

Cayzle's

Little Splat Book Of

Prestige

& Class

Being a treasury of
twelve prestige classes
(and one excellent race)
for use with the
Pathfinder flavor of
Dungeons & Dragons



CAVEAT | BETA VERSION | CAVEAT

Cayzle's Little Splat Book Of Prestige & Class

Created and written by Cayzle in 2015

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This book is dedicated to my wonderful wife of 25 years, Julie, for putting up with endless tales of D&D and liontaurs. The excellent idea of adding the design notes was hers – thanks, sweetie!

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Beta Version Caveat

This splat book is completely untested, untried, and untrustworthy! That is, it is a true splat book. However, a new version will be released in late summer 2015 after at least three rounds of playtesting.

If you are reading this after, say, Aug. 15, 2015, then you have an out-of-date version! Go visit cayzle.com/splat to find the latest version, one that has been through real testing, and which hopefully will prove more balanced and playable – and less likely to blow up your game in actual use.

If you are reading this between March and August, 2015, then you have been warned: Use this book CAREFULLY! However, please DO use it, and then write to me at cayzle@cayzle.com to tell me how the options herein have worked out for you. Any problems? questions? ambiguities? advice for improvement? I'm looking for feedback, and I'm offering playtesters a mention in the acknowledgements.

And if you want to join in an actual play-by-post playtest of the rules in this book, with myself as the dungeon master, under live-fire combat conditions, then contact me asap, and we'll get you entered! Serious inquiries only, please, from experienced Pathfinder / Third Edition D&D gamers who will commit to five posts a week, each post covering a round of action, for two to three months (40-60 rounds of combat play, plus extra roleplay).

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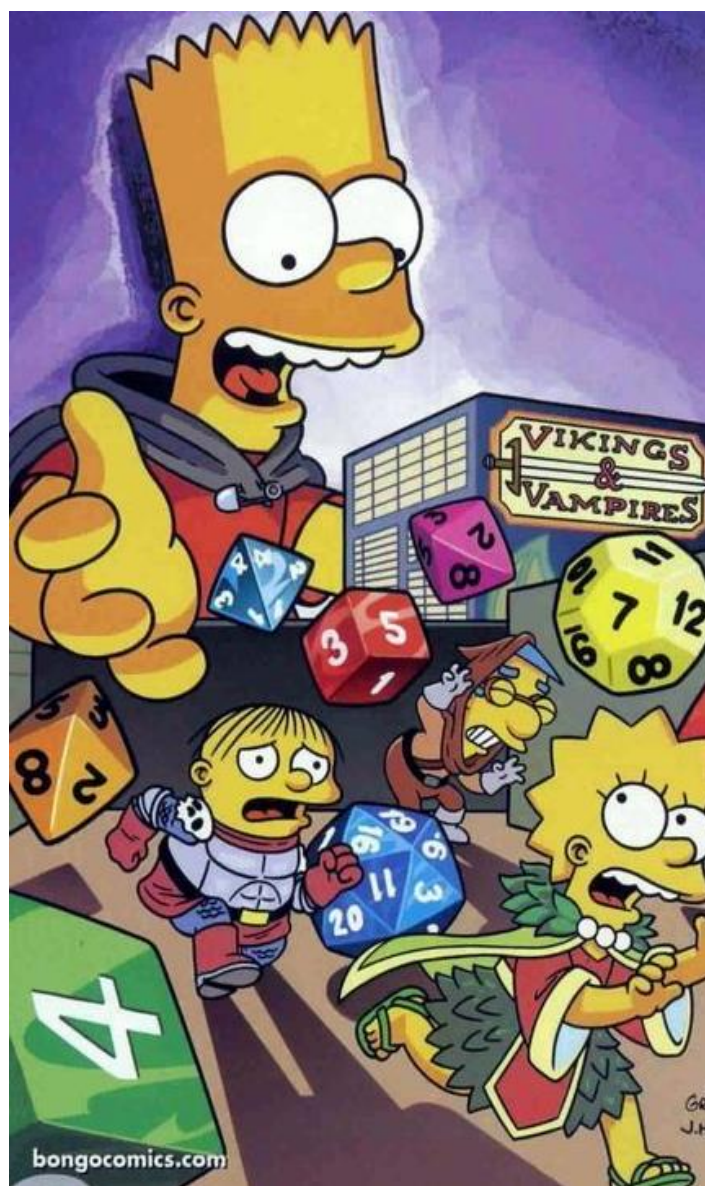
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A Note To Dungeon Masters

Cayzle's caveats, cautions, and criticisms of non-Core prestige classes

I've been experimenting with prestige classes (PrCs) for [years](#) and [years](#). They're one of the best ways to customize your D&D game. But the Pathfinder flavor of Dungeons and Dragons has de-emphasized them in favor of class archetypes and new base classes, so I think there's a place to add some into the mix.

Now, I'm on record saying that [All Splat Books Are Bad!](#) But here I am writing one. What gives with that, Doctor Hypocrisy!? Well, let me offer my own advice: Take this book with a grain of salt. Read it over carefully. Look for rules you dislike, and outlaw them in your game.



Turns out PrCs are even more unbalanced in Vikings & Vampires.

Tell your players that by using this book, they agree to whatever revisions you require to fix things you discover to be broken ... whenever you figure out something is broken. When you realize that the 8th level Olde Tyme Bard in your game is way overpowered and needs some nerfing, the player needs to grin and bear it – or don't the rules in the first place!

Also, look for ways to personalize the PrCs in this book for your campaign. Do you have a god of elemental air? Require that Wingchildren tithe to that god. Do you have a region in your world with a frontier-style, Western feel? Use the Wandslinger there.

Finally, please do offer feedback and suggestions for future editions of this book. Email me at cayzle@cayzle.com, or tweet to me [@cayzle](https://twitter.com/cayzle). And visit cayzle.com for more D&D goodies.

The Whisperer in Kind

A Pathfinder prestige class for characters with multiple companions

Note: Most whisperers refer to themselves by the kind of creature they love: snake whisperer, bird whisperer, cat whisperer, etc.

Some people just have a way with animals. They have a natural sense of how to care for them, communicate with them, and command them. This is not just a bond with a single individual creature, but deep empathy with an entire kind: a horse whisperer, for example, has a knack for all equine creatures, from ponies and zebras to unicorns and pegasi.

Role: Some whisperers work hard to serve as a bridge between animals and people, working as trainers, teachers, and handlers for domesticated animals, such as dogs, horses, birds of prey, and elephants. Others scorn civilization, living out on their own with only wild animals for company. Some seek adventure and fortune with the help of their most loyal and powerful animal friends.

Alignment: Whisperers care deeply about the creatures they befriend, and that love of other makes evil whisperers rare. However, they can be of any alignment.



Her pocket is a [Grey Bag of Tricks](#) that only summons cats.

Hit die: d6

Requirements

- Skills: Survival 3 ranks, Handle Animal 5 ranks.
- Feats: Animal Affinity and one [teamwork feat](#).
- [Trait](#): one of the following -- Animal Friend, Beast Bond, Child of Nature, Dedicated Defender, Frontier-Forged, Loyalty across Lifetimes, Perpetual Companion, Resilient, Savage, Savanna Child.
- Spells: Ability to cast second level spells.
- Special: Two companion creatures (animal companion, cohort, eidolon, or familiar) of the same kind (see below).

Table: The Whisperer in Kind

Lvl	Att	Fort	Refx	Will	Special Abilities
1	+0	+1	+1	+0	Empathy in Kind, Bonus Feat
2	+1	+1	+1	+1	Master Sharer
3	+1	+2	+2	+1	Teamster
4	+2	+2	+2	+1	Companions' Aid, Bonus Feat
5	+2	+3	+3	+2	Bonded Companions
6	+3	+3	+3	+2	Communion in Kind
7	+3	+4	+4	+2	True Link, Bonus Feat
8	+4	+4	+4	+3	Flexible Teamster
9	+4	+5	+5	+3	Aid in Kind
10	+5	+5	+5	+3	Resurrect Companion, Bonus Feat

Class Features

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Know (Nature) (Int), Know (Geography) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str)

Skill Points per level: 4 + Int modifier

Companion Kind: Your companions must be of the same kind. Possible chosen kinds of creatures include: [amphibians](#), [avians](#), [bats](#), [canines](#), [cetaceans](#), [elephants](#), [equines](#) and other odd-toe ungulates, [felines](#), [fish](#), [lizards and crocs](#), [mustelids](#), [pinnipeds](#), [rodents](#), [simians](#) (not including humans), [snakes](#), [boars](#), [hippos](#), [deer](#) and other even-toed ungulates, and [ursines](#). Dinosaurs may be allowed as a chosen kind in campaigns that feature them. Usually vermin are excluded, but a DM may make exceptions if appropriate. Note that a companion, including eidolons and any others with evolutions, must look and behave like a creature of the whisperer's chosen kind, and cannot have evolutions out of character for its type. A cat whisperer's eidolon cannot have wings or tentacles or the ability to burrow under the earth; subtle differences, such as tremorsense or spell resistance, are acceptable, as the DM allows.

Certain whisperer special abilities affect creatures of your chosen kind, and that includes those of other monster types. For example, a dog whisperer can use the "empathy in kind" ability on blink dogs (magical beasts) and hell hounds (outsiders). Your DM will decide if there is any question as to whether a creature is a certain kind.

Weapon and Armor Proficiencies: You gain no new proficiency in any armor. You gain proficiency with whips, nets, and lassos.

When you use a whip against a creature of your chosen kind, you inflict only nonlethal damage and you ignore armor, shield, and natural armor bonuses. When you use a whip as a tool to guide and command creatures of your chosen kind, you add the enhancement bonus of the whip, if any, to your handle animal checks.

When you use a nets or lasso and you succeed in entangling a creature of your chosen kind with it, then each round make a handle animal check; if the creature fails a will save vs your check result as the DC, then it will not try to use Strength to escape or break free that round.

Spellcasting: You don't advance in casting more spells per day or in casting higher level spells. However, your whisperer level does stack with other class levels for caster level only, for classes that grant a companion. A Druid 3 / Summoner 4 / Whisperer 5 has caster level (not spells per day) of 8 as a druid and 9 as a summoner.

Also, you add several spells to your spell lists for classes that grant you a companion. If you are a spontaneous caster, also add them as bonus spells to your list of spells known. Level 0: [Speak with Animals](#). Level 1: [Call Animal](#). Level 2: [Greater Magic Fang](#). Level 3: [Charm Monster](#). Level 4: [Baleful Polymorph](#). Level 5: [Awaken](#). These spells can only speak/call/buff/awaken creatures of your chosen kind, and the baleful polymorph must change targets into creatures of your kind.

Companion: Advancement Every time you gain a level, starting with level 1, you advance two companions as if you had gained a level in the class that grants the companion. If you have more than two companions, pick two to advance each time you level, and carefully track which ones you have advanced over time.

If you advance *an animal companion, holy mount, oracle or cavalier mount, or other creature using the druid class rules*, then add one to your effective level of stacked classes to advance your animal companion on the [Animal Companion Base Statistics table](#).

A *cohort* that is a creature of your chosen kind advances per [the Leadership feat](#), using your experience points and your Leadership score. If you also use your whisperer ability to advance your cohort, it gains the following progression of powers, gaining one each time a level is advanced:

1. [Share Spells](#)
2. Decrease the penalty on leadership for having other companions from -2 to -1.
3. [Empathic Link](#)
4. Natural Armor Bonus +2
5. [Evasion](#)
6. [Deliver Touch Spells](#)
7. Decrease the penalty on leadership for having other companions from -1 to 0.
8. [Devotion](#)
9. Natural Armor Bonus +2
10. [Improved Evasion](#)

If you advance your *eidolon*, then add one to your summoner level to advance it on the [Eidolon Base Statistics table](#). Do not advance any Special Abilities listed in the main summoner class table; the whisperer prestige class does not advance summoner powers such as shield ally, maker's call, transposition, etc. Keep in mind that no companion can take an evolution that is obviously at odds with the fundamental attributes of a creature of your chosen kind.

A *familiar* uses your BAB, base saves, skill ranks, and gains half your hit points. If you also use your whisperer ability to advance your familiar, it gains the following progression of powers:

- Per the [Familiar Ability Descriptions table](#), at odd levels you increase your familiar's Intelligence, natural AC bonus, and possibly other special abilities, such as delivering touch spells and spell resistance.
- At levels 2, 6, 10, 14, and 18, your familiar gains a feat, freely chosen from any for which it meets the prerequisites.
- At levels 4, 8, 12, 16, and 20, your familiar gain a +2 bonus to one ability score.

Special Abilities

Empathy in Kind (Ex): You can use your Handle Animal skill to improve the attitude of any creature of your chosen kind. This ability functions just like a [Diplomacy check made to improve the attitude](#) of a person (see Using Skills). If you have Wild Empathy and the creature has an Intelligence of 1 or 2, then you may add your Wild Empathy bonus to your Handle Animal check. You and the creature to be influenced must be within 30 feet of one another under normal conditions. Generally, influencing a creature in this way takes 1 minute, but you may make the check in just one round at a -4 penalty. You can affect multiple creatures of the same kind at the same time with the same check, but you make the check at a -1 penalty per extra creature.

Bonus Feats: At 1st, 4th, 7th, and 10th levels, you gain a bonus feat in addition to those gained from normal advancement. At 4th, 7th, and 10th levels, you can choose to learn a new bonus feat in place of a bonus feat you learned at an earlier level. That is, you lose the bonus feat in exchange for a new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. You can only change one feat at any given level and must choose whether or not to swap the feat when you gain a new bonus feat for the level. Whisperer bonus feats are selected from this list: [Animal Soul](#), [Athletic](#), [Die Hard](#), [Endurance](#), [Evolved Companion](#), [Evolved Familiar](#), [Fleet](#), [Improved Familiar](#), [Leadership](#), [Mounted Combat](#), [Mounted Skirmisher](#), [Self Sufficient](#), [Trample](#), [Toughness](#), [Trick Riding](#), [Undersized Mount](#), [Unfettered Familiar](#).

Master Sharer (Su): ANY spell or spell-like ability that you cast on yourself can also affect your companions if they are within short range (25ft + 5ft/whisperer level) and if they already have the standard share spells ability. The shared spell duration is not divided among you; the usual duration applies to all. Instantaneous spells, such as curing spells, also affect all of you instantly. If the spell or effect has a duration other than instantaneous, it stops affecting the companion if it moves beyond short range and will not affect the companion again even if it returns before the duration expires. A shared spell affects companions even if the spell has a target of "You" and even if the spell normally does not affect creatures of the companions' type.

Teamster (Ex): At 3rd level, any teamwork feats you and your companions have are usable by yourself and them. That is, you automatically grant your teamwork feats to your companions, and they grant theirs to you and to each other, even if you or they do not meet the prerequisites of these teamwork feats. However, no one but you and your companions can ever benefit from your teamwork feats.

Companions' Aid (Ex): When a companion creature uses the [aid another action in combat](#) to boost your AC or attacks, the companion does not have to be in a position to attack your opponent, so long as the companion is in your square or adjacent to you. Also, the aid another bonus applies to your AC against all melee attacks made against you that round, or against all melee attacks you make that round.

Bonded Companions (Su): As a standard action, you may create a bond between yourself and one of your companions. Each round at the start of your turn, if the bonded companion is wounded for 5 or more hit points below its maximum hit points, it heals 5 hit points and you take 5 hit points of damage. You may have one bond active per companion. This bond continues until the companion dies, you die, the distance between you and the companion exceeds medium range, or you end it as an immediate action (if you have multiple bonds active, you may end as many as you want as part of the same immediate action).

Communion in Kind (Ex): You gain a +2 insight bonus on Handle Animal, Heal, Knowledge, Ride, Sense Motive, and Survival skill checks related to creatures of your chosen kind. When using the Handle Animal skill with your chosen kind, you can handle an animal as a free action, you can push an animal as a move action, and you can teach, train, and rear an animal in one quarter of the usual time. You can use your skill on multiple creatures of your chosen type simultaneously by taking a -1 on the Handle Animal check per creature beyond the first. You can use the Handle Animal skill on creatures of your chosen kind regardless of their Intelligence ability score. Also, using the Heal skill with your chosen kind, the number of hit points restored and the saving throw bonuses bestowed are doubled.

True Link (Su): If your companions already have an Empathic Link, a druidic Link, or a summoner Link, then they now can communicate emotions and thoughts to you and to each other within one mile of you. You can also use your companions' eyes and ears freely, though not such special senses as low light vision, darkvision, blindsight, etc. Such use of companions' senses does not interfere with your usual senses.

Flexible Teamster (Ex): As a standard action, you can choose to learn a new teamwork feat in place of one you already know. In effect, you lose the teamwork feat in exchange for a new one. You can change a teamwork feat a number of times per day equal to 1 plus your Wisdom modifier, minimum 1/day.

Aid in Kind (Su): Once per day, you may make a request of a creature of your chosen kind, per the [Diplomacy skill rules for making a request](#) -- you can make this request as a full round action, even if the creature is unfriendly or hostile. The creature will grant your request, no roll required. Granting the request does not change the creature's attitude toward you (although a separate use of the Empathy in Kind ability might). Open-ended, greedy, or extravagant requests may be twisted by the creature, at the DM's discretion, and no request is granted if it takes more than one hour to grant.

Resurrect Companion (Sp): Once per day, as a spell-like ability requiring a standard action and no material component, you may [Resurrect](#) your dead companion.

Design Notes

The Beast Master and Pack Lord options in Pathfinder fail to interest me, because splitting up your companion hit dice among several weak companions results in dead companions. I wanted an option for multiple strong companions. But there has to be a price for that. This prestige class sacrifices all spells per day advancement. It does stack whisperer levels with levels of an existing class or classes, so that the low level spells you can cast are effective and can penetrate SR. The caster level boost (applying to all caster base classes that contribute a companion) and the best share spells rules in the game serve to compensate as well.

This prestige class is designed to support characters with not just two, but even three or four companions. If you do choose to advance more than two companions, you have to advance some at one level and others at another, since you can only advance two per whisperer level. Since familiars and cohorts advance to a lesser degree regardless of your advancement in a primary class, you can spread the love without sacrificing too much survivability.

Note that the lesser hit die and poor BAB progression is intended to suggest that you need your companions to fight for you.

[Click here for the original version.](#)

The Adventuring Hero

A Pathfinder prestige class for the many kinds of truly heroic characters out there

There are many kinds of heroes in the multiverse, but they all have one thing in common: they achieve great things in remarkable ways, and they are admirable and noble, by one measure or another. True heroes regularly step beyond the run-of-the-mill to achieve amazing successes that other adventurers do not match.

Role: Any character can be heroic, although spellcasters tend to make unlikely heroes. Heroes take chances, act as leaders, put others first, and act as exemplars of heroic qualities and extraordinary deeds. Their friends and comrades learn that they can rely on a hero when hope seems lost. But one thing all heroes have in common – the universe smiles on them, events fall their way, and the stars align to help them achieve greatness.

Alignment: Heroes can be lawful or chaotic, but they are usually good, seldom neutral, never evil. Dark heroes may be sharp-tongued or even cruel, but they step up to take remarkable risks – and they do so to save others. Noble heroes are paragons of altruism, seeing their heroic deeds as "just doing my job."



Super Hero, Working-Class Hero, Everyday Hero, Unlikely Hero. Yeah, that last one. That's the ticket..

Hit die: d10

Requirements

- Alignment: Any neutral or good.
- Feat: Hero's Fortune.
- [Trait](#): one of the following -- Courageous, Natural-Born Leader, Starchild, Flame of the Dawnflower, Divine Warrior.
- BAB +5.
- Special: Your game master must allow [the use of hero points](#), and you may not be an Antihero. Also see below, as extra requirements vary with Archetype.

Table: The Adventuring Hero

Lvl	Att	Fort	Refx	Will	Special Abilities
1	+1	+1	+1	+1	Archetype, Hero Bonus Feat
2	+2	+1	+1	+1	Sidekick
3	+3	+2	+2	+2	Heroic Aura
4	+4	+2	+2	+2	Hero Bonus Feat
5	+5	+3	+3	+3	Save a Friend
6	+6	+3	+3	+3	Greater Archetype
7	+7	+4	+4	+4	Hero Bonus Feat
8	+8	+4	+4	+4	Victory In Defeat
9	+9	+5	+5	+5	Superheroism
10	+10	+5	+5	+5	Always a Hero

Class Features

Class Skills: Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Heal (Wis), Perception (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str)

Skill Points per level: 4 + Int modifier

Weapon and Armor Proficiencies: You gain proficiency in all simple and martial weapons. No new armor proficiencies are gained.

