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ADVANCED PLAYER'S GUIDE PLAYTEST

FINAL CLASS PLAYTEST

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FINAL PLAYTEST

Over the past two months we have been gathering playtest feedback and ideas concerning the six new base classes scheduled to appear in the *Pathfinder Roleplaying Game Advanced Player's Guide*, set to release in August 2010. This playtest has been incredibly useful to our design process and we are ready to show off some of the changes made based on your feedback. This is the last update of these classes before the book's release, and while these are by no means final, they are significantly closer to what we believe will appear in the book.

While the playtest was scheduled to end today, February 1st, we have decided to let the process go on for two more weeks to give you a chance to play with these revised classes. To help keep things clear, we have set up a new messageboard at paizo.com in the Advanced Player's Guide Playtest folder called "Final Playtest." Any comments and feedback concerning these revised classes should be placed in this new forum. The new forum will remain open until February 15th, 2010.

Note that these classes are legal for use in the Pathfinder Society Organized Play. If you are already using these classes, you will need to update your

character to make him compliant with the new rules. See the newly revised *Guide to Pathfinder Society Organized Play* for more information.

Once you have given these classes a try, give us your feedback in the Final Playtest forum. Make sure to include the name of the class in the title of the post. As with the previous rounds of this playtest, actual feedback from play is far more valuable than general observations and theories. The playtest process has been immensely valuable to us up to this point and I expect to get some great feedback over the next two weeks.

If I don't get the chance later, I want to take this opportunity to thank you, the playtesters, for helping to make this book an exciting and balanced part of the Pathfinder rules. I hope that you will check out the final book when it hits store shelves this August. See you on the boards.



Jason Bulmahn
Lead Designer

THE ALCHEMIST

Whether secreted away in a smoky basement laboratory or gleefully experimenting in a well-respected school of magic, the alchemist is often regarded as being just as unstable, unpredictable, and dangerous as the concoctions he brews. While some creators of alchemical items content themselves with sedentary lives as merchants, providing tindertwigs and smokesticks, the true alchemist answers a deeper calling. Rather than cast magic like a spellcaster, the alchemist captures his own magic potential within liquids and extracts he creates, infusing his chemicals with virulent power to grant him impressive skill with poisons, explosives, and all matter of self-transformative magic.

Role: The alchemist's reputation is not softened by his exuberance (some would say dangerous recklessness) in perfecting his magical extracts and potion-like creations, infusing these substances with magic siphoned from his aura and using his own body as experimental stock. Nor is it mollified by the alchemist's almost gleeful passion for building explosive bombs and discovering strange new poisons and methods for their use. These traits, while making him a liability and risk for most civilized organizations and institutions of higher learning, seem to fit quite well with most adventuring groups.

Alignment: Any.

Hit Die: d8.

Class Skills

The alchemist's class skills are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Survival (Wis), Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are class features of the alchemist.

Weapon and Armor Proficiency: Alchemists are proficient with all simple weapons and bombs. They are also proficient with light armor, but not with shields.

Alchemy (Su): Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his

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class level to the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for one round to make such a check.

An alchemist can create three special types of magical items—extracts, bombs, and mutagens. Bombs are explosive splash weapons, and mutagens are transformative elixirs that the alchemist drinks to enhance his physical abilities—both of these are detailed in their own sections below.

Extracts are the most varied of the three. In many ways, they behave like spells in potion form, and as such their effects can be dispelled by effects like *dispel magic* using the alchemist's level as the caster level. Unlike potions, though, extracts can have powerful effects and duplicate spells that a potion normally could not.

An alchemist can create only a certain number of extracts of each level per day. His base daily allotment of extracts is given on Table 5-1. In addition, he receives bonus extracts per day if he has a high Intelligence score, in the same way a wizard receives bonus spells per day.

When an alchemist mixes an extract, he infuses the chemicals and reagents in the extract with magic siphoned from his own magical aura. An extract immediately becomes inert if it leaves the alchemist's possession, reactivating as soon as it returns to his keeping—an alchemist cannot normally pass out his extracts for allies to use (but see the "infusion" discovery below). An extract, once created, remains potent for 1 day before becoming inert, so an alchemist must re-prepare his extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but it's not uncommon for an alchemist to keep some (or even all) of his daily extract slots open so that he can prepare extracts in the field as needed.

Although alchemists don't actually cast spells, they do have a formulae list that determines what extracts they can create (see page 7). An alchemist can utilize spell-trigger items if the spell appears on his formulae list, but not spell-completion items (unless he uses Use Magic Device to do so). An extract is "cast" by drinking it, as if imbibing a potion—the effects of an extract exactly duplicate the spell upon which its formula is based, save that the spell always affects only the drinking alchemist. The alchemist uses his level as the caster level to determine any effect based on caster level.

Creating extracts consumes raw materials, but the cost of these materials is insignificant—comparable to the valueless material components of most spells. If a spell normally has a costly material component, that component is expended during the consumption of that particular extract. Extracts cannot be made from spells that have

focus requirements (alchemist extracts that duplicate divine spells never have a divine focus requirement).

An alchemist can prepare an extract of any formula he knows. To learn or use an extract, an alchemist must have an Intelligence score equal to at least 10 + the extract's level. The Difficulty Class for a saving throw against an alchemist's extract is 10 + the extract level + the alchemist's Intelligence modifier.

An alchemist may know any number of formulae. He stores his formulae in a special tome called a formula book. He must refer to this book whenever he prepares an extract but not when he consumes it. An alchemist begins play with two 1st-level formulae of his choice, plus a number of additional formulae equal to his Intelligence modifier. At each new alchemist level, he gains





TABLE 5-1: ALCHEMIST

Level	Base	Fort Save	Ref Save	Will Save	Special	Extracts per Day					
	Attack Bonus					1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+2	+0	Alchemy, bomb 1d6, brew potion mutagen, throw anything	1	—	—	—	—	—
2nd	+1	+3	+3	+0	Discovery, poison resistance +2, poison use	2	—	—	—	—	—
3rd	+2	+3	+3	+1	Bomb 2d6, swift alchemy	3	—	—	—	—	—
4th	+3	+4	+4	+1	Discovery	3	1	—	—	—	—
5th	+3	+4	+4	+1	Bomb 3d6, poison resistance +4	4	2	—	—	—	—
6th	+4	+5	+5	+2	Discovery, swift poisoning	4	3	—	—	—	—
7th	+5	+5	+5	+2	Bomb 4d6	4	3	1	—	—	—
8th	+6/+1	+6	+6	+2	Discovery, poison resistance +6	4	4	2	—	—	—
9th	+6/+1	+6	+6	+3	Bomb 5d6	5	4	3	—	—	—
10th	+7/+2	+7	+7	+3	Discovery, poison immunity	5	4	3	1	—	—
11th	+8/+3	+7	+7	+3	Bomb 6d6	5	4	4	2	—	—
12th	+9/+4	+8	+8	+4	Discovery	5	5	4	3	—	—
13th	+9/+4	+8	+8	+4	Bomb 7d6	5	5	4	3	1	—
14th	+10/+5	+9	+9	+4	Discovery, persistent mutagen	5	5	4	4	2	—
15th	+11/+6/+1	+9	+9	+5	Bomb 8d6	5	5	5	4	3	—
16th	+12/+7/+2	+10	+10	+5	Discovery	5	5	5	4	3	1
17th	+12/+7/+2	+10	+10	+5	Bomb 9d6	5	5	5	4	4	2
18th	+13/+8/+3	+11	+11	+6	Discovery, instant alchemy	5	5	5	5	4	3
19th	+14/+9/+4	+11	+11	+6	Bomb 10d6	5	5	5	5	5	4
20th	+15/+10/+5	+12	+12	+6	Grand Discovery	5	5	5	5	5	5

one new formula of any level that he can create. An alchemist can also add formulae to his book just like a wizard adds spells to his spellbook, using the same costs and time requirements. An alchemist can study a wizard's spellbook to learn any formula that is equivalent to a spell the spellbook contains. A wizard, however, cannot learn spells from a formula book.

Bomb (Su): In addition to magical extracts, alchemists are adept at swiftly mixing various volatile chemicals and infusing them with their magical reserves to create powerful bombs that they can hurl at their enemies. An alchemist can use a number of bombs each day equal to his class level + his Intelligence modifier. Bombs are unstable, and if not used in the round they are created, they degrade and become inert—their method of creation prevents large volumes of explosive material from being created and stored. In order to create a bomb, the alchemist must use a small vial containing an ounce of liquid catalyst—the alchemist can create this liquid catalyst from small amounts of chemicals from an alchemy lab, and these supplies can be readily refilled in the same manner as a spellcaster's component pouch. Most alchemists create a number of catalyst vials at the start of the day equal to the total number of bombs they can create in that day—once created, a catalyst vial remains usable by the alchemist for years.

Creating and throwing a bomb requires a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the "Throw Splash Weapon" special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are considered a weapon and can be selected using feats such as Point Blank Shot and Weapon Focus. On a direct hit, an alchemist's bomb inflicts 1d6 points of fire damage + additional damage equal to the alchemist's Intelligence modifier. The damage of an alchemist's bomb increases by 1d6 points at every odd-numbered alchemist level (this bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike). Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (so if the bomb would deal 2d6+4 points of fire damage on a direct hit, its splash damage would be 6 points of fire damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of this save is equal to 10 + 1/2 the alchemist's level + the alchemist's Intelligence modifier.

Alchemists can learn new types of bombs as discoveries (see below) as they level up. An alchemist's bomb, like an extract, becomes inert if used or carried by anyone else.

Brew Potion (Ex): At 1st level, alchemists receive Brew Potion as a bonus feat. An alchemist can brew potions of any formulae he knows (up to 3rd level), using his alchemist level as his caster level.

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Mutagen (Su): At 1st level, an alchemist discovers how to create a mutagen that he can imbibe in order to heighten his physical prowess at the cost of his personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. An alchemist can only maintain one dose of mutagen at a time—if he brews a second dose, any existing mutagen becomes inert. As with an extract or bomb, a mutagen that is not in an alchemist's possession becomes inert until an alchemist picks it up again.

When an alchemist brews a mutagen, he selects one physical ability score—either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes the alchemist to grow bulkier and more bestial, granting him a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 10 minutes per alchemist level. In addition, while the mutagen is in effect, the alchemist takes a –2 penalty to one of his mental ability scores. If the mutagen enhances his Strength, it applies a penalty to his Intelligence. If it enhances his Dexterity, it applies a penalty to his Wisdom. If it enhances his Constitution, it applies a penalty to his Charisma.

A non-alchemist who drinks a mutagen must make a Fortitude save (DC $10 + \frac{1}{2}$ the alchemist's level + the alchemist's Intelligence modifier) or become nauseated for 1 hour—a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

Throw Anything (Ex): All alchemists gain the Throw Anything feat as a bonus feat at 1st level. An alchemist adds his Intelligence modifier to damage done with splash weapons. This bonus damage is already included in the bomb class feature.

Discovery (Su): At 2nd level, and then again every 2 levels thereafter (up to 18th level), an alchemist makes an incredible alchemical discovery. Unless otherwise noted, an alchemist cannot select an individual discovery more than once. Some discoveries can only be made if the alchemist has met certain prerequisites first, such as uncovering other discoveries. Unless otherwise noted, discoveries that modify bombs do not stack. Only one

such discovery can be applied to an individual bomb. The DC of any saving throw called for by a discovery is equal to $10 + \frac{1}{2}$ the alchemist's level + the alchemist's Intelligence modifier.

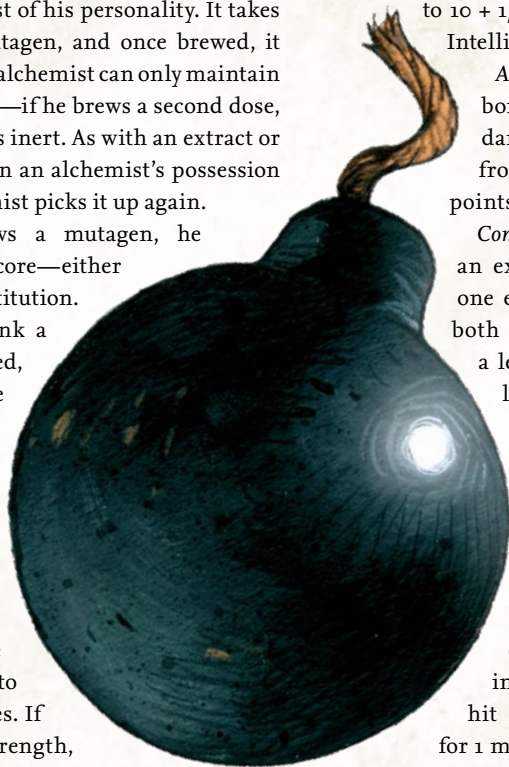
Acid bomb: When the alchemist creates a bomb, he can choose to have it inflict acid damage. Creatures that take a direct hit from an acid bomb take an additional 1d6 points of acid damage 1 round later.

Combine extracts: When the alchemist creates an extract, he can place two formulae into one extract. When the extract is consumed, both formulae take effect. This extract has a level two levels higher than the highest level formulae placed in the extract. An alchemist must be at least 8th level before selecting this discovery.

Concussive bomb: When the alchemist creates a bomb, he can choose to have it inflict sonic damage. Concussive bombs deal 1d4 points of sonic damage, plus 1d4 points of sonic damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a concussive bomb are deafened for 1 minute unless they succeed at a Fortitude save. An alchemist must be at least 6th level before selecting this discovery.

Delayed bomb: The alchemist can place a bomb so that it explodes a number of rounds after the alchemist ceases contact with the bomb. This delay can be any number of rounds as chosen by the alchemist, up to a number of rounds equal to his level. If at any point the alchemist reclaims possession of the delayed bomb, he can end the timer and prevent the bomb's detonation. A delayed bomb detonates immediately if any other creature attempts to touch or move it, or if the bomb's contents are removed from the vial (such as if the vial breaks). The bomb deals damage as if it scored a direct hit to any creature in the square with the bomb when it detonates, and splash damage to all adjacent creatures as normal. An alchemist cannot have more than one delayed bomb at one time. If he creates another delayed bomb, the previous bomb becomes inert. *Dispel magic* can neutralize a delayed bomb, as can a successful Disable Device check (DC equals $10 +$ the alchemist's level + the alchemist's Intelligence modifier). An alchemist must be at least 8th level before selecting this discovery.

Dilution: Once per day, the alchemist can dilute any one potion or elixir, creating two doses of the same potion from one. Diluting a potion costs a number of gp equal to one-quarter of the potion's market value. A potion that has been diluted cannot be diluted again. This discovery cannot be used to dilute extracts or mutagens.



An alchemist must be at least 12th level before selecting this discovery.

