trained in her ethereal arts, travels the lands as a simple bard while granting temporary reprieve to these spirit's senseless existence. In return, these spirits envelope the shroudsinger in their eternal embrace, protecting her from harm and granting her extraordinary powers to further her mission of mercy.

Primary Class: Bard.

Secondary Class: Oracle.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The shroudsinger is proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Shroudsingers are also proficient with light armor and shields (except tower shields). A shroudsinger can cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance.

Spellcasting: The shroudsinger casts arcane spells which are drawn from the bard spell list. She can cast bard spells without preparing them before hand as normal, but cannot exceed her base daily spell allotment. She otherwise learns, knows, and casts spells as a bard equal to her shroudsinger level.

Bardic Performance: This is exactly like the bard ability of the same name, except that the shroudsinger only has access to the bard's fascinate, suggestion, dirge of doom, frightening tune, and mass suggestion performances. The shroudsinger also gains dance of the dead and ghastly waltz as new performances, which are described hereafter.

Dance of the Dead (Su): A shroudsinger of 12th level or higher can use her performance to gain control over the empty shells of those who have passed beyond the veil, though only for a few fleeting moments. At the start of the shroudsinger's next turn, she can animate one nearby corpse or skeleton as the *animate undead* spell which are then placed under her control. She may continue to select one additional corpse or skeleton each round that she maintains her performance, but cannot exceed a number of HD of undead equal to her shroudsinger level. During her performance, she can command these animated undead without any hindrance to her performance. Once the performance ends, the corpses or skeletons fall to the ground, no longer animated. Dance of the dead requires a full-round action to begin the performance, regardless of anything that would normally reduce the time requirement of a performance. This ability replaces soothing performance.

Ghastly Waltz (Su): A shroudsinger of 15th level or higher can use her performance to summon the disembodied spirits of those who have passed beyond the veil. At the start of the shroudsinger's next turn, two ghosts rise up from the ground to heed her command. Each ghost has the same statistics as the ghost listed in the Bestiary, but are each armed with a +1 *ghost touch rapier*. During her performance, she can command these ghosts without any hindrance to her performance. Once the performance ends, the ghosts vanish. Ghastly waltz requires a full-round action to begin the performance, regardless of anything that would normally reduce the time requirement of a performance. This ability replaces inspire heroics.

Mystery: The shroudsinger gains the oracle's mystery ability and may select the Ancestor** mystery, or the new Veil mystery (see New Mysteries in this book). This ability replaces **countersong**, **inspire courage**, **inspire competence**, **versatile performance**, **inspire greatness**, **jack-of-all trades**, and **deadly performance**. (***Ultimate Magic*)

At 1st level, a shroudsinger adds the skill listed in her mystery to her class skills. Also, she may choose a revelation, and an additional revelation every five levels thereafter.

At 3rd level, a shroudsinger gains a mystery spell and adds it to her spell list, and adds each subsequent mystery spell every three levels thereafter, up to her sixth mystery spell at 18th level, as shown on Table: Shroudsinger.

At 20th level, a shroudsinger gains her final revelation.

Oracle's Curse: At 1st level, the shroudsinger gains the oracle's curse ability, except that the shroudsinger must select the haunted curse. This ability replaces **distraction**.

New Mysteries

The following new mystery may be selected by an oracle or multiclass oracle.

Veil

Class Skills: An oracle with the **veil** mystery adds Bluff, Escape Artist, Perception, and Stealth to her list of class skills.

Bonus Spells: *doom* (2nd), *spiritual weapon* (4th), *speak with dead* (6th), *divination* (8th), *raise dead* (10th), *true seeing* (12th), *temporary resurrection* (14th), *moment of prescience* (16th), *foresight* (18th).

Revelations: An oracle with the **veil** mystery can choose from any of the following revelations.

Ancestral Advice (Su): Three times per day as a full-round action, you may seek advice from beyond the veil. This advice takes the form of an *augury* spell with a 90% chance of success.

Army of the Dead (Ex): Great warriors often die on the battlefield along with their techniques, but this is no barrier to you. You may select a single combat feat for which you qualify, or gain Weapon Specialization in a weapon in which you already have Weapon Focus.

Ghostly Servant (Su): As a swift action, you may call upon the aid of an *unseen servant*, as the spell, to provide you simple service. You may use this ability for a number of minutes per day equal to your level. These minutes do not need to be consecutive.

Holy Beyond Measure (Sp): Whenever a being great good passes through the veil, the world weeps. However, you can call upon the souls of the saints to grant you a measure of their power. As a standard action, any ally within 30 ft. of you gains the benefits of a *death ward* and *greater heroism* spell, with a caster level equal to your level. In addition, each ally within 30 ft. is healed for 4d8+20 hit points. The oracle can use this revelation a number of times per day equal to her Wisdom modifier. The oracle must be at least 15th level to select this revelation.

Know the Veil (Su): You gain a +1 bonus to your caster level for all illusion spells. This bonus increases to +2 at 15th level.

Lore of the Beyond (Ex): The secrets and lost arts of those who have passed through the veil in ancient times are known to you. You may select any one spell of 4th-level or lower from the cleric, druid, or sorcerer/wizard list to add to your list of spells known. This supersedes your maximum number of spells known.

Mystic Arcanum (Ex): Whenever a powerful spellcaster pass through the veil, remnants of their magical knowledge remain intact in the hereafter. You may select a single metamagic feat or item creation feat for which you qualify to gain as a bonus feat.

Remedy the Spirit (Su): You gain a +4 bonus on saving throws against negative levels. At 10th level, this bonus also applies to allies within 40 feet you. At 15th level, you become immune to temporary negative levels.

Ride Forth the Demon Bellows (Sp): Whenever a being of great evil passes through the veil, the afterworld shrieks in terror. However, you may grant these malevolent souls a short respite from their eternal torment. As a full-round action, you can summon forth a single evil soul which manifests itself in the

form of a succubus or vrock. This revelation functions like *summon monster VII*, and uses your level as the caster level. The oracle can use this revelation a number of times per day equal to her Wisdom modifier. The oracle must be at least 15th level to select this revelation.

Shrouded Expertise (Ex): All are subject to the hand of death, even those possessed of great skill and know-how. You may select a single class skill in which you gain the Skill Focus feat, or you may select either Magical Aptitude, Prodigy, or Stealthy as a bonus feat.

Final Revelation: The veil between life and death is very thin, allowing you to pass through it with ease. You may cast *shadow walk* twice per day as a spell-like ability. In addition, the spirits of the dead are extremely grateful to you. Once per week, they grant you the gift to cast *limited wish*.

Table: Shroudsinger

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Spells per Day | | | | | |
|-------------|-------------------|-----------|----------|-----------|--|----------------|-----|-----|-----|-----|-----|
| | | | | | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Bardic knowledge, bardic performance, cantrips, fascinate, mystery, oracle's curse, revelation | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Well-versed | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Mystery spell | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | Lore master 1/day | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Mystery spell, revelation, suggestion | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Dirge of doom | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | Mystery spell, revelation | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Lore master 2/day, revelation | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Dance of the dead, mystery spell | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Frightening tune | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Ghastly waltz, mystery spell | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | Revelation | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Lore master 3/day | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Mass suggestion, mystery spell | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Final revelation | 5 | 5 | 5 | 5 | 5 | 5 |

SONGFILCH

Songfilches employ the magic and performance expertise of a bard in conjunction with the stealth and skill capacity of a rogue. Through song, dance, and other performances, he can confuse his enemies, vanish from sight, fascinate his audience, pierce the bodies of his foemen with sound made manifest, and execute great feats of legerdemain.

Primary Class: Bard.

Secondary Class: Rogue.

Hit Dice: d8.

Bonus Skills and Ranks: The songfilch adds the rogue's Disable Device skill to his class skills in addition to the normal bard class skills. The songfilch gains a number of ranks at each level equal to 6 + Int modifier.

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

Bardic Performance: At 1st level, a songfilch gains bardic performance which functions as the bard ability of the same name, except that the songfilch has access to a small selection of new performances, in addition to a few of those typically used by the bard.

Diversion (Su): At 1st level, a songfilch can use his bardic performance to deceive the senses of his observers and vanish from view. Each round of diversion, he makes a Perform (act, dance, oratory, or sing) skill check. Any creature within 30 feet of the songfilch must make a Will save (DC 10 + 1/2 the songfilch's level + the songfilch's Charisma modifier) or come under the effects of *ghost sounds* (as the spell). If this save fails, the target's attention is drawn away from the song filch who can immediately attempt a Stealth check to hide himself from their view. To the observers, the songfilch seems to have vanished into thin air. If this check succeeds, the target assumes that the noise was something innocent and disregards it and continues to observe the songfilch. Diversion only works if all observers have been distracted by the noise. Diversion relies on audible components to function. This ability replaces distraction.

Piercing Crescendo (Su): At 1st level, a songfilch can use his performance to unleash a powerful keening note which transforms into a razor-sharp crystalline shard that deals both an amount of piercing damage equal to 1d4 plus and an amount of sonic damage equal to 1/2 the songfilch's level, and dazes a single target within 30 feet for 1 round. This crystalline shard ignores any hardness. This note is inaudible to all but the target, and requires the songfilch to make a ranged touch attack that does not provoke attacks of opportunity. This performance requires a standard action to perform. A piercing crescendo's effective range increases to 40 feet at 8th level, and to 50 feet at 15th level.

In addition, piercing crescendo can be used as a ranged sneak attack, but only if the target is within 30 feet (see Sneak Attack). The songfilch must expend 1 additional round of his bardic performance to apply sneak attack damage to his piercing crescendo. Piercing crescendo is an evocation (sonic) ability. Piercing crescendo relies on audible components in order to function. This ability replaces countersong.

Obfuscate (Sp): At 1st level, a songfilch can use his performance to cause himself or a single creature to vanish from sight. The creature to be vanished must be within 30 feet, and able to see and hear the songfilch when the performance begins. This performance functions like *invisibility* (as the spell), except the effect only lasts as long as the songfilch continues to spend rounds of bardic performance. Like *invisibility*, the effect immediately ends if the subject attacks any creature. If the songfilch has made a successful *diversion* performance, he can use this performance in place of his Stealth skill check as a move action. *Obfuscate* is an illusion (glamer) ability. *Obfuscate* relies on visual components when it affects a creature other than the songfilch. This ability replaces fascinate.

Shrouded Step (Sp): A songfilch of 6th level or higher can use his performance to make himself or a single creature invisible (as per the *greater invisibility* spell), and requires a standard action to activate. This ability affects only a single creature, using an additional 1 round of the songfilch's bardic performance for each round the performance continues. If the songfilch has made a successful *diversion* performance, he can expend 1 additional round of his bardic performance to use this performance in place of his Stealth skill check as a move action. *Shrouded step* is an illusion (glamer) ability. *Shrouded step* relies on visual components in order to function when used on a creature other than the songfilch. This ability replaces suggestion.

Silent Refrain (Su): At 8th level, a songfilch can use his performance (act) to silence a selected target (including himself). The songfilch can affect a number of single targets up to the songfilch's Charisma modifier. For every three levels a songfilch has attained beyond 6th, he can target one additional creature with this ability. This is not an area effect. Each creature to be silenced must be within 60 feet of the songfilch, and be able to see him. The songfilch must also be able to see the creatures affected.

Each creature within range receives a Will save (DC 10 + 1/2 the songfilch's level + the songfilch's Charisma modifier) to negate the effect. If a creature's saving throw succeeds, the songfilch cannot attempt to silence that creature again for 24 hours. If its saving throw fails, the creature is silenced as the spell, for as long as the songfilch continues to maintain it, plus an additional number of rounds afterwards equal to his Charisma modifier. While silenced, a creature is under the same effects as a *silence* spell (including effects on spellcasting), but with only a 5-foot radius emanation centered on the creature.

If the songfilch chooses to target himself, he is placed under the effects of a *silence* spell with a caster level equal to his songfilch level. In addition, the songfilch can continue to cast his spells as if he had the Silent Spell metamagic feat, but only for as long as the performance remains in effect. Silent refrain is an illusion (glamer) ability. Silent refrain relies on visual components in order to function. This ability replaces dirge of doom.

Manifold Melody (Su): A songfilch of 9th level or higher can use his performance to create illusory doubles to conceal his true location. The songfilch can create a number of duplicate images at 9th level equal to 3 + one additional image every two levels thereafter. Each of these images remains in the songfilch's space and move with him, mimicking his movements, sounds, and actions exactly. These duplicate images remain for as long as the songfilch maintains his performance. This ability otherwise functions as the *mirror image* spell. Manifold melody is an illusion (figment) ability. Manifold melody relies on audible and visual components in order to function. This ability replaces inspire greatness.

Harmonious Measure (Sp): A songfilch of 12th level or higher can use his performance to become invisible (as *greater invisibility*) while an illusory double of him (as *major image*) appears. The songfilch is then free to go elsewhere while his double moves away. The double appears within range but thereafter moves as the songfilch directs, which requires a move action beginning on the first round after the casting. The songfilch can make the figment appear superimposed perfectly over his own body so that observers don't notice an image appearing and him turning invisible. The songfilch and the figment can then move in different directions. The double moves at the songfilch's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so. The illusory double lasts as long as the songfilch continues performing, plus a number of additional rounds equal to his Charisma modifier. After the songfilch ceases the performance, the illusory double continues to carry out the same activity until the duration expires. Using this performance uses up 2 additional rounds of the songfilch's bardic performance each round the performance is maintained. This performance may only create one duplicate at a time. If the performance is started again while another duplicate is still in existence, the original immediately ends. If the songfilch has made a successful *diversion* performance, he can expend 2 additional rounds of his bardic performance to use this performance in place of his Stealth skill check as a move action. *Harmonious measure* is an illusion (figment, glamer) ability. This ability replaces soothing performance.