Ethos: If you shift to a forbidden alignment, you lose all special abilities until a shift back is achieved and you have atoned. If you fail to meet the special requirements of an everyday hero, a super hero, an unlikely hero, or an unsung hero, then you lose your Archetype and Greater Archetype abilities until you once again meet them and have atoned.

Special Abilities

Archetype: What kind of hero are you? Pick one of these archetypes for which you qualify from the list below. Once you make your choice, you cannot change it. You must meet extra requirements for each archetype. You gain an archetype benefit at level 1 and a greater archetype benefit at level 6.

Action Hero: Requires: Athletic feat. Benefit: "Action Surge" (Su) -- Every time you use a hero point, you add your hero level as a morale bonus to your Strength and you are hasted. The effect lasts for 1 round per hero level. Greater Benefit: "More Action" (Su) -- When you use a hero point to gain an extra action, you gain a full round action or two move

actions or a move action and a standard action, rather than just a single move or standard action.

Everyday Hero: Requires: Good alignment. Benefit: "Heroic Burst" (Su) -- Every time you use a hero point, you are affected as by a Heroism spell for one round per hero level. Greater Benefit: "Continuing Heroism" (Su) -- The duration of your heroic burst extends to 10 minutes per level.

Jukebox Hero: Requires: Perform 5 ranks. Benefit: "Inspire Courage" (Su) -- If you have the bardic performance ability (or gain it later), your hero levels stack with levels in other classes that grant the ability. If not, you gain Perform as a class skill and also bardic performance as a bard equal to your hero level, but you can only Inspire Courage. Greater Benefit: "Inspire Greatness" (Su) -- If you have the bardic performance ability from another class (or gain it later), you gain Extra Performance as a bonus feat. If not, you may now also Inspire Greatness as well as Inspire Courage.

Super Hero: Requires: You may not wear armor; you may not use hero points while using the Disguise skill. Benefit: "Leap Tall Buildings" (Su) -- You gain a +30 enhancement bonus on all Acrobatics checks. Greater Benefit: "Look! Up in the Sky" (Sp) -- You may cast Overland Flight as a spell-like ability thrice per day, using your hero level as your caster level.

Unlikely Hero: Requires: Your Strength, Dexterity, and Constitution modifiers added together cannot exceed +2 (temporary bonuses do not affect this requirement). Benefit: "Lucky Hero" -- You gain Luck of Heroes as a bonus feat. If you already have it (or gain it later), then you gain a bonus equal to your hero level on rolls to avoid expending hero points. Greater Benefit: "Amazing Luck" -- You may use your Luck of the Heroes feat every time you use hero points on yourself, not just to reroll a die roll or to grant yourself a bonus, and even to regain one of the two points you use to cheat death.

Unsung Hero: Requires: You do not receive rewards or recognition for your deeds; your total wealth cannot exceed three-quarters of the average of the other members of your party. Benefit: "Guile Hero" (Ex) -- You gain a bonus equal to your hero level on Dexterity- and Charisma-based skills except Fly, Intimidate, and Perform; all those skills are class skills for you. You can earn hero points for doing heroic good deeds anonymously. Greater Benefit: "Anonymous Samaritan" (Su) -- You gain the Hide In Plain Sight ability of a shadowdancer.

War Hero: Requires: Five ranks in Profession (Soldier). Benefit: "Fearless Under Fire" (Ex) -- You gain a morale bonus equal to your hero level on saves vs fear. Greater Benefit: "Resolute" (Ex) -- You are immune to fear effects. You gain a morale bonus equal to your hero level minus 5 on saves vs the nauseated and sickened conditions.

Working-Class Hero: Requires: At least one level of commoner, taken at first level. Benefit: "Hard Life" (Ex) -- You gain Endurance, Die Hard, and Skill Focus as bonus feats. You gain a bonus equal to twice your commoner level(s) on all saving throws and all Craft and Profession checks. You can earn hero points by generously helping the poor and those who labor for their bread, and by standing up to those who oppress them. Greater Benefit: "Source of Inspiration" (Ex and Sp) -- If you do not have the Leadership feat, you

gain it. If you have it (or gain it later), then you gain a bonus to your Leadership score equal to your Hero + Commoner levels. Your followers are always fanatically loyal to you. You cast Heroes' Feast once per day as a spell-like ability.

Hero bonus feats: At levels 1, 4, and 7, you may pick one from the following list, even if you do not otherwise qualify for the feat: Alertness, Blood of Heroes, Heroic Defiance, Heroic Recovery, Improved Initiative, Leadership, Luck of Heroes, Toughness.

Sidekick: You may designate an NPC or even a willing fellow PC as your sidekick. The sidekick gains the Hero's Fortune feat. If you pick a familiar, animal companion, eidolon, or similar creature, it gains a new hero point each time you level. Cohorts and other NPCs gain a hero point each time they level. You may change your sidekick (or pick a new one if the current one dies) after a 24-hour waiting period; you may have only one at a time. When using the Aid Another action to help you, your sidekick gives you a +4 bonus, not a +2 bonus.

Heroic Aura (Su): You radiate an aura that daunts your enemies. Within 5 feet per hero level, enemies attacking you or your allies suffer a -1 morale penalty on attacks, AC, and saving throws. Activated as a swift action, your heroic aura can be used once per day; this ability lasts until combat ends, at which point all of the penalties immediately end.

Save a Friend: Your ability to spend hero points to help friends grows. You can spend a hero point for any function, not just to bestow a bonus; that is, you can use your hero points to let a friend act out of turn, gain an extra action, even cheat death, and so on. When you grant a friend a bonus, the amount of the bonus is not halved. If you have the Luck of Heroes feat, you can use it to possibly regain hero points you spend to help your Sidekick.

Victory In Defeat: When you use a hero point on a reroll, if the roll fails, you do not lose the hero point spent.

Superheroism: You may spend as many hero points in a round as you choose, not just one.

Always a Hero: On any day that you would otherwise have no hero points, you start the day with one. This ability also applies to your Sidekick. Also, you cheat death at a cost of just one hero point.

Design Notes

I've been using hero points in Third Edition D&D for many years, and it seemed to me that the mechanic of the hero point needed elaboration. This PrC explores more deeply what you can actually do with hero points.

I also like the idea that the game should offer players more and better options for playing good, altruistic, noble characters – heroes, that is. This prestige class tries to offer a little something for everybody, because anyone can be a hero.

Well, casters do not advance their spellcasting ability at all with this PrC, so likely fewer of them will turn out to be heroes!

[Click here for the original version.](#)

The Improved Assassin

A Pathfinder prestige class for true killers ... now with more magic!

The unseen approach, the innocent look, the perfect disguise, the knife in the dark – these are the tools of those who have perfected the art of murder. Some are mercenaries, who value wealth over life. Some are devoted to a cause, fighting tyrants, theocrats, and terrorists as a guerrilla, a rebel, or an infiltrator. But no one devoted to dealing death can be an innocent, or good at heart.

Role: Those who delight in dealing death, those for whom killing is a career, and those who kill for a cause – such people come from all walks of life. Fighters and mages, clerics and rogues, all can be assassins – although characters with a natural inclination toward stealth are more natural murderers than others. Most assassins have at least a bit of training as a rogue.

Alignment: Some lawful characters with this prestige class may be associated with a thieves guild, or with their own association of assassins, or with another group – the secret police, a resistance movement, a guerrilla band. Some chaotic freelance assassins work on a contract basis for the highest bidder; others pursue solitary vendettas against those who have wronged them. Those who kill for pay are uniformly evil; those who use assassination for a higher purpose may be neutral.



That's some impressive "intent to kill" right there.

Hit die: d8

Requirements

- Alignment: Any neutral or evil (non-good).
- Skills: Disguise 2 ranks, Stealth 5 ranks.
- Special: Sneak Attack +1d6 OR take Sneak Attack Assassin Trick at level 1.
- Special: Must assassinate a specific person to demonstrate your intent to kill.

Table: The Improved Assassin

Lvl	Att	Fort	Refx	Will	Special Abilities
1	+0	+0	+1	+0	Assassin Trick, Paralyzing Stab
2	+1	+1	+1	+1	Poison Use, +1 Save vs Poison
3	+2	+1	+2	+1	Uncanny Dodge, Assassin Trick
4	+3	+1	+2	+1	Death Stab, +2 Save vs Poison
5	+3	+2	+3	+2	Assassin Trick
6	+4	+2	+3	+2	Imp. Uncanny Dodge, +3 vs Poison
7	+5	+2	+4	+2	Ranged Stab, Assassin Trick
8	+6	+3	+4	+3	Hide in Plain Sight, +4 vs Poison
9	+6	+3	+5	+3	Assassin Trick
10	+7	+3	+5	+3	Final Rest, Quick Stab, +5 vs Poison

Class Features

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Know Local (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha)

Skill Points per level: 4 + Int modifier

Weapon and Armor Proficiencies: You gain proficiency with blowgun, crossbow (hand, light, or heavy), dagger (any type), dart, rapier, sap, shortbow (normal and composite), and short sword. You are proficient with light armor but not with shields.

Spellcasting: Beginning at 1st level, you gain the ability to cast a number of arcane spells. To cast a spell, you must have an Intelligence score of at least 10 + the spell's level. Your bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the your Intelligence bonus. When you get 0 spells per day of a given spell level, you gains only the bonus spells you would be entitled to based on your Intelligence score for that spell level. The assassin spell list and spells known per level appears below. You cast spells spontaneously, just as a sorcerer does.

Cantrips: You learn a number of cantrips, or 0-level spells, as noted on the table below. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Special Abilities

Assassin Tricks: As you gain experience, you learn a number of tricks that aid you in your murderous missions. Starting at 1st level, you gain one assassin trick. You gain an additional trick for every 2 levels of assassin attained after 1st level (at levels 3, 5, 7, 9). Some tricks can be taken more than once, as noted.

Fast Stealth (Ex): This ability allows you to move at full speed using the Stealth skill without penalty.

Magic Stab (Su): At level 1, you can make a Paralyzing Stab attack with a spell that features a melee touch attack. At level 4, you can make a Death Stab with a melee touch spell. At level 7, you can make Paralyzing and Death Stab attacks with ranged touch attack spells.

Master of Skills (Ex): Pick one of the following key assassin skills: Bluff, Diplomacy, Disable Device, Disguise, Sleight of Hand, or Stealth. You gain a bonus to checks with this skill equal to five plus half your assassin level (round down). This trick can be taken more than once; pick a different skill each time.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. It adds +1d6 of damage under particular circumstances. If you get a sneak attack bonus from another source the bonus damage dice stack. This trick can be taken more than once; sneak attack damage dice gained stack.

Speedy Disguise (Su): You can use the items at hand and seemingly innocuous material hidden on your person to create startlingly effective disguises, reducing the amount of time it takes to create a disguise using the Disguise skill to a full round action.

Surprise Attack (Ex): During the surprise round, opponents are always considered flat-footed to you, even if they have already acted.

Swift Poison (Ex): You can apply poison to a weapon as a move action, instead of a standard action.

Paralyzing Stab (Ex): If you study your target for three rounds and then make a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly paralyzing the target. Studying the victim is a standard action, and you can undertake other actions during the study period, so long as the target does not detect you or recognize you as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + your assassin class level + your Int modifier) against the paralyzing effect, she is rendered helpless and unable to act for 1d6 rounds plus 1 round per assassin level. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once you have completed the three rounds of study, you must make the paralyzing stab within the next three rounds. If a stab is attempted and fails (the victim makes her save) or if you do not launch the attack within three rounds of completing the study, then three new rounds of study are required before you can attempt another paralyzing stab.

Poison Use (Ex): You are trained in the use of poison and never risk accidentally poisoning yourself when applying poison to a weapon.

Save Bonus against Poison (Ex): At second level, you gain a +1 saving throw bonus vs all poisons that increases by +1 for every two additional assassin levels.

Uncanny Dodge (Ex): Starting at 3rd level, you retain your Dexterity bonus to AC (if any) regardless of being caught flat-footed or struck by an invisible attacker. (You still lose any Dexterity bonus to AC if immobilized.) If you gain uncanny dodge from a second class, you automatically gain improved uncanny dodge (see below).

Death Stab (Ex): As paralyzing stab, but you can choose to kill his target.

Improved Uncanny Dodge (Ex): At 6th level, you can no longer be flanked. This defense denies enemies the ability to use flank attacks to sneak attack you. The exception to this defense is that an enemy with at least four more levels in a sneak-attacking class than you have can flank you (and thus sneak attack you). If you gain uncanny dodge (see above) from a second class, you automatically gain improved uncanny dodge, and the levels from those classes stack to determine the minimum enemy level required to flank you.

Ranged Stab (Ex): As paralyzing stab and death stab, but you can use a ranged weapon. The attack must still be a sneak attack, however.

Hide in Plain Sight (Su): At 8th level, you can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.

Quick Stab (Ex): As paralyzing stab and death stab, but the time of study required is two rounds, not three rounds.

Final Rest (Su): Once per day, when you makes a successful Death Stab, you can cause the target's body to crumble to dust. This prevents raise dead and resurrection (although true resurrection works as normal). You must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is not wasted and can be used again until the effort succeeds.

Table: Improved Assassin Spells Known

Lv.	0th	1st	2nd	3rd	4th	5th
1	2	2	–	–	–	–
2	3	3	–	–	–	–
3	3	3	2	–	–	–
4	4	4	3	–	–	–
5	4	4	3	2	–	–
6	5	4	4	3	–	–
7	5	4	4	3	2	–
8	6	4	4	4	3	–
9	6	4	4	4	3	2
10	7	4	4	4	4	3

Table: Improved Assassin Spells Per Day

Lv	1st	2nd	3rd	4th	5th
1	0	-	-	-	-
2	1	-	-	-	-
3	1	0	-	-	-
4	2	1	-	-	-
5	2	1	0	-	-
6	3	2	1	-	-
7	3	2	1	0	-
8	3	3	2	1	-
9	4	3	2	1	0
10	4	3	3	2	1

Improved Assassin Spell List

0th Level: [acid splash](#), [dancing lights](#), [detect magic](#), [detect poison](#), [light](#), [lullaby](#), [mage hand](#), [message](#), [prestidigitation](#), [read magic](#).

1st Level: [accelerate poison](#), [chill touch](#), [disguise self](#), [jump](#), [obscuring mist](#), [sculpt corpse](#), [delay poison](#), [true strike](#), [vanish](#).

2nd Level: [alter self](#), [cat's grace](#), [fox's cunning](#), [invisibility](#), [pass without trace](#), [scorching ray](#), [spider climb](#), [undetectable alignment](#).

3rd Level: [clairaudience/clairvoyance](#), [haste](#), [misdirection](#), [neutralize poison](#), [nondetection](#), [poison](#), [twilight knife](#).

4th Level: [dimension door](#), [dimensional anchor](#), [freedom of movement](#), [glibness](#), [greater invisibility](#), [locate creature](#).

5th Level: [polymorph](#), [prying eyes](#), [scrying](#), [teleport](#), [veil](#).

Design Notes

I love the original D&D Third Edition assassin, but it is flawed in that it front-loads its best powers and offers little incentive to take the entire 10 levels. I tried hard to space out powers and add compelling features at every level, a lesson in game design I learned from Pathfinder.

I especially love that the original 3E Assassin has its own independent spell casting, with its own spells per day and caster level. Pathfinder dropped that idea entirely from all its official prestige classes, which has seemed a shame to me. I've added them back here, and I've returned to that idea in a number of PrCs in this book, as you have seen

Granted, a limited spell progression like the improved assassin's is an underpowered option, because your caster level maxes out at 10, your saving throws max out at 15+Int base, your spell penetration is poor, etc. But the buffs and miscellaneous spells remain useful, and I kind of like offering underpowered options in splat books; lord knows most splat books go for the overpowered options!

Click here for [the original version](#), as well as here for a later [Third Edition D&D version](#) and a later [Pathfinder version](#).

The Spellspinner

A Pathfinder prestige class for the devoted arachnophile

Most people who encounter giant spiders are glad -- if they survive -- to escape with an interesting story and no more. But in rare cases, those subjected to the fang are also bitten by the bug: they develop a passion for spider lore, and they seek to learn about creatures with eight legs. At length, their study and practice leads them to extraordinary skill and arcane lore ... as spellspinners. Even more rarely, the passion comes before the bite -- these would be spellspinners allow themselves to be bitten, either in combat or as part of an initiation ceremony.

Role: There is no telling who will be inspired by a bite, but those who seek to learn about arachnids may take levels as rangers, bards, druids, or rogues, since those classes offer skills that fit the spider way. Spellspinners are often misunderstood or even hated. Too many people fail to appreciate the beauty of the web, the coordination of movement, the vital role in nature that spiders play. Some good-hearted spellspinners try to enlighten others, or feel forced to hide their passion. Others care little for society, and live off among their beloved friends. And those with dark intentions use their spider lore to terrorize and control others.

Alignment: Any, though neutral and chaotic alignments are more common, since spellspinners seldom fit well into organized society.



"Well, I for one welcome our new spider overlords."

Hit die: d8

Requirements

- Feats: Skill Focus (Weaving)*, Exotic Weapon Proficiency (Net)
- Skills: Craft (Weaving) 5 ranks*, Know Nature 5 ranks.
- Special: Must have been bitten by a giant spider

**Note: Craft (Baskets), Craft (Cloth), and Craft (Clothing) may substitute in all cases for Craft (Weaving) for functions of this prestige class.*

Table 1: The Spellspinner

Lvl	Att	Fort	Refx	Will	Special Abilities
1	+0	+1	+1	+0	Friend
2	+1	+1	+1	+1	Student
3	+2	+2	+2	+1	Poisoner
4	+3	+2	+2	+1	Rider
5	+3	+3	+3	+2	Weaver
6	+4	+3	+3	+2	Hunter
7	+5	+4	+4	+2	Crafter
8	+6	+4	+4	+3	Trapper
9	+6	+5	+5	+3	Ruler
10	+7	+5	+5	+3	Morpher

Class Features

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Ride (Dex), Spellcraft (Int), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Points per level: 6 + Int modifier

Weapon and Armor Proficiencies: You gain no new proficiency in the use of either weapons or armor.

Spellcasting: Beginning at 1st level, you gain the ability to cast a number of arcane spells. To cast a spell, you must have an Intelligence score of at least 10 + the spell's level, so a spellspinner with an Intelligence of 10 or lower cannot cast these spells. Spellspinner bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the spellspinner's Intelligence bonus. The spellspinner spell list and other spell tables appear below.

You must commune with a spider friend (see below) each day to prepare spells, in manner as a [witch](#). Your spider friend knows all the spells that you can prepare. The friend begins play knowing the Strengthened Silk cantrip and two other 0-level spellspinner spells plus two 1st-level spells of your choice. At each new spellspinner level, add two new spells of any spell level you can cast to those your spider friend knows. In all other ways, you prepare and casts spells as a witch does.

At 3rd, 5th, 7th, and 9th level, you may swap out a spell your spider friend knows for a different one from the spellspinner spell list. If you replace your spider friend, the new friend knows all the spells that the old one did.

Spiderkin: Certain of the spellspinner's abilities and spells refer to "spiders and spiderkin." This is shorthand for all [Giant Spiders](#), as well as for all [Phase Spiders](#), [Spider Swarms](#), [Aranea](#), [Driders](#), [Leng Spiders](#), [Ettercaps](#), and [other spiders](#). A DM may add monsters to this list as she sees fit.

Special Abilities

Friend (Ex): At first level you gain a small or medium [giant spider](#) friend. Treat this friend exactly as a druidic animal companion.

Small Giant Spider

Starting Statistics: Size Small; Speed 30 ft., climb 20 ft.; AC +1 natural armor; Attack bite (1d4 plus poison); Ability Scores Str 10, Dex 18, Con 12, Int (see below), Wis 12, Cha 4; Special Qualities darkvision 60 ft.; Poison (Ex) Bite injury; save Fort DC 10+HD+Con; frequency 1/round for 4 rounds; effect 1d2 Str damage; cure 1 save.