Elixir of life: Once per day, the alchemist can brew an elixir of life. This special concoction costs 25,000 gp to create and takes 1 hour of work. An elixir of life, when administered by the alchemist who brewed it, restores life to a dead creature as per the spell *true resurrection*. Alternatively, the alchemist himself may drink the elixir of life, after which point he is immediately targeted with a *resurrection* spell the next time he is killed. Used in this manner, the effects of an elixir of life persist only for a number of days equal to the alchemist's Intelligence modifier; if he does not die before that time expires, the effects of the elixir of life end. An alchemist must be at least 16th level before selecting this discovery.

Enhance potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks to function at a caster level equal to his class level.

Eternal potion: If an alchemist drinks a potion that he extends, the effects of that potion become permanent until he chooses to make another potion effect permanent. An alchemist must be at least 16th level and must possess the extend potion discovery before selecting this discovery.

Explosive bomb: The alchemist's bombs now have a splash radius of 10 feet rather than 5 feet. Creatures that take a direct hit from an explosive bomb catch fire, taking 1d6 points of fire damage each round until the fire is extinguished. Extinguishing the flames is a full-round action that requires a Reflex save. Rolling on the ground provides the target with a +2 to the save. Dousing the target with at least 2 gallons of water automatically extinguishes the flames.

Extend potion: A number of times per day equal to his Intelligence modifier, the alchemist can cause any potion he drinks that does not have an instantaneous duration to function at twice its normal duration.

Fast bombs: An alchemist with this discovery can quickly create enough bombs to throw more than one in a single round. The alchemist can prepare and throw additional bombs as a full-round action if his base attack bonus is high enough to grant him additional attacks. This functions just like a full-attack with ranged weapon. An alchemist must be at least 8th level before selecting this discovery.

Feral mutagen: Whenever the alchemist imbibes a mutagen, he gains two claw attacks and a bite attack. These are primary attacks and are made using the

alchemist's full base attack bonus. The claw attacks deal 1d6 points of damage (1d4 if the alchemist is Small) and the bite attack deals 1d8 points of damage (1d6 if the alchemist is Small). While the mutagen is in effect, the alchemist gains a +2 competence bonus on Intimidate skill checks.

Force bomb: When the alchemist creates a bomb, he can choose to have it inflict force damage. Force bombs deal 1d4 points of force damage, plus 1d4 points of force damage for every odd-numbered level, instead of 1d6. Creatures that take a direct hit from a force bomb are knocked prone unless they succeed on a Reflex save. An alchemist must be at least 8th level before selecting this discovery.

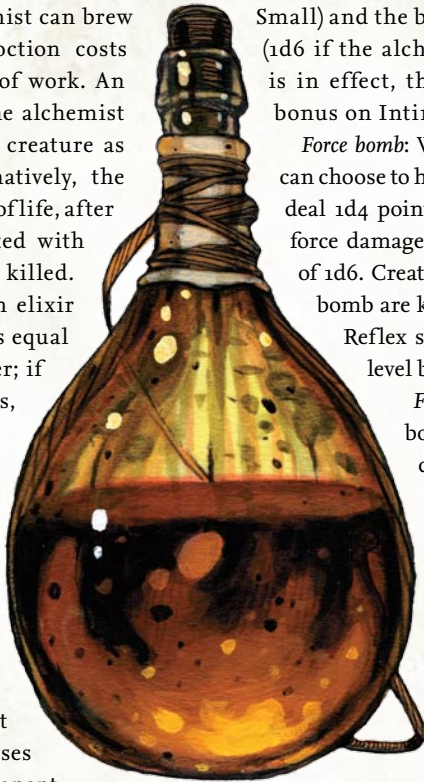
Frost bomb: When the alchemist creates a bomb, he can choose to have it inflict cold damage. Creatures that take a direct hit from a frost bomb are staggered on their next turn unless they succeed on a Fortitude save.

Grand mutagen: The alchemist's mutagen now grants a +6 natural armor bonus, a +8 alchemical bonus to one ability score (Strength, Dexterity, or Constitution), a +6 alchemical bonus to a second physical ability score, and a +4 alchemical bonus to a third physical ability score. The alchemist takes a -2 penalty to his Intelligence, Wisdom, and Charisma as long as the mutagen persists (see Mutagen). An alchemist must be at least 16th level and must possess the greater mutagen discovery before selecting this discovery.

Greater mutagen: The alchemist's mutagen now grants a +4 natural armor bonus, a +6 alchemical bonus to one physical ability score (Strength, Dexterity, or Constitution), and a +4 alchemical bonus to a second physical ability score. The alchemist takes a -2 penalty on both associated mental ability scores as long as the mutagen persists. An alchemist must be at least 12th level before selecting this discovery.

Infuse mutagen: When the alchemist creates a mutagen, he can infuse it with an extra bit of his own magical power. This inflicts 2 points of Intelligence damage to the alchemist and costs 1,000 gp in rare reagents, but the mutagen created persists on its own and is not rendered inert if the alchemist creates another mutagen. This allows an alchemist to create different types of mutagens and keep them handy for emergencies. This does not allow an alchemist to gain the effects of multiple mutagens—only the most recently imbibed mutagen has any effect.

Inferno bomb: The effects of the smoke created by an alchemist's bomb duplicate the effects of *incendiary cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.



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An alchemist must be at least 16th level and must possess the smoke bomb discovery before selecting this discovery.

Infusion: When the alchemist creates an extract, he can infuse it with an extra bit of his own magical power. The extract created now persists even after the alchemist sets it down. As long as the extract exists, it continues to occupy one of the alchemist's daily extract slots. An infused extract can be imbibed by a non-alchemist to gain its effects.

Madness bomb: The alchemist's bombs do more than sear flesh—they sear the mind. A creature that takes a direct hit from a madness bomb takes damage from the bomb plus 1d4 points of Wisdom damage. Reduce the amount of normal damage dealt by the bomb by 2d6 (so a bomb that would normally deal 6d6+4 points of damage deals 4d6+4 points of damage instead). The amount of Wisdom damage dealt by a madness bomb is reduced by 1 for each madness bomb that hit the target in the past 24 hours, to a minimum of 1 point of Wisdom damage. An alchemist must be at least 12th level before selecting this discovery.

Poison bomb: The effects of the smoke created by an alchemist's bomb duplicates the effects of *cloudkill* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level. An alchemist must be at least 12th level and must possess the smoke bomb discovery before selecting this discovery.

Potent bombs: The damage dealt by an alchemist's bomb increases by 1d6. An alchemist can select this discovery more than once, its effects stack.

Precise bombs: Whenever the alchemist throws a bomb, he can select a number of squares equal to his Intelligence modifier that are not affected by the splash damage from his bombs.

Shock bomb: When the alchemist creates a bomb, he can choose to have it inflict electricity damage. Creatures that take a direct hit from a shock bomb are dazzled for 1d4 rounds.

Smoke bomb: When the alchemist creates a bomb, he can choose to have it create a cloud of thick smoke when it detonates. The cloud functions as *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round per level.

Sticky bomb: The effects of the alchemist's bombs are persistent and continue to damage creatures for 1 round after the initial damage. Creatures that take a direct hit from a sticky bomb take the splash damage 1 round later. Bombs that have effects that occur 1 round later instead have those effects occur 2 rounds later. An alchemist must be at least 10th level before selecting this discovery.

Sticky poison: Any poison the alchemist creates is sticky—when the alchemist applies it to a weapon, the

weapon remains poisoned for a number of strikes equal to the alchemist's Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

Stink bomb: The effects of the smoke created by an alchemist's bomb can duplicate the effects of *stinking cloud* instead of *fog cloud*, filling an area equal to twice the bomb's splash radius for 1 round. An alchemist must possess the smoke bomb discovery before selecting this discovery.

Poison Resistance (Ex): At 2nd level, an alchemist gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an alchemist becomes completely immune to poison.

Poison Use (Ex): Alchemists are trained in the use of poison and starting at 2nd level, cannot accidentally poison themselves when applying poison to a weapon.

Swift Alchemy (Ex): At 3rd level, an alchemist can create alchemical items with astounding speed. It takes an alchemist half the normal amount of time to create alchemical items, and he can apply poison to a weapon as a move-equivalent action.

Swift Poisoning: At 6th level, an alchemist can apply a dose of poison to a weapon as a swift action.

Persistent Mutagen (Su): At 14th level, the effects of a mutagen last for 1 hour per level.

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

Grand Discovery (Su): At 20th level, the alchemist makes a grand discovery. He immediately learns two normal discoveries, but also learns a third discovery chosen from the list below.

Awakened Intellect: The alchemist's Intelligence score permanently increases by 2 points.

Eternal Youth: The alchemist has conquered aging, and from this point forward suffers no penalty to his physical ability scores from advanced age. If the alchemist is already suffering such penalties, they are removed at this time.

Fast Healing: The alchemist gains fast healing 5.

Philosopher's Stone: The alchemist learns how to create a *philosopher's stone*, and can do so once per month at no cost. Creating a *philosopher's stone* takes 1 day of work.

Poison Touch: The alchemist gains a poisonous touch, as if under the effects of a *poison* spell. He can suppress or activate this ability as a free action.

True Mutagen: The alchemist's mutagen now grants a +8 bonus to his natural armor score and a +6 enhancement bonus to his Strength, Dexterity, and Constitution.

TABLE 1-1: CAVALIER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Challenge 1/day, mount, order, tactician
2nd	+2	+3	+0	+0	Order ability
3rd	+3	+3	+1	+1	Cavalier's charge
4th	+4	+4	+1	+1	Challenge 2/day, expert trainer
5th	+5	+4	+1	+1	Banner
6th	+6/+1	+5	+2	+2	Bonus feat
7th	+7/+2	+5	+2	+2	Challenge 3/day
8th	+8/+3	+6	+2	+2	Order ability
9th	+9/+4	+6	+3	+3	Greater tactician
10th	+10/+5	+7	+3	+3	Challenge 4/day
11th	+11/+6/+1	+7	+3	+3	Mighty charge
12th	+12/+7/+2	+8	+4	+4	Bonus feat, demanding challenge
13th	+13/+8/+3	+8	+4	+4	Challenge 5/day
14th	+14/+9/+4	+9	+4	+4	Greater banner
15th	+15/+10/+5	+9	+5	+5	Order ability
16th	+16/+11/+6/+1	+10	+5	+5	Challenge 6/day
17th	+17/+12/+7/+2	+10	+5	+5	Master tactician
18th	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+6	Challenge 7/day
20th	+20/+15/+10/+5	+12	+6	+6	Supreme charge

CAVALIER

While many warriors strive to perfect their art, spending all of their time honing their skill at martial arms, others spend as much effort dedicating themselves to a cause. These warriors, known as cavaliers, swear themselves to a purpose, serving it above all else. Cavaliers are skilled at fighting from horseback, and are often found charging across a battlefield, with the symbol of their order trailing on a long, fluttering banner. The cavalier's true power comes from the conviction of his ideals, the oaths that he swears, and the challenges he makes.

Role: Cavaliers tend to marshal forces on the battlefield, using their mounted talents and challenges to control the flow of the fight. Outside of battle, cavaliers can be found advancing their cause through diplomacy and, if needed, subterfuge. The cavalier is no stranger to courtly intrigue and can hold his own in even the most delicate of social situations.

Alignment: Any.

Hit Dice: d10.

Class Skills

The cavalier's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the cavalier.

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

Challenge (Ex): Once per day, a cavalier can challenge a foe to combat. As a swift action, the cavalier chooses one target within sight to challenge. The cavalier's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to the cavalier's level. The cavalier can use this ability once per day at 1st level, plus one additional time per day for every three levels beyond 1st, to a maximum of seven times per day at 19th level.

Challenging a foe requires much of the cavalier's concentration. The cavalier takes a –2 penalty to his Armor Class, except against attacks made by the target of his challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Each cavalier's challenge also includes another effect which is listed in the section describing the cavalier's order.

Mount (Ex): A cavalier gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the cavalier's level as his effective druid level. The creature

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must be one that he is capable of riding and is suitable as a mount. A Medium cavalier can select a camel or a horse. A Small cavalier can select a pony or wolf, but can also select a boar or a dog if he is at least 4th level. The GM might approve other animals as suitable mounts.

A cavalier does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A cavalier's mount does not gain the share spells special ability.

A cavalier's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. Should a cavalier's mount die, the cavalier may find another mount to serve him after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time the cavalier gains a level.

Order (Ex): At 1st level, a cavalier must pledge himself to a specific order. The order grants the cavalier a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that the cavalier must follow. If he violates any of these edicts, he loses all benefits gained from his order for 24 hours. The violation of an edict is subject to GM interpretation.

A cavalier cannot change his order without undertaking a lengthy process to dedicate himself to a new cause. When this choice is made, he immediately loses all of the benefits from his old order. He must then follow the edicts of his new order for one entire level without gaining any benefits from that order. Once accomplished, he gains all of the bonuses from his new order. Note that the names of these orders might vary depending upon the campaign setting.

Tactician (Ex): At 1st level, a cavalier receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the cavalier can grant this feat to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every two levels the cavalier possesses. The cavalier can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels thereafter.

Cavalier's Charge (Ex): At 3rd level, a cavalier learns to make more accurate charge attacks while mounted. The cavalier receives a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the cavalier does not suffer any penalty to his AC after making a charge attack while mounted.

Expert Trainer (Ex): At 4th level, a cavalier learns to train mounts with speed and unsurpassed expertise. The cavalier receives a bonus equal to 1/2 his cavalier level whenever he uses Handle Animal on an animal that serves as a mount. In addition, he can reduce the time needed to teach a mount a new trick or train a mount for a general purpose to 1 day per 1 week required by increasing the DC by +5. He can also train more than one mount at once, although each mount after the first adds +2 to the DC.

Banner (Ex): At 5th level, a cavalier's banner becomes a symbol of inspiration to his allies and companions. As long as the cavalier's banner is clearly visible, all allies within 60 feet receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls



made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. The banner must be at least Small or larger and must be displayed on a pole or hung from a lance for this ability to function.

Bonus Feat: At 6th level, and at every six levels thereafter, a cavalier gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats.

Greater Tactician (Ex): At 9th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Using the tactician ability is a swift action.

Mighty Charge (Ex): At 11th level, a cavalier learns to make devastating charge attacks while mounted. Double the threat range of any weapons wielded during a charge while mounted. This increase does not stack with other effects that increase the threat range of the weapon. In addition, the cavalier can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

Demanding Challenge (Ex): At 12th level, whenever a cavalier declares a challenge, his target must pay attention to the threat he poses. As long as the target is within the threatened area of the cavalier, it takes a –2 penalty to its AC from attacks made by anyone other than the cavalier.