Revealing Strain (Ex): At 14th level, a songfilch can use performance to compel creatures to reveal themselves when hiding. All enemies within 30 feet must make a Will save (DC 10 + 1/2 the songfilch's level + the songfilch's Cha modifier). If they fail, they must cease using Stealth, and dismiss, suppress, or dispel if necessary magical effects that grant invisibility or any other form of concealment from the songfilch. As long as they can hear the performance, affected creatures may not attack or flee until they have eliminated every such effect, though they are freed from this compulsion immediately if attacked. Creatures in the area must make this save each round the songfilch continues his performance. This ability is language-dependent and requires audible components. This performance replaces frightening tune.

Hidden Troupe (Sp): This ability functions just like *obfuscate*, but allows a songfilch of 18th level or higher to simultaneously make a number of creatures within 60 feet of each other invisible. The effect moves with the group and is broken when anyone in the group attacks. Individuals in the group cannot see each other. The spell is broken for any individual who moves more than 60 feet from the nearest member of the group. If only two individuals are affected, the one moving away from the other one loses its invisibility. If both are moving away from each other, they both become visible when the distance between them exceeds 60 feet. This performance requires a standard action to activate and affects a number of creatures equal to 1/2 the songfilch's level + his Charisma modifier. Using this performance uses up 2 additional rounds of the songfilch's bardic performance each round it is maintained. *Hidden Troupe* is an illusion (glamer) ability and replaces mass suggestion.

Deadly Crescendo (Su): Upon reaching 20th level, a songfilch becomes extremely deadly with his piercing crescendo. Each time the songfilch deals ranged sneak attack damage, the shard explodes in a burst of crystalline shrapnel. The target receives a Fortitude save (DC 10 + 1/2 the songfilch's level + the songfilch's Charisma modifier). If a creature's saving throw succeeds, the target takes an amount of bleeding damage equal to the songfilch's Charisma modifier, and is staggered for 2d4 rounds. If a creature's saving throw fails, the shrapnel strikes the target's heart and it dies. Once a creature has been the target of a deadly crescendo, regardless of whether or not the save is made, that creature is immune to that songfilch's deadly crescendo for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability. This ability replaces deadly performance.

Diminished Spellcasting: The songfilch casts arcane spells drawn from the bard spell list, and both casts and knows one fewer spell of each level than normal. If this reduces the number to 0 (minimum 1 for spells known), he may cast spells of that level only if his Charisma allows bonus spells of that level. He otherwise casts spells as a bard of equal level. In addition, the songfilch adds the following spells to his spell list and may select any of these spells as a spell known, in addition to those listed in the bard's spell list: 0—*detect poison*; 1st—*obscuring mist*, *shadow weapon***; 2nd—*forbid action***[†], *grace**; 3th—*non-detection*, *silence*; 4th—*deeper darkness*, *twilight knife**; 5th—*poison*; 6th—*forbid action (greater)***[†]. (**Advanced Player's Guide*, ***Ultimate Magic*)

Sneak Attack (Ex): This is exactly like the rogue ability of the same name, but the songfilch can apply his sneak attack damage to his piercing crescendo anytime the target would be denied a Dexterity bonus to AC, or when the songfilch flanks his target. This extra damage is 1d6 at 1st level, and increases by 1d6 every four levels thereafter, to a maximum of +5d6 at 17th level. This ability replaces inspire courage.

Spellsong (Ex): At 2nd level, a songfilch gains Spellsong as a bonus feat, even if he does not have the normal prerequisites.

Rogue Talents: At 2nd level and every four levels thereafter, a songfilch gains a rogue talent for which he qualifies. At 14th level, the songfilch can choose an advanced rogue talent whenever he could choose a rogue talent, or when he selects the Extra Rogue Talent feat. The songfilch adds the following rogue abilities to the list of advanced talents he may select: Evasion, Uncanny Dodge, and Improved Uncanny Dodge. A songfilch must select Uncanny Dodge before selecting Improved Uncanny Dodge. In the case of the Improved Evasion talent, the songfilch must have Evasion to select it. A songfilch 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.

Rogue Talents: The following rogue talents complement the songfilch multiclass archetype: Black Market Connections[†], Charmer*, Coax Information*, Convincing Lie[†], Fast Stealth, Finesse Rogue, Guileful Polygot*, Honeyed Words*, Quick Disguise*, Trap Spotter, and Underhanded[†]. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Advanced Talents: The following advanced rogue talents complement the songfilch archetype: Confounding Blades[†], Defensive Roll, Dispelling Attack, Fast Tumble*, Hard to Fool[†], Improved Evasion, Master of Disguise*, Rumormonger[†], Skill Mastery, Thoughtful Reexamining*, and Unwitting Ally[†]. (**Advanced Player's Guide*, [†]*Ultimate Combat*)

Table: Songfilch

| Class Level | Base | | | | Special | Spells per Day | | | | | |
|-------------|--------------|-----------|----------|-----------|---|----------------|-----|-----|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +2 | +2 | Bardic knowledge, bardic performance, cantrips, diversion, <i>obfuscate</i> , piercing crescendo, sneak attack +1d6 | 0 | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Rogue talent, spellson, well-versed | 1 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +3 | Inspire competence +2 | 2 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +4 | | 2 | 0 | — | — | — | — |
| 5th | +3 | +1 | +4 | +4 | lore master 1/day, sneak attack +2d6 | 3 | 1 | — | — | — | — |
| 6th | +4 | +2 | +5 | +5 | Rogue talent, <i>shrouded step</i> | 3 | 2 | — | — | — | — |
| 7th | +5 | +2 | +5 | +5 | Inspire competence +3 | 3 | 2 | 0 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +6 | Silent refrain | 3 | 3 | 1 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +6 | <i>Manifold melody</i> , sneak attack +3d6 | 4 | 3 | 2 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +7 | Jack-of-all trades, rogue talent | 4 | 3 | 2 | 0 | — | — |
| 11th | +8/+3 | +3 | +7 | +7 | Inspire competence +4, lore master 2/day | 4 | 3 | 3 | 1 | — | — |
| 12th | +9/+4 | +4 | +8 | +8 | Harmonious measure | 4 | 4 | 3 | 2 | — | — |
| 13th | +9/+4 | +4 | +8 | +8 | Sneak attack +4d6 | 4 | 4 | 3 | 2 | 0 | — |
| 14th | +10/+5 | +4 | +9 | +9 | Advanced talents, revealing strain, rogue talent | 4 | 4 | 3 | 3 | 1 | — |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Inspire competence +5, inspire heroics | 4 | 4 | 4 | 3 | 2 | — |
| 16th | +12/+7/+2 | +5 | +10 | +10 | | 4 | 4 | 4 | 3 | 2 | 0 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | Lore master 3/day, sneak attack +5d6 | 4 | 4 | 4 | 3 | 3 | 1 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | <i>Hidden troupe</i> , rogue talent | 4 | 4 | 4 | 4 | 3 | 2 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | Inspire competence +6 | 4 | 4 | 4 | 4 | 4 | 3 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | Deadly crescendo | 4 | 4 | 4 | 4 | 4 | 4 |

Table: Songfilch Spells Known

| Level | Spells Known | | | | | | |
|-------|--------------|-----|-----|-----|-----|-----|-----|
| | 0 | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | 3 | 1 | — | — | — | — | — |
| 2nd | 4 | 2 | — | — | — | — | — |
| 3rd | 5 | 3 | — | — | — | — | — |
| 4th | 5 | 3 | 1 | — | — | — | — |
| 5th | 5 | 3 | 2 | — | — | — | — |
| 6th | 5 | 3 | 3 | — | — | — | — |
| 7th | 5 | 4 | 3 | 1 | — | — | — |

| | | | | | | | |
|------|---|---|---|---|---|---|---|
| 8th | 5 | 4 | 3 | 2 | — | — | — |
| 9th | 5 | 4 | 3 | 3 | — | — | — |
| 10th | 5 | 4 | 4 | 3 | 1 | — | — |
| 11th | 5 | 5 | 4 | 3 | 2 | — | — |
| 12th | 5 | 5 | 4 | 3 | 3 | — | — |
| 13th | 5 | 5 | 4 | 4 | 3 | 1 | — |
| 14th | 5 | 5 | 5 | 4 | 3 | 2 | — |
| 15th | 5 | 5 | 5 | 4 | 3 | 3 | — |
| 16th | 5 | 5 | 5 | 4 | 4 | 3 | 1 |
| 17th | 5 | 5 | 5 | 5 | 4 | 3 | 2 |
| 18th | 5 | 5 | 5 | 5 | 4 | 3 | 3 |
| 19th | 5 | 5 | 5 | 5 | 4 | 4 | 3 |
| 20th | 5 | 5 | 5 | 5 | 5 | 4 | 4 |

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

ELDRITCH WARLOCK

Most sorcerers focus solely on their bloodlines, drawing strength from their inherent magical energies. However, there are those who seek greater power by tapping into the strange eldritch energies of witchcraft and their ilk. Through focusing unused spell energy, the eldritch warlock can unleash bolts of eldritch energy from his hands, blasting enemies and obstacle alike. With his bloodline powers augmented by his newly acquired hex magic and chosen patron, the eldritch warlock can be both a cunning ally and deadly foe.

Primary Class: Sorcerer.

Secondary Class: Witch.

Hit Dice: d6.

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

Weapon and Armor Proficiency: The eldritch warlock is proficient with all simple weapons. He is not proficient with any type of armor or shield. Armor interferes with an eldritch warlock's gestures, which can cause his spells with somatic components to fail.

Diminished Spellcasting: The eldritch warlock casts arcane spells drawn from the sorcerer/wizards spell list, and both casts and knows one fewer spell of each level than normal. If this reduces the number to 0 (minimum 1 for spells known), he may cast spells of that level only if his Charisma allows bonus spells of that level. He otherwise casts spells as a sorcerer of equal level.

Bloodline: At 1st level, the eldritch warlock may choose any bloodline subject of GM approval as normal.

Starting at 3rd level, whenever the eldritch warlock gains a bloodline power, he may choose to take the bloodline power indicated for that level, or choose a previous bloodline power that he does not already possess, including his 1st level bloodline power that is replaced by his eldritch blast ability.

Eldritch Blast (Su): At 1st level, the eldritch warlock can draw upon the eldritch power of his patron to unleash a ray of eldritch energy a number of times per day equal to 3 + his Charisma modifier. As a standard action, the eldritch warlock can make a ranged touch attack that targets any foe within 30 feet. This attack deals an amount of damage equal to 1d6 + the eldritch warlock's Charisma modifier. Eldritch blast deals normal damage against incorporeal creatures as the *ghost touch* special weapon property.

An eldritch warlock can use a metamagic feat he has selected to enhance his eldritch blast. At 4th level, an eldritch warlock can use Elemental Spell*, Enlarge Spell and Merciful Spell* to enhance his eldritch blast. At 7th level, he adds Sickening Spell*, and Thundering Spell* to the list of metamagic feats he can use. At 10th level, he adds Maximize Spell to the list of metamagic feats he can use. (*Advanced Player's Guide)

To apply a metamagic feat to his eldritch blast, the eldritch warlock must sacrifice a spell slot equal to the metamagic feat's level increase modifier, plus the eldritch blast's equivalent spell level. Eldritch blast is the equivalent of a 0-level spell for the purpose of determining this calculation. For example, if a 5th level eldritch warlock adds the Elemental Spell metamagic feat to deal acid damage with his eldritch blast, he must sacrifice a 1st-level spell slot or higher. If he chooses to add more than one metamagic feat to his eldritch blast, he must sacrifice a spell slot equal to the combined total of each metamagic feat's level increase modifier. Thus, an eldritch warlock of 8th level or higher would need to sacrifice a 4th-level spell slot or higher to add the Elemental Spell, Enlarge Spell, and Sicken Spell metamagic feats to his eldritch blast.

In addition, an eldritch warlock may select from the following new feats to enhance his eldritch blast: Eldritch Resonance, Extra Eldritch Blast, Greater Eldritch Blast, Intensified Eldritch Blast, and Vexing Blast (see New Feats). Eldritch blast is a ray effect with a range of 30 feet. This ability replaces bloodline power at 1st level.

Witch's Patron: At 1st level, the eldritch warlock must choose a witch patron that coincides with his chosen bloodline. For example, a eldritch warlock that has chosen the Aberrant bloodline or the associated Warped wildblooded bloodline could choose either the Deception, Enchantment, or Insanity patron. The choice of patron should be made under the GM's discretion.

In addition, whenever the eldritch warlock adds his bloodline spell to his spell list, he can add his corresponding patron spell instead. This ability and hex replace lost spells due to diminished spells, and it replaces bloodline feats.

Hex: At 2nd level, the eldritch warlock gains the witch's hex ability, except the eldritch warlock gains a hex at 2nd, 6th, 10th, 14th, and 18th level. At 14th level, the eldritch warlock can select a major hex each time he could select a hex.