4th-Level Advancement: Speed 40 ft., climb 40 ft.; Attack bite (1d6 plus poison); Ability Scores Str +2, Dex +2, Con +2; Special Qualities [Web](#). Poison effect increases to 1d6 Str damage, cure 2 saves.

Medium Giant Spider

Starting Statistics: Size Medium; Speed 30 ft., climb 20 ft.; AC +1 natural armor; Attack bite (1d8); Ability Scores Str 12, Dex 16, Con 13, Int (see below), Wis 14, Cha 4; Special Qualities darkvision 60 ft.; +8 racial bonus on Acrobatics.

7th-Level Advancement: Size Large; Climb 30 ft.; AC +2 natural armor; Attack bite (2d6 plus poison); Ability Scores Str +8, Dex -2, Con +4; Special Qualities: Poison (Ex) Bite injury; save Fort DC 10+HD+Con; frequency 1/round for 4 rounds; effect 1d3 Strength damage; cure 1 save.

The spider friend has Intelligence equal to your spellspinner level. It is not mindless, so it is not immune to mind-affecting effects. Like all spiders, it has a +2 racial bonus vs poison. Note that this friend immediately replaces your familiar or animal companion, but all levels from classes used to gain familiars and animal companions stack in determining the spider friend's capabilities, per the [Animal Companion Base Statistics table](#). A wizard 2 / druid 3 / spellspinner 2 could have a spider friend with the stats of a 7th level druid's animal companion, plus an Intelligence of 2.

Student (Ex): When making Know Nature checks related to spiders and spiderkin, you gain a bonus equal to half your spellspinner level. Also, you can use Know Nature checks to influence spiders and spiderkin exactly like a druid or ranger uses wild empathy checks with animals; if you also have a wild empathy bonus, it stacks with these Know (Nature) checks.

Poisoner (Ex): You are immune to all spider and spiderkin poison. Once per level per day, you can milk your spider friend's poison as a standard action for your own use. Milked poison must be used that day.

Rider (Ex): You can use Know Nature checks with spiders just like Handle Animal checks with animals. You gain a +4 competence bonus on Ride checks when mounted on spiders. You can order a spider mount to hold a net line; you can even dismount and move away, and the mount will maintain tension on the line.

Weaver (Ex): You can use Strengthened Silk (see spells, below) to weave rope, nets, and armor, usable only by yourself:

Armor: Spend one hour and make a Craft (Weaving) check. On a 9 or less, all Strengthened Silk is ruined. DC10 creates a silk outfit that offers a +1 armor bonus but has no max Dex, no armor check penalty, and no arcane spell failure. DC20 creates an identical outfit with a +2 armor bonus. DC 30 creates an outfit with a +3 armor bonus. DC 40, +4 armor bonus. DC 50 or better, +5 AC bonus.

Nets: Spend 30 minutes and make a Craft (Weaving) check. On a 9 or less, all Strengthened Silk is ruined. DC10 creates a standard net. DC20 creates a masterwork net that you can refold as a full round action. DC30 creates a masterwork net with a 15-foot line that you can refold as a standard action. DC40 creates a masterwork net with a 20-foot line that you can refold as a move action. DC 50 creates a masterwork net with a 25-foot line that you can refold as a swift action. The range increment on a such a net is 10 feet.

Rope: Spend 10 minutes and make a Craft (Weaving) check. On a 9 or less, all Strengthened Silk from that casting is ruined. DC10 creates a 50 ft. rope that can hold 200 lbs. and gives a +1 bonus on skill checks to climb or bind a captive. DC20 creates 100 ft. of rope that holds 400 lbs. and gives a +2 bonus. DC30 creates 150 ft. of rope that holds 600 lbs. and gives a +3 bonus. DC40 creates 200 ft. of rope that holds 800 lbs. and gives a +4 bonus. DC 50+ creates 250 ft. of rope that holds 1,000 lbs. and gives a +5 bonus.

Hunter (Ex): You gain a +1 circumstance bonus when attacking from concealment (plus the usual +2 bonus for attacking while unseen), which rises to a +4 circumstance bonus when attacking from the concealment of webs.

Crafter (Su): You gains the ability to craft magical woven items, such as robes, belts, headbands, slings, nets, and cloth armors, woven from spider silk, as if with the appropriate item crafting feat.

Trapper (Ex): You can use Strengthened Silk to create invisible sheet webs, taking a standard action to cast and a move action to spin a 25-square-foot section. These sheets can snare creatures who fly or stumble into them if they fail a Perception check vs DC 20+ spellspinner level; otherwise the web "attacks" the creature using your ranged touch attack; the enemy becomes entangled and stuck if the attack hits. The break and escape artist DCs for the web are also DC 20+spellspinner level. Attempts to escape or burst the web gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 25-square-foot section has hit points equal to your spellspinner level and has hardness 5/-.

Ruler (Su): All spellspinner spells you cast gain a bonus to save DC and spell penetration checks equal to half your spellspinner level when targeting spiders and spiderkin. Also, if your spider friend uses the aid another action as a standard action when you are casting any spell on any target, then if the friend can make a DC10 Spellcraft check, you gain a +2 on the spell's DC.

Morpher (Su): You can cast spells freely while polymorphed or shapeshifted into a spider or spiderkin, typically by using the Spider Shape spells (see below). Durations of such polymorph effects are multiplied by 10. You can also throw nets freely in spider shape, and you can refold a net as a swift action.

Table: Spellspinner Spells Per Day

Lvl	0	1	2	3	4	5
1	2	1	-	-	-	-
2	3	1	-	-	-	-
3	3	2	1	-	-	-
4	4	2	2	-	-	-
5	4	3	2	1	-	-
6	5	3	3	1	-	-
7	5	4	3	2	1	-
8	6	4	4	2	2	-
9	6	5	4	3	2	1
10	7	5	5	3	3	1

Spellspinner Spell List

(School indicated in parentheses)

Level Zero

- Daze Spiderkin (En) -- as [Daze Monster](#)*, but with no HD limit
- Improved Spider Climb (T) -- as [Spider Climb](#), with climbing in webs.
- [Jump](#) (T)
- [Locate Spiderkin](#) (D) -- as Locate Creature*
- Strengthened Silk (C) -- see below
- [Web Shelter](#) (C)

Level One

- Exoskin (T) -- as [Barkskin](#)
- [Magic Fang](#) (T)
- Speak with Spiderkin (D) -- as [Speak with Animals](#)*
- Spider Swarm (C) -- as [Summon Swarm](#)*
- Summon Spider 1 (C) -- as [SNA](#) but summons 1 medium giant spider or 1d3 small spiders or 1d4+1 tiny spiders
- [Web](#) (C)

Level Two

- Charm Spiderkin (En) -- as [Charm Monster](#)*
- Phase, Lesser (T) -- as [Blink](#)
- [Poison](#) (N)
- Spider's Might (T) -- see below
- Spider Shape I (T) -- as [Beast Shape I](#)* (S or M giant spider)
- Summon Spider 2 (C) -- as [SNA](#) but summons 1 large giant spider or 1d3 medium spiders or 1d4+1 small spiders

Level Three

- Acid Web (C) -- see below
- Baleful Spidermorph (T) -- as [Baleful Polymorph](#), but only into a tiny giant spider
- [Magic Fang, Greater](#) (T)
- Spider Scout (D) -- see below
- Spider Shape II (T) -- as [Beast Shape II](#)* (T or L giant spider)
- Summon Spider 3 (C) -- as [SNA](#) but summons 1 huge giant spider or 1d3 large spiders or 1d4+1 medium spiders

Level Four

- Dominate Spiderkin (En) -- as [Dominate Monster](#)*
- Paralytic Poison (N) -- as [Poison](#), but initial damage is unconsciousness and secondary damage is death.
- Spider's Might, Mass (T) -- see below
- Spider Shape III (T) -- as [Beast Shape III](#)* (D or H giant spider)
- Summon Spider 4 (C) -- as [SNA](#) but summons 1 gargantuan giant spider or 1d3 huge spiders or 1d4+1 large spiders
- Tremorsense (T) -- as [Darkvision](#), but Tremorsense is gained instead

Level Five

- Phase, Greater (T) -- as [Ethereal Jaunt](#)
- Poison Web (C) -- see below
- Spider Doom (C) -- as [Creeping Doom](#), but with spider swarms, not centipede swarms.
- Spider Sense (D) -- as [Foresight](#)
- Spider Shape IV (T) -- as [Beast Shape IV](#)* (phase spider)
- Summon Spider 5 (C) -- as [SNA](#) but summons 1 colossal giant spider or 1d3 gargantuan spiders or 1d4+1 huge spiders

Notes: Spells marked with an asterisk (*) can only affect spiders and spiderkin, or only allow the spellspinner to assume a spider or spiderkin form.

New Spell Descriptions

Acid Web (C) (Spellspinner 3)

Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Effect: Webs in a 20-ft.-radius spread; Duration: 10 min./level (D); Saving Throw: Reflex negates; Spell Resistance: No

This spell is exactly like [Web](#), except that the strands of the Acid Web are coated with acid. In addition to the usual effects, each round on your turn, starting when the spell is cast, the web deals 2d6 points of acid damage to each creature and object within it. Due to the acid, the web is not especially vulnerable to fire; it can be breached by slow work with edged weapons. Chopping away at the web creates a safe passage 1 foot deep for every full round of work. Normal fire cannot harm the web, but magical fire burns away five ft. per round.

Poison Web (C) (Spellspinner 5)

Components: V, S, M; Casting Time: 1 standard action; Range: Medium (100 ft. + 10 ft./level); Effect: Webs in a 20-ft.-radius spread; Duration: 10 min./level (D); Saving Throw: Reflex negates, see below for Fort saves; Spell Resistance: No

This spell is exactly like [Web](#), except that the strands of the Poison Web are coated with spider poison. In addition to the usual effects, the poison coating the web will automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 to 6 HD is slain unless it succeeds on a Fortitude save (in which case it takes 1d4 points of Constitution damage on your turn each round while in the web). A living creature with 6 or more HD takes 1d4 points of Constitution damage on the spellspinner's turn each round while in the web (a successful Fortitude save halves this damage). Creatures immune to poison are unaffected by the poison. Due to the poison, the web is not especially vulnerable to fire; it can be breached by slow work with edged weapons. Chopping away at the web creates a safe passage 1 foot deep for every full round of work. Normal fire cannot harm the web, but magical fire burns away five ft. per round.

Spider's Might (T) -- (Spellspinner 2)

Components: V, S; Casting Time: 1 standard action; Range: Touch; Target: Creature touched; Duration: 1 min./level; Saving Throw: Will negates (harmless); Spell Resistance: Yes

The subject becomes quicker and stronger. The spell grants a +4 enhancement bonus to both Dexterity and Strength, adding the usual benefits to melee attacks, armor class, and other uses of the Dexterity and Strength modifiers.

Spider's Might, Mass (T) (Spellspinner 4)

This spell functions like Spider's Might, except that it affects one creature/level, no two of which can be more than 30 ft. apart, within close range (25 ft. + 5 ft./2 levels) of the caster.

Spider Scout (D) (Spellspinner 3)

Components: V, S; Casting Time: 1 standard action; Range: Touch; Effect: one willing spider; Duration: 10 min./level (D); Saving Throw: none; Spell Resistance: Yes

This spell lets you see through the eyes of a friendly spider -- one who is charmed, summoned, befriended with the Student ability, or your own spider friend. As a free action, you can see what the spider sees. As a move action, you can compel the spider to move and look as you desire.

Strengthened Silk (C) (Spellspinner 0)

Components: V, S; Casting Time: 1 full round action; Range: Touch; Effect: a strand of silk; Duration: 1 day/level; Saving Throw: none; Spell Resistance: none

With this spell, you create a strand of strengthened silk. By itself, the silk can be gobbled up into a one-foot diameter mass and used to stick things open or shut (much like glue or a spike), and a Str check vs DC15 will unstick it. More importantly, this silk can be woven using the Weaver and Trapper abilities (see above).

Design Notes

You can see that I've added independent casting to a number of the prestige classes in this book: the Improved Assassin, the Spellspinner, the Olde Tyme Bard, the Fighting Trickster, and the Summerkin. That's five out of 12 in the book! I think that independent casting is a great way to add flavor without unbalancing a PrC, since caster level and spells per day do not stack.

However, note that for the spellspinner, I've boosted spellcasting power, especially compared with, say, the Improved Assassin or the Olde Tyme Bard. See how the spells granted by this PrC are clearly more powerful than their level would imply? If you assume that all first level spells should be equally powerful, then this PrC breaks that rule: Jump and Spider Climb are cantrips to be used at will! Barkskin is a first level spell! Ethereal Jaunt is a fifth level spell. How is this balanced?

Assume that a spellspinner starts life as a fifth level fighter. Well, consider the earliest character level this spellspinner can cast a given spell and compare with the earliest a wizard or druid can cast it: Barkskin: druid 3; fighter 5 spellspinner 1 (6 total). Ethereal Jaunt: wizard 13; fighter 5 spellspinner 9 (14 total). Even though the spellspinner gets more powerful spells "sooner," in fact, the pure caster still outpaces the spellspinner. Powerful spells (for a given level) only help the spellspinner to narrow the gap. The spellspinner's lower caster level and save DCs do not help the PrC narrow the gap!

You see the same thing with the bard. Bards have Charm Monster as a 3rd level spell; it is a 4th level spell for a wizard. But both first gain access to the spell at seventh level. Granting a spell at a lower-than-standard level is a stock tactic the game uses to help balance slower-progressing casters.

The other class powers -- such as stacking with animal companion / familiar levels to set the power of the spider friend -- serve to close the gap, I think.

[Click here for the original version.](#)

The Olde Tyme Bard

A Pathfinder prestige class inspired by the first edition D&D Bard

Before the blood of dragons ran in sorcerers' veins, when barbarians were unknown in the land, the only bards that walked far and wide were those who kept to the ancient natural traditions. These olde tyme bards learned magic from druids – they revered the sun, moon, and oak as gods, and their equal in playing musical instruments has never been found.

Role: Following an ancient regimen, olde tyme bards train as fighters and rogues before studying music and natural magic. A mannish tradition, only humans and half-elves are accepted in this bardic order. They respect and honor druids, but the intense training regimen leaves little or no time for a druid to become an olde tyme bard.

Alignment: In days now gone, olde tyme bards were messengers, ambassadors, and negotiators, and it was forbidden to harm a bard acting as such. These bards were expected to keep aloof from partisan fighting. Nowadays, that tradition has lapsed, but olde tyme bards still tend to steer clear of extreme devotion to one side or another. However, these bards remember, and they keep the old ways intact, especially in their insular tradition of ranking themselves into "colleges," their refusal to try newfangled inventions, such as cantrips, and their strict adherence to limits on the armor and weaponry that they use.



The mandolin, the feathered cap, the socks with sandals ... definitely some olde tyme style there.

Hit die: d8

Requirements

- **Feat:** Weapon Specialization in an allowed bard weapon (see below)
- **Skills:** Perception 8 ranks, Perform (string, wind, or percussion) 8 ranks, Stealth 8 ranks, Climb 4 ranks, Disable Device 4 ranks, Linguistics 4 ranks, Sleight of Hand 4 ranks.
- **Alignment:** Any with a neutral component: N, NG, LN, CN, NE
- **Race:** Human or Half-Elf
- **Special:** Sneak attack +3d6

Table: The Olde Tyme Bard

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+0	+1	+1	+1	Bardic Music, Bardic Lore
2	+1	+1	+1	+1	Nature Sense
3	+1	+2	+2	+2	Instrument Mastery
4	+2	+2	+2	+2	Woodland Stride
5	+2	+3	+3	+3	Trackless Step
6	+3	+3	+3	+3	Soothe the Savage Beast
7	+3	+4	+4	+4	Lesser Olde Tyme Wildshape
8	+4	+4	+4	+4	Resist Nature's Lure
9	+4	+5	+5	+5	Resist Fire and Electricity
10	+5	+5	+5	+5	Greater Olde Tyme Wildshape

Class Features

Class Skills: Craft (Int), Knowledge (Arcana) (Int), Knowledge (History) (Int), Knowledge (Local) (Int), Knowledge (Nature) (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), Survival (Wis).

Skill Points Per Level: 4 + Int modifier

Weapon and Armor Proficiencies: Following ancient rites, as an olde tyme bard you are allowed to wear only leather armor, mithril chain shirts, or mithril chainmail. You may use only these weapons: club, dagger, dart, javelin, sling, scimitar, spear, staff, longsword, short sword, and bastard sword. You are proficient with all these weapons and armors. You may not use shields.

Spells: You gain the ability to cast a small number of divine spells. To cast a bard spell, you must have a Wisdom score of at least 10 + the spell's level, so a bard with a Wisdom of 10 or lower cannot cast these spells. Bard bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the bard's Wisdom modifier. When you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Wisdom score for that spell level. The bard spell list appears below. You have access to any spell on the list and can freely choose which to prepare, just as a druid. You prepare and cast spells just as a druid does (though you cannot spontaneously cast any spells). As an olde tyme bard, following the ancient druid tradition, you cast spells in and can speak Druidic. Olde tyme bards do not cast zero level spells, which they hold to be "too newfangled."

Ethos and Organization: These bards hold closely to the traditions of the past, including an organization into ranks they call "colleges." At first and second level, bards are considered

"probationers," belonging to no college. Thereafter, with each new level, they join a new college: Fochlucan, MacFuirmidh, Doss, Canaith, Cli, Anstruth, and Ollamh at ninth level. At tenth level, the olde tyme bard again belongs to no college, but is considered a Magna Alumnus (if male) or Magna Alumna (if female). As NPCs, bards of a higher college tend to condescend to those of a lower, and those of a lower treat those of a higher with great respect. An Alumnus or Alumna tends to treat all with friendship and a willingness to help and advise.

Any olde tyme bard who uses prohibited armor or weapons, who teaches druidic to outsiders, or who changes to a prohibited alignment, loses all spellcasting and supernatural abilities granted by this prestige class, until appropriate atonement and reparations are made, and a Magna Alumnus or Alumna readmits the offending bard.

Special Abilities

Bardic Music (Su or Sp): You have the same bardic music ability as a modern bard, starting with Countersong, Distraction, Fascinate, and Inspire Courage +1 at level 1; Inspire Competence +2 at level 3; Inspire Courage +2 at level 5; Suggestion at level 6; Inspire Competence +3 at level 7; Dirge of Doom at level 8; and Inspire Greatness at level 9. The rare character with modern bard levels stack all bard levels for this ability.

Bardic Lore (Ex): You have the same [bardic knowledge](#) ability (starting at level 1) and [lore master](#) ability (at level 5) as a modern bard. The rare character with modern bard levels stack all bard levels for this ability.

Nature Sense (Ex): At level 2, you gain a +2 bonus on Knowledge (Nature) and Survival checks.

Instrument Mastery (Su): At level 3, you gain a bonus on all Perform (string, wind, and percussion) checks equal to half your bard level. When using a magical string, wind, or percussion instrument, you use your own Charisma and relevant feats to set the save DCs for item effects. Also, all magical effects created with these magical instruments are Empowered and Extended, as the metamagic feats, but with no extra cost or restriction to activate.

Woodland Stride (Ex): You may move through any sort of undergrowth at level 4 (including natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect you.

Trackless Step (Ex): You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if so desired.

Soothe the Savage Beast (Su): You can use a Perform (string, wind, or percussion) check to influence animals. This works like the druidic wild empathy ability, except that you must play your instrument to influence the creature. If you already have wild empathy from another class, add the wild empathy bonus to your Perform check to influence the animal. You suffers no penalty to influence magical beasts.

Lesser Olde Tyme Wildshape (Su): You can wildshape using the druid rules three times per day; once each into the form of a mammal, bird, and reptile. The size range allowed is from Tiny to Large, as Beast Shape II. Otherwise use the standard Pathfinder wildshape rules.

Resist Nature's Lure (Ex): You gain a +4 bonus on saving throws against the spell-like and supernatural abilities of the fey. This bonus also applies to spells and effects that utilize or target plants, such as blight, entangle, spike growth, and warp wood.

Resist Fire and Electricity (Ex): You gain a +2 bonus on saving throws against fire and electrical attacks.

Greater Olde Tyme Wildshape (Su): As the lesser ability, but when you return to your normal form, 10 percent to 60 percent of total hit point damage you have suffered is healed.