Greater Banner (Ex): At 14th level, the cavalier's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. The morale bonus on attack rolls made as part of a charge increases to +2. In addition, while his banner is displayed, the cavalier can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day.

Master Tactician (Ex): At 17th level, the cavalier receives an additional teamwork feat as a bonus feat. He must meet the prerequisites for this feat. The cavalier can grant this feat to his allies using the tactician ability. Whenever the cavalier uses the tactician ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

Supreme Charge (Ex): At 20th level, whenever the cavalier makes a charge attack while mounted, he deals double the normal amount of damage (or triple if using a lance). In addition, if the cavalier confirms a critical hit on a charge attack while mounted, the target is stunned for 1d4 rounds. A Will save reduces this to staggered for 1d4 rounds. The DC is equal to 10 + the cavalier's base attack bonus.



CAVALIER ORDERS

The following orders represent the most common chosen by cavaliers. Members of these orders are not necessarily bound together, but some organizations do exist that are comprised of cavaliers that all belong to one specific order.

Order of the Cockatrice

A cavalier who belongs to this order serves only himself, working to further his own aims and increase his own prestige. Cavaliers of this order tend to be selfish and concerned only with personal goals and objectives.

Edicts: The cavalier must keep his own interests and aims above those of all others. He must always accept payment when it is due, rewards when earned, and an even share of loot. The cavalier must take every opportunity to increase his own stature, prestige, and power.

Challenge: Whenever an order of the cockatrice cavalier issues a challenge, he receives a +1 morale bonus on all melee damage rolls made against the target of his challenge as long as he is the only creature threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the cockatrice cavalier adds Appraise (Int) and Perform (Cha) to his list of class skills. In addition, an order of the cockatrice cavalier adds his Charisma modifier to the DC on attempts to demoralize him through Intimidate (in addition to his Wisdom modifier, as normal).

Order Abilities: A cavalier that belongs to the order of the cockatrice gains the following abilities as he increases in level.

Braggart (Ex): At 2nd level, the cavalier can spend a standard action to extol his own accomplishments and battle prowess. He receives Dazzling Display as a bonus feat. The cavalier receives a +2 morale bonus on melee attack rolls made against targets demoralized targets.

Steal Glory (Ex): At 8th level, the cavalier can steal the glory from another creature's successful strike. Whenever a creature, other than the cavalier, scores a critical hit against a target that the cavalier is threatening, he can make an attack of opportunity against the same target.

Moment of Triumph (Ex): At 15th level, the cavalier can, as a free action, declare a moment of triumph. For 1 round, the cavalier receives a competence bonus equal to his Charisma modifier on all ability checks, attack rolls, damage rolls, saving throws, and skill checks. This bonus is also added to his AC. In addition, any critical threats he makes are automatically confirmed. The cavalier can use this ability once per day.

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Order of the Dragon

Cavaliers belonging to the order of the dragon dedicate themselves to a group of like-minded individuals, be it a mercenary company or a small band of adventurers. These cavaliers believe in loyalty and friendship, and are willing to lay down their lives to protect their allies.

Edicts: The cavalier must remain loyal to his allies and must always work to further the aims of the group. He must protect his allies from harm and defend their honor when called into doubt.

Challenge: Whenever an order of the dragon cavalier issues a challenge, his allies receive a +1 circumstance bonus on melee attack rolls against the target of his challenge whenever he is threatening the target. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the dragon cavalier adds Perception (Wis) and Survival (Wis) to his list of class skills. In addition, whenever an order of the dragon cavalier uses Survival to provide food and water for his allies or to protect his allies from harsh weather, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: A cavalier that belongs to the order of the dragon gains the following abilities as he increases in level.

Aid Allies (Ex): At 2nd level, whenever an order of the dragon cavalier uses the aid another action to assist one of his allies, the ally receives a +3 bonus to his Armor Class, attack roll, saving throw, or skill check. At 8th level, and every six levels thereafter, this bonus increases by an additional +1.

Strategy (Ex): At 8th level, the cavalier can spend a standard action to grant one of a number of bonuses to all allies within 30 feet (including himself). The allies must be able to see or hear the cavalier to receive this bonus. The cavalier can grant a +2 dodge bonus to AC for 1 round, a +2 morale bonus on all attack rolls for 1 round, or the ability to move up to their speed as an immediate action once. The cavalier can grant a different bonus to each ally within range, but allies can only benefit from this ability once per combat.

Act as One (Ex): At 15th level, the cavalier can spend a standard action to move up to his speed and make a melee attack. All allies within 30 feet can also move up to their speed and make a melee attack as an immediate action. This movement and attack can

be made as a charge if the movement qualifies. All attacks are made at a +2 bonus (this stacks with the bonus from a charge) and all participants receive a +2 dodge bonus to their AC for 1 round. A cavalier can use this ability once per combat.

Order of the Lion

A cavalier who belongs to this order has pledged himself to a sovereign; be it a king, queen, or even the local warlord.

Cavaliers of this order are stalwart and dedicated to their cause, willing to go any length to ensure the safety of their lord and his domain.

Edicts: The cavalier must protect the life and lands of his sovereign at all costs. He must obey the commands of his sovereign without question. He must strive to expand the power and prestige of his realm.

Challenge: Whenever an order of the lion cavalier issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the lion cavalier adds Knowledge (local) (Int) and Knowledge (nobility) (Int) to his list of class skills. An order of the lion cavalier can make Knowledge (nobility) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his sovereign.

Order Abilities: A cavalier belonging to the order of the lion gains the following abilities as he increases in level.

Lion's Call (Ex): At 2nd level, an order of the lion cavalier gains the ability to rally his allies. As a standard action, he can give an encouraging speech which grants all allies within 60 feet a competence bonus on their saving throws against fear equal to his Charisma modifier and a +1 competence bonus on attack rolls for a number of rounds equal to his cavalier level. If an ally within range is under the effect of a spell or ability that causes him to be frightened or panicked, he can immediately make another saving throw to resist the effect (if allowed).

For the King (Ex): At 8th level, an order of the lion cavalier can call out to his allies, inspiring them to greatness. As a swift action, the cavalier can grant a competence bonus equal to his Charisma modifier on all attack and damage rolls to all allies within 30 feet. This bonus lasts for 1 round. This ability can be used once per combat.



Shield of the Liege (Ex): At 15th level, an order of the lion cavalier can protect those around him. Allies that are adjacent to the cavalier receive a +2 shield bonus to their AC. In addition, as an immediate action, the cavalier can redirect an attack made at a creature adjacent to himself, as long as the creature making the attack is within the cavalier's reach. This ability must be declared before the attack roll is made. The attack is made against the cavalier's AC and defenses, even if the creature could not normally reach or attack the cavalier. The cavalier loses any cover or concealment bonuses when subject to the redirected attack.

Order of the Shield

Cavaliers who join the order of the shield devote their lives to protecting the common folk, from the simple farmer to the honest craftsman. These cavaliers stand before the tide, protecting the innocent from roving marauders and hungry monsters.

Edicts: The cavalier must protect the lives and prosperity of the common folk, shielding them from the deprivations of those who would seek to cause them harm or exploit them. He must give charity when it is warranted and aid when needed. He must take no action that would cause harm or hardship to those who cannot defend themselves.

Challenge: Whenever an order of the shield cavalier issues a challenge, he receives a +1 morale bonus on attack rolls made against the target of his challenge if the target makes an attack against a target other than the cavalier. This bonus lasts for 1 minute. The bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the shield cavalier adds Heal (Wis) and Knowledge (local) (Int) to his list of class skills. Whenever an order of the shield cavalier uses the Heal skill on a creature other than himself, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1).

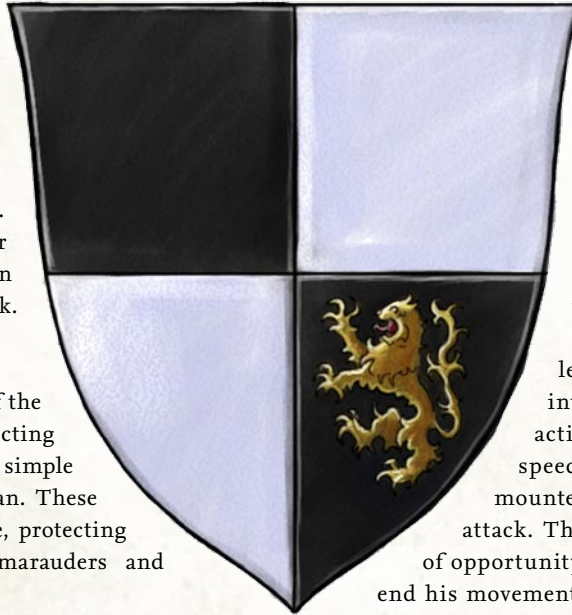
Order Abilities: A cavalier belonging to the order of the shield gains the following abilities as he increases in level.

Resolute (Ex): At 2nd level, whenever the cavalier takes damage from a melee or ranged attack while wearing heavy armor, the cavalier can convert 1 point of lethal damage to 1 point of nonlethal damage. He can use this ability once each time he takes damage. This ability

cannot be used to convert ability damage, ability drain, or energy damage to nonlethal damage. At 6th level, and every four levels thereafter, the amount of damage the cavalier can convert increases by 1.

Stem the Tide (Ex): At 8th level, the cavalier receives Stand Still as a bonus feat, even if he does not meet the prerequisites. Instead of making a combat maneuver check to stop the creature from moving, a cavalier with this ability can elect to make a normal attack instead. If the attack hits and deals damage, the target must stop moving, just as if the cavalier had made a successful combat maneuver check.

Protect the Meek (Ex): At 15th level, the cavalier can move to intercept foes. As an immediate action, he can move up to his speed (or his mount's speed, if mounted) and make a single melee attack. This movement provokes attacks of opportunity as normal. The cavalier must end his movement adjacent to an enemy. On his next turn, the cavalier is staggered and cannot use this ability again for 1 round.



Order of the Star

Cavaliers who join the order of the star dedicate themselves to the protection and service of a faith and its members. Cavaliers belonging to this order tend to follow many of the tenets and guides of the religion that they serve. When a cavalier joins this order, he should select a single religion to serve.

Edicts: The cavalier must strive to protect the faith and all those who follow its teachings, from priest to common man. He must adhere to the strictures of the faith, promote its cause whenever possible, and serve the agents of the divine.

Challenge: Whenever an order of the star cavalier issues a challenge, he receives a +1 morale bonus on all his saving throws as long as he is threatening the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: An order of the star cavalier adds Heal (Wis) and Knowledge (religion) (Int) to his list of class skills. An order of the star cavalier can make Knowledge (religion) skill checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves his chosen faith.

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Order Abilities: An order of the star cavalier gains the following abilities as he increases in level.

Calling (Ex): At 2nd level, the cavalier can make a short prayer as a standard action, filling him with confidence in his abilities. At any point in the next minute, he can receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to his Charisma modifier. He must declare that he is using this bonus before the roll is made. He can use this ability up to four times per day, once for each type of check or roll. In addition, the cavalier adds 1/2 his cavalier level to any levels of paladin or cleric he might possess for the purposes of determining the effects of channel energy or lay on hands.

For the Faith (Ex): At 8th level, the cavalier can call upon his faith to bolster himself in combat. As a free action, the cavalier can call out the name of his deity, granting him a morale bonus on attack rolls equal to his Charisma modifier for 1 round. In addition, any allies within 30 feet that share his faith also receive half this bonus (minimum +1). The cavalier can use this ability once per day, plus one additional time per day at 12th level and every four levels thereafter.

Retribution (Ex): At 15th level, the cavalier can take retribution on those who dare to strike an agent of his faith. Whenever an enemy makes a successful melee attack against the cavalier or an adjacent ally devoted to the same faith as the cavalier, the enemy provokes an attack of opportunity from the cavalier. The cavalier receives a +2 morale bonus on the attack of opportunity. If the attack made by the enemy was a critical hit, the cavalier may treat the enemy as the target of his challenge for the attack of opportunity. The cavalier can use this ability once per round.

Order of the Sword

Cavaliers who join the order of the sword dedicate their lives to the code of chivalry, living a life of honor, valor, and fairness. Cavaliers of this order tend to swear service to a lord or a lady. Of all the orders, the order of the sword is perhaps the broadest in terms of its focus and ideals.

Edicts: The cavalier must show courage in the face of danger, mercy to those who have wronged him, and charity to the poor and the meek. He must be just and honorable at all times and in all things. He must defend his honor and, above all else, the honor of those he serves.

Challenge: Whenever an order of the sword cavalier issues a challenge, he receives a +1 morale bonus on attack rolls against the target of his challenge so long as he is astride his mount. The bonus increases by +1 for every four levels the cavalier possesses.

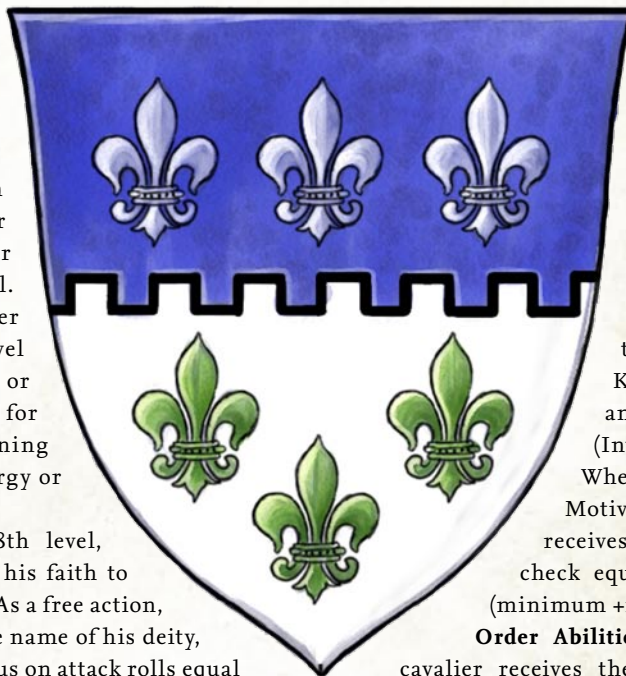
Skills: An order of the sword cavalier adds Knowledge (nobility) (Int) and Knowledge (religion) (Int) to his list of class skills. Whenever the cavalier uses Sense Motive to oppose a Bluff check, he receives a competence bonus on the check equal to 1/2 his cavalier level (minimum +1).

Order Abilities: An order of the sword cavalier receives the following abilities as he increases in level.

By My Honor (Ex): At 2nd level, the cavalier must select one alignment. As long as he maintains the selected alignment, he receives a +2 morale bonus to one saving throw of his choice.