NEW FEATS

The following new feats may be selected by the eldritch warlock multiclass archetype.

Eldritch Resonance

You reduce your target's saving throws.

Prerequisites: Eldritch blast class feature, Hex class feature.

Effect: Whenever you cast a spell, if the single target is currently under the effects of a hex you invoked, they suffer a -2 to any saving throws.

Extra Eldritch Blast

Your daily use of your eldritch blast increases.

Prerequisites: Eldritch blast class feature.

Effect: You may use Eldritch Blast an additional two times a day.

Special: You may take this feat a maximum of three times.

Greater Eldritch Blast

You deal more damage with you eldritch blast by expending spells.

Prerequisites: Eldritch blast class feature, Caster Level 5th.

Effect: As a move action, you may sacrifice a spell slot of any level you can cast. You deal an additional 1d6 damage per level of the spell sacrificed with your eldritch blast (maximum 10d6) on the same turn.

Special: Your eldritch blast's equivalent spell level is now equal to the spell slot you have sacrificed.

Intensified Eldritch Blast

Your eldritch blast deals more damage.

Prerequisites: Eldritch blast class feature, Caster level 5th.

Effect: Your eldritch blast deals an additional 2d6 points of damage.

Vexing Eldritch Blast

You slow the targets of your eldritch blast.

Prerequisites: Eldritch blast class feature, Caster level 3rd.

Effect: Your eldritch blast carries a slow effect that lasts for 1 round. The target can make a Will save (10 + 1/2 your class level + your Charisma modifier) to negate this effect.

Table: Eldritch Warlock

| 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 | +0 | +0 | +2 | Bloodline, cantrips, eldritch blast, eschew material, witch's patron | 2 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | Hex | 3 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 | Bloodline power, bloodline spell | 4 | — | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 | | 5 | 2 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 | Bloodline spell | 5 | 3 | — | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 | Hex | 5 | 4 | 2 | — | — | — | — | — | — |
| 7th | +3 | +2 | +2 | +5 | Bloodline spell | 5 | 5 | 3 | — | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 | | 5 | 5 | 4 | 2 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 | Bloodline power, bloodline spell | 5 | 5 | 5 | 3 | — | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 | Hex | 5 | 5 | 5 | 4 | 2 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 | Bloodline spell | 5 | 5 | 5 | 5 | 3 | — | — | — | — |
| 12th | +6/+1 | +4 | +4 | +8 | | 5 | 5 | 5 | 5 | 4 | 2 | — | — | — |
| 13th | +6/+1 | +4 | +4 | +8 | Bloodline spell | 5 | 5 | 5 | 5 | 5 | 3 | — | — | — |
| 14th | +7/+2 | +4 | +4 | +9 | Hex, major hex | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — | — |
| 15th | +7/+2 | +5 | +5 | +9 | Bloodline power, Bloodline spell | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — | — |
| 16th | +8/+3 | +5 | +5 | +10 | | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — |
| 17th | +8/+3 | +5 | +5 | +10 | Bloodline spell | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — |
| 18th | +9/+4 | +6 | +6 | +11 | Hex | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 |
| 19th | +9/+4 | +6 | +6 | +11 | Bloodline spell | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 |
| 20th | +10/+5 | +6 | +6 | +12 | Bloodline power | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Eldritch Warlock Spells Known

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

LIVING REFRAIN

A living refrain is the embodiment of song, sound, and melody, and combines the arcane magic and music related abilities and powers of both the sorcerer of the maestro bloodline and the bard. She uses her sonic-based arcane energies to protect herself and her allies in battle.

Primary Class: Sorcerer.

Secondary Class: Bard.

Hit Dice: d6.

Bonus Skills and Ranks: The living refrain may select six bard class skills to add to her class skill list in addition to the normal sorcerer class skills, one of which must be Perform (sing). The living refrain gains a number of ranks at each level equal to 4 + Int modifier.

Weapon and Armor Proficiency: The living refrain is proficient with all simple weapons, plus the baton (a wooden sap) and the whip. She is not proficient with any armor or shields.

Diminished Spellcasting: The living refrain casts arcane spells drawn from the sorcerer/wizards spell list and adds all bard spells with the sonic descriptor to her spell list. Also, she both casts and knows one fewer spell of each level than normal. If this reduces the number to 0 (minimum 1 for spells known), she may cast spells of that level only if her Charisma allows bonus spells of that level. She otherwise casts spells as a sorcerer of equal level.

Bloodline: The living refrain gains the sorcerer bloodline class ability and may only choose the Maestro** bloodline or the new Harmonics bloodline (see New Bloodlines in this book). Unless otherwise noted, the living refrain gains all other benefits associated with her chosen bloodline.

Crescendo (Su): At 1st level, the living refrain gains sonic resistance equal to her living refrain level. This resistance does not stack with other forms of sonic resistance, such as those granted by spell effects, magic items, or other abilities. This ability, senza fine, vocal range, and well-versed replace spells lost due to diminished spellcasting.

Well-Versed (Ex): At 3rd level, the living refrain gains the bard's well-versed ability.

Vocal Range (Ex): Starting at 5th level, the living refrain can apply her Perform (sing) skill bonus in place of her Bluff or Sense motive skills.

Lore Master (Ex): At 7th level, the living refrain gains the bard's lore master ability and can use it once per day. She can use this ability one additional time per day for every six levels he possesses beyond 7th, to a maximum of three times per day at 19th level. This ability replaces bonus feat at 7th, 13th, and 19th level.

Senza Fine (Su): At 13th level, the living refrain becomes immune to the deafened condition regardless of the cause, whether magical or otherwise.

Harmonics Bloodline

Your blood has been infused with the very sacred songs of the heavenly choir or the profane chants of the abyssal or infernal hordes. You are able to shape sounds to your will, and even become one with the melodic harmony of the living world around you. This bloodline complements the living refrain multiclass archetype.

Class Skill: Perform.

Bonus Spells: *horn of pursuit*** (3rd), *piercing shriek*** (5th), *sonic thrust*** (7th), *echolocation*** (9th), *wall of sound*** (11th), *deafening song bolt** (13th), *resonating word*** (15th), *greater shout* (17th), *deadly finale*** (19th). (**Advanced Player's Guide*, ***Ultimate Magic*)

Bonus Feats: Dazzling Display, Extra Performance, Greater Spell Focus (enchantment), Lingering Performance**, Persuasive, Skill Focus (Perform), Spell Focus (enchantment), Spellsong**, Still Spell. (**Advanced Player's Guide*, ***Ultimate Magic*)

Bloodline Arcana: Whenever you cast a spell with a verbal component and no somatic or material component, you can deal an amount of sonic damage to the target equal to 1/2 your sorcerer level.

Bloodline Powers: The very essence of the natural world infuses every aspect of your magic, allowing you to draw upon its power and shape it to your will.

Bloodline Powers: You are in harmony with the natural music of the world, and can draw upon it to create magic effects.

Resonant Voice: At 1st level, you gain the ability to use the bardic performance ability, but may only use Perform (sing) to create magical effects. You can use this ability a number of rounds per day equal to your level + your Charisma modifier. You may choose other Perform skills, but may not use them with your resonance voice. This ability otherwise functions as bardic performance as a bard equal to your sorcerer level.

Countersong/Fascinate (Su): At 1st level, you also gain both the bard's countersong and fascinate abilities, allowing you to either counter magical spells and effects, or enchant your enemies to a minor degree.

Inspire Courage (Su): At 3rd level, you gain the ability to use the inspire courage bardic performance ability. This ability grants a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. These bonuses increase to +2 at 7th level and an additional +1 every six levels thereafter, to a maximum of +4 at 19th level.

Perfect Voice (Su): At 9th level, you understand all efforts to communicate through sound, and can make yourself understood to any creature able to understand language. You can speak to, and understand the speech of, any creature that understands at least one spoken language. The save DCs of language-dependent spells you cast increase by +1.

Frightening Tune (Sp): At 15th level, you can use your voice to cause fear in your enemies. To be affected, an enemy must be able to hear your performance and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 your sorcerer level + your Cha modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear your performance. This ability relies on audible components.

Musical Apotheosis (Su): At 20th level, you can choose to transform yourself into the living embodiment of music for a number of times per day equal to your sorcerer level + your Charisma modifier, and requires a full round of uninterrupted performance to complete. At the beginning of your next turn, you transform into an undistinguishable glowing personage of melodic sound. Visually, your form appears as a complex series of swirling musical symbols of shifting color, but maintains your general size and shape. While within this form you gain immunity to sonic damage and language-dependant spell. Also, you can move through air and water with ease, gaining a fly (perfect) and swim speed of 60 feet. This ability immediately ceases when your performance ends, at which point she floats harmlessly to the ground or rises to the water's surface, if necessary, at a speed of 60 feet per round.

Table: Living Refrain

| 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 | +0 | +0 | +2 | Bloodline power, cantrips, crescendo, eschew material | 2 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | | 3 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +1 | +3 | Bloodline power, bloodline spell, well-versed | 4 | — | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +1 | +4 | | 5 | 2 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +1 | +4 | Bloodline spell, vocal range | 5 | 3 | — | — | — | — | — | — | — |
| 6th | +3 | +2 | +2 | +5 | | 5 | 4 | 2 | — | — | — | — | — | — |

| | | | | | | | | | | | | | | |
|------|--------|----|----|-----|------------------------------------|---|---|---|---|---|---|---|---|---|
| 7th | +3 | +2 | +2 | +5 | Bloodline spell, lore master 1/day | 5 | 5 | 3 | — | — | — | — | — | — |
| 8th | +4 | +2 | +2 | +6 | | 5 | 5 | 4 | 2 | — | — | — | — | — |
| 9th | +4 | +3 | +3 | +6 | Bloodline power, bloodline spell | 5 | 5 | 5 | 3 | — | — | — | — | — |
| 10th | +5 | +3 | +3 | +7 | | 5 | 5 | 5 | 4 | 2 | — | — | — | — |
| 11th | +5 | +3 | +3 | +7 | Bloodline spell, senza fine | 5 | 5 | 5 | 5 | 3 | — | — | — | — |
| 12th | +6/+1 | +4 | +4 | +8 | | 5 | 5 | 5 | 5 | 4 | 2 | — | — | — |
| 13th | +6/+1 | +4 | +4 | +8 | Bloodline spell, lore master 2/day | 5 | 5 | 5 | 5 | 5 | 3 | — | — | — |
| 14th | +7/+2 | +4 | +4 | +9 | | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — | — |
| 15th | +7/+2 | +5 | +5 | +9 | Bloodline power, bloodline spell | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — | — |
| 16th | +8/+3 | +5 | +5 | +10 | | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — |
| 17th | +8/+3 | +5 | +5 | +10 | Bloodline spell | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — |
| 18th | +9/+4 | +6 | +6 | +11 | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 |
| 19th | +9/+4 | +6 | +6 | +11 | Bloodline spell, lore master 3/day | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 |
| 20th | +10/+5 | +6 | +6 | +12 | Bloodline power | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Living Refrain Spells Known

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

MAD BOMBER

Primary Class: Sorcerer.

Secondary Class: Alchemist.

Alignment: Any chaotic.

Hit Dice: d6.

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

Weapon and Armor Proficiency: The mad bomber is proficient with all simple weapons. A mad bomber is not proficient with any type of armor or shield. Armor interferes with a mad bomber's gestures, which can cause his spells with somatic components to fail.

Diminished Spellcasting: The mad bomber casts arcane spells drawn from the sorcerer/wizards spell list, and both gains and knows one fewer spell of each spell level. If this reduces the number to 0 (minimum 1 for spells known), he may cast spells of that level only if his Charisma allows bonus spells of that level. He otherwise casts spells as a sorcerer of equal level. A mad bomber casts no cantrips and adds *detect magic* and *read magic* to his list of 1st-level spells known.

Bloodline: This is exactly like the sorcerer ability of the same name, except that the mad bomber must select the Chemaniac bloodline. In addition, a mad bomber may select the Extra Bomb feat or Remote Bomb feat as one of his bloodline feats, or as a normal feat gained through level advancement. Like Bomb related discoveries, these feats can be applied to his eldritch ka-booms.

Eldritch Ka-Booms: A mad bomber is first foremost a pyromaniac at heart, and has studied every known method to create explosions—from small precise detonations to fiery blasts of mass destruction. Starting at 1st level, a mad bomber can create volatile balls of eldritch flame in his hand that he can hurl at his enemies. A mad bomber can create a number of eldritch ka-booms each day equal to his mad bomber level + his Charisma modifier. In order to create an eldritch ka-boom, the mad bomber must sacrifice a spell slot of any level he can cast.

Creating and throwing an eldritch ka-boom requires a standard action that provokes an attack of opportunity. An eldritch ka-boom has a spell range of close (25 feet + 5 feet per 2 caster levels) and uses the Throw Splash Weapon special attack. Like an alchemist's bombs, eldritch ka-booms are considered weapons and are affected by feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a mad bomber's bomb inflicts 1d6 points of fire damage per level of the spell sacrificed + additional damage equal to the mad bomber's Charisma modifier (this bonus damage is not multiplied on a critical hit). Splash damage from a mad bomber's eldritch ka-boom is always equal to the ka-boom's minimum damage (so if the eldritch ka-boom would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the mad bomber's level + the mad bomber's Charisma modifier. The splash radius of a mad bomber's eldritch ka-boom increases by an additional 5 feet at 6th level and every six levels thereafter, to a maximum of 20 feet at 18th level.