Table: Olde Tyme Bard Spells Per Day

Lvl	1st	2nd	3rd	4th	5th
1	0	–	–	–	–
2	1	–	–	–	–
3	1	0	–	–	–
4	2	1	–	–	–
5	2	1	0	–	–
6	3	2	1	–	–
7	3	2	1	0	–
8	3	3	2	1	–
9	4	3	2	1	0
10	4	3	3	2	1

Spell List

1st Level: Charm Animal, Detect Magic, Detect Animals or Plants, Detect Snares and Pits, Entangle, Faerie Fire, Hide from Animals, Pass without Trace, Purify Food and Drink, Read Magic, Shillelagh, Speak with Animals.

2nd Level: Barkskin, Charm Person*, Create Water, Cure Light Wounds, Fire Trap, Fog Cloud, Heat Metal, Meld into Stone, Produce Flame, Spike Growth, Warp Wood, Wood Shape.

3rd Level: Call Lightning, Hold Animal, Neutralize Poison, Plant Growth, Poison, Protection from Energy, Remove Disease, Snare, Stone Shape, Summon Swarm, Tree Shape, Water Breathing.

4th Level: Command Plants, Cure Serious Wounds, Dispel Magic, Flame Strike, Hallucinatory Terrain*, Remove Curse*, Repel Vermin, Scrying, Speak with Plants, Spike Stones, Summon Nature's Ally V, Tree Stride.

5th Level: Animal Growth, Antiplant Shell, Commune with Nature, Control Winds, Cure Critical Wounds, Insect Plague, Spellstaff, Summon Nature's Ally VII, Transmute Mud to Rock, Transmute Rock to Mud, Transport via Plants, Wall of Fire.

*Note: All olde tyme bard spells can be found on the [Core Druid Spell List](#), aside from a few wizard spells marked above.

Design Notes

This is as straight a conversion as I could make it from the first edition Players Handbook. In that ancient tome of lore, a bard started as a fighter, then switched to thief, then got bard/druid powers. The weapon specialization requirement forces four levels of fighter. The sneak attack requirement echoes the old thief's backstab ability. And the olde tyme bard's many special abilities are intended to strongly echo the abilities of that very first bard. The race, armor, weapons, alignment, and racial limits are all lifted from the old rules too.

It makes for a PrC that you most likely cannot take until tenth level, but that too echoes the first edition bard, which took a notoriously long time to achieve.

[*Click here for the original version.*](#)

The Wingchild

A Pathfinder prestige class for aerial warriors

Rider of Storms and Mistress of the East Wind. Hero of Fliers and Master of the Air. The wingchild is a devoted champion of creatures that fly. In tune with nature, wingchildren serve as knights dedicated to the service of the powers of the air.

Role: Wingchildren are fighting heroes, taking to the air to fight for a cause, to prove their might, or to delight in battle. They are often sworn to serve gods of the sky, princes of elemental air, or certain immortal fey powers in league with sylphs and sprites. Other wingchildren serve nature, worshipping the wind, stars, sun, and moon. A few selfish or evil wingchildren serve only themselves, but those may be the most dedicated of all. Adventuring wingchildren often emphasize the sheer joy of flight, and they feel oppressed in confined spaces and under ground.

Alignment: All wingchildren are deeply aligned with the forces of nature, so they generally are at least partly neutral. They are often druids, high-level rangers, and clerics with the animal domain. They are friends to all winged animals, fey, and magical beasts. Some rare races of humanoid fliers take to this prestige class most naturally and easily of all.



Some with divine leanings tend to fly on a wing and a prayer – they serve a higher cause.

Hit Die: d8

Requirements

- Base Attack Bonus: +6
- Skills: Fly 6 ranks. Note the core Pathfinder rules state: "You cannot take ranks in this skill without a natural means of flight or gliding. Creatures can also take ranks in Fly if they possess a reliable means of flying every day (either through a spell or other special ability)." This PrC requires some reasonable explanation for your ability to take ranks in Fly at all.
- Knowledge (Nature) 3 ranks
- Alignment: Any with a neutral component: N, NG, LN, CN, NE

Table: The Wingchild

Lvl	BAB	Fort	Ref	Will	Special Abilities
1	+1	+0	+2	+0	Wing Cousin, Wind Master
2	+2	+0	+3	+0	Smite Earthbound 1/day
3	+3	+1	+3	+1	Bonus Feat
4	+4	+1	+4	+1	Air Master
5	+5	+1	+4	+1	Smite Earthbound 2/day
6	+6	+2	+5	+2	Bonus Feat
7	+7	+2	+5	+2	Storm Master
8	+8	+2	+6	+2	Smite Earthbound 3/day
9	+9	+3	+6	+3	Bonus Feat
10	+10	+3	+7	+3	Spells of the Skies

Class Features

Class Skills: Acrobatics (Dex), Climb (Str), Craft (Int), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Spellcraft (Int), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Weapon and Armor Proficiencies: You gain proficiency with all simple and martial weapons, as well as Bolas and Shuriken. You gain no proficiency with any armor.

Spellcasting: You stack your wingchild levels with your caster level whenever you cast a spell or activate a spell-like ability with at least one of the following characteristics:

- The spell has the [air] descriptor
- The spell is a domain spell of the Air or Weather Domains, or their subdomains
- The spell grants a fly speed to targets
- The spell summons creatures that can fly
- The title of the spell includes the words "air," "storm," "weather," or "wind"

Special Abilities

Wing Cousin (Su): You can speak with any creature that has a fly speed. You gain a bonus equal to your wingchild level using Diplomacy, Sense Motive, or Wild Empathy with such creatures.

Wind Master: You become a master of one of the four winds. Choose one from these options:

Master of the North Wind (requires wildshape class ability) – Your wildshape duration (in hours) and number of changes per day is increased by your wingchild level. You may only wildshape into forms with a fly speed and physical wings.

Master of the South Wind (requires wings and permanent personal flight speed) – Your maneuverability class increases by one step, and your fly speed increases by 20 per wingchild level. If you could only glide before, now you can fly.

Master of the East Wind (requires special mount, animal companion or eidolon class ability) – Your wingchild levels stack with classes that improve your companion. Your companion must have physical wings and be able to serve you as a mount.

Master of the West Wind (no requirement) – You grow physical wings (your pick: feathered, bat-like, draconic, butterfly, dragonfly, etc.). Your maneuverability starts at Clumsy at level 1, rising to Poor at level 4, Average at level 7, and Good at level 10. Your fly speed starts at 30 at level 1 and increases by 10 per wingchild level.

Smite Earthbound (Su): As a swift action, choose one target within sight to smite. If this target is standing on the ground ("earthbound") and you are in the air, then add your Charisma bonus (if any) to your attack rolls and add your wingchild level to all melee damage rolls made against the target of your smite. These smite attacks bypass all DR. Smite bonuses remain until your target is dead or until the next time you rest and regain uses of this ability. You may smite earthbound once per day at second level, twice per day at fifth level, and thrice per day at eighth level.

Bonus Feat: Pick a feat for which you qualify from this list: [Acrobatic](#), [Animal Affinity](#), [Death from Above](#), [Dodge](#), [Flyby Attack](#), [Hover](#), [Improved Initiative](#), [Mobility](#), [Mounted Archery](#), [Mounted Combat](#), [Mounted Skirmisher](#), [Trick Riding](#), [Weapon Focus](#), [Wingover](#).

Air Master (Su): Airborne creatures take a -2 penalty on attack rolls, damage, and saving throws made against you. You never suffer falling damage, since the very air supports you – treat this as the [Feather Fall](#) spell.

Storm Master (Su): You are immune to all effects of normal wind and weather, including all associated Fly skill penalties. You are also immune to all magical effects with the words "wind" or "storm" in the name, including Gust of Wind, Storm of Vengeance, and Sleet Storm.

Spells of the Skies (Sp): You gain the ability to activate the following spell-like abilities once each per day so long as you are under the open sky: [Commune](#) (only with a god or power related to flight, air, weather, storms, etc.), [Commune with Nature](#), [Control Weather](#), and [Stormbolts](#). It takes a standard action and no components at all to activate these abilities.

Design Notes

This prestige class was inspired by a post by another author on a message board in 2007. Alas, the author, his post, the message board, and the very site on which it was found have now all sunk into the dark recesses of Internet pages of yore. Not even the Wayback Machine was able to work its magic. All that remains is my analysis and notes, along with an early version of this PrC, which you find in [this screed on my own site](#).

The Wandslinger

A Pathfinder prestige class for casters who are fast on the draw

Aiming true in service to the forces of good, wandslingers are famed for their speed, accuracy and determination. They do not shirk from helping the weak and righting wrongs, and do not fear opponents either numerous or hideous. They offer frontier justice where there is no other justice to be found.

Role: Wandslingers are spellcasters, often with a bit of rogue or monk experience that gives them a dash of speed. In civilized realms, other casters may look down on them, but in frontiers and wild places, wandslinger versatility and prowess inspires a different kind of respect. Combining lightning speed with a deep intuition for right and wrong, they act as sheriffs, marshals, and judges, setting things to right that villains have got wrong.

Alignment: Vowing to champion victims of oppression, some wandslingers ally with a god of protection, while others ignore the divine, following only the promptings of their hearts. Wandslingers are most often wanderers. Some quest for a lofty goal; others have no more direction than the path the wind blows. But all wandslingers bring a moral code to places where outlaws run wild. Wandslingers deal in magic and justice.



"Meet my wands, Abra and Cadabra – two are twice as wonderful."

Hit die: d8

Requirements

- Feats: Lightning Reflexes, Craft Wand
- Skills: Acrobatics 3 ranks, Perception 3 ranks, Sense Motive 3 ranks, Spellcraft 5 ranks, Use Magic Device 5 ranks
- Alignment: Any good

Table: The Wandslinger

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+0	+2	+2	+0	Wand Lore, Lock & Load, Slinger's Eye
2	+1	+3	+3	+0	Lucky Draw, Evasion, Uncanny Dodge
3	+2	+3	+3	+1	Wandfighting, Slinger's Justice
4	+3	+4	+4	+1	Dual Trigger 0, +1 Spellcasting
5	+3	+4	+4	+1	Improved Wandfighting, Wand Accuracy
6	+4	+5	+5	+2	Dual Trigger 1, +1 Spellcasting
7	+5	+5	+5	+2	Greater Wandfighting, Recharge Wand
8	+6	+6	+6	+2	Dual Trigger 2, +1 Spellcasting
9	+6	+6	+6	+3	Wand Focus, Wand Precision
10	+7	+7	+7	+3	Dual Trigger 3, +1 Spellcasting

Class Features

Class Skills: Acrobatics (Dex), Craft (Int), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Perception (Wis), Stealth (Dex), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Points Per Level: 2 + Int modifier

Weapon and Armor Proficiencies: You gain no new proficiency in the use of either weapons or armor.

Spellcasting: At levels 4, 6, 8, and 10, you gain new spells per day as if you had also gained a level in a spellcasting class you belonged to before you added the prestige class. You does not, however, gain any other benefit a character of that class would have gained (better wildshape, metamagic or item creation feats, and so on). If you have more than one spellcasting class, you must pick one class with which to stack these bonus spellcasting levels.

Special Abilities

Wand Lore (Ex): At first level, you gain a bonus equal to your wandslinger level on spellcraft checks to identify the magical properties of a wand, including the spell it casts, the number of charges remaining, and the trigger needed to activate it. You gain the same bonus on spellcraft checks to craft wands. And you gain the same bonus on Knowledge checks to know about famous or historical wands, and you treat such knowledge rolls as trained checks.

Lock & Load (Ex): At first level, you can draw and sheathe certain wands as a free action. You specify (i.e., "lock") these wands by carefully stowing ("loading") them in plain sight in your belt or holsters. The number of locked wands you are allowed at a single time is equal to three plus your Dexterity modifier. Those wands, whether they are in your hands or holstered, count as

locked for the lock & load ability as well as for other abilities below. You can swap ("reload") up to two wands out of and in to your locked selection as a full round action.

Slinger's Eye (Su): At first level, with a move action, you can concentrate on a single item or individual within 60 feet and determine its alignment, including the strength of its aura. You also gain a bonus on sense motive checks equal to your wandslinger level.

Lucky Draw (Su): Sometimes book learning holds you back, and your instinctive use of wands is more powerful, though more unpredictable, when you are shooting from the hip. At second level, the base DC to activate a wand with the Use Magic Device skill decreases from DC20 to DC18. In addition, if your UMD roll result hits even higher DCs, random metamagical effects apply.

- If you meet a DC28, then roll 1d10 and apply one of the following to the spell: [Bouncing](#), [Disruptive](#), [Elemental](#), [Enlarge](#), [Extend](#), [Focused](#), [Lingering](#), [Merciful](#), [Piercing](#), [Selective](#).
- If you meet a DC40, then roll a d4 and apply one of the following to the spell: [Empower](#), [Persistent](#), [Sickening](#), [Thundering](#).
- If you meet a DC52, then roll a d3 and apply one of the following to the spell: [Dazing](#), [Maximize](#), [Widen](#).

If the random metamagic effect cannot apply to the spell, then nothing happens. You can pick the target and other caster-determined variables of the spell after you know the metamagic effect. You cannot utilize Use Magic Device to trigger wands of spells that appear on your class spell list (or lists, if you are multiclass).

Evasion (Ex): At second level, if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Evasion can be used only if you are wearing light armor or no armor. If you already have evasion from a different class, you automatically gain [improved evasion](#) instead.

Uncanny Dodge (Ex): At second level, you can react quickly to danger. You cannot be caught flat-footed, nor do you lose your Dex bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action (see Combat) against you. If you already have uncanny dodge from a different class, you automatically gain [improved uncanny dodge](#) instead.

Wandfighting (Ex): At third level, you can draw and use locked wands as melee weapons. Treat these wands as punching daggers that inflict bludgeoning damage. You gain the Two-Weapon Fighting feat when using two wands in melee. When your BAB reaches +6, you gain Improved Two-Weapon Fighting; at BAB +11, you gain Greater Two-Weapon Fighting when using locked wands.

Slinger's Justice (Sp): At third level, you can cast [Arcane Mark](#) and [Mark of Justice](#) each once per day as a spell-like ability. A wandslinger might punish a minor crime by branding with an Arcane Mark, since it wears off in 30 days. A wandslinger might punish a major crime with a Mark of Justice. Finally, any creature making an oath while touching a wand held by the wandslinger simply cannot break that oath willingly, or act in any way that will lead to the oath's

violation; an oath is valid even if given under duress, but not if coerced by magical compulsion or an Intimidate skill check. Only a Limited Wish, Miracle, or Wish – or the wandslinger who witnessed the vow – can revoke the oath.

Dual Trigger (Ex): At fourth level, you can activate two wands (one in each hand) as a full-round action, so long as the spells in the wands are only zero level. At level 6, the wands can be up to 1st level; at level 8, up to 2nd level; and at level 10, up to 3rd level.

+1 Spellcasting: At fourth, sixth, eighth, and tenth level, you gain new spells per day and +1 caster level as if you had also gained a level in a spellcasting class.

Improved Wandfighting (Su): At fifth level, wands count as magic weapons for the purpose of bypassing damage reduction when you use them as melee weapons. If the spell in the wand has the Good, Evil, Lawful, or Chaotic descriptor, then the wand counts as that alignment as well for the purpose of bypassing DR. When you make your own wands, you can add silver or cold iron to your wand at no extra cost, or you can make an adamantite wand for an extra 1,000 gp in cost; these wands act as silver, cold iron, or adamantite for the purposes of bypassing DR.

Wand Accuracy (Ex): At fifth level, you gain a bonus when making touch spell attacks (both ranged and melee) and melee attacks with locked wands. The bonus is your Wisdom modifier for divine wands, and either your Intelligence or your Charisma modifier for arcane wands, whichever is higher.

Greater Wandfighting (Su): At seventh level, as part of any melee attack action you make with a locked wand, you can use a charge of the wand to grant the wand an enhancement bonus equal to 1 plus the spell level of the wand, from +1 to +5. This bonus lasts for one minute.

Recharge Wand (Su): At seventh level, requiring one minute of labor, you can add five charges to a wand by casting a spell of the same level into the wand and spending 35 gp x wand's spell level x wand's caster level. To recharge a divine wand you have to cast a divine spell; for an arcane wand, an arcane spell. You can only recharge wands that have at least one charge remaining; once all the charges of a wand are used, the wand loses all magical power.

Wand Precision (Ex): At ninth level, you gain the [Precise Shot](#) and [Improved Precise Shot](#) feats when making ranged attacks with a locked wand.

Wand Focus (Su): At ninth level you use your ability score modifier (Wis for divine wands and Int or Chr for arcane wands, whichever is better) and relevant feats and powers to set the DC for wand saving throws. You also use your own caster level when activating the wand if it is higher than the caster level of the wand. You may also use one to five extra charges when activating a wand to boost the save DC by one per extra charge expended.

Design Notes

One excellent use of prestige classes is to take an underutilized game option and make it more attractive to players. Here, wand use becomes the character's focus, rather than an underappreciated add-on. Note that wands are limited to 4th level in power, so some of this class's powers are intended to break through that ceiling.

[Click here for the original version.](#)

The Fighting Trickster

Unorthodox strategy, played for laughs, can be extremely effective – and annoying

From Odysseus to Bugs Bunny, the canny warrior is a staple of tales of adventure. Using cleverness and guile to outsmart and outmaneuver his foes, the fighting trickster lives by wits and speed, but dies if his jokes fall flat.

Role: Gnomes, clerics who honor trickster gods, and those who make a study of martial trickery are all ideal fighting tricksters. Most have levels as fighters, and many are rogues as well. But an even more important characteristic of the fighting trickster is a delight in practical jokes, a sense of humor, and a willingness to go an extra mile for a laugh.

Alignment: Fighting tricksters flout authority and scorn convention; none are lawful. They are rebels, sometime anarchists, often jokers. Many have their hearts in the right place and are devoted friends and allies. Still, it is wise to have a sense of humor when encountering their antics.



Fighting tricksters often defy convention – with clever tactics and sharp objects.

Hit die: d10

Requirements

- Base BAB: +5
- Skills: Acrobatics 4 ranks, Bluff 4 ranks, Disable Device 4 ranks, Sleight of Hand 4 ranks, Stealth 4 ranks
- Feats: Dodge, Combat Expertise
- Weapon Proficiency: All martial weapons
- Alignment: Non-Lawful
- Special: One of the following: Race: Gnome; Trickery Domain; Improved Feint feat; Ninja Trick; Fey Bloodline; Trick Shot (Archer Archetype); or Quick Disable Rogue Talent

Table: The Fighting Trickster

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+1	+0	+1	+0	Chicanery
2	+2	+0	+1	+0	Sneak Attack +1d6
3	+3	+1	+2	+1	Fancy Footwork +1
4	+4	+1	+2	+1	Tomfoolery, Dirty
5	+5	+1	+3	+1	Hooliganism
6	+6	+2	+3	+2	Fancy Footwork +2
7	+7	+2	+4	+2	Sneak Attack +2d6
8	+8	+2	+4	+2	Hijinks, More Dirty
9	+9	+3	+5	+3	Fancy Footwork +3
10	+10	+3	+5	+3	Shenanigans

Class Features

Class Skills: Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Perform (Cha), Profession (Wis), Stealth (Dex), Sleight of Hand (Dex), and Use Magic Device (Chr).

Skill Points Per Level: 4 + Int modifier

Weapon and Armor Proficiencies: You gain no new proficiency in the use of either weapons or armor.

Spellcasting: Beginning at 1st level, you gain the ability to cast a number of arcane spells. To cast a spell, you must have an Intelligence score of at least 10 + the spell's level. Bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + Intelligence bonus. When you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Intelligence score for that spell level. When you get 0 spells per day of a given spell level, you gain only the bonus spells you would be entitled to based on your Intelligence score for that spell level. The fighting trickster spell list appears below. You cast spells spontaneously, just as a sorcerer does.

Cantrips: You learn a number of cantrips, or 0-level spells, as noted on the table below. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Special Abilities

Chicanery (Ex): At first level, once per encounter as a standard action, you can attempt an act of sabotage. First, make a touch attack using a piercing or slashing weapon, or with an unarmed or natural attack. This attack does no damage. Then immediately follow with a Disable Device check to disable the target item you have touched. Chicanery cannot be attempted while burdened with heavy armor. Typical DCs and results:

- Belt: DC20 - Belt falls off.
- Armor: DC25 - Armor loses 1d4 points of protection.
- Saddle: DC20 - Saddle is nonfunctional and rider must make DC20 ride check to stay mounted.
- Scabbard: DC25 - Weapon falls out.
- Pouch or pack: DC20 - 1d4 items fall out.