Mounted Mastery (Ex): At 8th level, the cavalier ignores the armor check penalty when using the Ride skill, regardless of whether or not the creature he is riding is his mount. Whenever he makes a charge attack while mounted, he receives a +4 dodge bonus to his AC to avoid attacks set against his charge. When making such an attack, he can add his mount's Strength modifier to the damage roll, in addition to his own. He also receives a bonus feat, chosen from the following list: Mounted Combat, Ride-By Attack, Skill Focus (Ride), Spirited Charge, Trample, or Unseat. He must qualify for the feat selected.

Knight's Challenge (Ex): At 15th level, the cavalier can make a knight's challenge once per day. This functions like a normal challenge, but the cavalier adds his Charisma bonus on all attack rolls and damage rolls made against the target of his challenge. In addition, he receives a +4 circumstance bonus on attack rolls made to confirm critical hits against the target of his knight's challenge.



INQUISITOR

Grim and determined, the inquisitor roots out enemies of the faith, using trickery and guile where righteousness and purity is not enough. Although inquisitors are dedicated to a deity, they are above many of the normal rules and conventions of the church. They answer to their deity and their own sense of justice alone, and are willing to take extreme measures to meet their goals.

Role: Inquisitors tend to move from place to place, chasing down enemies and researching emerging threats. As a result, they often travel with others, if for no other reason than to mask their presence. Inquisitors work with members of their faith whenever possible, but even such allies are not above the inquisitor's suspicions.

Alignment: An inquisitor's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis.

Hit Dice: d8.

Class Skills

The inquisitor's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are class features of the inquisitor.

Weapon and Armor Proficiency:

Inquisitors are proficient with all simple weapons, plus the crossbow, hand crossbow, longbow, shortbow, and the favored weapon of their deity. They are also proficient with light armor, medium armor, and shields (except tower shields).

Spells: An inquisitor casts divine spells drawn from the inquisitor spell list (see page 12). She can cast any spell she knows at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

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

An inquisitor can cast only a certain number of spells of each spell level each day. Her base daily spell allotment is given on Table 6-1.

In addition, she receives bonus spells per day if she has a high Wisdom score (see Table 1-3 of the *Pathfinder RPG Core Rulebook*).

An inquisitor's selection of spells is extremely limited. An inquisitor begins play knowing four 0-level spells and two 1st-level spells of the



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TABLE 6-1: INQUISITOR

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+2	+0	+2	Domain, judgment 1/day, monster lore, orisons, stern gaze	1	—	—	—	—	—
2nd	+1	+3	+0	+3	Cunning initiative, detect alignment, track	2	—	—	—	—	—
3rd	+2	+3	+1	+3	Solo tactics, teamwork feat	3	—	—	—	—	—
4th	+3	+4	+1	+4	Judgment 2/day	3	1	—	—	—	—
5th	+3	+4	+1	+4	Bane, detect lies	4	2	—	—	—	—
6th	+4	+5	+2	+5	Teamwork feat	4	3	—	—	—	—
7th	+5	+5	+2	+5	Judgment 3/day	4	3	1	—	—	—
8th	+6/+1	+6	+2	+6	Second judgment	4	4	2	—	—	—
9th	+6/+1	+6	+3	+6	Teamwork feat	5	4	3	—	—	—
10th	+7/+2	+7	+3	+7	Judgment 4/day	5	4	3	1	—	—
11th	+8/+3	+7	+3	+7	Stalwart	5	4	4	2	—	—
12th	+9/+4	+8	+4	+8	Greater bane, teamwork feat	5	5	4	3	—	—
13th	+9/+4	+8	+4	+8	Judgment 5/day	5	5	4	3	1	—
14th	+10/+5	+9	+4	+9	Exploit weakness	5	5	4	4	2	—
15th	+11/+6/+1	+9	+5	+9	Teamwork feat	5	5	5	4	3	—
16th	+12/+7/+2	+10	+5	+10	Judgment 6/day, third judgment	5	5	5	4	3	1
17th	+12/+7/+2	+10	+5	+10	Slayer	5	5	5	4	4	2
18th	+13/+8/+3	+11	+6	+11	Teamwork feat	5	5	5	5	4	3
19th	+14/+9/+4	+11	+6	+11	Judgment 7/day	5	5	5	5	5	4
20th	+15/+10/+5	+12	+6	+12	True judgment	5	5	5	5	5	5

inquisitor's choice. At each new inquisitor level, she gains one or more new spells as indicated on Table 6-2. (Unlike spells per day, the number of spells an inquisitor knows is not affected by her Wisdom score. The numbers on Table 6-2 are fixed.)

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

Domain: Like a cleric, an inquisitor's deity influences her alignment, what magic she can perform, and her values. Although not as tied to the tenets of the deity as a cleric, an inquisitor must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good of the faith. An inquisitor can select one domain from among those belonging to her deity. An inquisitor can select an alignment domain only if her alignment matches that domain. With your GMs approval, an inquisitor can be devoted to an ideal instead of a deity, selecting one domain to represent her personal

inclination and abilities. The restriction on alignment domains still applies.

Each domain grants a number of domain powers, dependent on the level of the inquisitor. An inquisitor does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The inquisitor uses her level as her effective cleric level when determining the power and effect of her domain powers. If the inquisitor has cleric levels, one of her two domain selections must be the same domain selected as an inquisitor. Levels of cleric and inquisitor stack for the purpose of determining domain powers and abilities, but not for bonus spells.

Judgment (Su): Starting at 1st level, an inquisitor can pronounce judgment upon her foes as a swift action. Starting when the judgment is made, the inquisitor receives a bonus or special ability based on the type of judgment made. The bonuses granted by the judgment continue to improve on following rounds, reaching a maximum bonus that lasts until the judgment ends.

At 1st level, an inquisitor can use this ability once per day. At 4th level and every three levels thereafter, the inquisitor can use this ability one additional time per day. Once activated, this ability lasts until the combat ends, at which point all of the bonuses immediately end. The inquisitor must participate in the combat to gain these bonuses. If she is frightened, panicked,

TABLE 6-2: INQUISITOR SPELLS KNOWN

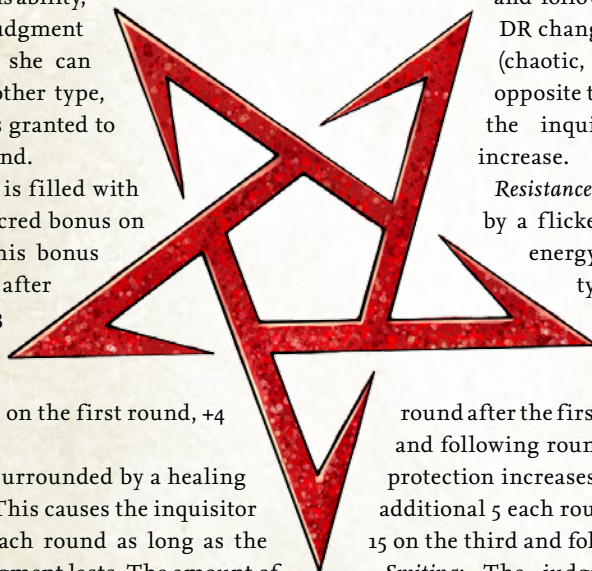
Level	Spells Known						
	0	1st	2nd	3rd	4th	5th	6th
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6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

paralyzed, stunned, unconscious, or otherwise prevented from participating in the combat, the ability does not end, but all of the bonuses reset to those granted on the first round until she can participate in the combat again.

When the inquisitor uses this ability, she must select one type of judgment to make. As a swift action, she can change this judgment to another type, but doing so resets the bonus granted to those granted on the first round.

Destruction: The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on all weapon damage rolls. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, all of these bonuses are doubled (+2 on the first round, +4 on the second, and so on).

Healing: The inquisitor is surrounded by a healing light, gaining fast healing 1. This causes the inquisitor to heal 1 point of damage each round as long as the inquisitor is alive and the judgment lasts. The amount of healing increases by 1 point of damage each round after the first, to a maximum of 3 points of damage on the third and following rounds. At 10th level, the amount of healing doubles (2 hp on the first round, 4 on the second, and so on).



Justice: The judgment spurs the inquisitor to seek justice, granting a +1 sacred bonus on all attack rolls. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the bonus is doubled on all attack rolls made to confirm critical hits.

Piercing: The judgment gives the inquisitor great focus and makes her spells more potent. This grants a +1 sacred bonus on concentration checks and caster level checks made to overcome a target's spell resistance. This bonus increases by +1 each round after the first to a maximum of +3 on the third and following rounds. At 10th level, all of these bonuses are doubled (+2 on the first round, +4 on the second, and so on).

Protection: The inquisitor is surrounded by a protective aura, granting a +1 sacred bonus to Armor Class. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the bonus is doubled against attack rolls made to confirm critical hits against you.

Purity: The inquisitor is protected from the vile taint of her foes, gaining a +1 sacred bonus on all saving throws. This bonus increases by +1 each round after the first, to a maximum of +3 on the third and following rounds. At 10th level, the bonus is doubled against curses, diseases, and poisons.

Resiliency: The judgment makes the inquisitor resistant to harm, granting DR 1/magic. This bonus increases to 2/magic on the second round, and 3/magic on the third and following rounds. At 10th level, this DR changes from magic to an alignment (chaotic, evil, good, or lawful) that is opposite the inquisitor's. If she is Neutral, the inquisitor does not receive this increase.

Resistance: The inquisitor is shielded by a flickering aura, gaining 2 points of energy resistance against one energy type (acid, cold, electricity, fire, or sonic) chosen when the judgment is declared. The protection increases by 2 each round after the first, to a maximum of 6 on the third and following rounds. At 10th level, the amount of protection increases to 5 on the first round, plus an additional 5 each round thereafter, to a maximum of 15 on the third and following rounds.

Smiting: The judgment bathes the inquisitor's weapons in a divine light. This judgment provides no bonus on the first round. On the second round, the inquisitor's weapons count as magic for the purposes of bypassing damage reduction. On the third and following rounds, the inquisitor's weapons also count

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as one alignment type (chaotic, evil, good, or lawful) for the purpose of bypassing damage reduction. The type selected must match one of the inquisitor's alignments. If the inquisitor is Neutral, she does not receive a bonus on the third round. At 10th level, on the third and following rounds, the inquisitor's weapons also count as adamantine for the purpose of overcoming damage reduction (but not for reducing hardness).

Monster Lore (Ex): The inquisitor adds her Wisdom modifier on Knowledge skill checks in addition to her Intelligence modifier, when making skill checks to identify the abilities and weaknesses of creatures.

Orisons: Inquisitors learn a number of orisons, or 0-level spells, as noted on Table 6–2 under “Spells Known.” These spells are cast like any other spell, but they are not expended when cast and may be used again. Orisons prepared using other spell slots, such as those due to metamagic feats, are expended normally.

Stern Gaze (Ex): Inquisitors are skilled at sensing deception and intimidating their foes. An inquisitor receives a morale bonus on all Intimidate and Sense Motive checks equal to 1/2 her inquisitor level (minimum +1).

Cunning Initiative (Ex): At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

Detect Alignment (Sp): At will, an inquisitor can use *detect chaos*, *detect evil*, *detect good*, or *detect law*. She can only use one of these at any given time.

Track (Ex): At 2nd level, an inquisitor adds half her level on Survival skill checks made to follow or identify tracks.

Solo Tactics (Ex): At 3rd level, all of the inquisitor's allies are treated as if they possess the same teamwork feats as the inquisitor for the purpose of determining if the inquisitor receives a bonus from her teamwork feats. Her allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus.

Teamwork Feat: At 3rd level, and every three levels thereafter, the inquisitor gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The inquisitor must meet the prerequisites of the selected bonus feat.

As a standard action, the inquisitor can choose to learn a new bonus teamwork feat in place of the most recent teamwork feat she has already learned. In effect, the inquisitor loses the bonus feat in exchange for the new one. She can only change the most recent teamwork feat gained. Whenever she gains a new teamwork feat, the previous teamwork feat becomes set and cannot be changed again. An inquisitor can change her most recent teamwork feat a number of times per day equal to her Wisdom modifier.

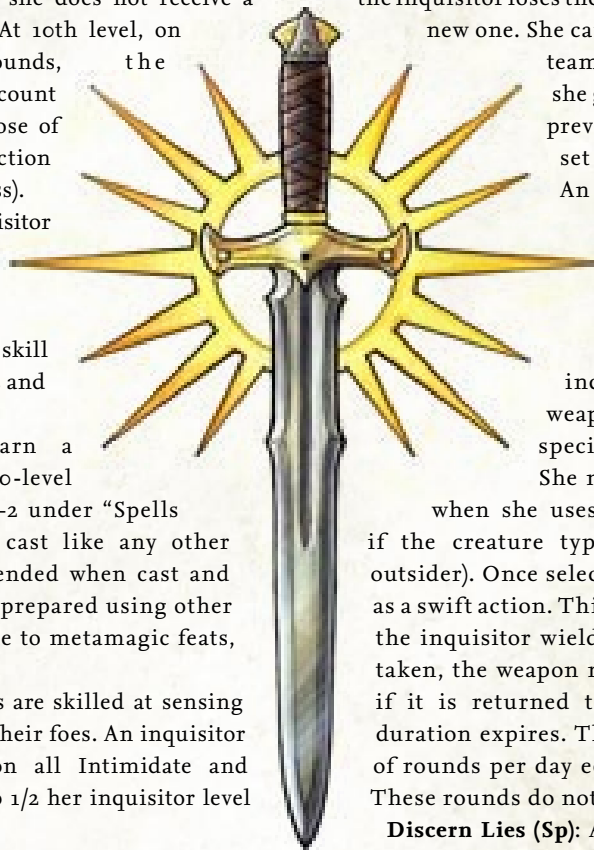
Bane (Su): At 5th level, an inquisitor can imbue one of her weapons with the *bane* weapon special ability as a swift action. She must select one creature type when she uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the type can be changed as a swift action. This ability only functions while the inquisitor wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the inquisitor before the duration expires. This ability lasts for a number of rounds per day equal to the inquisitor's level. These rounds do not need to be consecutive.

Discern Lies (Sp): At 5th level, an inquisitor can *discern lies*, as per the spell, for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action.

Second Judgment (Ex): At 8th level, whenever an inquisitor uses her judgment ability, she selects two different judgments, instead of one. As a swift action, she can change one of these judgments, causing the bonuses from that judgment to reset to those granted on the first round.

Stalwart (Ex): At 11th level, an inquisitor can use mental and physical resiliency to avoid certain attacks. If she makes a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, she instead avoids the effect entirely. This ability can only be used if the inquisitor is wearing light armor, medium armor, or no armor. A helpless inquisitor does not gain the benefit of the stalwart ability.

Greater Bane (Su): At 12th level, whenever the inquisitor uses her bane ability, the amount of bonus damage dealt by the weapon against creatures of the selected type increases to 4d6.