Mad bombers can create new types of eldritch ka-booms as discoveries (see the Discovery ability) as they level up. This ability replaces cantrips and spells lost due to diminished spellcasting.

Mayhem: The mad bomber lives for wanton destruction. Starting at 2nd level, whenever a mad bomber deals sufficient damage to cause a section of wall to collapse, or to destroy an object worth 1,000 GP or more that he does not own, he gains a +1 morale bonus to all saving throws and the DC of any spells he casts for one minute. This bonus increases to +2 at 10th level, and +3 at 18th level. This ability and discoveries replace bloodline spells.

Discoveries: At 4th level and every four levels thereafter, a mad bomber may select the mutagen discovery (and any subsequent discoveries) or bomb discoveries. Any bomb discovery he chooses is applied to his eldritch bomb. Alternatively, a mad bomber may choose to gain a +2 bonus to his eldritch bomb damage. This bonus can be chosen multiple times and its effects stack up to a maximum of +10.

Alternatively, whenever the mad bomber could select a discovery, he can choose one of the following bomber abilities instead.

Arcane Power (Ex): The mad bomber's eldritch ka-booms are magically altered so that half the damage is fire damage, but the other half results directly from raw arcane energy and is therefore not subject to being reduced by resistance to fire-based attacks. The mad bomber must be at least 10th level to select this ability.

Fiery Escape (Ex): Once per day as a swift action, the mad bomber can grant a single ally that is adjacent to him the benefits of his Fire at Your Feet bloodline ability for a number of rounds equal to his Charisma modifier. For every five levels above 3rd, the mad bomber can affect one additional ally, up to a maximum of 4 allies at 18th level. The mad bomber must be at least 3rd level to select this ability.

Ranged Artillery (Ex): The base range of a mad bomber's eldritch ka-booms increases to 40 feet. The mad bomber must be at least 8th level to select this ability.

Siege Blast (Ex): As a swift action, whenever a mad bomber creates an eldritch ka-boom, he deals an additional 2d6 damage to buildings and structures. For example, a mad bomber of 12th level that sacrifices a 6th-level spell to create his eldritch ka-boom deals 6d6 fire damage to his target. If the target is a building or structure, he deals 6d6 fire damage + 2d6 additional damage. The mad bomber must be at 8th level to select this ability.

Chemaniac Bloodline

You come from a long line of crazed master chemists, who over long hours found ways to create gold from lead, life from salty mucus, and even the great mystery of splitting what some have called the atom (whatever that is). All you really understand is that they inhaled a lot of noxious fumes, thereby granting their offspring strange eldritch powers.

Class Skill: Knowledge (Arcana).

Bonus Spells: *grease* (3rd), *resist energy* (5th), *fireball* (7th), *stoneskin* (9th), *fluid form** (11th), *monstrous physique IV*** (13th), *insanity* (15th), *polymorph any object* (17th), *meteor swarm* (19th). (*Advanced Player's Guide, **Ultimate Magic)

Bonus Feats: Bouncing Spell, Brew Potion, Empower Spell, Great Fortitude, Improved Sunder, Lightning Reflexes, Maximize Spell, Skill Focus (Craft Alchemy).

Bloodline Arcana: You have a deep, instinctive understanding of chemistry which affords you a bonus on all Craft (alchemy) checks equal to 1/2 your sorcerer level.

Bloodline Powers: Although you aren't well known for your wisdom or common sense when it comes to things with a high volatility, your mistakes have afforded you great power and turned many a failure into a success.

Pyromania (Sp): Starting at 1st level, you can create a small fire at a range of 25 feet + 5 feet per 2 caster levels. This fiery conflagration has a 5 ft-radius. Objects within this radius catch fire immediately, while creatures gain a Reflex save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) to avoid it. This fire burns out naturally over time, and you retain no control once it has commenced. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fire at Your Feet (Ex): At 3rd level, you have become an expert at avoiding explosions, especially your own. You gain improved evasion against all of your fire-based spells and abilities that require a Reflex save.

Impossible Chemistry (Sp): At 9th level, you've learned the ancient secret of transforming inanimate objects into something more desirable, such as turning potatoes into gold. Once per day, you can transform a single object into another object of similar weight and size as the *polymorph any object* spell.

The object to be transformed can weigh no more than 5 pounds, plus an additional 5 pounds every four levels after 9th. This transformation otherwise functions as the *polymorph any object* spell.

Completely Insane (Su): At 15th level, you can induce a form of euphoric insanity within yourself. Once per day as an immediate action, you can gain the benefits of *mind blank* (as the spell) for a number of rounds equal to 1/2 your sorcerer level, during which time you are compelled to cast a spell for each round you are under its effect. You can resist this compulsory spellcasting by making a Will save (DC 10 + 1/2 your sorcerer level + your Charisma modifier). If you fail, the *mind blank* affect ends and you become confused for 1d4 rounds. While in this state of euphoria, you can remain conscious and continue casting spells even if your hit points are below 0. At 18th level, you can use this ability twice per day.

Immortal Madness (Ex): At 20th level, you become a near unstoppable force of destruction in the multi-verse. From this point forward you take no penalty to your physical ability scores from advanced age. If you are already taking such penalties, they are removed at this time. In addition, your insatiable lust for fire and destruction has taken you over. You now use your Charisma or Wisdom modifier on Will saves (whichever is higher), and are immune to insanity and *confusion* effects. Only a *miracle* or *wish* can remove this madness.

Table: Mad Bomber

| 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 | +0 | +2 | +2 | Bloodline power, eldritch ka-booms, eschew materials | 2 | — | — | — | — | — | — | — | — |
| 2nd | +1 | +0 | +3 | +3 | Mayhem +1 | 3 | — | — | — | — | — | — | — | — |
| 3rd | +1 | +1 | +3 | +3 | Bloodline power | 4 | — | — | — | — | — | — | — | — |
| 4th | +2 | +1 | +4 | +4 | Bomb discovery | 5 | 2 | — | — | — | — | — | — | — |
| 5th | +2 | +1 | +4 | +4 | | 5 | 3 | — | — | — | — | — | — | — |
| 6th | +3 | +2 | +5 | +5 | | 5 | 4 | 2 | — | — | — | — | — | — |
| 7th | +3 | +2 | +5 | +5 | Bloodline feat | 5 | 5 | 3 | — | — | — | — | — | — |
| 8th | +4 | +2 | +6 | +6 | Bomb discovery | 5 | 5 | 4 | 2 | — | — | — | — | — |
| 9th | +4 | +3 | +6 | +6 | Bloodline power | 5 | 5 | 5 | 3 | — | — | — | — | — |
| 10th | +5 | +3 | +7 | +7 | Mayhem +2 | 5 | 5 | 5 | 4 | 2 | — | — | — | — |
| 11th | +5 | +3 | +7 | +7 | | 5 | 5 | 5 | 5 | 3 | — | — | — | — |
| 12th | +6/+1 | +4 | +8 | +8 | Bomb discovery | 5 | 5 | 5 | 5 | 4 | 2 | — | — | — |
| 13th | +6/+1 | +4 | +8 | +8 | Bloodline feat | 5 | 5 | 5 | 5 | 5 | 3 | — | — | — |
| 14th | +7/+2 | +4 | +9 | +9 | | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — | — |
| 15th | +7/+2 | +5 | +9 | +9 | Bloodline power | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — | — |
| 16th | +8/+3 | +5 | +10 | +10 | Bomb discovery | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 | — |
| 17th | +8/+3 | +5 | +10 | +10 | | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | — |
| 18th | +9/+4 | +6 | +11 | +11 | Mayhem +3 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 |
| 19th | +9/+4 | +6 | +11 | +11 | Bloodline feat | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 |
| 20th | +10/+5 | +6 | +12 | +12 | Bloodline power, bomb discovery | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Mad Bomber Spells Known

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

CHAPTER 3: SUMMONER MULTICLASS ARCHETYPES

ASPECT WARRIOR (Troglar)

It is not surprising that most summoners possess an affinity for conjuration magic. However, there are a select few who direct their passion in a completely new direction. By training in the ascetic arts, a summoner retrains his mind in such a way as to allow him to tap an alternate source of power, a reservoir of mystic energy that allows him to employ the evolutions of his eidolon to alter or increase his skills in battle. Through strict mental discipline, the aspect warrior can bring his eidolons into existence by sheer force of will, forming it from the very energies that fuel his mystic abilities. While aspect warriors are often misidentified as common summoners, those who do so quickly realize their mistake as the claws or teeth of these well disciplined warriors find their mark.

Primary Class: Summoner.

Secondary Class: Monk.

Alignment: Any nonchaotic.

Hit Dice: d8.

Bonus Skills and Ranks: The aspect warrior selects three monk skills to add to his class skills in addition to the normal summoner class skills. The aspect warrior gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The aspect warrior is proficient with all simple weapons, plus the handaxe, kama, nunchaku, sai, short sword, shuriken, siangham, and temple sword*. The aspect warrior is not proficient with any armor or shields. When wearing armor, using a shield, or carrying a medium or heavy load, the aspect warrior loses his AC bonus and his fast movement abilities. (**Advanced Player's Guide*)

AC Bonus (Ex): When unarmored and unencumbered, the aspect warrior adds his Charisma bonus (if any) to his AC and his CMD. This bonus to AC applies even against touch attacks or when the aspect warrior is flat-footed. He loses this bonus when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load. This ability, evasion, fast movement, and Multiattack replace the **summoner's spellcasting ability**.

Aspect (Su): Starting at 1st level, an aspect warrior can divert 1 point from his eidolon's evolution pool to add evolutions to himself. At 3rd level and every three levels thereafter, an aspect warrior can divert an additional point from his eidolon's evolution pool, to a maximum of 7 points at 19th level. For each point diverted from the eidolon, the warrior gains 2 points to further his evolutions (as shown on Table: Aspect Warrior). He cannot select any evolution that the eidolon could not possess, and he must be able to meet the requirements as well. He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The aspect warrior can change the evolutions he receives from these points any time he can change the eidolon's evolutions. This ability replaces the **summoner's summon monster ability and gate**.

Feral Strike (Ex): At 1st level, an aspect warrior gains the monk's unarmed strike ability and deals 1d4 points of damage (1d3 for Small aspect warrior). At 4th level and every four levels thereafter, this damage increases to by one damage die, as shown on Table: Aspect Warrior. In addition, whenever the aspect warrior gains a natural attack from an evolution (such as the bite or claw evolution), the natural attack deals damage as described in the evolution's description. This damage also increases by one damage die at 4th level and every four levels thereafter. The aspect warrior can make a number of natural attacks each round as shown on Table: Aspect Warrior under Max Attacks. This ability replaces cantrips.

Mystic Eidolon (Su): The mystic eidolon is the culmination of tremendous discipline. The aspect warrior is trained to focus extraplanar energies through the Ajna (the chakra of duality) and call forth a being whose alignment matches his own. As a consequence of this incredible feat, some of the eidolons properties merge with the aspect warrior. This is exactly like the summoner's eidolon ability. However, all abilities tied to the eidolon only function when the eidolon is summoned. When a mystic eidolon is not summoned, has been dismissed, or is unwillingly sent back to its home plane, the aspect warrior loses all evolutions he currently has until the eidolon is again summoned. This ability otherwise functions and replaces **eidolon**.

Evasion (Ex): At 2nd level, an aspect warrior gains the monk's evasion ability.

Fast Movement (Ex): At 4th level, an aspect warrior's land speed is faster than the norm for his race by +10 feet. At 12th level, this bonus increases to +20. This benefit applies only when he is wearing no armor, and not carrying a heavy load. Apply this bonus before modifying the aspect warrior's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the aspect warrior's land speed.

Aspect Reserve (Su): At 5th level, an aspect warrior gains a reservoir of supernatural energy he can use to accomplish amazing feats. The number of points in an aspect warrior's aspect reserve is equal to 1/2 his aspect warrior level + his Charisma modifier. As long as he has at least 1 point in his aspect reserve, he can make a *ki* strike.

- At 5th level, *ki* strike allows his unarmed attacks and his natural attacks to be treated as magic weapons for the purpose of overcoming damage reduction.
- At 9th level, his unarmed attacks are also treated as cold iron and silver weapons for the purpose of overcoming damage reduction.
- At 11th level, his unarmed attacks are also treated as lawful weapons for the purpose of overcoming damage reduction.
- At 17th level, his unarmed attacks are treated as adamantite weapons for the purpose of overcoming damage reduction and bypassing hardness.

When the aspect warrior's eidolon is not summoned, he can spend 1 or more points from his aspect reserve to do one of the following:

- At 7th level, he can spend 1 point from his aspect reserve to grant himself any one evolution whose total cost does not exceed 2 evolution points. This functions as *lesser evolution surge*, but cannot be used while the aspect warrior's eidolon is summoned.
- At 13th level, he can spend 2 points from his aspect reserve to grant himself any one evolution whose total cost does not exceed 4 evolution points. This functions as *evolution surge*.
- At 19th level, he can spend 3 points from his aspect reserve to grant himself any two evolutions whose total cost does not exceed 6 evolution points. This functions as *greater evolution surge*.

Each of these powers is activated as a swift action. The aspect reserve is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive.