Sneak Attack (Ex): This ability, gained at second level, is like the rogue ability of the same name. The extra damage increases by +1d6 every fifth level beyond 2nd (that is, at 7th level). If you get a sneak attack bonus from another class, the bonus damage dice stack.

Fancy Footwork (Ex): Your dodge bonus to AC granted by your Dodge feat increases by +1 at third level. The bonus increases further by +1 every third level beyond 3rd (that is, at 6th and 9th levels).

Tomfoolery (Ex): At fourth level, if any attack brings you below half your total hit points, you can immediately drop prone as a free action, playing dead. If you succeed with a Bluff or Perform (Acting) check opposed by Sense Motive checks from your attacker and any others in line of sight, then those who lose the check are fooled into believing that you are dead or dying, and act accordingly. You also gain the ability to stand from prone as a swift action that does not provoke attacks of opportunity.

Dirty (Ex): At fourth level, you can use the [Dirty Trick](#) rules from the Pathfinder Advanced Player Guide, and you gain [Improved Dirty Trick](#) as a bonus feat.

Hooliganism (Ex): Once per encounter at fifth level, as a swift action immediately following a successful melee sneak attack made with one hand free, you may use your off hand to lift a small object from the creature you sneak attacked, if you make the usual Sleight of Hand check. You can instead chose to place a small object on the creature. This Sleight of Hand check is a made with a bonus equal to the amount of sneak attack damage you inflicted. Hooliganism cannot be attempted while burdened with medium or heavy armor, or while using a shield or weapon in the off hand.

Hijinks (Ex): At eighth level, if you begin a round threatening a foe, and then you use a move action to successfully tumble around to the other side of your foe using Acrobatics skill, you can then make a standard attack as if you were flanking the foe with yourself (in your original spot) as the other flanker, including a +2 flanking bonus.

More Dirty (Ex): At eighth level you gain [Greater Dirty Trick](#) as a bonus feat.

Shenanigans (Ex): This ability, gained at tenth level, lets you duck a melee attack so that the blow hits your attacker's ally. If a foe misses you, then the foe applies the same attack roll to an ally of his that he also threatens. Choose the ally closest to you if the foe threatens more than one. You cannot be burdened with any armor while using shenanigans, and cannot be carrying a medium or heavy load.

Table: Fighting Trickster Spells Known

Lv	0th	1st	2nd	3rd	4th	5th
1	1	–	–	–	–	–
2	2	1	–	–	–	–
3	2	2	–	–	–	–
4	3	2	1	–	–	–
5	3	3	2	–	–	–
6	4	3	2	1	–	–
7	4	3	3	2	–	–
8	5	4	3	2	1	–
9	5	4	3	3	2	–
10	6	4	4	3	2	1

Table: Fighting Trickster Spells Per Day

Lv	1st	2nd	3rd	4th	5th
1	–	–	–	–	–
2	0	–	–	–	–
3	1	–	–	–	–
4	1	0	–	–	–
5	1	1	–	–	–
6	2	1	0	–	–
7	2	1	1	–	–
8	2	2	1	0	–
9	3	2	1	1	–
10	3	2	2	1	0

Fighting Trickster Spell List

0th level: Dancing Lights, Ghost Sound, Lullaby, Mage Hand, Message, Prestidigitation, Read Magic, [Spark](#), [Unwitting Ally](#)

1st level: Alarm, [Beguiling Gift](#), Disguise Self, Minor Image, Obscuring Mist, Shocking Grasp, [Stumble Gap](#), [Vanish](#)

2nd level: Blur, Cat's Grace, Eagle's Splendor, Fox's Cunning, [Innocence](#), Invisibility, Mirror Image

3rd level: Blink, Explosive Runes, [Jester's Jaunt](#), Rusting Grasp, Shrink Item, Suggestion

4th level: Bestow Curse, Fire Shield, Glibness, Greater Invisibility, Major Image

5th level: Fire Seeds (Holly Berry Bombs only), [Foe to Friend](#), Mislead, Modify Memory

(spells above are from the core Pathfinder rules except where linked)

Design Notes

The fighting trickster is designed to wean characters off of armor entirely. As you reach higher levels, the special abilities require lighter and lighter armor. (The class's Dodge bonuses help make up for that.)

I know this is a fighting PrC, but I could not resist giving this guy a few magic tricks up his sleeve. Fighting tricksters often refer to Shocking Grasp as "Joy Buzzer." Rusting Grasp is a great trick spell to put in your weapon of spell storing. The idea of the Holly Berry Bombs is to slip them in enemy pockets and then get away before blowing them up!

[Click here for the original version.](#)

The Mentalist

The powers of the mind are amazing and esoteric – and also those who master them

Hidden knowledge and rigorous mental discipline, spread from mind to mind to mind, make for a heady mix of powers as practiced by the mentalists. With disdain for their physical bodies, they focus keenly on developing the remarkable powers of their own brains. And taking to heart the need to communicate their potent lore, mentalists stretch their minds and the minds of others by practicing strict regimens that unleash the power of the id, ego, and superego.

Role: Mentalists are arcane spell casters (though not alchemists) who push into the minds of others to share their secrets. They perfect mentalist techniques through contact with the Collective Subconscious. Mentalists meet in pairs, each reading the other's thoughts, communicating abstract concepts that cannot be spoken in words. Divine casters do not generally have the right mindset to master the art. However, some mentalists find that the mental discipline of monks is relevant to their art.

Alignment: Mentalists may be any alignment, although their code, devoted to the sharing their lore, is in its way admirable. Mentalists tend to look down on lesser minds, with scorn and contempt, if evil, or with benevolent condescension, if good. In general, their focus on strict discipline pushes them towards law, rather than chaos.



A Tower of Iron Will will prevent anyone else from learning about your secret obsession with donuts.

Hit Die: d4

Requirements

- Spell Casting: Can cast Detect Thoughts as an arcane spell (not extract)
- Skills: Know (Arcana) (5 ranks)
- Feats: Iron Will, Spell Focus
- Special: Must make direct mental contact with another mentalist

Table: The Mentalist

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+0	+1	+0	+0	Mindcasting, Major, Ki Pool
2	+1	+1	+0	+0	+1 Spellcasting, Thinkmodes
3	+1	+2	+1	+1	Split Brain I, Telepathy
4	+2	+2	+1	+1	+1 Spellcasting, Minor
5	+2	+3	+1	+1	Split Brain II, Thinkmodes
6	+3	+3	+2	+2	+1 Spellcasting, Mind Meld
7	+3	+4	+2	+2	Split Brain III, Minor
8	+4	+4	+2	+2	+1 Spellcasting, Thinkmodes
9	+4	+5	+3	+3	Split Brain IV, Clairsentience
10	+5	+5	+3	+3	+1 Spellcasting, Precognitive Hunch

Class Features

Class Skills: Bluff (Chr), Diplomacy (Chr), Heal (Wis), Intimidate (Chr), Knowledge (All) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points Per Level: 2 + Int modifier

Weapon and Armor Proficiencies: You gain no new proficiency in using armor or weapons.

Ethos: Mentalists are obliged to seek out and train new mentalists. You cannot advance to level 5 in this prestige class unless you have trained another mentalist, and you cannot advance to level 10 unless you have trained two more. Mentalists who kill another mentalist, or aid in killing one, lose all special abilities until they atone.

Spellcasting: At every even mentalist level (2, 4, 6, 8, and 10), you gain new spells per day as if you had also gained a level in an arcane spellcasting class you belonged to before becoming a mentalist. You do not, however, gain any other benefit of that class, other than spells per day, spells known (if you are a spontaneous spellcaster), and an increased effective level of spellcasting (caster level). If you had more than one arcane spellcasting class before becoming a mentalist, you must decide to which class you add mentalist levels for purposes of determining spells per day.

To become a mentalist, a qualified arcane caster, called a "novice," meets an experienced mentalist, called a "mentor." Both cast Detect Thoughts, and then the mentor teaches the novice the secrets of mentalism through the mind-mind link. Not least of these is the ability to tap the Collective Unconscious. Tapping this source of inherited psychic structures and predispositions gives mentalists access to a common pool of spells, regardless of their base class. There are special rules for different kinds of arcanists who become mentalists:

Book caster mentalists (wizards, arcanists, magi) learn all their mentalist spells just as they learn Read Magic, without spellbooks. They do, however, still need to prepare spells each day, from those they have learned. These casters can learn a number of spells per level equal to half their Intelligence score (round down). A 17 Int wizard 5 / mentalist 4 has the spells per day of a 7th level wizard, and has learned 8 (17/2) spells per level for levels 0 through 4 (40 spells total). If you have the spell mastery feat, add your Int mod in spells to that total, chosen freely from the mentalist list. Tapping into the Collective Unconscious, these former book casters can unlearn and relearn their spells every time they gain more spells per day after levelling (at every wizard level and at mentalist levels 2, 4, 6, 8, and 10).

Communing caster mentalists (witches) function exactly as do book casters, except that the mentalist's familiar learns a number of mentalist spells per level equal to the familiar's Intelligence score. The familiar can unlearn and relearn these spells each time their master advance spells per day upon levelling.

Spontaneous caster mentalists (sorcerers, bards, skalds, summoners) unlearn all their spells known when they become mentalists, and decide on new spells known from the mentalist spell list. They do this only once, at level 1, not each time they gain new spells per day. Instead, when a spontaneous caster gains new spells per day on levelling, they add spells as usual to their known spells list. They may unlearn a single spell and learn a new one as allowed normally by their base class (for example, as sorcerers do at levels 4, 6, 8, etc.).

Casters with special spells that are available as a special ability linked to other levels, as with patron spells or bloodline bonus spells, retain those spells and the ability to cast them as usual. Access to spell completion and spell trigger items is based, as always, on the mentalist's current spell list, including both mentalist spells and these special class feature.

Mentalist spells are grouped into five disciplines: Biofeedback, Extrasensory Perception, Mesmerism, Pyrokinesis, and Telekinesis. There is also a group of Metamagic spells available to mentalists that are not considered to be a discipline. Mentalists always have one major discipline and may have one or more minor disciplines. See Major and Minor, below.

Special Abilities

Mindcasting: At first level, you gain the Eschew Materials feat. You also do not need any focus that has a cost less than 10 gp per mentalist level. When you cast spells from the mentalist spell list, it requires no somatic or material component, as if it with the Silent Spell and Still Spell feats, but with no increase in spell level or casting time.

Major: At first level, pick one discipline to be your major discipline, chosen from Biofeedback, ESP, Mesmerism, Pyrokinesis, and Telekinesis. You gain a +1 insight bonus to caster level, concentration checks, spell penetration checks, and saving throw DCs when casting spells from your major.

Ki Pool (Su): At first level, you gain a pool of ki points. The number of points in the your ki pool is equal to your mentalist level + your Intelligence modifier. As long as you have at least 1 point in your ki pool, you gain a +2 bonus on knowledge and spellcraft checks. By spending 1

point from your ki pool, you can gain a +4 insight bonus on one touch attack made to deliver a spell, or on all concentration checks for one round, or to increase your speed by 20 feet for 1 round, or to gain a +4 dodge bonus to AC for 1 round. Each of these powers is activated as a swift action. You gain additional powers that consume points from your ki pool as you gain levels.

Your ki pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If the you possess levels in another class that grants points to a ki pool, add all points together to make a combined pool, but only one ability score modifier is added to the total (your choice). You can use points from this pool to power the abilities of every class you possess that grants a ki pool.

+1 Spellcasting: At even levels, you advance your spells per day, caster level, and spells known as if you had gained a level in your primary arcane class. If you prepare spells (you are not a spontaneous caster), then you can unlearn and relearn all your spells.

Thinkmodes (Su): At second, fifth, and eighth levels you gain the ability to use attack and defense modes, collectively called thinkmodes. The use of thinkmodes depends on ki: some modes cost ki to use; others are available whenever you have 1 or 2 points of ki in your pool. Choose two thinkmodes each time you gain this ability: two defenses, two attacks, or one of each. There are five attack modes and five defense modes.

Attacks: All attack modes require a swift action to launch. The save DC for all attacks that require them is 10 +mentalist level +Int modifier.

Ego Whip – As long as you have at least 1 point in your ki pool, you can use this attack mode, which affects one caster in short range. Make a ranged touch attack, using Int instead of Dex to modify the attack roll. If you hit, you inflict 1d3 Cha damage and 1 Wis damage.

Id Insinuation – At a cost of 1 ki point, you release a 20 ft. diameter burst within medium range that forces casters and those with spell-like abilities to make a reflex save or lose one prepared spell, uncast spell slot, or use of a spell-like ability, chosen at random.

Mind Thrust – As long as you have at least 1 point in your ki pool, you can use this attack mode, which affects one caster in short range. Make a ranged touch attack, using Int instead of Dex to adjust the attack roll. If you hit, you inflict 1d3 Int damage and 1 Wis damage.

Psionic Blast – At a cost of 2 ki points, you attack all creatures within a 40 ft. cone to make a will save or suffer 1d8 nonlethal damage +1 point per mentalist level and be dazed for 1 round. Those who make the save suffer half damage and are not dazed. Only mindless creatures are unaffected by this attack mode.

Psychic Crush – This attack mode targets a disciplined mind within short range. The target must make a fortitude save or lose one ki point, which is added to your total. You can launch this attack mode so long as you have at least 2 points in your ki pool.

Defenses To erect a defense mode requires a swift action, but once erected, it remains in place until you erect a new one, or until you sleep or lose consciousness.

Intellect Fortress – This defense mode requires using 2 ki points to erect it. It extends outward from you in a ten ft. radius, protecting all within. It offers immunity to possession, compulsion, and Psionic Blast attacks. The Intellect Fortress also gives those within it a +2 bonus to saves vs all other mind-affecting attacks.

Mental Barrier – You can erect this defense mode so long as you have 1 point in your ki pool. Mental Barrier grants an AC bonus equal to your Int modifier against all incorporeal attacks and force effects. It also gives immunity to Ego Whip.

Mind Blank – You can erect Mind Blank so long as you have 1 point in your ki pool. It grants an AC bonus equal to your Int modifier against all touch attacks made to deliver spells or spell-like abilities. It also gives immunity to Mind Thrust.

Thought Shield – You can erect this defense mode so long as you have 2 points in your ki pool. The defense mode remains active even when you are asleep. Thought Shield grants a +1 bonus vs all will saves and immunity to Id Insinuation.

Tower of Iron Will – This defense mode requires using 1 ki point to erect it. It offers immunity to all divination spells and to Psychic Crush.

Split Brain I (Ex): At third level, you can use one half of your brain to give a +2 Aid Another bonus to the other half when attempting a Chr-, Int-, or Wis-based skill check. When the use of such a skill is attempted, make two skill checks: if the first beats DC10, then add +2 to the second check.

Telepathy (Su): At third level, so long as you have at least 1 point in your ki pool, you can communicate via telepathy with any creature in short range that has a mind.

Minor: At fourth level, pick one discipline to be a minor discipline, chosen from Biofeedback, ESP, Mesmerism, Pyrokinesis, and Telekinesis (excluding disciplines previously chosen as major or minor). You gain a +1 insight bonus to caster level, concentration checks, spell penetration checks, and saving throw DCs when casting spells from your minor. In addition, each time you gain a minor discipline, your bonus to your major increases by 1. At level 1, your major bonus is +1; at level four, it rises to +2; and at level 7, to +3.

Split Brain II (Su): At fifth level, you can use one half of your brain to concentrate on a spell or effect with a duration of "concentration." You may act normally and still concentrate on the effect with a successful concentration check vs DC 15 + spell level, rolled every round of concentration. If this roll fails, concentration ends.

Mind Meld (Sp): At sixth level, you can probe a creature's mind as a spell-like ability that requires one minute of physical contact to establish; it persists for up to one minute after activation (so long as physical contact is maintained). The target must be willing or helpless, because of the time required. The mind meld lets you use the Aid Another action to boost a willing creature's Knowledge check. Also, any mind-affecting spell you cast after establishing a mind meld automatically succeeds, as if the mind melded target had rolled a natural 1 on the saving throw. It costs 1 ki point to establish a mind meld.

Split Brain III (Ex): At seventh level, if you suffer a mind-affecting spell or spell-like ability, make two saving throws. The attack succeeds only if both saves fail.

Clairsentience (Sp): At ninth level, you can cast Clairaudience/Clairvoyance as a spell-like ability, but with no range limit, and both sights and sounds are perceived. Use your mentalist level as the caster level. It requires only a standard action and 2 ki points to activate this power.

Split Brain IV (Su): At ninth level, as a single standard action, you can cast two spells, one with each half of your brain. Both spells must have a casting time of a standard action. One must be from your major discipline; the other must be from a minor. These spells cannot be cast on the defensive, and both are lost if you are interrupted. You must also make a concentration check, with the DC equal to 20 plus the product of the two spell levels, multiplied; if this concentration check fails, both spells are lost. Use only your minor +1 insight bonus on the concentration check, not your major bonus. For example, casting two second level spells in this way has a concentration DC of $20+2 \times 2=24$. Casting a fifth and a sixth level spell has a DC of $20+5 \times 6=50$. You can use this ability a number of times per day equal to three plus your Int modifier.

Precognitive Hunch (Su): As a free action, at tenth level, you can spend 1 ki point in order to reroll a single attack, saving throw or other d20 roll that you just made.

Mentalist Spell List

Mentalist Cantrips

ESP

[Detect Charm](#) (D) As detect magic, for charm, compulsion, and possession.

[Detect Magic](#) (D) Detects magic in 60 ft.

[Read Magic](#) (D) Read scrolls and spellbooks.

[Sift](#) (D) See area at range as if examining it.

Biofeedback

[Detect Poison](#) (D) Reveals poison in one creature or object.

[Diagnose Disease](#) (D) Detect and ID diseases.

[Stabilize](#) (C) Dying creature stabilizes.

[Touch of Fatigue](#) (N) Touch fatigues target.

Mesmerism

[Confusion, Lesser](#) (En) Confused for 1 round.

[Memory Lapse](#) (En) Subject forgets events.

[Sleep](#) (En) Puts 4 HD of creatures to sleep.

[Unwitting Ally](#) (En) Subject becomes an ally for 1 round.

Pyrokinesis

[Flare](#) (Ev) Dazzles one creature.

[Light](#) (Ev) Object shines like a torch.

[Ray of Frost](#) (Ev) Ray deals 1d3 cold damage.

[Spark](#) (Ev) Ignites flammable objects.

Telekinesis

[Floating Disk](#) (Ev) Creates 3-ft.-diameter disk that holds 100 lbs./level.

[Mage Hand](#) (T) 5-pound telekinesis.

[Open/Close](#) (T) Opens, closes small things.

[Unseen Servant](#) (C) Invisible force obeys you.

Metamagic

[Prestidigitation](#) (U) Perform minor tricks.

First Level Mentalist Spells

ESP

[Residual Tracking](#) (D) Tell creature's appearance by its footprint.

[Share Language](#) (D) Subject understands chosen language.

[Speak with Animals](#) (D) Talk with animals.

[Timely Inspiration](#) (D) Helps on failed rolls.

[True Strike](#) (D) +20 on your next attack roll.

Biofeedback

[Cure Light Wounds](#) (C) Cures 1d8 + 1/level.
[Endure Elements](#) (A) Exist comfortably in hot or cold environments.
[Keen Senses](#) (T) +2 Perception, low-light vision.
[Remove Sickness](#) (C) Suppress disease, nausea, and the sickened condition.
[Restful Sleep](#) (N) Gain more hp while sleeping.

Mesmerism

[Call Animal](#) (En) Calls an animal to you.
[Charm Animal](#) (En) Makes animal a friend.
[Charm Person](#) (En) Makes person your friend.
[Murderous Command](#) (En) Target is compelled to kill its ally.
[Remove Fear](#) (A) Counters fear.

Pyrokinesis

[Burning Disarm](#) (T) Makes a metal object red hot, so you drop it or take damage.
[Frostbite](#) (T) Inflict cold damage and fatigued.
[Produce Flame](#) (Ev) 1d6 + 1/lvl, touch, thrown.
[Pyrotechnics](#) (T) Turns fire to flash or smoke.
[Resist Energy](#) (A) Ignores 10 (or more) points of damage/attack from specified energy type.