Exploit Weakness (Ex): At 14th level, the inquisitor learns to take advantage of any opportunity that presents itself. Whenever the inquisitor scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round (if the creature's regeneration can be bypassed). Finally, if the inquisitor deals energy damage to a creature with vulnerability to that energy type, she deals +1 point of damage per die rolled.

Third Judgment (Ex): At 16th level, whenever an inquisitor uses her judgment ability, she selects three different judgments, instead of two. As a swift action, she can change one of these judgments, causing the bonuses from that judgment to reset to those granted on the first round.

Slayer (Ex): At 17th level, the inquisitor learns to act quickly in combat. Whenever an inquisitor uses her judgment ability, she can select one of her judgments—that judgment grants the maximum bonus from the first round of combat onward. If that judgment is changed during combat, it resets as normal.

True Judgment (Su): At 20th level, the inquisitor can call true judgment down upon a foe during combat. Whenever an inquisitor uses her judgment ability, and all of the judgments are granting the maximum bonus, the inquisitor can invoke true judgment on a foe as a swift action. Once declared, the inquisitor can make a single melee (or ranged attack, if the foe is within 30 feet) against the target. If the attack hits, it deals damage normally and the target must make a Fortitude save or die. The DC of this save is equal to 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier. Once the attack is made, all of the bonuses from the inquisitor's judgments reset to those granted on the first round (although the slayer judgment remains at the maximum bonus). Regardless of whether or not the save is made, the target creature is immune to the inquisitor's true judgment ability for 24 hours.

Chaotic, Evil, Good, and Lawful Spells: An inquisitor can't cast spells of an alignment opposed to her own or her deity's (if she has one). Spells associated with particular alignments are indicated by the chaotic, evil, good and lawful descriptors in their spell descriptions.

Ex-Inquisitors

An inquisitor who slips into corruption or changes to a prohibited alignment loses all spells and the judgment ability. She cannot thereafter gain levels as an inquisitor until she atones (see the *atonement* spell description).

ORACLE

Although the gods work through many agents, perhaps none is more mysterious than the oracle. These divine vessels are granted power without their choice, selected by providence to wield powers that even they do not fully understand. Unlike a cleric, who draws his magic through devotion to a deity, oracles garner strength and power from many sources, namely those patron deities that support their ideals. Instead of worshiping a single source, oracles tend to venerate all of the gods that share their beliefs. While some see the powers of the oracle as a gift, others view them as a curse, changing the life of the chosen in unforeseen ways.

Role: Oracles do not usually associate with any one church or temple, instead preferring to strike out on their own, or with a small group of like-minded individuals. Oracles typically use their spells and revelations to further their understanding of their mystery, be it through fighting mighty battles or tending to the poor and sick.

Alignment: Any.

Hit Dice: d8.

Class Skills

The oracle's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). In addition, oracles receive additional class skills depending upon their oracle mystery.

Skill Ranks per Level: 4 + Int modifier.

Class Features

The following are the class features of the oracle.

Weapon and Armor Proficiency: Oracles are proficient with all simple weapons, light armor, medium armor, and shields (except tower shields). Some oracle revelations grant additional proficiencies.

Spells: An oracle casts divine spells drawn from the cleric spell lists (see page 226 of the *Pathfinder RPG Core Rulebook*). She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, an oracle must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an oracle's spell is 10 + the spell's level + the oracle's Charisma modifier.

Like other spellcasters, an oracle can cast only a certain number of spells per day of each spell level. Her base daily spell allotment is given on Table 1–2. In addition, she receives bonus spells per day if she has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

Unlike other divine spellcasters, an oracle's selection of spells is extremely limited. An oracle begins play knowing

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four 0-level spells and two 1st-level spells of her choice. At each new oracle level, she gains one or more new spells, as indicated on Table 1–3. Unlike spells per day, the number of spells an oracle knows is not affected by her Charisma score; the numbers on Table 1–3 are fixed.

In addition to the spells gained by oracles as they gain levels, each oracle also adds all of the cure spells or inflict spells to their list of spells known (cure spells include all spells with “cure” in the name, inflict spells include all spells with “inflict” in the name). These spells are added as soon as the oracle is capable of casting them. This choice is made when the oracle gains her first level and cannot be changed.

Upon reaching 4th level, and at every even-numbered oracle level after that (6th, 8th, and so on), an oracle can choose to learn a new spell in place of one she already knows. In effect, the oracle loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged. An oracle may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level. She cannot swap any cure or inflict spells, nor can she swap any spells gained from her mystery.

Unlike a cleric, an oracle need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Mystery: Each oracle draws upon a divine mystery to grant her spells and powers. This mystery also grants additional class skills and other special abilities. This mystery can represent a devotion to one ideal, prayers to deities that support the concept, or a natural calling to champion a cause. For example, an oracle with a waves mystery might have been born at sea and found a natural calling to worship the gods of the oceans, rivers, and lakes, be they benign or malevolent. Regardless of the source, a mystery manifests in a number of ways as the oracle gains levels. An oracle must pick one mystery upon taking her first level of oracle. Once made, this choice cannot be changed.

At 3rd level, and every two levels thereafter, an oracle learns an additional spell, derived from her mystery. These spells are in addition to the number of spells given on Table 1–3. These spells cannot be exchanged for different spells at higher levels.

Oracle's Curse (Ex): Each oracle is cursed, but this curse comes with a benefit as well as a hindrance. This choice is made at 1st level, and once made, it cannot be changed. The oracle's curse cannot be removed or dispelled without the aid of a deity. Each oracle must choose one of the following curses.

Clouded Vision: Your eyes are obscured, making it difficult for you to see. You cannot see anything beyond 30 feet, but you can see as if you had darkvision (this replaces any darkvision you might gain from your race). At 5th level, this distance increases to 60 feet. At 10th level, you gain blindsense out to a range of 30 feet. At 15th level, you gain blindsight out to a range of 15 feet.

Deaf: You cannot hear and suffer all of the usual penalties for being deafened. You cast all of your spells as if they were modified by the Silent Spell feat. This does





TABLE 1-2: ORACLE

Level	Base	Fort Save	Ref Save	Will Save	Special	Spells per Day								
	Attack Bonus					1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+0	+0	+2	Mystery, oracle's curse, orisons, revelation	3	—	—	—	—	—	—	—	—
2nd	+1	+0	+0	+3		4	—	—	—	—	—	—	—	—
3rd	+2	+1	+1	+3	Mystery spell, revelation	5	—	—	—	—	—	—	—	—
4th	+3	+1	+1	+4		6	3	—	—	—	—	—	—	—
5th	+3	+1	+1	+4	Mystery spell	6	4	—	—	—	—	—	—	—
6th	+4	+2	+2	+5		6	5	3	—	—	—	—	—	—
7th	+5	+2	+2	+5	Mystery spell, revelation	6	6	4	—	—	—	—	—	—
8th	+6/+1	+2	+2	+6		6	6	5	3	—	—	—	—	—
9th	+6/+1	+3	+3	+6	Mystery spell	6	6	6	4	—	—	—	—	—
10th	+7/+2	+3	+3	+7		6	6	6	5	3	—	—	—	—
11th	+8/+3	+3	+3	+7	Mystery spell, revelation	6	6	6	6	4	—	—	—	—
12th	+9/+4	+4	+4	+8		6	6	6	6	5	3	—	—	—
13th	+9/+4	+4	+4	+8	Mystery spell	6	6	6	6	6	4	—	—	—
14th	+10/+5	+4	+4	+9		6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+5	+5	+9	Mystery spell, revelation	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+5	+5	+10		6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+5	+5	+10	Mystery spell	6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+6	+6	+11		6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+6	+6	+11	Mystery spell, revelation	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+6	+6	+12	Final revelation	6	6	6	6	6	6	6	6	6

not increase their level or casting time. At 5th level, you receive a +3 competence bonus on Perception checks that do not rely upon hearing and the initiative penalty for being deaf is reduced to –2. At 10th level, you gain scent and you do not suffer any penalty on initiative checks due to being deaf. At 15th level, you gain tremorsense out to a range of 30 feet.

Haunted: Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction. Add *mage hand* and *ghost sound* to your list of spells known. At 5th level, add *levitate* and *minor image* to your list of spells known. At 10th level, add *telekinesis* to your list of spells known. At 15th level, add *reverse gravity* to your list of spells known.

Lame: One of your legs is permanently wounded, reducing your base land speed by 10 feet (5 feet if you are Small). Your speed is never reduced due to encumbrance. At 5th level, you are immune to the fatigued condition (but not exhaustion). At 10th level, your speed is never reduced by armor. At 15th level, you are immune to the exhausted condition.

Wasting: Your body is slowly rotting away. You take a –4 penalty on Charisma-based skill checks, except for

Intimidate. You gain a +4 competence bonus on saves made against disease. At 5th level, you are immune to the sickened condition (but not nauseated). At 10th level, you gain immunity to disease. At 15th level, you are immune to the nauseated condition.

Tongues: In times of stress, you speak in tongues. Pick one of the following languages: Abyssal, Aklo, Aquan, Auran, Celestial, Ignan, Infernal, or Terran. Whenever you are in combat, you can only speak and understand the selected language. This does not interfere with spellcasting, but it does apply to spells that are language dependent. You gain the selected language as a bonus language. At 5th level, pick an additional language to speak in combat and add it to your list of known languages. At 10th level, you can understand any spoken language, as if under the effects of *tongues*, even during combat. At 15th level, you can speak and understand any language, except your speech is still restricted during combat.

Orisons: Oracles learn a number of orisons, or 0-level spells, as noted on Table 1–3 under “Spells Known.” These spells are cast like any other spell, but they do not consume any slots and may be used again.

Revelation: At 1st level, 3rd level, and every four levels thereafter (7th, 11th, and so on), an oracle uncovers a new secret about her mystery that grants her powers and

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abilities. An oracle must select a revelation from the list of revelations available to her mystery. If a revelation is chosen at a later level, the oracle gains all of the abilities and bonuses granted by that revelation based on her current level. Unless otherwise noted, activating the power of a revelation is a standard action.

Final Revelation: At 20th level, an oracle learns the final revelation about her mystery, granting her amazing powers and abilities. The nature of these bonuses depends upon the oracle's mystery.

MYSTERIES

The following mysteries are just some of those that will appear in the *Pathfinder RPG Advanced Player's Guide*. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the oracle's level + the oracle's Charisma modifier.

Battle

Deities: Cayden Cailean, Gorum, Iomedae, Rovagug

Class Skills: An oracle with the battle mystery adds Intimidate, Knowledge (engineering), Perception, and Ride to her list of class skills.

Bonus Spells: *enlarge person* (3rd), *fog cloud* (5th), *magic vestment* (7th), *wall of fire* (9th), *righteous might* (11th), *mass bull's strength* (13th), *control weather* (15th), *earthquake* (17th), *storm of vengeance* (19th).

Revelations: An oracle with a battle mystery can choose from any of the following revelations.

Battlecry (Ex): As a standard action, you can unleash an inspiring battlecry. All allies within 100 feet that hear your cry gain a +1 morale bonus on attack rolls, skill checks, and saving throws for a number of rounds equal to your Charisma modifier. At 10th level, this bonus increases to +2. You can use this ability once per day, plus one additional time per day at 5th level and for every five levels thereafter.

Battlefield Clarity (Ex): Once per day, as an immediate action, whenever you fail a saving throw that causes you to become blind, deaf, frightened, panicked, paralyzed, shaken, or stunned, you may attempt that saving throw again, with a +4 insight bonus on the roll. You must take the second result, even if it is worse. At 7th and 15th level, you can use this ability one additional time per day.

Combat Healer (Su): Whenever you cast a cure spell (a spell with "cure" in its name), you can cast it as a swift action, as if using the Quicken Spell feat, by expending two spell slots. This does not increase the level of the spell. You can use this ability once per day at 7th level and one additional time per day for every four levels beyond 7th. You must be at least 7th level before selecting this revelation.

Iron Skin (Su): Once per day, your skin hardens and takes on the appearance of iron, granting you DR 10/

TABLE 1-3: ORACLE SPELLS KNOWN

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

adamantine. This functions as *stoneskin*, using your oracle level as the caster level. At 15th level, you can use this ability twice per day. You must be at least 11th level before selecting this revelation.

Maneuver Mastery (Ex): Select one type of combat maneuver (see page 198 of the *Pathfinder RPG Core Rulebook*). When performing the selected maneuver, you treat your oracle level as your base attack bonus when determining your CMB. At 7th level, you gain the Improved feat (such as Improved Trip) that grants you a bonus when performing that maneuver. At 11th level, you gain the Greater feat (such as Greater Trip) that grants you a bonus when performing that maneuver. You do not need to meet the prerequisites to receive these feats.

Resiliency (Ex): You are not disabled and you do not gain the staggered condition if you are reduced to exactly 0 hit points. At 7th level, you gain Diehard as a bonus feat. At 11th level, you do not lose a hit point when you take a standard action while disabled. You do not need to meet the prerequisite to receive the Diehard feat.

Skill at Arms (Ex): You gain proficiency in all martial weapons and heavy armor.

Surprising Charge (Ex): Once per day, you can move up to your speed as an immediate action. You can use this ability one additional time per day at 7th level and 15th level.

War Sight (Su): Whenever you roll for initiative, you can roll twice and take either result. At 7th level, you can always act in the surprise round, but if you fail to notice

the ambush, you act last, regardless of your initiative result (you act in the normal order in following rounds). At 11th level, you can roll for initiative three times and take any one of the results.

Weapon Mastery (Ex): Select one weapon with which you are proficient. You gain Weapon Focus with that weapon. At 8th level, you gain Improved Critical with that weapon. At 12th level, you gain Greater Weapon Focus with that weapon. You do not need to meet the prerequisites to receive these feats.

Final Revelation: Upon reaching 20th level, you become an avatar of battle. You can take a full-attack action and move up to your speed as a full-round action (you can move before or after the attacks). Whenever you score a critical hit, you can ignore any DR the target might possess. You gain a +4 insight bonus to your AC for the purpose of confirming critical hits against you. When you are below 0 hit points, you do not die until your negative total is in excess of twice your Constitution score.

Bones

Deities: Norgorber, Pharasma, Urgathoa.

Class Skills: An oracle with a bones mystery adds Bluff, Disguise, Intimidate, and Stealth to her list of class skills.

Bonus Spells: *cause fear* (3rd), *false life* (5th), *animate dead* (7th), *fear* (9th), *slay living* (11th), *circle of death* (13th), *control undead* (15th), *horrid wilting* (17th), *wail of the banshee* (19th).

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

Armor of Bones (Su): You can conjure armor made of bones that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/bludgeoning. You can use this armor for 10 minutes per day per oracle level. This duration does not need to be consecutive, but it must be spent in 10 minute increments.