Multiattack (Ex): Starting at 10th level, an aspect warrior gains the Multiattack monster feat. This ability only functions with natural attacks gained from evolutions.

Improved Evasion (Ex): At 10th level, an aspect warrior gains the monk's improved evasion ability.

Extraplanar Enlightenment (Su): At 20th level, an aspect warrior masters his Ajna chakra. The enormous energies channeled through his body forever transform his material flesh and is thereafter considered an outsider (native) rather than as a humanoid (or whatever the aspect warrior's creature type was), for the purpose of spells and magical effects. Additionally, the aspect warrior gains damage reduction 10/chaotic, which allows him to ignore the first 10 points of damage from any attack made by a nonchaotic weapon or by any natural attack made by a creature that doesn't have similar damage reduction. Unlike other outsiders, the aspect warrior can still be brought back from the dead as if he were a member of his previous creature type. Finally, the aspect warrior's control over his chakra prevents his extraplanar ally from being subject to any form of involuntary dismissal (except, of course, death). This ability replaces **twin eidolon**.

Table: Aspect Warrior

| Class Level | Base Attack Bonus | Fort Save | Ref Save | Will Save | Special | Max Attacks |
|-------------|-------------------|-----------|----------|-----------|---|-------------|
| 1st | +0 | +0 | +2 | +2 | AC bonus, aspect (2 points), <i>feral strike (1d4)</i> , life link, mystic eidolon | 2 |
| 2nd | +1 | +0 | +3 | +3 | Bond sense, <i>evasion</i> | 2 |
| 3rd | +2 | +1 | +3 | +3 | Aspect (4 points) | 2 |
| 4th | +3 | +1 | +4 | +4 | <i>Fast movement (+10 ft.)</i> , <i>feral strike (1d6)</i> , shield ally | 3 |
| 5th | +3 | +1 | +4 | +4 | <i>Aspect reserve (magic)</i> | 3 |
| 6th | +4 | +2 | +5 | +5 | Aspect (6 points) | 3 |
| 7th | +5 | +2 | +5 | +5 | <i>Aspect reserve (lesser evolution surge)</i> | 3 |
| 8th | +6/+1 | +2 | +6 | +6 | <i>Feral strike (1d8)</i> | 3 |
| 9th | +6/+1 | +3 | +6 | +6 | Aspect (8 points), aspect reserve (cold iron, silver) | 4 |
| 10th | +7/+2 | +3 | +7 | +7 | <i>Improved evasion</i> , <i>multiattack</i> | 4 |
| 11th | +8/+3 | +3 | +7 | +7 | <i>Aspect reserve (lawful)</i> | 4 |
| 12th | +9/+4 | +4 | +8 | +8 | Aspect (10 points), <i>fast movement (+20 ft.)</i> , <i>feral strike (1d10)</i> , greater shield ally | 4 |
| 13th | +9/+4 | +4 | +8 | +8 | <i>Aspect reserve (evolution surge)</i> | 4 |
| 14th | +10/+5 | +4 | +9 | +9 | Life bond | 5 |
| 15th | +11/+6/+1 | +5 | +9 | +9 | Aspect (12 points) | 5 |
| 16th | +12/+7/+2 | +5 | +10 | +10 | <i>Feral strike (2d6)</i> | 5 |
| 17th | +12/+7/+2 | +5 | +10 | +10 | <i>Aspect reserve (adamantine)</i> | 5 |
| 18th | +13/+8/+3 | +6 | +11 | +11 | Aspect (14 points) | 5 |
| 19th | +14/+9/+4 | +6 | +11 | +11 | <i>Aspect reserve (greater evolution surge)</i> | 6 |
| 20th | +15/+10/+5 | +6 | +12 | +12 | <i>Extraplanar enlightenment</i> , <i>feral strike (2d8)</i> | 6 |

ASTRAL BOMBARDIER

On other planes, nature and magic combine to produce bizarre creatures with incomprehensible self-destructive capabilities. Astral bombardiers are innovators who weaponize these creatures, calling them to the Material Plane and enhancing them with yet deadlier explosive capabilities. Rather than utilizing an eidolon primarily as a companion or bodyguard, the astral bombardier employs his eidolon as a walking bomb. Using a mixture of alchemy and the summoning arts, the astral bombardier gradually improves upon his formulae, brewing more potent extracts and making his eidolon's explosions more and more deadly.

Primary Class: Summoner.

Secondary Class: Alchemist.

Hit Dice: d8.

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

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

Brew Potion: At 1st level, astral bombardiers receive Brew Potion as a bonus feat. An astral bombardier can brew potions of any formulae he knows (up to 3rd level), using his astral bombardier level as his caster level. The spell must be one that can be made into a potion. The astral bombardier does not need to meet the prerequisites for this feat. This ability replaces **cantrips**.

Exploding Eidolon (Su): At 1st level, the astral bombardier infuses his eidolon with volatile arcane substances. When the astral bombardier's eidolon would be sent back to its home plane due to death, it departs with a humongous alchemical explosion. All creatures within 10 feet of the eidolon take fire damage equal to 1d6 + the astral bombardier's Intelligence modifier. Affected creatures take only half damage on a successful Reflex save (DC = 10 + 1/2 the astral bombardier's level + the astral bombardier's Intelligence modifier). The damage from this ability increases by 1d6 points at every odd-numbered astral bombardier level. If the astral bombardier's eidolon is Small, reduce the blast radius to 5 feet; if the eidolon is Large, increase the radius to 15 feet; if the eidolon is Huge, increase the radius to 20 feet.

An astral bombardier's eidolon rejuvenates quickly on its home plane. Once per day per astral bombardier level, he can summon his eidolon even if it died that day. This ability replaces **summon monster and gate**.

Extracts: At 1st level, an astral bombardier gains the alchemist's extracts ability, and adds the following spells at the indicated spell levels to his formulae list: 1st level—*summon monster I*; 2nd level—*summon monster II*; 3rd level—*summon monster III*; 4th level—*summon monster IV*; 5th level—*summon monster V*; 6th level—*summon monster VI*. When he prepares these extracts, he prepares a tiny, preserved specimen in a bottle as the preservationist alchemist archetype's bottled ally ability. The astral bombardier otherwise learns, prepares, and uses extracts as an alchemist equal to his level. He gains bonus extracts per day if he has a high Intelligence score.

Infusion (Su): The astral bombardier counts as possessing the infusion discovery for the purposes of applying extracts to his eidolon. This ability replaces the eidolon's share spells ability.

Fragile Eidolon: Thin-skinned and rigged to blow, the astral bombardier's eidolon is more frail than most. The eidolon's Hit Dice changes to d6, its base attack bonus is equal to 1/2 its Hit Dice, and it is restricted from choosing the fast healing and spell resistance evolutions.

Remote Detonation (Su): As a standard action, the astral bombardier can detonate his eidolon, causing it to instantly die and return to its home plane, which triggers the exploding eidolon ability. The astral bombardier can use this ability any time, as long as his eidolon is less than 1,000 feet away. If the eidolon is ever further away, it automatically explodes. At 8th level, the astral bombardier can detonate his eidolon as a swift action. At 12th level, the astral bombardier can detonate his eidolon as an immediate action. This ability replaces **life link**.

Discovery (Su): At 2nd level, and again every four levels thereafter, the astral bombardier may learn an alchemist discovery that would normally apply to an alchemist's bombs. This discovery instead applies to the astral bombardier's exploding eidolon, adding effects to the explosion, changing the damage type, or reducing or increasing the damage dice. The shape and size of the blast cannot be changed by a discovery. Furthermore, there is no direct target for the exploding eidolon ability, so many of these discoveries only have partial effect. (For example, if a 9th level astral bombardier applies the force bombs discovery to his exploding eidolon, it deals 5d4 force damage instead of 5d6 fire damage, but none of the affected creatures are knocked prone.)

Each time the astral bombardier's eidolon explodes, he chooses which discoveries to apply to the blast as an **immediate action**. Multiple discoveries marked with an asterisk (*) do not stack, and only one such discovery can be applied to an individual eidolon explosion. The astral bombardier must meet any prerequisites for these discoveries, treating his astral bombardier level as his alchemist level for this purpose. This ability replaces **bond senses, maker's call, aspect, life bond, and greater aspect**.

Explosion Anticipation (Ex): At 4th level the astral bombardier gains evasion, but only against his own eidolon's explosions. This ability replaces **shield ally**.

Whirlwind Eruption (Ex): At 8th level, when the astral bombardier's eidolon explodes, it erupts in a burst of claws, fangs, and other natural weapons. As the eidolon dies, it can immediately make one attack against each creature in the blast area, up to the number of natural attacks it possesses. Each affected creature may only be targeted by one of the eidolon's natural attacks, and each of the eidolon's natural attacks may only target one affected creature. Treat these attacks as melee attacks against an adjacent creature, **using the eidolon's level as its base attack bonus**. Any evolutions that increase the damage of an eidolon's attack (such as Energy Attacks or Improved Damage) apply to that attack. Evolutions that add effects to the eidolon's attack (such as Grab or Poison) do not apply. A successful Reflex save against the explosion also halves the extra damage from this ability. This ability replaces **transposition**.

Fast Summoning: At 9th level, the astral bombardier can summon his eidolon as a full round action. At 16th level, the astral bombardier can summon his eidolon as a standard action. This ability replaces the eidolon's **Multiattack ability and merge forms**.

Improved Explosion Anticipation (Ex): At 12th level, the astral bombardier gains improved evasion, but only against his own eidolon's explosions. In addition, his evasion now applies to all attacks evasion would normally forend. This ability replaces **greater shield ally**.

Alchemical Eidolon (Su): At 20th level, the astral bombardier's eidolon resembles a living alchemical golem, overflowing with reactants and toxins. The eidolon becomes immune to poison. Whenever a creature strikes the eidolon with a non-reach melee weapon, a spurt of volatile fluids hits that creature, dealing 1d6 points of acid, cold, electricity, or fire damage (determine randomly). Whenever the eidolon strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can...

- ♦ deal 1d6 points of acid, cold, electricity or fire damage (determine randomly)
- ♦ cause the target to become sickened (Fortitude DC 20 + eidolon's Constitution modifier) for 1d4 rounds
- ♦ cause the target to become entangled (Reflex DC 20 + eidolon's Constitution modifier) for 1d4 rounds

These extra effects apply to attacks made as part of the whirlwind eruption ability. This ability replaces **twin eidolon**.

Table: Astral Bombardier

| Class | Base | | | | Special | Spells per Day | | | | | |
|-------|--------|------|------|------|--|----------------|-----|-----|-----|-----|-----|
| | Attack | Fort | Ref | Will | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| Level | Bonus | Save | Save | Save | | | | | | | |
| 1st | +0 | +0 | +2 | +0 | Brew potion, eidolon, exploding eidolon 1d6, infusion, remote detonation | 1 | — | — | — | — | — |

| | | | | | | | | | | | |
|------|------------|----|-----|----|---|---|---|---|---|---|---|
| 2nd | +1 | +0 | +3 | +0 | Discovery | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +3 | +1 | Exploding eidolon 2d6 | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +4 | +1 | Explosion anticipation | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +4 | +1 | Exploding eidolon 3d6 | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +5 | +2 | Discovery | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +5 | +2 | Exploding eidolon 4d6 | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +6 | +2 | Remote detonation (swift), whirlwind eruption | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +6 | +3 | Exploding eidolon 5d6, fast summoning (1 round) | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +7 | +3 | Discovery | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +7 | +3 | Exploding eidolon 6d6 | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +8 | +4 | Improved explosion anticipation, remote detonation (immediate) | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +8 | +4 | Exploding eidolon 7d6 | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +9 | +4 | Discovery | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +9 | +5 | Exploding eidolon 8d6 | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +5 | +10 | +5 | Fast summoning (standard) | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +10 | +5 | Exploding eidolon 9d6 | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +11 | +6 | Discovery | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +11 | +6 | Exploding eidolon 10d6 | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +12 | +6 | Alchemical eidolon | 5 | 5 | 5 | 5 | 5 | 5 |

ASTRAL CAPTAIN

Some summoners lean more toward a martial path. Amongst these, a more specialized group devotes extra time to bonding with a variety of extra-planar creatures, the better to cooperate with them in battle. These astral commanders eschew the summoner's usual eidolon companion in favor of extensive combat training with their extra-planar allies. When the time is right, the astral captain can rally them to his cause and amass a small but powerful strike force.

Primary Class: Summoner.

Secondary Class: Fighter.

Hit Dice: d8.

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

Weapon and Armor Proficiency: The astral captain is proficient with all simple and martial weapons. The astral captain is also proficient with light armor. An astral captain can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an astral captain 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 astral captain still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Diminished Spellcasting: The astral captain casts arcane spells drawn from the summoner's spell list, and gains one fewer spell of each level per day. He otherwise learns and casts spells as a summoner equal to his astral captain level. (Some summoner spells that interact specifically with an eidolon may be useless to the astral captain.)