Telekinesis

[Cushioning Bands](#) (C) Force protects vs crushing.
[Mage Armor](#) (C) Gives +4 armor bonus.
[Magic Missile](#) (Ev) 1d4+1 damage; +1 missile per two levels above 1st (max 5).
[Pilfering Hand](#) (Ev) You may seize an object or manipulate it from afar.
[Shield](#) (A) +4 to AC, blocks magic missiles.

Metamagic

[Arcane Mark](#) (U) Inscribes a personal rune on an object or creature (visible or invisible).

Second Level Magician Spells

ESP

[Detect Thoughts](#) (D) Allows “listening” to surface thoughts.
[Eagle Eye](#) (D) Creates a magical sensor high above you.
[Locate Object](#) (D) Senses direction toward object (specific or type).
[See Invisibility](#) (D) Reveals the invisible.
[Share Memory](#) (D) Share one memory with target.

Biofeedback

[Cure Moderate Wounds](#) (C) Cures 2d8 + 1/level.
[Perceive Cues](#) (T) +5 Perception and Sense Motive 10 min./level.
[Remove Paralysis](#) (C) Frees creatures from paralysis or slow effect.
[Restoration, Lesser](#) (C) Dispels magical ability penalty or repairs 1d4 ability damage.
[Shield Other](#) (A) You take half of subject's damage.

Mesmerism

[Calm Emotions](#) (En) Calms creatures, negating emotion effects.
[Hold Animal](#) (En) Paralyzes one animal for 1 round/level.
[Oppressive Boredom](#) (En) Target loses action.
[Qualm](#) (En) Target gains penalties on checks until it spends an entire round doing nothing.
[Tactical Acumen](#) (En) gain an extra +1 on attacks or AC due to battlefield positioning.

Pyrokinesis

[Chill Metal](#) (T) Cold metal hurts on touch.
[Frigid Touch](#) (Ev) Target takes cold damage and is staggered.
[Frost Fall](#) (Ev) The area is covered in frost.
[Heat Metal](#) (T) Hot metal hurts on touch.
[Spontaneous Immolation](#) (Ev) Target takes 3d6 points of fire damage and catches on fire.

Telekinesis

[Levitate](#) (T) Subject moves up and down at your direction.

[Returning Weapon](#) (C) Grants a weapon the returning special weapon quality.

[Spiritual Weapon](#) (Ev) Magic weapon attacks on its own.

[Tiny Hut](#) (Ev) Creates shelter for 10 creatures.

[Twisted Space](#) (T) Targeted creature attacks a random square instead of the intended target.

Metamagic

[Dispel Magic](#) (A) Cancels one magical spell or effect.

Third Level Mentalist Spells

ESP

[Clairaudience/Clairvoyance](#) (D) Hear or see at a distance for 1 min./level.

[Nondetection](#) (A) Hides subject from divination, scrying.

[Seek Thoughts](#) (D) Detects thinking creatures' thoughts.

[Speak with Plants](#) (D) You can talk to plants and plant creatures.

[Tongues](#) (D) Speak and understand any language.

Biofeedback

[Cure Serious Wounds](#) (C) Cures 3d8 + 1/level.

[Nap Stack](#) (N) Decreases need for sleep, extra sleep gives benefits.

[Remove Blindness/Deafness](#) (C) Cures normal or magical blindness or deafness.

[Remove Disease](#) (C) Cures all diseases affecting subject.

[Witness](#) (D) See through the target's eyes and ears.

Mesmerism

[Dominate Animal](#) (En) One animal obeys your silent mental commands and orders.

[Heroism](#) (En) Gives +2 on attack rolls, saves, skill checks.

[Hold Person](#) (En) Paralyzes one humanoid for 1 round/level.

[Rage](#) (En) Gives +2 to Str and Con, +1 on Will saves, -2 to AC.

[Unadulterated Loathing](#) (En) Target is compelled to avoid another creature.

Pyrokinesis

[Blinding Ray](#) (Ev) Rays of light blind targets.

[Continual Flame](#) (Ev) Makes a permanent, heatless light.

[Discovery Torch](#) (Ev) Object glows, grants Perception and Sense Motive bonuses.

[Fury Of The Sun](#) (T) Target suffers unbearable heat, nonlethal damage, fatigue.

[Unshakable Chill](#) (N) Target is afflicted with severe cold.

Telekinesis

[Chain of Perdition](#) (Ev) Floating chain of force.

[Force Hook Charge](#) (Ev) Hook of force drags you to the target.

[Guiding Star](#) (D) Know approximate distance from where you cast this spell.

[Jester's Jaunt](#) (C) Teleport target for 30 ft.

[Twilight Knife](#) (Ev) Floating knife attacks with you.

Metamagic

[Arcane Concordance](#) (Ev) Grants metamagic to arcane spells.

Fourth Level Mentalist Spells

ESP

[Arcane Sight](#) (D) Magic auras become visible.

[Detect Scrying](#) (D) Warns of spying.

[Discern Lies](#) (D) Spell reveals falsehoods.

[Locate Creature](#) (D) Shows way to creature.

[Scrying](#) (D) Spies on subject from a distance.

Biofeedback

[Age Resistance, Lesser](#) (T) Ignore penalties from middle age.
[Cure Critical Wounds](#) (C) Cures 4d8 + 1/level.
[Neutralize Poison](#) (C) Immunizes subject against poison, detoxifies venom.
[Restoration](#) (C) Restores level, ability scores.
[True Form](#) (A) Removes polymorph effects.

Mesmerism

[Charm Monster](#) (En) Makes monster a friend.
[Confusion](#) (En) Confused for 1 round/level.
[Fear](#) (N) Subjects within cone flee for 1 round/level.
[Overwhelming Grief](#) (En) Grieving target can take no actions and is denied its Dex bonus.
[Phantasmal Killer](#) (I) Fearsome illusion kills subject or deals 3d6 damage.

Pyrokinesis

[Daybreak Arrow](#) (Ev) Targeted ammunition exudes radiant energy.
[Daylight](#) (Ev) 60-ft. radius of bright light.
[Firefall](#) (T) Fire bursts upward for 2d6 damage.
[Firestream](#) (Ev) Creates moving line of fire.
[Sleet Storm](#) (C) Hampers vision and movement.

Telekinesis

[Dimension Door](#) (C) Teleports you a short distance.
[Dimensional Anchor](#) (A) Bars extradimensional movement.
[King's Castle](#) (C) Instantly switch places with a single ally.
[Resilient Sphere](#) (Ev) Force globe protects but traps one subject.
[Telekinetic Charge](#) (Ev) Launches an ally through the air.

Metamagic

[Mnemonic Enhancer](#) (T) Wizard only. Prepare extra spells or retain one just cast.

Fifth Level Magician Spells

ESP

[Arcane Eye](#) (D) Invisible floating eye moves 30 ft./round.
[Minor Dream](#) (I) Like Dream, for 20-words.
[Modify Memory](#) (En) Changes 5 minutes of subject's memories.
[Prying Eyes](#) (D) 1d4 + 1/level floating eyes scout for you.
[Telepathic Bond](#) (D) Link lets allies communicate.

Biofeedback

[Astral Projection, Lesser](#) (N) Offers limited astral travel.
[Breath of Life](#) (C) Cures 5d8 damage + 1/level and restores life to recently slain creatures.
[Cure Light Wounds, Mass](#) (C) Cures 1d8 damage + 1/level, affects 1 subject/level.
[Planar Adaptation](#) (T) Resist harmful effects of other plane.
[Raise Dead](#) (C) Restores life to subject who died as long as one day/level ago.

Mesmerism

[Break Enchantment](#) (A) Frees subjects from enchantments, transmutations, and curses.
[Dominate Person](#) (En) Controls humanoid telepathically.
[Feeblemind](#) (En) Subject's Int, Cha drop to 1.
[Magic Jar](#) (N) You possess another creature.
[Phantasmal Web](#) (I) Illusory web.

Pyrokinesis

[Cone of Cold](#) (Ev) 1d6/level cold damage.
[Ice Storm](#) (Ev) Hail deals 5d6 damage in cylinder 40 ft. across.
[Icy Prison](#) (Ev) Thick ice holds and damages the target.
[Wall of Fire](#) (Ev) Deals fire damage to those nearby and those passing through.
[Wall of Ice](#) (Ev) Ice plane creates wall or hemisphere creates dome.

Telekinesis

[Dismissal](#) (A) Forces foe back to native plane.

[Interposing Hand](#) (Ev) Hand provides cover against 1 opponent.

[Telekinesis](#) (T) Moves object, attacks creature, or hurls object or creature.

[Teleport](#) (C) Instant move, 100 miles/level.

[Wall of Force](#) (Ev) Wall is immune to damage.

Metamagic

[Permanency](#) (U) Makes some spells last.

Sixth Level Mentalist Spells

ESP

[Analyze Dweomer](#) (D) Reveals all magic.

[Commune with Nature](#) (D) Learn about terrain.

[Dream](#) (I) Sends message to anyone sleeping.

[Legend Lore](#) (D) Lets you learn tales about a person, place, or thing.

[Nightmare](#) (I) Vision inflicts 1d10, fatigue.

Biofeedback

[Cure Moderate Wounds, Mass](#) (C) Cures 2d8 damage + 1/level, affects 1 subject/level.

[Flesh to Stone](#) (T) Turns creature into statue.

[Heal](#) (C) Cures 10 points/level damage, all diseases and mental conditions.

[Stone to Flesh](#) (T) Restores petrified creature.

[Transformation](#) (T) You gain combat bonuses.

Mesmerism

[Awaken](#) (T) Animal or tree gains intellect.

[Envious Urge](#) (En) Targets steal from or disarm others.

[Foe to Friend](#) (En) Redirect an enemy attack.

[Heroism, Greater](#) (En) Gives +4 on attacks, saves, skill checks; immune to fear; temp hp.

[Hold Monster](#) (En) Paralyzes any creature.

Pyrokinesis

[Chains of Fire](#) (Ev) Like chain lightning, but with fire.

[Cold Ice Strike](#) (Ev) Ice slivers deal 1d6/level.

[Fire Snake](#) (Ev) Creates a path of fire 5 ft. long/level, inflicts 1d6 fire damage/level.

[Freezing Sphere](#) (Ev) Freezes, deals damage.

[Sirocco](#) (Ev) Hot wind does 4d6 damage, fatigue, and knocks creatures prone.

Telekinesis

[Forbiddance](#) (A) Blocks planar travel, damages creatures of different alignment.

[Forceful Hand](#) (Ev) Pushes creatures away.

[Getaway](#) (C) Teleports preselected allies and creatures to a predetermined location.

[Leashed Shackles](#) (Ev) Target is restricted to a specific location.

[Plane Shift](#) (C) Up to 8 travel to another plane.

Metamagic

[Dispel Magic, Greater](#) (A) Works as dispel magic, but can affect multiple targets.

Seventh Level Mentalist Spells

ESP

[Battlemind Link](#) (D) You and an ally gain attack and AC bonuses.

[Contact Other Plane](#) (D) Questions gods.

[Find the Path](#) (D) Shows best way to location.

[Stone Tell](#) (D) Talk to natural or worked stone.

[True Seeing](#) (D) Reveals all as they really are.

Biofeedback

[Age Resistance](#) (T) Ignore old age penalties.

[Cure Serious Wounds, Mass](#) (C) Cures 3d8 damage + 1/level, affects 1 subject/level.

[Planar Adaptation, Mass](#) (T) As planar adaptation, but affects multiple creatures.

[Restoration, Greater](#) (C) As restoration, plus restores all levels and ability scores.

[Statue](#) (T) Subject can become a statue at will.

Mesmerism

[Hold Person, Mass](#) (En) Paralyzes many.

[Insanity](#) (En) Subject continuously confused.

[Serenity](#) (En) Peaceful feelings harm those attempting violence.
[Utter Contempt](#) (En) Target's attitude worsens by two categories.
[Waves of Ecstasy](#) (En) Pleasure stuns and staggers creatures.

Pyrokinesis

[Firebrand](#) (T) Allies gain flaming weapons, immune to your fire spells, a one-use fire ray.
[Ice Body](#) (T) Your body becomes living ice.
[Incendiary Cloud](#) (C) Cloud deals 6d6/round.
[Prismatic Spray](#) (Ev) Rays hit subjects with variety of effects.
[Sunbeam](#) (Ev) Beam blinds, deals 4d6 damage.

Telekinesis

[Banishment](#) (A) Banishes 2 HD/level of extraplanar creatures.
[Create Demiplane, Lesser](#) (C) Create your own demiplane.
[Forcecage](#) (Ev) Cube or cage makes prison.
[Grasping Hand](#) (Ev) Hand provides cover, pushes, or grapples.
[Teleport, Greater](#) (C) As teleport, but no range limit and no off-target arrival.

Metamagic

[Contingency](#) (Ev) Sets trigger condition for another spell.

Eighth Level Mentalist Spells

ESP

[Arcane Sight, Greater](#) (D) As arcane sight, but also reveals magic effects on creatures and objects.
[Cloak of Dreams](#) (En) Creatures in 5 ft. fall asleep.
[Prying Eyes, Greater](#) (D) As prying eyes, but eyes have true seeing.
[Scrying, Greater](#) (D) As scrying, but faster, longer.

Biofeedback

[Age Resistance, Greater](#) (T) Ignore penalties from venerable age.
[Cure Critical Wounds, Mass](#) (C) Cures 4d8 damage + 1/level for many creatures.
[Iron Body](#) (T) Your body becomes living iron.
[Regenerate](#) (C) Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Mesmerism

[Charm Monster, Mass](#) (En) As charm monster, but all within 30 ft.
[Euphoric Tranquility](#) (En) Makes a single creature peaceful and friendly.
[Irresistible Dance](#) (En) Forces subject to dance.
[Mind Blank](#) (A) Subject is protected from mental/emotional magic and scrying.

Pyrokinesis

[Fire Storm](#) (Ev) Deals 1d6/level fire damage.
[Polar Ray](#) (Ev) Ranged touch attack deals cold damage and Dexterity drain.
[Prismatic Wall](#) (A) Colors have array of effects.
[Sunburst](#) (Ev) Blinds foes, deals 6d6 damage.

Telekinesis

[Clenched Fist](#) (Ev) Large hand provides cover, pushes, or attacks your foes.
[Create Demiplane](#) (C) As lesser create demiplane, but larger and with planar traits.
[Dimensional Lock](#) (A) Teleportation and interplanar travel blocked for 1 day/level.
[Telekinetic Sphere](#) (Ev) As resilient sphere, but you move the sphere telekinetically.

Metamagic

[Mage's Lucubration](#) (T) Recalls prepared spell.

Ninth Level Mentalist Spells

ESP

[Discern Location](#) (D) Reveals exact location of creature or object.

[Foresight](#) (D) “Sixth sense” warns of impending danger.

[Moment of Prescience](#) (D) You gain +1/level insight bonus on single attack roll, check, or save.

Biofeedback

[Astral Projection](#) (N) Projects you and others onto Astral Plane.

[Heal, Mass](#) (C) As heal, but affects 1 subject/level.

[Soul Bind](#) (N) Traps newly dead soul to prevent resurrection.

Mesmerism

[Dominate Monster](#) (En) Dominates any.

[Hold Monster, Mass](#) (En) Paralyzes many.

[Weird](#) (I) Phantasmal killer, but affects many.

Pyrokinesis

[Fiery Body](#) (T) Gain fire-related powers.

[Icy Prison, Mass](#) (Ev) Ice prison, affects many.

[Prismatic Sphere](#) (A) Prismatic wall, all sides.

Telekinesis

[Crushing Hand](#) (Ev) Large hand provides cover, pushes, or crushes your foes.

[Maze](#) (C) Traps subject in dimensional maze.

[Teleportation Circle](#) (C) Teleports creatures.

Metamagic

[Limited Wish](#) (U) Alters reality (within limits).

Designer notes

Some prestige classes boost casting by stacking with existing base classes. Others (in D&D 3.5 and in this book, like the spellspinner) grant their own spells per day and spell list. In the mentalist, I tried to boost existing spells per day with a brand new spell list, but using a prior base casting class..

I also tried to give a feel for the psionics of D&D editions past, but using magic and the existing Pathfinder rules. And I added a few of my own touches, like the ethos and the split brain. And my plans were too rich for balance with full progression, so I cut it to spells per day advancement only at even levels.

Note that the spell list for this prestige class deserved a fuller, detailed treatment, because the spells on the list are from widely diverse sources, because many are unfamiliar, and because the grouping into disciplines needed to be made super clear.

[Click here for the original version.](#)

The Commander

Inspired by Erfworld, this Pathfinder PrC aims to create the perfect warlord

In the fantastic land of Erf, commanders lead stacks of units across a hex-grid terrain into battle at the whims of rulers, nobles, and titans. Observed by some amused D&D god, the Erfish mode of war proved intriguing. Perhaps to try a new style of battle leadership, or perhaps just for laughs, that god taught a version of the strategy and tactics of Erf to mortal nobles, heroes, and adventurers.

Role: As the leader of a group of powerful characters, the commander inspires others to amazing heights of achievement. They benefit from strange magical traditions unknown elsewhere. Nobles and aristocrats believe they make natural and ideal commanders – indeed, although some of common birth disagree, most aristocrats say they have a divine mandate to command.

Alignment: Since respect for following and giving orders is a fundamental characteristic of the commander prestige class, a commander cannot be chaotic in alignment. Moreover, commanders follow a strict code of duty and loyalty: duty to obey those to whom they owe fealty, and loyalty to their side and their comrades in arms.



Commanders are often nobles, but some come from baser stock and show somewhat less respect for authority.

Hit die: d10

Requirements

- Feats: Leadership or at least one level of the Aristocrat NPC class
- Base Attack Bonus: +5
- Skills: Profession (Soldier) 6 ranks, Perception 3 ranks, Sense Motive 3 ranks, Know (Nobility) 3 ranks
- Alignment: Non-chaotic

Table: The Commander

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+1	+0	+1	+1	Leadership Bonus, Purse
2	+2	+1	+1	+1	Natural Signamancy
3	+3	+1	+2	+2	Regent
4	+4	+1	+2	+2	Natural Thinkamancy
5	+5	+2	+3	+3	Screening
6	+6	+2	+3	+3	Natural Dollamancy
7	+7	+2	+4	+4	Fighting Retreat
8	+8	+3	+4	+4	Natural Rhyme-o-mancy
9	+9	+3	+5	+5	Improved Screening
10	+10	+3	+5	+5	Chief Warlord, Natural Healomancy

Class Features

Class Skills: Diplomacy (Cha), Intimidate (Cha), Knowledge (Engineering) (Int), Knowledge (Geography) (Int), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis).

Skill Points Per Level: 4 + Int modifier

Weapon and Armor Proficiencies: You gain proficiency all simple and martial weapons and all armor except tower shields.

Spellcasting: Commander levels do not advance any spellcasting at all. Moreover, a caster's leadership bonus is +0, not half commander level. A few casters can apply a leadership bonus to select unit types and no others. These casters actually double the usual leadership bonus when stacked with the following: clerics with outsiders of the same alignment; druids with animals; summoners and conjurer wizards with creatures they have summoned; necromancer wizards with undead they have created; and any caster with golems and constructs they have created. These caster commanders only benefit from their own leadership when stacked with units who benefit from it as well.

Ethos: Duty compels commanders to use their own initiative in the service of those above them in the chain of command. It also makes them reluctant to withhold information from allies or to conspire against them. They accept that they may be executed if they fail to do their duty.

Special Abilities

Leadership Bonus (Ex): At first level, you can designate up to eight willing creatures ("units") to serve under your personal command. These eight plus yourself (nine in all) form a "stack" and are "stacked units." They must be in medium range of you (100 ft. plus 10 ft. per commander

level). Units can leave your stack by moving out of range or at will as a free action. Each round, as a swift action, you declare your stack and share your leadership bonus with stacked units. Your bonus applies to attack rolls, damage rolls, saving throws, or armor class, as you decide. You can give orders to units in your stack, and if they disobey, you can choose to revoke your leadership bonus. Your bonus is equal to half your commander level (round down, minimum +1). If you are an aristocrat, your leadership bonus is half your combined commander and aristocrat levels. Your bonus applies to yourself as well as your units, if you are stacked with at least one other unit.