Bleeding Wounds (Su): Whenever a creature takes damage from one of your spells or effects that causes negative energy damage (such as *inflict light wounds* or the death's touch revelation), it begins to bleed, taking 1 point of damage each round. At 5th level, and every five levels thereafter, this damage increases by 1. This bleeding can be stopped by a DC 15 Heal check or any effect that heals damage.

Death's Touch (Su): You can cause terrible wounds to appear on a creature with a melee touch attack. This attack deals 1d6 points of negative energy damage +1 point for every two oracle levels you possess. If used against an undead creature, it heals damage and grants a +2 channel resistance for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Near Death (Su): You gain a +2 insight bonus on saves against diseases, mind-affecting effects, and poisons. At 7th level, this bonus also applies on saves against death effects, sleep effects, and stunning. At 11th level, this bonus increases to +4.

Raise the Dead (Su): As a standard action, you can summon a single skeleton or zombie to serve you.

The undead has a number of Hit Dice equal to your oracle level. The undead creature remains for a number of rounds equal to your Charisma modifier. At 7th level, you can summon a bloody skeleton or fast zombie. At 15th level, you can summon an advanced skeleton or zombie. You can use this ability once per day plus one additional time per day at 10th level.

Resist Life (Su): You are treated as an undead creature when you are targeted by positive or negative energy. You are not subject to Turn Undead or Command Undead (or any other effect that specifically targets undead), unless you are actually an undead creature. At 7th level, you receive channel resistance +2. This bonus increases by +2 at 11th and 15th level.

Soul Siphon (Su): As a ranged touch attack, you can unleash a ray that causes a target to gain one negative level. The ray has a range of 30 feet. This negative level lasts for a number of minutes equal to your Charisma modifier. Whenever this ability gives a target a negative level, you heal a number of hit points equal to your oracle level. You can use this ability once per day, plus one additional time at 11th level and every four levels thereafter. You must be at least 7th level before selecting this revelation.

Spirit Walk (Su): As a standard action, you can become incorporeal and invisible. While in this form, you can move in any direction and through any object (except for those made of force). You can take no action other than to move while in this form. You remain in this form for a number of rounds equal to your oracle level, but you can end this effect prematurely with a standard action. You can use this ability once per day at 11th level, and twice per day at 15th level. You must be at least 11th level before selecting this revelation.

Undead Servitude (Su): You gain Command Undead as a bonus feat. You can channel negative energy a number of times per day equal to 3 + your Charisma modifier, but only to use Command Undead. You can take other feats to add to this ability, such as Improved Channeling, but not feats that alter this ability, such as Alignment Channel.

Voice of the Grave (Su): You can *speak with dead*, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature



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takes a cumulative -2 penalty on its Will save to resist this effect.

Final Revelation: Upon reaching 20th level, you become a master of death. Once per round, you can cast *bleed* or *stabilize* as a free action. If you are brought to below 0 hit points, you automatically stabilize. You can cast *animate dead* at will without paying a material component cost (although you are still subject to the usual Hit Die control limit). Once per day, you can cast *power word kill*, but the spell can target a creature with 150 hit points or less.

Flame

Deities: Asmodeus, Sarenrae.

Class Skills: An oracle with the flame mystery adds Acrobatics, Climb, Intimidate, and Perform to her list of class skills.

Bonus Spells: *produce flame* (3rd), *resist energy* (5th), *fireball* (7th), *wall of fire* (9th), *summon monster V* (fire elementals only, 11th), *fire seeds* (13th), *fire storm* (15th), *incendiary cloud* (17th), *elemental swarm* (fire only, 19th).

Revelations: An oracle with a flame mystery can choose from any of the following revelations.

Burning Magic (Su): Whenever a creature fails a saving throw and takes fire damage from one of your spells, it catches on fire. This fire deals 1 point of fire damage per spell level at the beginning of the burning creature's turn. The fire lasts for 1d4 rounds, but it can be extinguished as a move action if the creature succeeds at a Reflex save (using the spell's DC). Dousing the creature in water as a standard action grants a +2 bonus on this save, while immersing the creature in water automatically extinguishes the fire. Spells that do not grant a save do not cause a creature to catch on fire.

Cinder Dance (Ex): Your base speed increases by 10 feet. At 5th level, you receive Nimble Moves as a bonus feat. At 10th level, you receive Acrobatic Steps as a bonus feat. You do not need to meet the prerequisites to receive these feats.

Fire Breath (Su): As a standard action, you can unleash a 15-foot cone of flame from your mouth. This flame deals 1d4 points of fire damage per level. A Reflex save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter. The save DC is Charisma-based.

Firestorm (Su): As a standard action, you can cause fire to erupt around you. You can create one 10-foot cube of fire per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in these flames takes 1d6 points of fire damage per oracle level, with a Reflex save resulting in half damage. This fire lasts for a number of round equal to

your Charisma modifier. You can use this ability once per day. You must be at least 11th level before selecting this revelation.

Form of Flame (Su): As a standard action, you can assume the form of a Small fire elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium fire elemental, as *elemental body II*. At 11th level, you can assume the form of a Large fire elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge fire elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level before selecting this revelation.

Gaze of Flames (Su): You can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow you to see normally. At 7th level, you can gaze through any source of flame within 10 feet per oracle level, as if using *clairvoyance*. You can use this ability for a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Heat Aura (Su): As a swift action, you can cause waves of heat to radiate from your body. This heat deals 1d4 points of fire damage per two oracle levels (minimum 1d4) to all creatures within 10 feet. A Reflex save halves this damage. In addition, your form wavers and blurs, granting you 20% concealment until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Molten Skin (Ex): You gain resist fire 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to fire.

Touch of Flame (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of fire damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *flaming* weapon.

Wings of Fire (Su): As a swift action, you can manifest a pair of fiery wings that grant you a fly speed of 60 feet with average maneuverability. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a master of fire. You can apply any one of the following feats to any fire spell you cast without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell. You do not need to possess these feats to use this ability.

Heavens

Deities: Desna, Gozreh, Pharasma, Sarenrae.

Class Skills: An oracle with the heavens mystery adds Fly, Knowledge (arcana), Perception, and Survival to her list of class skills.

Bonus Spells: *color spray* (3rd), *hypnotic pattern* (5th), *daylight* (7th), *rainbow pattern* (9th), *overland flight* (11th), *chain lightning* (13th), *prismatic spray* (15th), *sunburst* (17th), *meteor swarm* (19th).

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

Awesome Display (Su): Your phantasmagoric displays accurately model the mysteries of the night sky, dumbfounding all who behold them. Creatures affected by your illusion (pattern) spells are treated as if their total number of Hit Dice were equal to their number of Hit Dice minus your Charisma modifier (if positive, minimum 1).

Coat of Many Stars (Su): You conjure a coat of starry radiance that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/slashing. You can use this coat for 10 minutes per day per oracle level. The duration does not need to be consecutive; it can instead be spent in 10-minute increments.

Dweller in Darkness (Sp): Once per day, you cast your psyche into the void of space to attract the attention of a terrible otherworldly being. The dweller in darkness behaves in all ways as if you had cast *phantasmal killer*. At 17th level, the dweller in darkness can be perceived by more than one creature, as if you had cast *weird*. You must be at least 11th level to choose this revelation.

Guiding Star (Su): Choose a star in the heavens. So long as you can see this star in the open sky at night, you can determine your precise location. When this star is visible, you may also add your Charisma modifier to your Wisdom modifier on all Wisdom-based checks. In addition, once per night, you can cast one spell as if it were modified by the Empower Spell, Extend Spell, Silent Spell, or Still spell feat without increasing the spell's casting time or level, so long as the star is visible.

Interstellar Void (Su): You call upon the frigid depths of outer space to bring a terrible chill to your enemies. As a standard action, one target within 30 feet is cloaked in the void and takes 1d6 points of cold damage per level. A successful Fortitude save halves this damage. At 10th level, the interstellar void is so extreme that enemies who fail their saving throw are fatigued. At 15th level, creatures who fail their save are exhausted and stunned for 1 round. You can use this ability once per day plus one additional time per day at 10th level.

Lure of the Heavens (Su): Your connection to the skies above is so strong that your feet barely touch the

ground. At 1st level, you no longer leave tracks. At 5th level, you can hover up to 6 inches above the ground or even above liquid surfaces, as if levitating. At 10th level, you gain the ability to *fly*, as per the spell, for a number of minutes per day equal to your oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Mantle of Moonlight (Su): Your innate understanding of the moon renders you immune to lycanthropy. Additionally, you may disrupt a lycanthrope's connection to the moon with a successful touch attack. This action automatically forces the lycanthrope into its humanoid form, which it must remain in for a number of rounds equal to your oracle level. Upon reaching 5th level, you can use this ability to force others into a *rage*, as per the spell. Using this ability is a melee touch attack. You can use this ability once per day at 5th level plus one additional time per day for every 5 levels above 5th.

Moonlight Bridge (Su): You summon a bridge of shimmering moonlight. The 10-foot-wide span touches the ground at a point adjacent to your position. From this point it can extend in any direction for 10 feet per oracle level. The path persists until you have crossed over the bridge or for 24 hours, whichever is shorter. You may summon a moonlight bridge a number of times per day equal to your Charisma bonus.

Spray of Shooting Stars (Ex): As a standard action, you can unleash a ball of energy that explodes in a 5-foot-radius burst dealing 1d4 points of fire damage per level. A successful Reflex save halves this damage. This attack has a range of 60 feet. You can fire one explosive ball per day, plus one additional ball per day at 5th level and for every 5 levels thereafter. You can fire more than one ball at a time, but creatures caught inside more than one simultaneous explosions only take damage once.

Star Chart (Ex): Your copious notes contain a working model of the night sky expressed in artistic scribbles and arcane mathematical formulae. Once per day, you may spend 10 minutes contemplating your star chart to gain the benefit of the spell *commune*. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon achieving 20th level, your rapport with the heavens grants you perfect harmony with the universe. You receive a bonus on all saving throws equal to your Charisma modifier. You automatically stabilize if you are below 0 hit points, are immune to fear effects, and automatically confirm all critical hits. Should you die, you are reborn 3 days later in the form of a star child, who matures over the course of 7 days (treat as the *reincarnate* spell).

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Lore

Deities: Abadar, Irori, Nethys.

Class Skills: An oracle with the lore mystery adds Appraise, Spellcraft, and all Knowledge skills to her list of class skills.

Bonus Spells: *identify* (3rd), *tongues* (5th), *locate object* (7th), *legend lore* (9th), *contact other plane* (11th), *mass owl's wisdom* (13th), *vision* (15th), *moment of prescience* (17th), *time stop* (19th).

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

Arcane Archivist (Su): Your experience with lore-filled tomes has granted you the ability to cast arcane spells as if they were on your spell list. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way and the spell is erased when you complete the casting. You must be at least 11th level before selecting this revelation.

Automatic Writing (Su): Once per day, you can spend a full hour in uninterrupted meditation. During this period, your hands produce mysterious writing that pertains to the future. At 1st level, the prophetic writing manifests as an *augury* spell with 90% effectiveness. At 5th level, the writing takes the form of a *divination* with 90% effectiveness. At 8th level, the writing manifests as a casting of *commune* with no material component required.

Brain Drain (Su): You can take a standard action to violently probe the mind of a single intelligent enemy within 100 feet. The target receives a Will save to negate the effect and immediately knows the source of this harmful mental prying. Those who fail this save are wracked with pain, taking 1d4 points of damage per oracle level. After successfully attacking with this ability, the oracle may use a full-round action to sort through the jumble of stolen thoughts and memories to make a single Knowledge check using the victim's skill bonus. The randomly stolen thoughts remain in your mind for a number of rounds equal to his Charisma modifier. This is a mind-affecting effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Focused Trance (Ex): You can enter a deep meditation, blocking out visual and auditory stimuli and allowing you to concentrate on a single problem, philosophical issue, or memory. This trance lasts 1d6 rounds, during which time you can only take move actions. During this period, you gain a bonus equal to your level on all saves against sonic effects and gaze attacks. When you come out of your trance, you may make a single Intelligence-

based skill check with a +20 circumstance bonus. You may enter your focused trance a number of times per day equal to your Charisma modifier.

Handy Book (Ex): You keep a personal journal, tattered historical reference, book of bards' tales, or similar tome handy at all times, occasionally deriving great benefits from its perusal. So long as this item is at hand, you may use your Charisma modifier instead of your Intelligence modifier on all Knowledge checks. If the book is lost or destroyed, you can simply designate another nonmagical tome as your handy book.

Mental Acuity (Ex): Your explorations into the secret mysteries of the world have granted you a preternatural understanding of all things—and you just keep getting smarter. You gain a +1 inherent bonus to Intelligence upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level before selecting this revelation.

Sidestep Secret (Su): Your innate understanding of the universe has granted you preternatural reflexes and the uncanny ability to step out of danger at the very last second. Add your Charisma modifier (instead of your Dexterity modifier) to your Armor Class and all Reflex saving throws.

Spontaneous Symbology (Sp): Your knowledge of the secret history of the world has unveiled the mysterious symbols that govern reality. You can cast any "symbol" spell using a spell slot of the appropriate level, even if the spell is not on your list of spells known. A symbol spell is any spell with the word "symbol" in its name.

Think on It (Ex): Once per day, the oracle of lore can re-attempt any previously failed Knowledge check. On this attempt, add a +10 competence bonus to the check.

Whirlwind Lesson (Ex): You can quickly browse through a magical tome or manual, gaining its benefits with only a single 8-hour study session (rather than the usual 48 hours over a period of 6 days). At 7th level, you may allow another character to join in your study; both of you gain the full benefit of having read the book. At 15th level, you may share your whirlwind lesson with a number of characters equal to your oracle level. The benefits to you are permanent, whereas your students gain the tome or manual's benefits for a number of days equal to your Charisma modifier but then forget what they have learned.

Final Revelation: Take 20 on all Knowledge skill checks. Your understanding of the fundamental underpinnings of reality has also become so advanced that once per day, you can cast *wish*. This ability does not require a material component, but the *wish* cannot be used to grant ability score bonuses, nor can it be used to replicate spells with expensive material components.

Nature

Deities: Erastil, Gozreh.

Class Skills: An oracle with the nature mystery adds Climb, Fly, Knowledge (nature), Ride, Survival, and Swim to her list of class skills.

Bonus Spells: *charm animal* (3rd), *barkskin* (5th), *speak with plants* (7th), *ice storm* (9th), *awaken* (11th), *stone tell* (13th), *creeping doom* (15th), *animal shapes* (17th), *storm of vengeance* (19th).