Astral Legion (Ex): At 1st level, the astral captain selects one monster he can summon with his *summon monster I* spell-like ability (such as a fiendish dire rat) to be a member of his astral legion. This monster is an extraplanar friend or ally of the astral captain's. Whenever the astral captain gains another level of his *summon monster* spell-like ability, he may select a new ally from the list of monsters he can summon at that level. (For example, a 3rd-level astral captain could have a fiendish dire rat as his *summon monster I* ally and a fiendish hyena as his *summon monster II* ally.) Every time the astral captain uses his *summon monster* ability or casts an appropriately-leveled *summon monster* spell, he may choose to summon one of the members of his astral legion. Allies summoned in this way possess all the teamwork feats the astral captain has; this represents the fruits of joint training. The astral captain need not summon members of his astral legion when summoning monsters; he may summon any level-appropriate monster(s) as normal. This ability replaces [life link](#).

Bonus Feats: At 2nd level and every two levels thereafter, the astral captain gains a bonus feat. These bonus feats must be combat feats, teamwork feats, or the Extra Summons feat. This ability replaces [bond senses](#), [shield ally](#), [maker's call](#), [transposition](#), [aspect](#), [greater shield ally](#), [life bond](#), [merge forms](#), and [greater aspect](#).

Fighter Training (Ex): Starting at 2nd level, the astral captain counts 1/2 his total astral captain level as his fighter level for the purpose of qualifying for feats with fighter levels as their prerequisites. If he has levels in fighter, these levels stack. This ability, captain's grace, improved teamwork, and improved leadership replace [eidolon](#).

Captain's Grace (Ex): At 3rd level, the astral captain receives a +1 bonus on Diplomacy, Intimidate, and opposed Charisma checks. These bonuses increase by +1 at 7th, 11th, 15th, and 19th level.

Training (Ex): At 5th level, the astral captain can select either armor training 1 or weapon training 1, as the fighter abilities of the same name. At 11th and 17th level, the astral captain may select the other of these two options, or he may advance the training he already chose by 1 level. This ability, medium armor, and heavy armor replace [spells lost due to diminished spellcasting](#).

Medium Armor (Ex): At 7th level, an astral captain gains proficiency with medium armor. He can cast summoner spells while wearing medium armor without incurring the normal arcane spell failure chance.

Improved Teamwork (Ex): At 9th level, whenever an astral captain receives a numeric bonus from a teamwork feat, he increases this bonus by +1. Any monsters he summons also receive this benefit.

Heavy Armor (Ex): At 13th level, an astral captain gains proficiency with heavy armor. He can cast summoner spells while wearing heavy armor without incurring the normal arcane spell failure chance.

Improved Leadership (Ex): At 17th level, an astral captain with the Leadership feat adds his captain's grace bonus to his leadership score. If he does not possess Leadership, he receives no benefit from this ability.

Mastery (Ex): At 20th level, an astral captain receives either armor mastery or weapon mastery, as the fighter abilities of the same names. This ability replaces [twin eidolon](#).

Table: Astral Captain

| 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 | Astral legion, <i>summon monster I</i> | 0 | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | Bonus feat, fighter training | 1 | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | Captain's grace +1, <i>summon monster II</i> | 2 | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | Bonus feat | 2 | 0 | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | <i>Summon monster III</i> , training | 3 | 1 | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | Bonus feat | 3 | 2 | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | Captain's grace +2, medium armor, <i>summon monster IV</i> | 3 | 2 | 0 | — | — | — |
| 8th | +6/+1 | +6 | +2 | +6 | Bonus feat | 3 | 3 | 1 | — | — | — |
| 9th | +6/+1 | +6 | +3 | +6 | Improved teamwork, <i>summon monster V</i> | 4 | 3 | 2 | — | — | — |
| 10th | +7/+2 | +7 | +3 | +7 | Bonus feat | 4 | 3 | 2 | 0 | — | — |
| 11th | +8/+3 | +7 | +3 | +7 | Captain's grace +3, <i>summon monster VI</i> , training | 4 | 3 | 3 | 1 | — | — |
| 12th | +9/+4 | +8 | +4 | +8 | Bonus feat | 4 | 4 | 3 | 2 | — | — |
| 13th | +9/+4 | +8 | +4 | +8 | Heavy armor, <i>summon monster VII</i> | 4 | 4 | 3 | 2 | 0 | — |
| 14th | +10/+5 | +9 | +4 | +9 | Bonus feat | 4 | 4 | 3 | 3 | 1 | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 | Captain's grace +4, <i>summon monster VIII</i> | 4 | 4 | 4 | 3 | 2 | — |
| 16th | +12/+7/+2 | +10 | +5 | +10 | Bonus feat | 4 | 4 | 4 | 3 | 2 | 0 |
| 17th | +12/+7/+2 | +10 | +5 | +10 | Improved leadership, <i>summon monster IX</i> , training | 4 | 4 | 4 | 3 | 3 | 1 |
| 18th | +13/+8/+3 | +11 | +6 | +11 | Bonus feat | 4 | 4 | 4 | 4 | 3 | 2 |
| 19th | +14/+9/+4 | +11 | +6 | +11 | Captain's grace +5, gate | 4 | 4 | 4 | 4 | 4 | 3 |
| 20th | +15/+10/+5 | +12 | +6 | +12 | Bonus feat, Mastery | 4 | 4 | 4 | 4 | 4 | 4 |

Table: Astral Captain Spells Known

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

ELEMENT CALLER

Sometimes the inborn magic gifted to someone by a distant magical relative has a very general effect on a person's abilities, but in other cases that magical influence is very specific. Thus it is for the element caller, whose inherent connection to one of the four elemental planes has given him the unique ability to summon a specific creature from that plane to help in his adventures. Alongside his elemental eidolon, the element caller learns to summon more mundane creatures, but infusing those creatures with some of his own elemental spark. Eventually, an element caller becomes so in-tune with his associated elemental plane that he can become an avator of that element, striking down his foes with fiery (or icy, shocking, or acidic) vengeance, and even consuming his eidolon in order to increase his own power.

Primary Class: Summoner.

Secondary Class: Sorcerer.

Hit Dice: d8.

Bonus Skills and Ranks: The elemental caller selects three sorcerer skills to add to his class skills in addition to the normal summoner class skills. The elemental caller gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The elemental caller is proficient with all simple weapons, with light armor, but not with shields. The elemental caller can cast summoner spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, an elemental caller 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 elemental caller still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: An elemental caller casts arcane spells drawn from the summoner's spell list and adds the following spells to that list: 0 level—*ray of frost*; 1st level—*burning hands*, *shock shield*; 2nd level—*acid arrow*, *elemental speech*, *scorching ray*; 3rd level—*fireball*, *lightning bolt*; 4th level—*fire fall*, *wall of fire*; 5th level—*elemental body II*, *icy prison*; 6th level—*cone of cold*, *contagious flame*. When casting these spells, any energy damage of the acid, cold, fire, or electricity type is changed to an energy type based on the element caller's elemental affinity (see table below). This replaces two evolution points from the element caller's elemental eidolon. The element caller may use the Elemental Spell feat to modify any of these spells to another element as normal. An elemental caller otherwise learns and casts spells as a summoner equal to his elemental caller level. He also receives bonus spells per day if he has a high Charisma score.

Elemental Affinity: At 1st level, an element caller must choose an elemental affinity (Air, Earth, Fire or Water). Once the choice is made it cannot be changed. The element caller may then choose a sorcerer bloodline (or its associated Wildblooded bloodline), as shown in the table below. For the purposes of bloodline arcana and powers, an elemental caller's effective sorcerer level is equal to his element caller level. This replaces *life link*, *shield ally*, *transposition*, *greater shield ally*, *life bond*, and *gate*.

| Element | Bloodlines | Energy Type |
|--------------|--|-------------|
| Air | Arial, Djinni, Elemental (Air), Primal, Stormborn | Electricity |
| Earth | Bedrock, Deep Earth, Elemental (Earth), Primal, Shaitan | Acid |
| Fire | Efreeti, Elemental (Fire), Primal | Fire |
| Water (Cold) | Aquatic, Boreal, Elemental (Water), Marid, Primal, Rime-blooded, Seaborn | Cold |

Elemental Summons: Beginning at 1st level, when an element caller uses a *summon monster* spell or spell-like ability to summon a creature with a subtype matching her elemental affinity, it gains the benefits of the Augment Summoning feat. At 6th level, when summoning a creature with both the elemental subtype and a subtype matching his elemental affinity, the creature gains the benefit of a *haste* spell for the duration of its summoning. This ability modifies *summon monster* and replaces *bond senses and maker's call*.

Summon Element-Touched Monster (Su): An element caller who uses his *summon monster* spell-like ability to summon an animal applies the Element-Touched simple template (see below) matching his elemental affinity to the creature, instead of the Celestial or Fiendish simple template. When summoning a non-animal with these spells, the element caller may only summon creatures with his elemental affinity as a subtype. This otherwise functions as *summon monster*.

Elemental Eidolon: An element caller begins play with the ability to summon to his side a powerful outsider from the Air, Earth, Fire, or Water (as determined by his elemental affinity) called an elemental eidolon. The elemental eidolon forms a link with the element caller, who, forever after summons an aspect of the same creature. This is exactly like the summoner's eidolon ability except that the elemental eidolon's physical appearance is always that of an elemental of its subtype.

Elemental Transformation: At 20th level, an element caller is so in tune with his chosen element that she becomes the living embodiment of that element. As a standard action, she can change into a Huge elemental of his elemental affinity's subtype, and can stay in that shape indefinitely. This functions as the spell *elemental body IV*, but has no duration. While in elemental shape, the element caller may absorb his elemental eidolon into his own elemental form, which banishes the eidolon to its home plane, but in doing so, the element caller gains a +4 bonus to her Strength, Dexterity, and Constitution for a number of minutes equal to his level. This ability replaces *twin eidolon*.

Table: Element Caller

| Class Level | Base | | | | Special | Spells per Day | | | | | |
|-------------|--------------|-----------|----------|-----------|---|----------------|-----|-----|-----|-----|-----|
| | Attack Bonus | Fort Save | Ref Save | Will Save | | 1st | 2nd | 3rd | 4th | 5th | 6th |
| 1st | +0 | +0 | +0 | +2 | Cantrips, elemental affinity, elemental eidolon, elemental summons, <i>summon monster I</i> | 1 | — | — | — | — | — |
| 2nd | +1 | +0 | +0 | +3 | | 2 | — | — | — | — | — |
| 3rd | +2 | +1 | +1 | +3 | <i>Summon monster II</i> | 3 | — | — | — | — | — |
| 4th | +3 | +1 | +1 | +4 | | 3 | 1 | — | — | — | — |
| 5th | +3 | +1 | +1 | +4 | <i>Summon monster III</i> | 4 | 2 | — | — | — | — |
| 6th | +4 | +2 | +2 | +5 | | 4 | 3 | — | — | — | — |
| 7th | +5 | +2 | +2 | +5 | <i>Summon monster IV</i> | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +2 | +2 | +6 | | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +3 | +3 | +6 | <i>Summon monster V</i> | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +3 | +3 | +7 | Aspect | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +3 | +3 | +7 | <i>Summon monster VI</i> | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +4 | +4 | +8 | | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +4 | +4 | +8 | <i>Summon monster VII</i> | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +4 | +4 | +9 | | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +5 | +5 | +9 | <i>Summon monster VIII</i> | 5 | 5 | 5 | 4 | 3 | — |

| | | | | | | | | | | | |
|------|------------|----|----|-----|--------------------------|---|---|---|---|---|---|
| 16th | +12/+7/+2 | +5 | +5 | +10 | Merge forms | 5 | 5 | 5 | 4 | 3 | 1 |
| 17th | +12/+7/+2 | +5 | +5 | +10 | Summon monster IX | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +6 | +6 | +11 | Greater aspect | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +6 | +6 | +11 | | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +6 | +6 | +12 | Elemental transformation | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Element Caller Spells Known

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

ELEMENTAL EIDOLON ABILITIES

An elemental eidolon's abilities are determined only by the elemental caller's level. Table: Eidolon Base Statistics determines many of the base statistics of the elemental eidolon. An elemental eidolon's qualities are similar to those described in the Eidolons description block of the *Advanced Player's Guide* (see p. 58), except with the following changes.

Evolution Pool: The cannon eidolon gains 2 fewer evolution points than indicated on Table: Eidolon Base Statistics. Due to its nature, the elemental eidolon cannot choose the following evolutions: Channel Resistance, Gills, Immunity, Incorporeal Form, Keen Scent, No Breath, Poison, Resistance, and Undead Appearance.

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

Elemental Traits: The elemental eidolon gains the elemental subtype.

Elemental Movement: The elemental eidolon gains a new movement mode. At 3rd level, the elemental eidolon gains the following movement mode based on its elemental subtype. At 6th level and again at 11th level, this mode improves as shown below. This replaces the eidolon's **devotion**.

- ◆ **Air:** fly 40 ft. (good), Fly 80 ft. (perfect), Fly 120 ft. (perfect)
- ◆ **Earth:** burrow 30 ft., burrow 60 ft., earth glide
- ◆ **Fire:** fly 30 ft. (good), fly 60 ft. (good), fly 90 ft. (perfect)
- ◆ **Water:** swim 30 ft., swim 60 ft., swim 90 ft.

Energy Resistance: The elemental eidolon gains energy resistance 5 according to its subtype, as follows: Air (electricity), Earth (acid), Fire (fire), Water (cold). This improves to energy resistance 10 at 5th level, energy resistance 15 at 9th level, and energy resistance 20 at 13th level. At 17th level, the elemental eidolon gains energy immunity to this energy type. This ability replaces the eidolon's **evasion**.