Purse (Su): You have a purse that cannot be taken from you. At first level, you can store up to 1,000 gp per commander level in your purse, which cannot be taken against your will. Your purse and its contents do not count against your encumbrance. You can choose to deduct gold from your purse at dawn to "buy" a day's worth of food and drink (at standard rates) for you and your stacked units – such rations pop into existence from thin air.

Natural Signamancy (Su): You look like a leader! You appear formidable, competent, and fit. At second level, you gain a +2 racial bonus on Diplomacy and Intimidate checks, and on your Leadership score if you have the Leadership feat. If you are an aristocrat, your racial bonus is equal to double your aristocrat levels +2.

Regent (Ex): You can manage an enterprise, fort, trading post, village, port, or town. At third level, when you spend time as a regent, performing no other duties, you lower costs for city improvement and production of equipment and food, you increase tax revenue, and you reduce the cost of upkeep of units under your management. The mechanical details of these bonuses are left to the game referee to determine.

Natural Thinkamancy (Su): At fourth level, you know the race, class, level, special abilities, maximum hit points, and current hit points of any unit in your stack. You can telepathically send orders to any unit in your stack. You can give one of your stacked units the "scout" special ability as a move action. Your scout can travel up to one mile away from you and send you reports telepathically, remaining stacked (but losing your leadership bonus outside medium range).

Screening (Ex): At fifth level, as a swift action, pick one stacked unit. For each attack launched against that unit until your next turn, roll d100. On a result of 1-50, the attack instead affects an adjacent stacked unit, chosen randomly from among adjacent units. On a 51-100, the attack is resolved normally.

Natural Dollamancy (Su): At sixth level, you can create a sigil / coat of arms for yourself. Armor, shields, and clothing worn by you or those stacked with you magically take on the look of a uniform with your sigil. Each day at dawn, all your gear and that of your stacked units is magically cleaned and all damage (including hit point damage to weapons and armor) to that equipment is mended. If you have aristocrat levels, units wearing your sigil (including you) gain a morale bonus vs fear attacks equal to your aristocrat levels.

Fighting Retreat (Su): At seventh level, when you use the withdraw action, you can order your entire stack to also use the withdraw action. Until your next turn, no stacked unit using the withdraw action provokes attacks of opportunity by moving out of threatened squares. Moreover, any damage taken by withdrawing units before their next turn is divided among all stacked units

as you designate. However, withdrawing units must end their move closer to you, and farther from enemies, than they were when the move started.

Natural Rhyme-o-mancy (Sp): At eighth level, you can sing marching tunes, taunt enemies, tell stories, and give speeches that raise the morale of your allies and demoralize your foes. As a standard spell-like action, you can cast Bane and Bless at will. The saving throw DC for the Bane is 10 + your commander level + your Charisma bonus. Your commander level is the caster level. If you have levels in aristocrat and/or bard, they stack with commander levels to set caster level and DC.

Improved Screening (Ex): At ninth level, as a swift action, pick one stacked unit. For each attack launched against that unit until your next turn, roll d100. On a result of 1-90, the attack instead affects an adjacent stacked unit, chosen randomly from among units within ten feet. On a 91-100, the attack is resolved normally.

Natural Healomancy (Su): At tenth level, each day at dawn, all your hit point and ability score damage is cured.

Chief Warlord (Ex): At tenth level, your leadership bonus applies to two of the following, not one: attack rolls, damage rolls, saving throws, armor class. Moreover, one half of your bonus (round down) applies outside your stack to all allies within line of sight. Your Regent abilities double, and can be applied to cities, provinces, and small kingdoms.

Design Notes

This PrC is intended as a homage to [Erfworld](#), the webcomic by Rob Balder. In terms of party role, it serves as both a buffer and a combat specialist. Most of the unfamiliar terms and magical qualities emulate Erfworld mechanics.

I like the idea of taking sub-optimal choices and making them viable – see the wandslinger design notes for example. Also see how one of the adventuring hero archetypes requires one or more levels of commoner, a deeply underpowered NPC class. With the commander, I have given decent bonuses and stacking to a character who takes levels in the aristocrat NPC class, which is also underpowered (though less so than the commoner!). The idea is to give characters reasons to explore more of the game space.

Also note that the aristocrat stacking plays into a central theme in Erfworld, that of noble rulers vs non-royal sides. Some observers speculate that Erfworld royals make more natural commanders than non-royals, leveling faster and gaining better stats. I tried to echo that idea by giving aristocrat/commanders some extra perks.

This prestige class was created for this little splat book. No other version exists online.

The Flibbertigibbet

For wild magic and tricks a-plenty, try this Pathfinder prestige class

Mortals have always been entranced by the fey, and the feeling is mutual. To mortal races, fey live eternal, carefree, magical lives that are full of gold and wishes. To the fey, mortals are blinding bright candles, soon burnt out, but amazing in action and vibrancy, fascinating in heartfelt drama and raw emotion. Sometimes, in an odd-couple pairing, a mortal becomes friends and partners with a fairy, adopting a fey outlook that is whimsical, wonderful, and wild. Those are the flibbertigibbets.

Role: A flibbertigibbet can be a warrior, a magic-user, a sneak, or a nurturer – what motivates the flibbertigibbet is an ongoing quest for novelty, beauty, and fun. They have a profound allergy to the serious and the pretentious. That can make them effective when adventuring, since they offer unexpected capabilities that keep foes off guard. On the other hand, it can drive more straight-laced comrades to distraction.

Alignment: Flibbertigibbets are always chaotic, although they can be good, neutral, or evil. However, neutral and especially evil flibbertigibbets often sabotage themselves and their groups, so they do not end up a part of any one band of heroes for long. Depending on how flibbertigibbets acts, NPCs in general may not know what to make of them, and may view them with affection and tolerance, or persecute them for consorting with malicious spirits.



"Ahh, you've done grand, laddie. Now you know what you have to do. Burn the house down! Burn 'em all!"

Hit die: d6

Requirements

- Skills: Diplomacy 4 ranks, Perform (Percussion, String, Wind, or Song) 4 ranks
- Feat: Magical Aptitude
- Language: Sylvan

Table: The Flibbertigibbet

Lvl	Att	Will	Refx	Fort	Special Abilities
1	+0	+1	+1	+0	Fey Magic 0, Unearthly Fate, Fair Folk
2	+1	+1	+1	+1	Fairy Gift 1d6
3	+1	+2	+2	+1	Fey Magic 1, Sidhe Sense
4	+2	+2	+2	+1	Fairy Gift 1d8
5	+2	+3	+3	+2	Fey Magic 2, Enchanted Lullaby
6	+3	+3	+3	+2	Fairy Gift 1d10
7	+3	+4	+4	+2	Fey Magic 3, Gossamer Wings
8	+4	+4	+4	+3	Fairy Gift 1d12
9	+4	+5	+5	+3	Fey Magic 4, Wee
10	+5	+5	+5	+3	Lucky Charm, Unearthly Magic

Class Features

Class Skills: Acrobatics (Dex), Bluff (Chr), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise, Escape Artist (Dex), Fly (Dex), Knowledge (Arcana) (Int), Knowledge (Nature) (Int), Knowledge (Geography) (Int), Knowledge (Local) (Int), Knowledge (Nobility) (Int), Perception (Wis), Perform (Cha), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), Use Magic Device (Cha).

Skill Points Per Level: 6 + Int modifier

Weapon and Armor Proficiencies: You gain proficiency with short swords, long swords, short bows, and long bows. You can use only padded, leather, hide, and wooden armor and shields.

Spellcasting: You gain no spellcasting ability or advancement. However, you do gain the use of a number of spell-like abilities, which all activate as a standard action. The saving throw DC for all spell-like abilities (and for all fey gifts) is 10 + flibbertigibbet level + Cha modifier. The caster level is your flibbertigibbet level. In all other ways, these follow [the rules for spell-like abilities](#).

Special Abilities

Fey Magic 0 (Sp): Each morning, roll 1d12 five times, to pick five spells from this list: 1) dancing lights, 2) daze, 3) detect chaos, 4) detect evil, 5) detect good, 6) detect law, 7) ghost sound, 8) lesser confusion, 9) mage hand, 10) mending, 11) prestidigitation, 12) ventriloquism. Reroll as often as it takes to get five different spells. You can activate each of these spells as a spell-like ability as often as you like. Roll for new spells the next day.

Unearthly Fate (Su): At first level, you become similar to the fey. You gain low-light vision if you did not have it already. You gain a +2 bonus on saves against mind-affecting magic. You gain cold and electricity resistance equal to your flibbertigibbet level, and you gain DR X/cold iron, where X is half your flibbertigibbet level, round down, minimum 1.

Fair Folk: You befriend a fey creature: either a [sprite](#), a [brownie](#), or an [atomie](#) (your choice). Your friend uses the [wizard familiar rules](#), including gaining your alignment, hit dice, and half your hit points; using your BAB, saves, and skill ranks; granting you the Alertness feat; and your friend gains improved evasion, a natural AC bonus, empathic link, etc. In addition, the deep bond between you acts as if you were both wearing [friend shield rings](#). If you have other classes that grant familiars, you can have only one familiar, but those levels stack to determine your fey familiar's capabilities.

Fey Gift: At second level, roll 1d6 and gain the use of the gift rolled on the table below. At fourth level, roll 1d8 in addition, and gain the use of a second gift as well. At sixth level, roll 1d10 for a third gift. At eighth level, roll 1d12 for a fourth gift. Reroll as often as it takes to get different gifts. Reroll your gifts every day.

Table: Fey Gifts

1. Sprite's Luminosity (Su) You naturally shed light equal to that provided by a torch. You can control the color and intensity of the light as a swift action, reducing it to the dimness of a candle or even extinguishing its luminosity entirely if you wish. For the purpose of countering magical darkness, treat the level of the effect as equal to your flibbertigibbet level.
2. Dryad's Tree Meld (Su) You can meld with any tree, similar to how the spell meld into stone functions. You can remain melded with a tree as long as you wish.
3. Quickling Trick (Ex) You may make a Dirty Trick combat maneuver as a move action. You do not provoke AoOs while doing so, if you are wearing no armor.
4. Korred's Hair (Su) You can animate your hair like a korred for one round. As a swift action, you cause your hair to lengthen, reaching out to enemies in adjacent squares and interfering with them, tugging at clothes and weapons, tangling feet and arms, tickling, etc. Targets you pick must make a Reflex save to avoid becoming [entangled](#). Entangled creatures cannot move away from you. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
5. Gremlin's Sabotage (Su) When using the Disable Device skill, you treat all devices as one category simpler when determining time needed to use the skill. Thus, difficult devices count as tricky, tricky devices count as simple, and simple devices can be dismantled as a free action. You may attempt to open a lock as a move action. Moreover, you gain an insight bonus on disable device checks equal to +3 + your Charisma modifier.
6. Hidden Trick (Ex) If you are invisible, you may make a Dirty Trick combat maneuver and still remain invisible – the use of the trick does not count as an attack.
7. Dryad's Woodcraft (Su) You gain a bonus equal to your flibbertigibbet level on Craft checks involving wood, and you may shape wood with your bare hands as if they were masterwork artisan's woodworking tools when making such checks. It only takes you one hour to make any wooden object.
8. Nereid's Unearthly Grace (Su) You add your Charisma bonus as a deflection bonus to your Armor Class and CMD when wearing light or no armor.

9. **Nymph's Inspiration (Su)** You can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of your affection (typically a lock of your hair). As long as the you desire, and as long as the creature carries your token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has you for a muse in this way can use his bardic performance for an additional number of rounds per day equal to your Charisma modifier. You retain a link to your token and its carrier as if you had cast a status spell on the carrier. You can end this effect at any time as a free action. You may only inspire one creature at a time in this manner; you cannot inspire yourself or your familiar.
10. **Redcap Stomp (Ex)** You can stomp to deadly effect in combat like a redcap. You gain a kick attack (1d8 for a medium creature, bludgeoning, crit x3) that you can make as a secondary attack as part of a full-attack action; or as a secondary attack as part of your movement just as if you had the Spring Attack feat.
11. **Nymph's Stunning Glance (Su)** As a standard action, you can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save or be stunned for 2d4 rounds.
12. **Pixie's Invisibility (Su)** You are continually invisible. You remain invisible even when you attack. This ability is constant, but you can suppress or resume it as a free action.

Fey Magic 1 (Sp): Each morning, roll 1d10 four times, to pick four spells from this list: 1) charm animal, 2) charm person, 3) color spray, 4) disguise self, 5) entangle, 6) faerie fire, 7) shield, 8) shillelagh, 9) shocking grasp, 10) speak with animals. Reroll as often as it takes to get four different spells. You can activate each of these spells as a spell-like ability once per day. Roll for new spells the next day.

Sidhe Sense (Ex): At third level, your study of the fey grants you a bonus equal to your flibbertigibbet level when you make saving throws against fey creatures. You gain the same bonus with skill checks to interact with fey, to know about fey, and to pose as fey.

Fey Magic 2 (Sp): Each morning, roll 1d8 three times, to pick three spells from this list: 1) glitterdust, 2) heat metal, 3) invisibility, 4) mirror image, 5) mislead, 6) shatter, 7) suggestion, 8) tree shape. Reroll as often as it takes to get three different spells. You can activate each of these spells as a spell-like ability once per day. Roll for new spells the next day.

Enchanted Lullaby (Sp): At fifth level, you can make a Perform (Percussion, String, Wind, or Song) check to put a target in short range into a magical sleep (as a sleep spell). If the target can hear your performance, it must make a will save; the save DC is your Perform check. This is a spell-like ability that requires a full round action along with the actual performance to trigger, so you cannot use it if silenced or under water or if you are entangled or grappled, or otherwise unable to perform freely. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Fey Magic 3 (Sp): Each morning, roll 1d6 two times, to pick two spells from this list: 1) confusion, 2) dispel magic, 3) fabricate, 4) fear, 5) major image, 6) speak with plants. Reroll as often as it takes to get two different spells. You can activate each of these spells as a spell-like ability once per day. Roll for new spells the next day.

Gossamer Wings (Ex): You gain fairy-like wings that grant you a fly speed of 60 ft., with average maneuverability. You can only fly while wearing light or no armor and carrying only a light load.

Fey Magic 4 (Sp): Each morning, roll 1d4 once, to pick one spell from this list: 1) dimension door, 2) irresistible dance, 3) rusting grasp, 4) tree stride. You can activate this spell as a spell-like ability once per day. Roll for a new spell the next day.

Wee (Sp): You can reduce yourself to fairy size as a constant spell-like ability, similar to a reduce person spell. You can shrink by one or two size categories, as you prefer. For each category you choose to shrink, you gain a +2 size bonus to Dexterity and a -2 size penalty to Strength.

Lucky Charm (Su): You find a four leaf clover that acts as a [luckstone](#). If you lose your lucky charm, it takes a day of searching in a non-desert, natural temperate environment to find a new one.

Unearthly Magic (Su): Thrice per day, you can activate one of your spell-like abilities as a swift action instead of a standard action, and with a caster level equal to your character level instead of your flibbertigibbet level.

Design Notes

Since its first edition roots, the game has held a slight pro-lawful bias, as evidenced by the monk and the paladin. Since then, the barbarian and the bard have been non-lawful alternatives, but there just has not been an option as gung-ho for chaos as the paladin and monk have been for law. This prestige class aims to change all that. From the flavor text to the mechanics, I designed the PrC to be chaotic. Required chaotic alignment only, of course. Special abilities and spell-like powers are rolled randomly every day. And the link to the fey is intended to emphasize a flavor of trickery, mischief, and madcap hilarity.

I did not include an ethos or code of conduct, however, because I wanted players to be able to interpret their chaotic tendencies in their own ways. Some will play this PrC as a collection of abilities. But I hope most will use this game option as an invitation to look for ways to bring out the Homsar, the Luna Lovegood, and the Ralph Wiggum that capers madly about in all of us.

Note that mechanically, spell-like abilities are interesting because they are still and silent. That means you can use them in armor freely. So the power-optimizing flibbertigibbet may be tempted to armor up. However, that's not the flavor I'm looking for, so I included a few powers – especially the gossamer wings – designed to nudge the player towards light or no armor.

This prestige class was created for this little splat book. No other version exists online.

The Summerkin

A Pathfinder prestige class for liontaurs and other primitives.

Across open plains and savannah, or from town to village to thorp, a cult of sun-worshipping humans and liontaurs hunt, trade, and roam. Among these primitives, the summerkin bask in the sun's rays, and they carry a deep internal heat with them all year long, bringing light, life, and warmth to the dark and the cold.

Role: Following an ancient liontaur tradition that believes the sun above to be a god, summerkin are beacons of light who radiate sustenance and hope. In times of plenty, they are joyful and peaceful. In adversity, they are life-bringers. They are gentle as sunbeams, and do not revel in combat; on the other hand, they are glad when the chance comes to defeat the forces of darkness. Summerkin tend to be druids, clerics with the sun domain, rangers, and barbarians.

Alignment: Summerkin are always good, and they think those who live in the darkness and deal in shadow are misguided at best, or evil, more likely. Summerkin like to live under the sky, away from civilized folk, who dwell under roofs and in cities. They are not pacifists, but they value life and enter combat thoughtfully, after weighing the pros and cons. They accept heavy restrictions on their behavior as part of their devotion to the old ways of their ancient faith. With sunny dispositions, they live lightly on the land, and they strive to always look on the bright side of life.



Summerkin are upbeat lovers of the outdoors who grow full beards and lush hair to honor the sun.

HD: d12

Requirements

- Feats: Toughness, Endurance
- Skills: Survival 6 ranks, Knowledge (Nature) 3 ranks, Perception 3 ranks.
- Base Attack Bonus: +5
- Language: Liontaur
- Alignment: Must be good
- Special: Must wear a full beard (see Ethos below).

Table: Summerkin

Lvl	Att	Fort	Refx	Will	Special Abilities
1	+0	+1	+0	+1	Touch of Light
2	+1	+1	+1	+1	Aura
3	+1	+2	+1	+2	Sun Healing
4	+2	+2	+1	+2	Radiant Aura
5	+2	+3	+2	+3	Walking on Sunshine
6	+3	+3	+2	+3	Daylight Aura
7	+3	+4	+2	+4	Summerstrike
8	+4	+4	+3	+4	Spiritual Aura
9	+4	+5	+3	+5	Calming Presence
10	+5	+5	+3	+5	Life Aura

Class Features

Class Skills: Acrobatics (Dex), Craft (Int), Diplomacy (Chr), Heal (Wis), Knowledge (Nature) (Int), Knowledge (Geography) (Int), Perception (Wis), Perform (Chr), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Points Per Level: 4 + Int modifier

Weapon and Armor Proficiencies: Summerkin are proficient in all simple and martial light weapons, and in light armor.

Ethos: As a summerkin, you are devoted to spreading warmth, life, and joy. You also battle the forces of darkness when they cross your path, but you are not necessarily a crusader.

You must wear a full beard as well as a mane or full head of hair. Your beard and hair symbolize the rays of the light shining out from the sun. The most common summerkin style is [a chin curtain beard](#), with no moustache (as exemplified by Abraham Lincoln and some Amish men). At first level, your hair and beard gradually change to a bright golden or red color, and you never fear going bald.

Because of the beard requirement, the prestige class is most often taken by liontaur, human, and halfling males. Dwarf males and females may meet the beard requirement naturally, but these dark-dwelling races seldom harbor a true love of the sun. Elves and gnomes generally cannot grow the required beards; half-elves and half-orcs might. The possibility of other races growing beards is left to the DM's discretion.

Some rare summerkin who cannot grow beards have joined by wearing a false beard. Also, a limited wish will grant any character the ability to grow a beard, as will a bestow curse spell.

Summerkin must not use any metals other than gold, copper, and bronze. All other metals are taboo. You may use only [bronze weapons and armor](#). You may not use magic items made from taboo metals. You can use nonmetal items freely. Taboo metals can be traded, if handled with blessed leather gloves. All summerkin must keep their heads uncovered. You cannot use items that fill the eyes, head, and headband slots. You may not honor any other god than the sun.

If your hair is cut, you lose all special abilities until your hair grows back. If you perform an evil act, use taboo metal, or worship another god, you lose all special abilities until you have atoned.