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

Bonded Mount (Su): You gain the service of an unusually intelligent, strong, and loyal mount. The creature must be one that you are capable of riding and is suitable as a mount. A Medium oracle can select a camel or a horse. A small oracle can select a pony or wolf, but can also select a boar or a dog if she is at least 4th level. This mount functions as a druid's animal companion, using the oracle's level as her effective druid level. Bonded mounts have an Intelligence score of at least 6.

Erosion Touch (Su): As a melee touch attack, you can deal 1d6 points of damage per level to objects or constructs. If used against an object in another creature's possession, treat this attack as a sunder combat maneuver. You can use this ability once per day, plus one time per day for every three levels you possess.

Friend to the Animals (Ex): Add all *summon nature's ally* spells to your spell list. You must still select these spells using your allotment of spells known. Animals within 30 feet of you receive a bonus on all saving throws equal to your Charisma modifier.

Life Leach (Su): You can draw life force from the bodies of enemies and channel it into yourself. As a standard action, you can drain the life essence from one living target within 30 feet. The target takes 1d6 points of damage per two levels you possess (maximum 10d6). You gain temporary hit points equal to the damage you deal. You can't gain more than the target's current hit points + the target's Constitution score (which is enough to kill the subject). The temporary hit points last a number of hours equal to your Charisma modifier. The target receives a Fortitude save to halve the damage (and the temporary hit points you gain). You may use this ability once per day at 7th level, plus one additional time per day for every 4 levels you possess beyond 7th. You must be at least 7th level before selecting this revelation.

Natural Divination (Ex): You can read the entrails of a freshly killed animal or humanoid to gain an insight bonus equal to your Charisma modifier on one saving throw. Alternatively, by observing and interpreting the flights of birds, you may apply a +10 competence bonus on any one skill check. Finally, by charting marks in dirt or stone, or observing the behavior of sand when

thrown into the wind, you grant a +4 insight bonus on one initiative check. These bonuses must be used during the next 24 hours and you must declare you are using the bonus before the check or save is made. Making a natural divination takes 10 minutes. You may use natural divination (in any combination) once per day plus one additional time per day for every four oracle levels you have attained.

Nature's Whispers (Ex): You have become so attuned to the whispers of the natural world, from the croaking of frogs to the groaning of great boulders, that your surroundings constantly keep you preternaturally aware of danger. You may add your Charisma modifier, instead of your Dexterity modifier, to your Armor Class. Any condition that would cause you to lose your Dexterity modifier to your Armor Class instead causes you to lose your Charisma modifier to your Armor Class.

Speak with Animals (Ex): Choose a specific kind of animal (eagle, fox, dog, and so on). You gain the ability to converse with that type of animal as if you were under the effects of *speak with animal*. You gain the ability to communicate with an additional kind of animal for every 3 oracle levels you have attained.

Spirit of Nature (Su): When in a natural setting, whenever you are reduced to negative hit points, you automatically stabilize. At 5th level, you gain fast healing 1 for 1d4 rounds whenever you are reduced to negative hit points. At 10th level, the ability works everywhere, even in civilized or wholly artificial realms. At 15th level, you gain fast healing 3 for 1d4 rounds when reduced to negative hit points.

Transcendental Bond (Su): You become so attuned to the common spirit shared by all living things that you can use it to communicate with allies. You may communicate with your allies for a number of rounds per day equal to your oracle level as if using *telepathic bond*. You may designate a number of creatures as your ally equal to your Charisma modifier. Designating a creature is a standard action that requires a touch. At 10th level, you may use this bond to cast a touch spell on a designated ally once per day.

Undo Artifice (Sp): At 11th-level, you gain the ability to reduce a nonliving item to its component parts, essentially erasing the hand of artifice and rendering the item into a pile of raw natural materials. This effect acts as the spell *polymorph any object*, working on both magical and nonmagical nonliving objects. The duration is always permanent. Unlike *polymorph any object*, it cannot be used to mimic the effects of other spells. Items subject to this effect receive a Fortitude saving throw to negate the effect. Magic items receive a circumstance bonus on this save equal to +1 for every 5,000 gp in the item's value. You may use undo artifice a number of times per day equal to your Charisma modifier.

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Final Revelation: At 20th level, you have discovered the intrinsic secrets of life itself, granting you incredible control over your own body. Once per day, you can surround yourself with an organic cocoon as a full-round action. While enclosed in the cocoon, you are considered helpless. Eight hours later, you emerge having changed your type to plant, animal, or humanoid, gaining superficial physical characteristics as appropriate (see the *Pathfinder RPG Bestiary*). This change does not alter your Hit Dice, hit points, saving throws, skill points, class skills, or proficiencies. Each time the transformation is made, you are cleansed of all poisons or diseases, are restored to full hit points, and heal all ability damage. You must select a new type every time the transformation is made.

Stone

Deities: Abadar, Gorum, Torag.

Class Skills: An oracle with the stone mystery adds Appraise, Climb, Intimidate, and Survival to her list of class skills.

Bonus Spells: *magic stone* (3rd), *acid arrow* (5th), *meld into stone* (7th), *wall of stone* (9th), *stoneskin* (11th), *stone tell* (13th), *statue* (15th), *repel metal or stone* (17th), *elemental swarm* (earth only) (19th).

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

Acid Skin (Ex): You gain resist acid 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to acid.

Clobbering Strike (Ex): Whenever you score a critical hit against an opponent with an attack spell, you may immediately attempt to trip your opponent as a swift action. You do not provoke an attack of opportunity as normal for this trip attempt. You cannot be tripped in return when using this ability.

Crystal Sight (Ex): You can see through stone, earth, or sand as easily as if it were transparent crystal. Your gaze can penetrate a number of feet equal to your oracle level, or 1/12th this thickness of metal. You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Earth Glide (Su): You can pass through stone, dirt, or almost any other sort of earth except worked stone and metal as easily as a fish swims through water. If protected against fire damage, you can even glide through lava. You glide at your base land speed. While gliding, you breathe stone as if it were air (you do not need to hold your breath). Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or sign of your presence. A *move earth* spell cast on an area where you are flings you back 30 feet, stunning you for 1 round unless you succeed on a DC 15 Fortitude save. Activating this ability is a free action. You can glide

for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation. You can bring other creatures with you when you glide, but each passenger costs an additional minute per minute of travel.

Mighty Pebble (Su): As a standard action, you can charge and throw a pebble (or other stone of similar size) that detonates when it strikes a target as a ranged attack. The pebble has a range increment of 20 feet and has a +1 enhancement bonus to attack and damage for every four oracle levels you possess. Any creature struck by the pebble takes 1d6 points of bludgeoning damage per two oracle levels you possess (minimum 1d6). Creatures in squares adjacent to the target take half damage, or no damage if they make a Reflex saving throw. If the attack roll misses, treat the pebble as a thrown splash weapon to determine where it lands. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Rock Throwing (Ex): You are an accomplished rock thrower and have a +1 racial bonus on attack rolls with thrown rocks. You can hurl rocks up to two categories smaller than your own size. The range increment for a rock is 20 feet, and you can hurl it up to 5 range increments. Damage for a hurled rock is 2d4 for a Medium creature or 2d3 for a Small creature, plus 1-1/2 your Strength bonus.

Shard Explosion (Su): As a swift action, you can cause jagged pieces of stone to explode outward from your body. These shards deal 1d6 points of piercing damage per two oracle levels (minimum 1d6) to all creatures within 10 feet. A Reflex save halves this damage. In addition, the broken shards make the area difficult terrain until your next turn. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Steelbreaker Skin (Su): As a standard action, you can harden your flesh so that weapons that strike you are damaged or destroyed. Anytime a melee or ranged weapon strikes you, the weapon takes an amount of damage equal to your oracle level. This ability does not prevent the weapon from harming you unless the damage destroys the weapon attacking you. You can use this ability once per day, but the duration is 1 minute/level. You must be at least 7th level before selecting this revelation. At 15th level, the damage from this ability ignores up to 10 points of hardness.

Stone Stability (Ex): You receive a +4 bonus to your Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground. At 5th level, you gain Improved Trip as a bonus feat. At 10th level, you gain Greater Trip as a bonus feat. You do not need to meet the prerequisites to gain these feats.

Touch of Acid (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of acid damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield deals +1d6 points of acid damage, similar to how a *flaming* weapon operates.

Final Revelation: Upon reaching 20th level, you become a master of acid and earth. You can apply any one of the following feats to any acid or earth spell without increasing the level or casting time: *Enlarge Spell*, *Extend Spell*, *Silent Spell*, or *Still Spell*.

Waves

Deities: Gozreh, Pharasma.

Class Skills: An oracle with the waves mystery adds Acrobatics, Escape Artist, Knowledge (nature), and Swim to her list of class skills.

Bonus Spells: *obscuring mist* (3rd), *chill metal* (5th), *water breathing* (7th), *wall of ice* (9th), *baleful polymorph* (11th), *transmute rock to mud* (13th), *freezing sphere* (15th), *polar ray* (17th), *shapechange* (water subtype only) (19th).

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

Blizzard (Su): As a standard action, you can create a blizzard of snow and ice. You can create one 10-foot-cube of storm per oracle level. These cubes can be arranged in any pattern you desire, but each cube must be adjacent to another and one must be adjacent to you. Any creature caught in the blizzard takes 1d4 points of cold damage per oracle level, with a Reflex save resulting in half damage. The storm lasts for a number of rounds equal to your Charisma modifier; the ground remains icy (+5 to Acrobatics DCs) as long as local conditions permit. The blizzard obscures sight beyond 5 feet, providing total concealment. A creature within 5 feet has concealment. You can use this ability once per day. You must be 11th level before selecting this revelation.

Fluid Nature (Ex): You receive a +4 bonus to your Combat Maneuver Defense to avoid being disarmed, grappled, or overrun. A creature trying to confirm a critical hit against you has a -4 penalty on their confirmation roll. At 5th level, you gain Dodge as a bonus feat. You do not need to meet the prerequisite to gain this feat.

Fluid Travel (Su): You can walk on liquid as if it were a solid surface. Walking on the liquid does not harm you; you can walk on acid or even lava (as if walking on a

solid temporary crust), though you would still take fire damage from being near the lava. You can move across this surface at your normal land speed. At 7th level, while this ability is in effect, you can instead go underwater, gaining a swim speed of 60 feet and the ability to breathe water. You can use this ability for 1 hour per day per oracle level.

This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Freezing Spells (Su): Whenever a creature fails a saving throw and takes cold damage from one of your spells, it is slowed (as the *slow* spell) for 1 round. Spells that do not allow a save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.

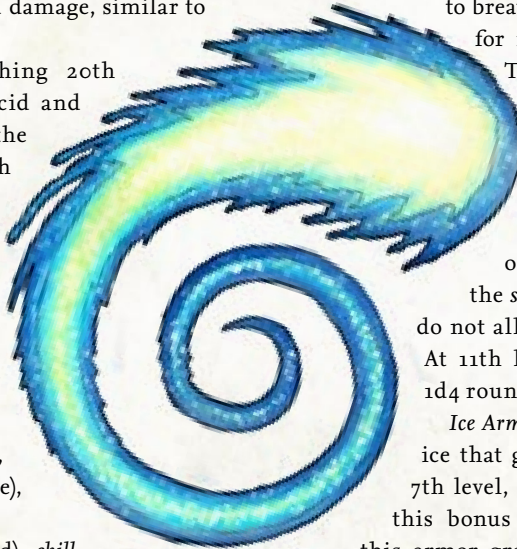
Ice Armor (Su): You can conjure armor of ice that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this armor grants you DR 5/piercing. In cold conditions, the armor bonus (and DR bonus) increases by 2; in very hot conditions it decreases by 2. You can use this armor for 10 minutes per day per oracle level. This duration does not need to be consecutive, but it must be spent in 10-minute increments.

Icy Skin (Ex): You gain resist cold 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to cold.

Punitive Transformation (Su): You can transform an opponent into a harmless animal as if using *baleful polymorph*. This transformation lasts 1 round per oracle level. Transforming another creature causes the first to immediately revert to normal. You may use this ability a number of times per day equal to your Charisma modifier. You must be at least 7th level before selecting this revelation.

Water Form (Su): As a standard action, you can assume the form of a Small water elemental, as *elemental body I*. At 9th level, you can assume the form of a Medium water elemental, as *elemental body II*. At 11th level, you can assume the form of a Large water elemental, as *elemental body III*. At 13th level, you can assume the form of a Huge water elemental, as *elemental body IV*. You can use this ability once per day, but the duration is 1 hour/level. You must be at least 7th level before selecting this revelation.

Water Sight (Su): You can see through fog and mist without penalty as long as there is enough light to allow you to see normal. At 7th level, you can use any calm pool of water at least 1 foot in diameter as a scrying device, as if using the *scry* spell. At 15th level, this functions like *greater scrying*. You can use the scrying abilities for a



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number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wintry Touch (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of cold damage + 1 point for every two oracle levels you possess. You can use the wintry touch ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a frost weapon.

Final Revelation: Upon reaching 20th level, you become a master of cold and water. You can apply any one of the following feats to any cold or water spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.

Wind

Deities: Gozreh, Shelyn.

Class Skills: An oracle with the wind mystery adds Acrobatics, Escape Artist, Fly, and Stealth to her list of class skills.

Bonus Spells: *shield* (3rd), *gust of wind* (5th), *levitate* (7th), *freedom of movement* (9th), *control winds* (11th), *overland flight* (13th), *control weather* (15th), *whirlwind* (17th), *storm of vengeance* (19th).

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

Air Barrier (Ex): You can create an invisible shell of air that grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this barrier causes incoming arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this barrier for 10 minutes per day oracle level. This duration does not need to be consecutive, but it must be spent in 10-minute increments.

Gaseous Form (Su): As a standard action, you can assume *gaseous form* (as the spell). You can remain gaseous for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation. You can bring other creatures with you in gaseous form, but each passenger costs an additional minute per minute of travel.

Invisibility (Su): As a standard action, you can become invisible (as per the *invisibility* spell). You can remain invisible for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. Starting at 9th level, each time you activate this ability you can treat it as *greater invisibility*, though each round spent this way counts as 1 minute of your normal *invisibility* duration. You must be at least 3rd level before selecting this revelation.

Lightning Breath (Su): As a standard action, you can breathe a 30-foot line of electricity. This line deals 1d4 points of electricity damage per oracle level. A Reflex

save halves this damage. You can use this ability once per day, plus one additional time per day at 5th level and every five levels thereafter.

Spark Skin (Ex): You gain resist electricity 5. This resistance increases to 10 at 5th level and 20 at 11th level. At 17th level, you gain immunity to electricity.