Damage Reduction: The elemental eidolon gains DR 5/— at 9th level. This improves to DR 10/— at 18th level. This replaces the eidolon's **improved evasion**.

GRAVE CALLER

The grave caller draws his power from the negative energy plane, and uses it to summon a powerful outsider to his aid. This creature originates from an obscure and relatively unknown plane, but obeys its master without question. By employing the dark powers bestowed upon him by his deity, the grave caller can summon forth undead creatures to serve in his cause, and unleash fell energy to strike down his foes, or cure his undead minions. Should the grave caller prove his worth, his god transforms him into a creature of undead power as both a reward for his dedicated service and to further their cause.

Primary Class: Summoner.

Secondary Class: Cleric.

Alignment: Any nongood.

Hit Die: d8.

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

Weapon and Armor Proficiency: The grave caller is proficient with all simple weapons. The grave caller is also proficient with light armor. A grave caller can cast summoner spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a grave caller 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 grave caller still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A grave caller casts arcane spells drawn from the summoner spell list. She also adds all *inflict* spells and cleric spells of the necromancy school to her list, and treats them as summoner spells of the same level. A grave caller otherwise learns and casts spells as a summoner of his grave caller level.

Undead Eidolon: A grave caller gains the summoner's eidolon ability, but his eidolon is an undead creature, formed from the flesh and bones of slain opponents (or fallen allies). An undead eidolon's home plane is a perverse place where undead creatures flourish and hunt the living for all eternity. Virtually unknown to most practitioners of summoning magic, those who have discovered its secret whereabouts place it somewhere between the Negative Energy Plane and the Plane of Shadow. This ability otherwise functions as the summoner's eidolon ability, except for the following changes:

- At creation, the grave caller's eidolon gains the Undead Appearance as a bonus evolution.
- The eidolon has no Constitution score, and uses its Charisma score to determine hit points, Fortitude saves, etc., as if it were an undead creature. It is also immune to all effects that require a Fortitude save, unless that effect can target objects.
- The eidolon retains the outsider type, and does not gain the undead type.
- The grave caller may choose her eidolon's initial appearance as either a zombie creature that gains DR 5/slashing, or a skeletal creature that gains DR 5/bludgeoning. Once the choice is made, it cannot be changed.
- The eidolon does not gain the Evasion or Improved Evasion special abilities, since its reactions are slowed, similar to other undead creatures.
- The eidolon's evolution pool at each level is reduced by 1. Thus, a grave caller begins with only 2 evolution points at 1st level, and ends with only 25 evolution points at 20th level.
- The eidolon only gains a number of ranks at each level equal to 2 + Int modifier, instead of 6 + Int modifier.

Summon Undead Minions (Ex): A grave caller gains the Skeleton Summoner feat as a bonus feat, and applies it to all uses of her *summon monster* ability. The grave has the option to apply either the skeleton template or the zombie template to any creature summoned.

In addition, the grave caller gains the option to apply additional undead templates to any of his summoned creatures. At 6th level, the grave caller can apply the skeletal champion template to any creature summoned. At 11th level, the grave caller can apply the vampire template to any creature summoned. At 16th level, a grave caller can add the lich template to any creature summoned. All creatures remain indefinitely, or until the grave caller summons her eidolon, casts another *summon monster* spell, or the creatures are destroyed. Summoned creatures that gain one of the listed undead templates have the same alignment as the grave caller. This ability replaces the *eidolon's evasion and improved evasion* special abilities.

Unlife Link (Su): This ability functions like the summoner's life link ability, except that whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, take a temporary negative level. Each negative level taken prevents 10 points of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane. Once the eidolon is sent back to its home plane any negative levels gained in this manner are removed. This ability otherwise functions as and replaces *life link*.

Channel Negative Energy (Su): Beginning at 2nd level, a grave caller can channel negative energy as a cleric equal to 1/2 her level. This can manifest in a burst as normal and can be centered on either the grave caller or the eidolon. In addition, the grave caller gains Command Undead as a bonus feat. This qualifies both the grave caller and eidolon for any feats with channel energy as a prerequisite (though the eidolon may not command undead). This ability replaces *shield ally, greater shield ally, and gate*.

Unlife Healer (Su): At 8th level, the grave caller's spells, spell-like abilities, and supernatural abilities used to heal undead (including her eidolon) heal an additional 50% damage. At 16th level, the grave caller automatically heals the maximum possible damage when using such spells or abilities, including the additional 50% damage. This does not stack with abilities or feats such as Empower Spell or Maximize Spell. This ability replaces transposition and merge forms.

Undead Aspect (Su): At 10th level, a grave caller can take on undead traits that mimic her eidolon. As a standard action, the grave caller can use *undead anatomy II* once per day, but the effect remains for ten minutes per grave caller level. At 14th level, a grave caller's undead aspect functions as *undead anatomy III*. At 18th level, a grave caller's undead aspect functions as *undead anatomy IV*. This ability *replaces aspect, life bond, and greater aspect*.

Undeath Scion (Su): At 20th level, a grave caller becomes a master of undeath, thanks in part to her strong bond with her undead eidolon. The grave caller's type changes to undead and gains the skeletal champion template. In addition, the grave caller can merge forms with her eidolon (as the summoner's ability of the same name). While merged, the eidolon adds the grave caller's Charisma modifier when calculating its hit points, as a profane bonus. These hit points disappear when the grave caller and eidolon separate, which may result in the eidolon being dismissed. The grave caller's total hit points remain unchanged from before merging with her eidolon, even if the eidolon is dismissed while they are merged. This ability replaces *twin eidolon*.

Table: Grave Caller

| 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 | Cantrips, <i>summon monster I</i> , summon undead minions, undead eidolon, unlife link | 1 | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | Bond senses, channel negative energy 1d6 | 2 | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | <i>Summon monster II</i> | 3 | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | <i>Summon monster III</i> | 3 | 1 | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | | 4 | 2 | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | Channel negative energy 2d6, maker's call | 4 | 3 | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | <i>Summon monster IV</i> | 4 | 3 | 1 | — | — | — |

| | | | | | | | | | | | |
|------|------------|-----|----|-----|-----------------------------|---|---|---|---|---|---|
| 8th | +6/+1 | +6 | +2 | +6 | Undead aspect | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +6 | +3 | +6 | <i>Summon monster V</i> | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +7 | +3 | +7 | Channel negative energy 3d6 | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +7 | +3 | +7 | <i>Summon monster VI</i> | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +8 | +4 | +8 | | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +8 | +4 | +8 | <i>Summon monster VII</i> | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +9 | +4 | +9 | Channel negative energy 4d6 | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 | <i>Summon monster VIII</i> | 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 | <i>Summon monster IX</i> | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +11 | +6 | +11 | Channel negative energy 5d6 | 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 | Undeath scion | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Grave Caller Spells Known

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

LIFE GIVER

The life giver caller draws his power from the positive energy plane, and uses it to summon a powerful outsider to his aid. This creature originates from an obscure and relatively unknown plane, and serves its master with unwavering loyalty. Infused with life-giving the energy, the life giver can restore those who have died for short periods of time to perform a service, avenge their own deaths, or redeem their souls for past mistakes that might otherwise delegate them to a place of everlasting hellfire. Should the life giver be proven a profitable servant, he is granted long life as both a reward for his dedicated service and to continue in his endeavors.

Primary Class: Summoner.

Secondary Class: Cleric.

Alignment: Any nonevil.

Hit Die: d8.

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

Weapon and Armor Proficiency: The life giver is proficient with all simple weapons. The life giver is also proficient with light armor. A life giver can cast summoner spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a life giver 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 life giver still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A life giver casts arcane spells drawn from the summoner spell list. She adds all *cure* spells and cleric spells of the conjuration (healing) school to her list, and treats them as summoner spells of the same level. The life giver also adds the following spells to her list of 6th–level spells: *regenerate*, *restoration (greater)*, *resurrection*. A life giver otherwise learns and casts spells as a summoner equal to his life giver level.

Celestial Eidolon: A life giver gains the summoner's eidolon ability, but her eidolon is a creature from the Upper Planes of good (Elysium, Heaven, or Nirvana), as determined by the life giver's alignment, or that of her deity. This ability otherwise functions as the summoner's eidolon ability, except for the following changes:

- ♦ The eidolon gains the celestial template at 1st level.
- ♦ The eidolon's evolution pool at each level is reduced by 1. Thus, a grave caller begins with only 2 evolution points at 1st level, and ends with only 25 evolution points at 20th level.

Summon Celestial Allies (Ex): A life giver is a servant of a good deity, imbued with the power summon and command the forces of the heavenly realm. As such, the life giver gains the option to add the celestial template to any creature summoned with her *summon monster* ability. At 6th level, the life giver can apply the half-celestial template to any creature summoned. All creatures remain indefinitely, or until the life giver summons her eidolon, casts another *summon monster* spell, or the creatures are destroyed. Summoned creatures that gain one of the listed templates have the same alignment as the life giver. This ability replaces the eidolon's evasion and improved evasion special abilities.

Channel Positive Energy (Su): Beginning at 2nd level, a life giver can channel positive energy as a cleric equal to 1/2 her level. This can manifest in a burst as normal and can be centered on either the life giver or the eidolon. This ability replaces shield ally, greater shield ally, and gate.

Life Giver: At 8th level, the life giver's spells, spell-like abilities, and supernatural abilities used to heal or restore creatures to full health (including her eidolon) heal or restore an additional 50% damage. At 16th level, the life giver automatically heals or restores the maximum possible damage when using such spells or abilities, including the additional 50% damage. This does not stack with abilities or feats such as Empower Spell or Maximize Spell. This ability replaces transposition and merge forms.

Celestial Aspect (Su): At 10th level, a life giver can take on celestial traits that mimic her eidolon. Once per day, as a standard action, the life giver can assume the form of a celestial creature for ten minutes per life giver level. While under the effects of a celestial aspect, the life giver gains the following abilities: fly 60 feet (good maneuverability), darkvision 60 feet, low-light vision, DR 5/magic, acid resist 5, cold resist 5, electricity resist 5, +4 bonus on saves vs. diseases, +2 bonus on saves vs. poison, and SR equal to the life giver's level +5. The life giver also gains a +2 enhancement bonus to Strength, Wisdom, and Charisma, and a +1 natural armor bonus. This ability replaces aspect.

Final Rites (Su): At 12th level, a life giver can restore life to a deceased creature to perform a task, avenge its own death, or right an egregious wrong to ensure its soul attains a righteous reward in the afterlife. To perform this ability, the life giver requires time with the deceased creature to determine her course of action.

As a standard action, the life giver first contacts the soul of the deceased through means of *speak with dead*. The life giver then questions the deceased to determine the circumstances of its death. If the circumstances are already known, as in the case of a fallen comrade, this action can be ignored.

Once the life giver has ascertained the appropriate knowledge from the deceased, she can restore life the dead creature to life, but only if that creature has been dead for no longer than 1 day per life giver level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work; therefore, a subject that wants to return receives no saving throw.

Coming back to life in this manner comes at a cost. Upon being restored, the creature functions as it had in life, except for the following restrictions:

- ♦ The creature is restored to full hit points, as it would be at full health (including Constitution modifiers), but receives a –2 penalty to its Constitution score.
- ♦ The creature is bound by a divine contract to perform the appointed task (a service, vengeance, etc.) upon which its return was predicated. The creature must remain focused on its appointed task or permanently loses 10% of its total hit points for every hour it diverts from its course. If the creature reaches 0 hit points through this means, it dies.
- ♦ The creature gains a +4 sacred bonus to all attack and damage rolls, saves, and skill checks pertaining to its appointed task.
- ♦ The creature gains fast healing 1 for the duration of its final rites, due to the constant infusion of positive energy meant to keep it alive. Thus, *cure* spells have no effect on it, for its life has been placed directly into the keeping of the life giver's god.
- ♦ Due to the unique circumstances of its return, the creature gains a +4 bonus to saves against negative energy attacks.
- ♦ The creature's return to life is limited, as determined by its appointed task as follows: if performing a service, the creature remains alive until that task is performed, or for a number of days equal to its new Constitution score, whichever comes first; if avenging its own death, the creature remains alive until the task is performed, or for a number of days equal to twice its new Constitution score, whichever comes first; if righting an egregious wrong, the creature remains alive until that wrong is righted, or for a number of days equal to three times its Constitution modifier, whichever comes first.

Once a creature's appointed time is reached, regardless of whether its task succeeded or not, it is again returned to the dust, and its soul taken to its eternal rest. A creature that has been under the effects of final rites, whether it has been completed or not, cannot be restored back to life short of a *miracle*, *wish*, *true resurrection*, or divine intervention. This ability replaces life bond.

Greater Celestial Aspect (Su): At 18th level, a life giver's celestial aspect undergoes the following changes: DR 10/magic, acid resist 10, cold resist 10, electricity resist 10, immunity to disease, +4 bonus on saves vs. poison, and SR equal to the life giver's level +10. Also, the life giver's enhancement bonus to Strength, Wisdom, and Charisma increases to +4, and gains the ability to smite evil 1/day. This ability replaces greater aspect.