Spellcasting: Beginning at 1st level, you can cast a number of divine spells, including cantrips, just like clerics do, but with no spontaneous casting. The summerkin spell list appears below. For all your spellcasting classes, you cast spells with the light descriptor with your character level used as your caster level, and with a +1 sacred bonus on light spell DCs. Note that summerkin cannot make or use scrolls based on their spellcasting.

Special Abilities

Touch of Light (Sp): At first level, you can cause your hand to shimmer with divine light, as a free action, illuminating as a torch. You can bestow the light on a creature as a move action. The creature gains a bonus equal to your summerkin level on a single Charisma- or Wisdom-based skill or ability check of their choice. This bonus lasts for 1 hour or until used. You can activate this ability a number of times per day equal to 3 + your Wisdom modifier.

Aura (Su): At second level, you glow with a satisfying light. Your aura illuminates clearly within short range (25 ft. + 5 ft. per 2 levels), and with shadowy illumination to twice that far. This illumination dispels any lesser darkness it touches and cancels out any darkness of equal level within the area of overlap. The aura of a 3rd level Summerkin dispels a 2nd level Darkness spell and nullifies a 3rd level Deeper Darkness where it overlaps. The aura cannot be turned off, so that in dim or dark areas the aura makes it practically impossible to hide. In direct sunlight the aura seems to disappear, since the sun outshines it, but its effects remain.

Sun Healing (Su): At third level, when outdoors in the direct rays of the sun (not reflected, gathered, or produced by a spell), you gain fast healing equal to one third of your summerkin level, round down.

Radiant Aura (Su): At fourth level, when underground, at night, or in windowless rooms, your aura radiates physical warmth. You and all your allies within short range gain cold resistance equal to half your summerkin level, round down, as well as a sacred bonus equal to half your level on saves and AC against spells and attacks that use the cold and darkness, and against oozes and creatures with the cold and dark folk subtypes.

Walking on Sunshine (Sp): At fifth level you can walk on sunbeams at will as a constant spell-like ability, but only in bright natural daylight (not reflected, gathered, or produced by a spell). Treat this exactly like the [Air Walk](#) spell, except that if the sun is no longer available (due to shadow, cloud, etc.), then you descend at 60 feet per round until you gently reach the ground.

Daylight Aura (Su): At sixth level, your aura has the same effect as sunlight against creatures with light sensitivity, light blindness, vampire weakness, sunlight powerlessness, etc. That is, treat your aura as actual daylight – but not for your own summerkin powers that require true light to function, such as sun healing and walking on sunshine.

Summerstrike (Sp): At seventh level, as a spell-like ability, you can bless a light melee or thrown weapon so that it takes on the brilliant energy special ability. Once blessed, the weapon remains radiant for one round per level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Spiritual Aura (Su): At eighth level, when underground, at night, or in windowless rooms, your aura radiates spiritual warmth. You and all your allies within short range gain a sacred bonus equal to half your level on saves and AC against spells and attacks that use the death or fear descriptors, and against the undead.

Calming Presence (Sp): At ninth level, you can radiate positive emotions through your aura that pacify creatures within it for one round, in manner similar to a Calm Emotions spell. This spell-like ability affects all creatures, friend and foe, within 10 feet per level, unless they are immune to mind-affecting magic. There is no saving throw, although spell resistance applies. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Life Aura (Sp): As a [constant spell-like ability](#) that can be deactivated and reactivated as a swift action, your aura becomes more life affirming. Plants within your aura are affected as if by an entangle spell, but the plants ignore you and your allies. Living creatures selected by you convert all lethal damage to nonlethal damage when they suffer damage within your aura.

Table: Summerkin Spell Progression

Lvl	0	1	2	3	4	5
1	2	0	–	–	–	–
2	3	1	–	–	–	–
3	3	1	0	–	–	–
4	4	2	1	–	–	–
5	4	2	1	0	–	–
6	5	3	2	1	–	–
7	5	3	2	1	0	–
8	6	4	3	2	1	–
9	6	4	3	2	1	0
10	7	5	4	3	2	1

(When 0 spells are gained, only Wisdom bonus spells are granted.)

Summerkin Spell List

0th Level: [Bless](#), [Color Spray](#), [Dancing Lights](#), [Endure Elements](#), [Flare Burst](#), [Light](#), [Spark](#), [Sun Metal](#)

1st Level: [Continual Flame](#), [Cure Light Wounds](#), [Discovery Torch](#), [Faerie Fire](#), [Hypnotic Pattern](#), [Produce Flame](#), [Resist Energy](#)*

2nd Level: [Daybreak Arrow](#), [Daylight](#), [Heat Metal](#), [Remove Blindness/Deafness](#), [Searing Light](#), [Summon Monster III](#)**

3rd Level: [Fire Shield](#), [Plant Growth](#), [Protection from Energy](#)*, [Summon Monster IV](#)**, [Wandering Star Motes](#)

4th Level: [Pillar of Light](#); [Rainbow Pattern](#), [Summon Monster V**](#), [Sunbeam](#)

5th Level: [Mass Cure Light Wounds](#), [Scintillating Pattern](#), [Sunburst](#)

* effective only vs fire or cold

** lantern archons only

Design Notes

I designed this prestige class for an online contest, and I intended to link it specifically to liontaurs. The themes of sun and light and outdoors mesh with my vision of liontaurs in general. The lack of scrolls, the sun worship, and the taboo on iron are meant to link liontaurs to the idea of primitive traditions carried down to the current day.

Hitting the right power level in this one was tough. I wanted a strong character that was focused on life, light, warmth, and even with some strains of pacifism and finding ways to solve problems that do not require killing. And so I ended up making the summerkin a bit of a defense monster. Twelve-sided hit dice. Decent defensive abilities, like fast healing and air walk. But stealth is not an option for this character!

It is also a weird PrC, with the required liontaur language and beards. Beards! The taboo on iron, adamantine, and mithril is unusual. And no magic items worn on the head. Those not only fit the theme I was going for, but are balancers for the powerful spells and abilities it has. A poor BAB progression is another balancer. I hope I struck it right.

*I did enjoy creating this PrC this a bit too much, I admit, taking the "light" theme perhaps too far. Summerkin are proficient in all **light** weapons. The only curing spell they have is cure **light** wounds (and mass cure light wounds). Not to mention the flavor text ... sunny dispositions, looking on the bright side of life!*

Originally, this was created as [an organization](#) and [an associated prestige class](#). The PrC offered here melds ideas from those original concepts.

Liontaurs

Four paws, two hands, one great race – rules for playing liontaurs in Pathfinder

A nomadic, primitive folk, liontaurs are often represented as barbaric, illiterate, and uncivilized; they are famous for being highly superstitious. Others would describe liontaurs as nature-oriented people with a rich tradition of oral history -- they live close to the earth and are in tune with the magical forces around them. As is often the case for cultures that live on the edge of survival, under conditions of harsh competition, in which wits and strength are paramount, they make necessity into virtue. Liontaurs must hunt and fight to stay alive, so they glorify bravery, persistence, and aggression. Their success at carving out a niche and thriving is evident in their proud nature.

Physical Description Liontaurs are creatures that resemble lions from the waist down and humans from the waist up. They look like centaurs from far off, but at closer distances their feline natures become unmistakable. Their lower portions are leonine; their short fur is tawny; they sport a lion's tail with a tuft of black fur at the end. Their upper portions are human, although the males grow long, mane-like hair, and both sexes have cat-like eyes and larger canine teeth than humans – which partly explains their heavy accent when speaking the common tongue. Liontaurs dress mostly in furs and leather, and many braid totems or beads into their hair as clan and pride markers. They stand six to seven feet tall, and they average ten feet long from head to rump. These large-size creatures weigh 400 to 700 pounds.

Relations To Others Liontaurs are forced to be nomadic by their need to follow herds or prey, so they tend to scorn settled folk as lazy, slow, and filthy (and in truth, most cities visited by liontaurs are dirty and unsanitary). They usually look down on settled folk, such as humans, as degenerate and soft. But that doesn't stop them from trading! Liontaurs are usually happy to trade, especially for metal blades, from knives to greatswords. Beads, mirrors, combs and brushes, fine cloth, and tools are all very welcome. Liontaurs usually trade in furs and ivory, but liontaur crafts are often considered valuable.

Alignment Liontaurs are generally neutral, taking sides only when their own interests are involved. Individual liontaurs can be any alignment, though as wandering people, they tend slightly toward chaos rather than law.

Liontaur Lands Liontaurs follow the herds they depend on for food, so they are often found in savannah, following antelope and zebra; or in the plains, following wild horses and bison; or even in the tundra, following caribou. Some have great flocks of domesticated animals. Liontaurs view these grazing grounds as their own land, and

they react violently to encroachment and competition. However, they tolerate passers-through and welcome merchants.

Religion Generally liontaurs worship racial gods (or liontaur aspects of gods that govern nature, hunting, and war). Some also honor Nature, especially Rangers and Druids. Being superstitious, liontaurs will often honor many gods, just to be on the safe side. A few follow ancient traditions, worshipping the sun as a god.

Language Liontaurs speak a racial language that includes a more limited range of sounds than other languages. Common sounds include: ch, f, fr, h, t, l, m, n, and especially r. The language has no written form.

Names Liontaurs believe that their names reflect their individuality, so no two names are ever identical. Their names do not have any meaning per se; they are not words in the liontaur language. Liontaur males and females have the same kinds of names. Here are some examples: Nijeo, Tomerj, Eojal, Nonowla, Fraweol, Vythao, Fawynth, Vauwerf, Ferfi, Eowyf, Aweth, and Liram.

Adventurers Liontaurs often become fighters, rangers, clerics, druids, sorcerers, and bards. They almost never learn the arts of wizardry, because liontaurs are not a literate culture. The urban arts of rogues are not useful to most liontaurs, although some are scouts. Those raised in human lands may possibly become paladins, but liontaur monks are vanishingly rare.



Most liontaurs love the outdoors and protect the environment, but a few may shirk their duty to Mother Nature.

Liontaur Racial Traits

+2 Dexterity, +2 Charisma, -2 Constitution: Liontaurs are social and quick, but they are not built for endurance.

Large: Liontaurs are large sized, taking up a 10x10 space. As with all large creatures, liontaurs suffer a -1 penalty to both AC and Attack Rolls; they gain a +1 size bonus on CMD and CMB. They gain size modifiers on Stealth checks and Intimidate checks.

Four Paws: As large quadrupeds, liontaurs can carry three times as much as humans and gain a +4 stability bonus to CMD vs trip and bull rush attacks. Liontaurs have paws, and cannot use normal or magical footwear. They do not have the Foot magic item slot.

Undersized Weapons: Although a liontaur is large, its upper torso is the same size as that of a medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size.

Claws: Liontaurs can make natural weapon attacks with the claws on their forepaws (they have no claws on their hands). A liontaur can make one claw attack as a standard action, or two claw attacks as a full attack. Damage is 1d4 damage +Str (slashing, crit 20, x2). If they use their claws with manufactured weapons, the claws are secondary attacks with damage 1d4 damage +1/2 Str.

Rake: A liontaur gains extra natural attacks when grappling. In addition to the options available to all grapplers, a liontaur gains two free claw attacks that can be used only against the grappled foe. These each inflict 1d4 damage +Str modifier. A liontaur with the rake ability must begin its turn already grappling to use its rake.

Solid: Liontaurs gain Toughness as a bonus racial feat.

Fast Speed: Liontaurs have a base speed of 40 feet.

Natural Armor: Liontaurs have a +1 Natural Armor Bonus

Cats' Eyes: Liontaurs gain low light vision

Leaper: Liontaurs gain a +2 racial bonus on Acrobatics skill checks

Sneaky: Liontaurs gain a +2 racial bonus on Stealth skill checks.

Waterphobic: Liontaurs suffer a -2 penalty on Swim checks.

Dyslexic: Liontaurs suffer a -2 penalty on Linguistics checks.

Languages: Liontaurs speak their own racial language and Common. Liontaur with high Intelligence scores can choose from the following Sylvan, Elven, Gnoll, Giant, Halfling.

Alternate Liontaur Racial Traits

Wilder: Some liontaurs were brought up to be complete strangers to civilization. They gain a +2 Racial bonus on Survival skill checks, and they suffer a -2 penalty on Disable Device checks. These liontaurs are illiterate; they cannot read, and must spend two skill ranks to learn how. These two skill ranks must be spent before the liontaur can access any skill or class functions

having to with reading and writing. The penalty on Literacy checks rises to -4, and these liontaurs do not even speak Common as a free language. They can choose Common, Sylvan, Elven, Gnoll, Giant, or Halfling as a language if they have a high Intelligence. This racial trait replaces Waterphobic, Dyslexic, and Languages.

Student of Nature: Some liontaurs live for years out in the wilds, living off the land and communing with Mother Nature. They gain a +2 racial bonus on Knowledge (Nature) and Wild Empathy checks. This racial trait replaces Leaper.

Hunter: Some liontaurs live for many seasons on dangerous game, like antelope, buffalo, and rattlesnakes. They gain a +4 racial bonus on Stealth checks, but only on those made in natural environments. This racial trait replaces Sneaky.

Scent: Some liontaurs are not natural wrestlers, preferring careful stalking and hunting rather than ripping and shredding. They gain the Scent ability. This racial trait replaces Rake.

Pit Fighter: Some "civilized" races enslave liontaurs and force them to fight for the entertainment of others. These gladiators gain proficiency in spiked chain and net. This racial trait replaces Sneaky.

Merchant: A few liontaurs do travel and trade with other peoples. They gain a +1 racial bonus on Diplomacy, Knowledge (Local), Knowledge (Geography), and Profession (Merchant) checks. This replaces Leaper, Sneaky, and Dyslexic.

Herder: Liontaurs who tend herds of antelope or horse need to be able to keep up. These gain the Run feat and a +2 racial bonus with Handle Animals checks. This replaces Solid.

Racial Subtypes

Savannah Liontaurs: These liontaurs live in tropical grasslands and herd or hunt big game. They have the Hunter and Herder racial traits.

Mountain Liontaurs: These sure-footed liontaurs are smaller than their plains-dwelling kin. They are graceful and sturdy, but quite isolated in their mountaintop homes. They gain +2 Dexterity, with no bonus or penalty to Charisma or Constitution. They are medium in size and use the Wilder racial trait.

Favored Class Options

Barbarian: Add 1 to the total number of rage rounds per day.

Bard: Add 1 to the bard's total number of bardic performance rounds per day.

Druid: Gain energy resistance 1 against acid, cold, electricity, or fire. Each time the druid selects this reward, increase her resistance to one of these energy types by 1 (maximum 10 for any one type).

Ranger: Add a +1/2 bonus on Survival Checks made to track and on Wild Empathy checks.

Rogue: Add a +1/2 bonus on Bluff checks to feint, on Diplomacy checks to gather information, and on Stealth checks to approach an unaware creature in natural environments.

Liontaur Feats

Liontaur Pounce

Prerequisites: Dex 13, base attack bonus +4, liontaur, Rake ability.

Benefit: You gain the [Pounce](#) ability.

Liontaur Multiattack

Prerequisites: liontaur, natural attacks.

Benefit: Your secondary paw attacks only a -2 penalty when you make a full attack with a manufactured weapon.

Normal: Without this feat, your secondary attacks take a -5 penalty.

Distance Runner

Prerequisites: Con 13, Run, liontaur.

Benefit: You can [travel overland](#) at a hustle, twice the walking rate. You can run for a number of **minutes** (not rounds) equal to your Constitution score, after which you must make the usual Constitution check each **minute** to continue running. You gain a +4 bonus on checks to continue running and to avoid nonlethal damage from a forced march. This feat can serve to replace Endurance as the prerequisite for other feats.

Normal: Allowed time spent running is measured in rounds, not minutes. You may not hustle for daylong travel.

Sun Worshipper

Prerequisite: Wis 13, ability to cast first level spells.

Benefit: You gain a +1 insight bonus to caster level when you cast spells with the Light descriptor as well as when you cast Sun Domain spells.

Hunting Sense

Prerequisite: Liontaur

Benefit: You gain a +4 bonus on Perception checks to notice hidden or invisible creatures, as well as on Survival checks to track. If you successfully track a creature, you can make an appropriate Knowledge check to identify it, and you can tell if it is wounded (if it has taken any damage) or very wounded (below 20% max hit points when the tracks were made).

Liontaur Race Traits (for use with the [Pathfinder trait rules](#))

Liontaur Merchant: You gain a +1 trait bonus when making Appraise skill checks, Profession (Merchant) checks, and when making Bluff, Diplomacy, and Sense Motive skill checks to haggle on the price of an item.

Liontaur Defender: You have devoted yourself to protecting your clan from invaders who have plagued your people. You gain a +1 trait bonus on attacks and AC when you are fighting defensively.

Liontaur Sceptic: You are very superstitious, and you gain a +1 trait bonus on saving throws vs mind-affecting magic.

Credits, Notices, and Thanks

Including both heartfelt gratitude and legal stuff

Playtester Credits

In future editions of this book, a listing of playtesters will appear here to thank them for their contributions.

Sites Referenced

Thanks to these key websites used in creating this book:

Paizo, publisher of the Pathfinder RPG

<http://paizo.com>

The Pathfinder Reference Document

<http://paizo.com/pathfinderRPG/prd/>

Wikipedia

<http://en.wikipedia.org>

Simpsons World (official Simpsons site)

<http://www.simpsonsworld.com>

WikiSimpsons

<https://simpsonswiki.com>

The Simpsons Wiki

<http://simpsons.wikia.com>

Erfworld, the inspiration for the Commander PrC

<http://www.erfworld.com/>

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Page 3 – DM's Caveat

Bart as the Dungeon Master of [Vikings & Vampires](#)

Source: Cover of [Bart Simpson #65](#), a Simpsons comic book

Page 4 – illustrating the Whisperer In Kind

[Eleanor Abernathy](#), the "crazy cat lady," as a cat whisperer

Source: Episode unknown, art found on the Internet



Page 10 – illustrating the Adventuring Hero
Homer in pose as superhero Everyman
Source: [Homer the Whopper](#), Episode 1, Season 21

Page 14 – illustrating the Improved Assassin
[Sideshow Bob](#), in a particularly evil-looking pose
Source: Episode unknown, art found on the Internet

Page 19 – illustrating the Spellspinner
Homer cowering before a descending spider
Source: Episode unknown, art found on the Internet

Page 27 – the Olde Tyme Bard
Martin Prince playing a lute
Source: Episode unknown, art found on the Internet [here](#)

Page 32 – illustrating the Wingchild
This is [Early Bird](#), the superhero alter ego of Jasper Beardly
Source: [Dark Knight Court](#), Episode 16, Season 24

Page 35 – illustrating the Wandslinger
This is a Simpsonized Penn Jillette dual-wielding magic wands
Source: [The Great Simpsons](#), Episode 18, Season 22

Page 39 – illustrating the Fighting Trickster
Itchy and Scratchy in a parody of the Sorcerer's Apprentice, "Scratchtasia"
Source: [Itchy & Scratchy Land](#), Episode 4, Season 6

Page 44 – illustrating the Mentalist
Homer wearing glasses and looking smart, mashed up by Cayzle on a cloudy blue sky
Source: [Springfield \(Or, How I Learned to Stop Worrying and Love Legalized Gambling\)](#), Episode 10, Season 5

Page 56 – illustrating the Commander
Bart organizing the local kids to stand up to Nelson the bully
Source: [Bart the General](#), Episode 5, Season 1

Page 60 – illustrating the Flibbertigibbet
Ralph Wiggum and his leprechaun friend
Source: [This Little Wiggy](#), Episode 18, Season 9
Note that the caption is a quote from the actual episode!

Page 65 – illustrating the Summerkin
[Hank Scorpio](#), global archvillain and bearded boss
Source: [You Only Move Twice](#), Episode 2, Season 8

Page 70 – illustrating the Liontaur, a player character race
Mashup by Cayzle featuring Lisa and Homer as liontaurs
Sources: Happy Lisa from a computer [wallpaper download](#), shirtless Homer from [Kamp Krusty](#),

big felines from [Old Money](#) and [Kiss Kiss Bang Bangalore](#), and background scenery from [Call of the Simpsons](#).

Cover and Page 75 – illustrating the Credits, Notices, and Thanks

Source: Cayzle as rendered by The Simpsonizer, an online tool for generating Simpsons characters on a now-defunct website that was an online promotion for The Simpsons Movie.

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