Celestial Paragon (Su): At 20th level, a life giver becomes a master of light and life, thanks in part to her strong bond with her celestial eidolon. The life giver's type changes to outsider (native) and gains the half-celestial template, even if she does not have a good alignment. In addition, the life giver can merge forms with her eidolon (as the summoner's ability of the same name). While merged, the eidolon adds the life giver's Charisma modifier when calculating its hit points, as a sacred bonus. These hit points disappear when the life giver and eidolon separate, which may result in the eidolon being

dismissed. The life giver's total hit points remain unchanged from before merging with her eidolon, even if the eidolon is dismissed while they are merged. This ability replaces twin eidolon.

Table: Life Giver

| 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 | Cantrips, celestial eidolon, life link, <i>summon monster I</i> , <i>summon celestial allies</i> | 1 | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | Bond senses, channel positive energy 1d6 | 2 | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | <i>Summon monster II</i> | 3 | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | | 3 | 1 | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | <i>Summon monster III</i> | 4 | 2 | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | Channel positive energy 2d6, maker's call | 4 | 3 | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | <i>Summon monster IV</i> | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +6 | +2 | +6 | Celestial aspect, life giver | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +6 | +3 | +6 | <i>Summon monster V</i> | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +7 | +3 | +7 | Channel positive energy 3d6 | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +7 | +3 | +7 | <i>Summon monster VI</i> | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +8 | +4 | +8 | Final rites | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +8 | +4 | +8 | <i>Summon monster VII</i> | 5 | 5 | 4 | 3 | 1 | — |
| 14th | +10/+5 | +9 | +4 | +9 | Channel positive energy 4d6 | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 | <i>Summon monster VIII</i> | 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 | <i>Summon monster IX</i> | 5 | 5 | 5 | 4 | 4 | 2 |
| 18th | +13/+8/+3 | +11 | +6 | +11 | Channel positive energy 5d6, greater celestial aspect | 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 | Celestial paragon | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Life Giver Spells Known

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

MASTER OF HAVOC

Summoned from the yawning chaos of Limbo, the master of havoc's havocbeast is war personified. Raging and ferocious, the havocbeast tears its way through enemies, rending and ripping limbs, ignoring wounds. Less mindful of its master's safety, a havocbeast nevertheless provides powerful benefits – gifting its rage and ferocity to its master. The master of havoc has the essence of war under his control and draws upon it freely.

Primary Class: Summoner.

Secondary Class: Barbarian.

Alignment: Any nonlawful.

Hit Dice: d8.

Bonus Skills and Ranks: The master of havoc selects three barbarian skills to add to his class skills in addition to the normal summoner class skills. The master of havoc gains a number of ranks at each level equal to 2 + Int modifier.

Weapon and Armor Proficiency: The master of havoc is proficient with all simple weapons. The master of havoc is also proficient with light armor. A master of havoc can cast arcane spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a master of havoc 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 master of havoc still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: The master of havoc casts arcane spells drawn from the summoner spell list, and learns and casts spells as a summoner of his master of havoc level. He also gains bonus spells for a high Charisma score.

Havocbeast: This is exactly like the summoner's eidolon ability, except for the following changes. The master of havoc summons the aspect of a creature from Limbo, the Plane of Chaos, called a havocbeast, but otherwise functions as an eidolon. The havocbeast uses a d12 for its Hit Dice (instead of the usual d10), and gains a bonus to its Constitution ability score instead of Dexterity. Also, the havocbeast removes Craft from its class skills, loses share spells, evasion, and improved evasion, but gains the barbarian's rage, uncanny dodge, and improved uncanny dodge abilities instead. In addition, the havocbeast gains the barbarian's rage power ability in place of the master of havoc's aspect and greater aspect abilities. The havocbeast may select a rage power it qualifies for at 4th level and every four levels thereafter. Alternatively, whenever the havocbeast gains a feat, he may select a rage power that it qualifies for instead.

Havoc Link (Ex): This is exactly like the summoner's life link ability except that the master of havoc cannot sacrifice hit points to prevent his havocbeast from being sent back to its home plane.

In addition, due to a havocbeast's unpredictable nature, the creature and the master of havoc must remain within 100 feet of one another for the havocbeast to remain at full strength. If the havocbeast is beyond 100 feet but closer than 500 feet, its current and maximum hit point totals are reduced by 50%. If the havocbeast is more than 500 feet away but closer than 5,000 feet, its current and maximum hit point totals are reduced by 75%. If the havocbeast is more than 5,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the havocbeast gets closer to its master of havoc, but its maximum hit point total does return to normal.

Summon Monster I (Sp): This is exactly like the summoner ability of the same name, except that the master of havoc's *summon monster* ability only increases to a maximum of *summon monster VII* at 19th level, as shown on Table: Master of Havoc.

Havoc Rager (Su): At 4th level, a master of havoc grants his havocbeast the barbarian's rage power ability (see Havocbeast). This ability replaces aspect and greater aspect.

Wayward Fury (Ex): This is exactly like the summoner's shield ally ability, except that the master of havoc loses his shield bonus to AC and his saving throw bonus to Will saves whenever his havocbeast is raging.

Transposition (Su): This is exactly like the summoner ability of the same name, except that any rage or rage powers the havocbeast has in effect when it swaps locations with the master of havoc remain in the havocbeast's original square and are applied to the master of havoc instead. The havocmaster may then expend any remaining rounds of rage the havocbeast possesses to maintain the rage and any rage powers. Due to the havoc-link ability, when this rage ends, the havocbeast suffers the effects of fatigue, not the master of havoc. The havocbeast cannot rage or use rage powers upon itself, nor can the master of havoc cast spells when this ability is in effect.

Greater Wayward Fury (Su): This is exactly like the summoner's greater shield ally ability, except that the master of havoc loses his shield bonus to AC and his saving throw bonus to Will saves whenever the havocbeast rages.

Havoc Bond (Su): At 14th level, a master of havoc's life becomes linked to his havocbeast. As long as the havocbeast has 1 or more hit points, the master of havoc can enter a rage, expending his havocbeast's rounds of rage as if he possessed the ability himself. He may also use any of his havocbeast's rage powers even if he doesn't normally qualify for them. The master of havoc and havocbeast may rage simultaneously, but both expend individual rounds of rage from the havocbeast's daily total. When the rage ends, the master of havoc becomes fatigued as normal. The master of havoc cannot cast spells when using this ability. This ability replaces life bond.

Creature of Mayhem (Su): This is exactly like the summoner's merge forms ability, except that the master of havoc cannot cast spells while merged with his havocbeast.

Twin Mayhem (Su): This is exactly like the summoner's twin eidolon ability, except that the master of havoc can only use this ability when his havocbeast is raging. The master of havoc gains the havocbeast's HD (d12) and receives an additional +2 hit points per master of havoc level. He also gains the havocbeast's rage ability and any rage powers in effect or activated while in this form. In addition, the master of havoc gains the Moment of Clarity rage power and can use it as a barbarian equal to his level. Otherwise, the master of havoc cannot cast spells when using twin mayhem. The rage effect of twin mayhem is mandatory, and the master of havoc cannot use twin mayhem and choose not to rage.

Table: Master of Havoc

| 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 | Cantrips, havocbeast, havoc link, <i>summon monster I</i> | 1 | — | — | — | — | — |
| 2nd | +1 | +3 | +0 | +3 | Bond senses | 2 | — | — | — | — | — |
| 3rd | +2 | +3 | +1 | +3 | <i>Summon monster II</i> | 3 | — | — | — | — | — |
| 4th | +3 | +4 | +1 | +4 | Havov rager, wayward fury | 3 | 1 | — | — | — | — |
| 5th | +3 | +4 | +1 | +4 | | 4 | 2 | — | — | — | — |
| 6th | +4 | +5 | +2 | +5 | Maker's call | 4 | 3 | — | — | — | — |
| 7th | +5 | +5 | +2 | +5 | <i>Summon monster III</i> | 4 | 3 | 1 | — | — | — |
| 8th | +6/+1 | +6 | +2 | +6 | Transposition | 4 | 4 | 2 | — | — | — |
| 9th | +6/+1 | +6 | +3 | +6 | <i>Summon monster IV</i> | 5 | 4 | 3 | — | — | — |
| 10th | +7/+2 | +7 | +3 | +7 | | 5 | 4 | 3 | 1 | — | — |
| 11th | +8/+3 | +7 | +3 | +7 | | 5 | 4 | 4 | 2 | — | — |
| 12th | +9/+4 | +8 | +4 | +8 | Greater wayward fury | 5 | 5 | 4 | 3 | — | — |
| 13th | +9/+4 | +8 | +4 | +8 | <i>Summon monster V</i> | 5 | 5 | 4 | 3 | 1 | — |

| | | | | | | | | | | | |
|------|------------|-----|----|-----|---------------------------|---|---|---|---|---|---|
| 14th | +10/+5 | +9 | +4 | +9 | Havoc bond | 5 | 5 | 4 | 4 | 2 | — |
| 15th | +11/+6/+1 | +9 | +5 | +9 | <i>Summon monster VI</i> | 5 | 5 | 5 | 4 | 3 | — |
| 16th | +12/+7/+2 | +10 | +5 | +10 | Creature of mayhem | 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 | | 5 | 5 | 5 | 5 | 4 | 3 |
| 19th | +14/+9/+4 | +11 | +6 | +11 | <i>Summon monster VII</i> | 5 | 5 | 5 | 5 | 5 | 4 |
| 20th | +15/+10/+5 | +12 | +6 | +12 | Twin mayhem | 5 | 5 | 5 | 5 | 5 | 5 |

Table: Master of Havoc Spells Known

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

Table: Havocbeast Base Statistics

| Class | HD | BAB | Good Saves | Bad Save | Skills | Feats | Armor Bonus | Str/Con Bonus | Evol. Pool | Max. Attacks | Special |
|-------|----|-----|------------|----------|--------|-------|-------------|---------------|------------|--------------|------------------------|
| 1st | 1 | +1 | +2 | +0 | 4 | 1 | +0 | +0 | 2 | 3 | Darkvision, link, rage |
| 2nd | 2 | +2 | +3 | +0 | 8 | 1 | +2 | +1 | 3 | 3 | Uncanny dodge |
| 3rd | 3 | +3 | +3 | +1 | 12 | 2 | +2 | +1 | 4 | 3 | — |
| 4th | 3 | +3 | +3 | +1 | 12 | 2 | +2 | +1 | 6 | 4 | Rage power |
| 5th | 4 | +4 | +4 | +1 | 16 | 2 | +4 | +2 | 7 | 4 | Ability score increase |
| 6th | 5 | +5 | +4 | +1 | 20 | 3 | +4 | +2 | 8 | 4 | Devotion |
| 7th | 6 | +6 | +5 | +2 | 24 | 3 | +6 | +3 | 9 | 4 | — |
| 8th | 6 | +6 | +5 | +2 | 24 | 3 | +6 | +3 | 10 | 4 | Rage power |
| 9th | 7 | +7 | +5 | +2 | 28 | 4 | +6 | +3 | 12 | 5 | Multiattack |
| 10th | 8 | +8 | +6 | +2 | 32 | 4 | +8 | +4 | 13 | 5 | Ability score increase |
| 11th | 9 | +9 | +6 | +3 | 36 | 5 | +8 | +4 | 14 | 5 | — |
| 12th | 9 | +9 | +6 | +3 | 36 | 5 | +10 | +5 | 15 | 5 | Rage power |
| 13th | 10 | +10 | +7 | +3 | 40 | 5 | +10 | +5 | 16 | 5 | — |
| 14th | 11 | +11 | +7 | +3 | 44 | 6 | +10 | +5 | 18 | 6 | Improved uncanny dodge |
| 15th | 12 | +12 | +8 | +4 | 48 | 6 | +12 | +6 | 19 | 6 | Ability score increase |
| 16th | 12 | +12 | +8 | +4 | 48 | 6 | +12 | +6 | 20 | 6 | Rage power |
| 17th | 13 | +13 | +8 | +4 | 52 | 7 | +14 | +7 | 21 | 6 | — |
| 18th | 14 | +14 | +9 | +4 | 56 | 7 | +14 | +7 | 22 | 6 | — |
| 19th | 15 | +15 | +9 | +5 | 60 | 8 | +14 | +7 | 24 | 7 | — |
| 20th | 15 | +15 | +9 | +5 | 60 | 8 | +16 | +8 | 25 | 7 | Rage power |

CHAPTER 4: 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.

TEMPLATES

The following new template is available to any Core Class, Base Class, or Multiclass Archetype that meet the indicated prerequisites. This template may complement one or more Multiclass Archetypes.

Element-Touched (Simple Template)

An element-touched creature is a creature that has been infused with one of the four elemental planes (Air, Earth, Fire, or Water). The creature gains the subtype of the indicated element, resistance 10 to the indicated energy type (see below), and gains a spell-like ability usable once per day, as shown on the table below. An element-touched creature's CR is increased by +1 only if the base creature has 5 or more hit dice. The creature's caster level for its spell-like ability is equal to its Hit Dice, and the DC of its spell-like ability is Constitution-based. Creatures with Intelligence scores lower than 3 will use their spell-like ability against the first opponent they encounter each day.

| Element | Elemental Resistance | Spell-like Ability |
|---------|----------------------|-------------------------------------|
| Air | Electricity | <i>shocking grasp</i> 1/day |
| Earth | Acid | none (+1 increase to natural armor) |
| Fire | Fire | <i>burning hands</i> 1/day |
| Water | Cold | <i>hydraulic push</i> 1/day |

PAIZO RULES, OGL, AND COMMUNITY USE POLICY APPENDIX

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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