Thunderburst (Ex): As a standard action, you can create a blast of air accompanied by a loud peal of thunder. The blast has a range of 100 feet and has a 20-foot radius, increasing by 5 feet for every 4 oracle levels after 7th. Creatures in the area take 1d6 points of bludgeoning damage per oracle level and are deafened for 1 hour, with a Fortitude save resulting in half damage and no deafness. You must be at least 7th level before selecting this revelation. You can use this ability once per day, plus one additional time per day at 11th level and every four levels thereafter.

Touch of Electricity (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of electricity damage +1 point for every two oracle levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a shock weapon.

Vortex Spells (Ex): Whenever you score a critical hit against an opponent with an attack spell, the target is staggered for 1 round. At 11th level, the duration increases to 1d4 rounds.

Wind Sight (Ex): You ignore penalties to Perception checks based on wind and the first 100 feet of distance. At 7th level, as a standard action, you can see and hear into any area (as if using *clairaudience* and *clairvoyance*) within range as long as there is an unobstructed path for air to travel between you and the target area (this does not require line of effect, meaning the path can turn corners and go through spaces no smaller than 1 inch in diameter). You can use this ability a number of rounds per day equal to your oracle level, but these rounds do not need to be consecutive.

Wings of Air (Su): As a swift action, you can manifest a pair of translucent, cloud-like wings that grant you a fly speed of 60 feet with good maneuverability. At 10th level, your speed increases to 90 feet and your maneuverability increases to perfect. You can use these wings for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1 minute increments. You must be at least 7th level before selecting this revelation.

Final Revelation: Upon reaching 20th level, you become a master of air and electricity. You can apply any one of the following feats to any air or electricity spell without increasing the level or casting time: Enlarge Spell, Extend Spell, Silent Spell, or Still Spell.



SUMMONER

While many who dabble in the arcane become adept at beckoning monsters from the farthest reaches of the planes, none are more skilled at it than the summoner. This practitioner of the arcane arts forms a close bond with one particular outsider, known as an eidolon, who gains power as the summoner becomes more proficient at his summoning. Over time, the two become linked, eventually even sharing a shard of the same soul. But this power does not come without a price: the summoner's spells and powers are limited due to his time spent enhancing the power and exploring the nature of his eidolon.

Role: Summoners spend much of their time exploring the arcane arts, be it while traveling the world or spending months studying the nature of their eidolons. While their power comes from within, summoners rely heavily on their eidolon companions whenever they find themselves in dangerous situations. While a summoner and his eidolon function as individuals, their true power lies in what they can accomplish together.

Alignment: Any.

Hit Die: d8.

Class Skills

The summoner's class skills are Craft (Int), Fly (Dex), Handle Animal (Cha), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the summoner.

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

Spells: A summoner casts arcane spells drawn from the summoner spell list (see page 50). He can cast any spell he knows without preparing it ahead of time, assuming he has not yet used up his allotment of spells per day for the spell's level.

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

A summoner can cast only a certain number of spells of each spell level each day. His base daily spell allotment is given on Table 3–1. In addition, he receives bonus spells per day if he has a high Charisma score (see Table 1–3 of the *Pathfinder RPG Core Rulebook*).

A summoner's selection of spells is extremely limited. A summoner begins play knowing four 0-level spells and two 1st-level spells of the summoner's choice. At each new summoner level, he gains one or more new spells as indicated on Table 3–2. (Unlike spells per day, the number of spells a summoner knows is not affected by his Charisma score. The numbers on Table 3–2 are fixed.)

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

Cantrips: A summoner learns a number of cantrips, or 0-level spells, as noted on Table 3–2 under "Spells Known." These spells are cast like any other spell, but they may be cast any number of times per day. Cantrips prepared using other spell slots, due to metamagic feats, for example, consume spell slots as normally.

Eidolon: A summoner begins play with the ability to summon to his side a powerful outsider called an eidolon. The eidolon forms a link with the summoner, who, forever after, summons an aspect of the same creature. An eidolon has the same alignment as the summoner that calls it. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. In addition, due to its tie to its summoner, an eidolon can touch and attack creatures warded by *protection from evil* and similar effects that prevent contact with summoned creatures.

A summoner can summon his eidolon once per day in a ritual that takes 1 minute to perform. When summoned in this way, the eidolon hit points are unchanged from the last time it was summoned. The only exception to this is if the eidolon was slain, in which case it returns with half its normal hit points. The eidolon remains until dismissed by the summoner (a standard action). If the eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day. The eidolon cannot be sent back to its home plane by

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means of *dispel magic*, but spells such as *dismissal* and *banishment* work normally.

The eidolon takes a form shaped by the summoner's desires. The eidolon's Hit Dice, saving throws, skills, feats, and abilities are tied to the summoner's class level and increase as the summoner gains levels. In addition, each eidolon receives a pool of evolution points, based on the summoner's class level, that can be used to give the eidolon different abilities and powers. Whenever the summoner gains a level, he must decide how these points are spent, and they are set until he gains another level of summoner.

The eidolon's physical appearance is up to the summoner, but it always appears as some sort of fantastical creature. This control is not fine enough to make the eidolon appear like a specific creature. The eidolon also bears a glowing rune that is identical to a rune that appears on the summoner's forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

Life Link (Su): Starting at 1st level, a summoner forms a close bond with his eidolon. Whenever the eidolon takes enough damage to send it back to its home plane, the summoner can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, the eidolon and the summoner must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. If the eidolon is more than 1,000 feet away but closer than 10,000 feet, its current and maximum hit point totals are reduced by 75%. If the eidolon is more than 10,000 feet away, it is immediately returned to its home plane. Current hit points lost in this way are not restored when the eidolon gets closer to its summoner, but its maximum hit point total does return to normal.

Summon Monster I (Sp): Starting at 1st level, a summoner can cast *summon monster I* as a spell-like ability a number of times per day equal to 3 + his Charisma modifier. He can cast this spell as a standard action and the creatures remain for 1 minute per level (instead of 1 round per level). At 3rd level, and every 2 levels thereafter, the power of this ability increases by one spell level, allowing him to summon more powerful creatures (to a maximum of *summon monster IX* at 17th level). At 19th level, this

ability can be used as *gate* or *summon monster IX*. If used as *gate*, the summoner must pay any required material components. A summoner cannot have more than one *summon monster* or *gate* spell active in this way at one time. If this ability is used again, any existing *summon monster* or *gate* immediately ends.

Bond Senses (Su): Starting at 2nd level, a summoner can, as a standard action, share the senses of his eidolon, hearing, seeing, smelling, tasting, and touching everything the eidolon does. He can use this ability a number of rounds per day equal to his summoner level. There is no range to this effect, but the



TABLE 3-1: SUMMONER

Level	Base				Special	Spells per Day					
	Attack Bonus	Fort Save	Ref Save	Will Save		1st	2nd	3rd	4th	5th	6th
1st	+0	+0	+0	+2	Cantrips, eidolon, life link, summon monster I	1	—	—	—	—	—
2nd	+1	+0	+0	+3	Bond senses	2	—	—	—	—	—
3rd	+2	+1	+1	+3	Summon monster II	3	—	—	—	—	—
4th	+3	+1	+1	+4	Shield ally	3	1	—	—	—	—
5th	+3	+1	+1	+4	Summon monster III	4	2	—	—	—	—
6th	+4	+2	+2	+5	Maker's call	4	3	—	—	—	—
7th	+5	+2	+2	+5	Summon monster IV	4	3	1	—	—	—
8th	+6/+1	+2	+2	+6	Transposition	4	4	2	—	—	—
9th	+6/+1	+3	+3	+6	Summon monster V	5	4	3	—	—	—
10th	+7/+2	+3	+3	+7	Aspect	5	4	3	1	—	—
11th	+8/+3	+3	+3	+7	Summon monster VI	5	4	4	2	—	—
12th	+9/+4	+4	+4	+8	Greater shield ally	5	5	4	3	—	—
13th	+9/+4	+4	+4	+8	Summon monster VII	5	5	4	3	1	—
14th	+10/+5	+4	+4	+9	Life bond	5	5	4	4	2	—
15th	+11/+6/+1	+5	+5	+9	Summon monster VIII	5	5	5	4	3	—
16th	+12/+7/+2	+5	+5	+10	Merge forms	5	5	5	4	3	1
17th	+12/+7/+2	+5	+5	+10	Summon monster IX	5	5	5	4	4	2
18th	+13/+8/+3	+6	+6	+11	Greater aspect	5	5	5	5	4	3
19th	+14/+9/+4	+6	+6	+11	Gate	5	5	5	5	5	4
20th	+15/+10/+5	+6	+6	+12	Twin eidolon	5	5	5	5	5	5

eidolon and the summoner must be on the same plane. The summoner can end this effect as a free action.

Shield Ally (Ex): At 4th level, whenever a summoner is within his eidolon's reach, the summoner receives a +2 shield bonus to his Armor Class and a +2 circumstance bonus on his saving throws. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Maker's Call (Su): At 6th level, as a standard action, a summoner can call his eidolon to his side. This functions as *dimension door*, using the summoner's caster level. When used, the eidolon appears adjacent to the summoner (or as close as possible if all adjacent spaces are occupied). If the eidolon is out of range, the ability is wasted. The summoner can use this ability once per day at 6th level, plus one additional time per day for every four levels beyond 6th.

Transposition (Su): At 8th level, a summoner can use his maker's call ability to swap locations with his eidolon. If it is larger than him, he can appear in any square occupied by the eidolon. The eidolon must occupy the square that was occupied by the summoner if able, or as close as possible if it is not able.

Aspect (Su): At 10th level, a summoner can divert up to 2 points from his eidolon's evolution pool to add evolutions to himself. He cannot select any evolution that the eidolon could not possess, and he must be able

to meet the requirements as well. He cannot select the ability increase evolution through this ability. Any points spent in this way are taken from the eidolon's evolution pool (reducing the total number available to the eidolon). The summoner can change the evolutions he receives from these points any time he can change the eidolon's evolutions.

Greater Shield Ally (Su): At 12th level, whenever an ally is within an eidolon's reach, the ally receives a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. If this ally is the summoner, these bonuses increase to +4. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious.

Life Bond (Su): At 14th level, a summoner's life becomes linked to his eidolon's. As long as the eidolon has 1 or more hit points, the summoner cannot be killed. Damage in excess of that which would kill the summoner is instead transferred to the eidolon. This damage is transferred 1 point at a time, meaning that as soon as the eidolon is reduced to a number of negative hit points equal to its Constitution score, all excess damage remains with the summoner, killing him. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

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Merge Forms (Su): At 16th level, as a full-round action, a summoner can touch his eidolon and the two can merge forms. This transformation includes all of the summoner's gear. While merged in this way, the summoner is protected from harm and cannot be the target of spells or effects. All effects and spells currently targeting the summoner are suspended until the summoner emerges from the eidolon (although durations continue to expire).

The summoner can cast spells while inside the eidolon by taking control of the eidolon for the duration of the casting. Any material components used for these spells are taken from the summoner's gear, even though they are otherwise inaccessible. The summoner can direct all of the eidolon's actions while merged, can perceive through its senses, and can speak through its voice.

The summoner can use this ability for a number of rounds per day equal to his summoner level. He can end this effect at any time as a swift action. The summoner emerges in a square adjacent to the eidolon if able. If the eidolon is returned to its home plane while the summoner is merged with it, the summoner is immediately ejected, taking 4d6 points of damage, and is stunned for 1 round.

Greater Aspect (Su): At 18th level, a summoner can divert more of his eidolon's evolutions to himself. This ability functions as the aspect ability, but up to 6 evolution points can be taken. Unlike the aspect ability, the eidolon loses 1 point from its evolution pool for every 2 points (or fraction thereof) diverted to the summoner, .

Twin Eidolon (Su): At 20th level, a summoner and his eidolon share a true connection. As a standard action, the summoner can assume the shape of his eidolon, copying all of its evolutions, form, and abilities. His Strength, Dexterity, and Constitution scores change to match the base scores of his eidolon. He can choose to have any gear that he carries become absorbed by his new form, as with spells from the polymorph subschool. Items with continuous effects continue to function while absorbed in this way. The summoner loses his natural attacks and all racial traits (except bonus feats, skills, and languages) in favor of the abilities granted by his eidolon's evolutions. The summoner retains all of his class features. The summoner can keep this form for a number of minutes per day equal to his summoner level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. The summoner can end this effect as a free action.

EIDOLONS

An eidolon's abilities are determined by the summoner's level and by the choices made using its evolution pool. Table 3-3: Eidolon Base Statistics determines many of the base statistics of the eidolon. Each eidolon possesses a base form that modifies

TABLE 3-2: SUMMONER SPELLS KNOWN

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

these base statistics. Eidolons are outsiders for the purpose of determining which spells affect them.

Class Level: This is the character's summoner level.

HD: This is the total number of 10-sided (d10) Hit Dice the eidolon possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the eidolon's base attack bonus. An eidolon's base attack bonus is equal to its Hit Dice. Eidolons do not gain additional attacks using their natural weapons for a high base attack bonus.

Good/Bad Saves: These are the eidolon's base saving throw bonuses. An eidolon possesses two good saving throws and one bad saving throw, determined by the creature's base form.

Skills: This lists the eidolon's total skill ranks. An eidolon can assign skill ranks to any skill, but it must possess the appropriate appendages to use some skills. Eidolons with Intelligence scores above the base value modify these totals as normal (an eidolon receives a number of skill ranks equal to 6 + its Intelligence modifier per HD). An eidolon cannot have more ranks in a skill than it has Hit Dice. Eidolon skill ranks are set once chosen, even if the creature changes when the summoner gains a new level.

Feats: This is the total number of feats possessed by an eidolon. Eidolons can select any feat that they qualify for, but they must possess the appropriate appendages to use some feats. Eidolon feats are set once chosen, even if the creature changes when the summoner gains a new level.

If, due to changes, the eidolon no longer qualifies for a feat, the feat has no effect until the eidolon once again qualifies for the feat.

Armor Bonus: The number noted here is the eidolon's base total armor bonus. This bonus may be split between an armor bonus and a natural armor bonus, as decided by the summoner. This number is modified by the eidolon's base form and some options available through its evolution pool. An eidolon cannot wear armor of any kind, as the armor interferes with the summoner's connection to the eidolon.

Str/Dex Bonus: Add this modifier to the eidolon's Strength and Dexterity scores, as determined by its base form. Some options available through the eidolon's evolution pool might modify these scores.

Evolution Pool: The value given in this column is the total number of points in the eidolon's evolution pool. Points from this pool can be spent on a wide variety of modifications and upgrades that add new abilities, attacks, and powers to the eidolon. Whenever the summoner gains a level, the number in this pool increases and the summoner can spend these points to change the abilities of the eidolon. These choices are not set. The summoner can change them whenever he gains a level (and through the *transmogrify* spell).

Max. Attacks: This indicates the maximum number of natural attacks that the eidolon is allowed to possess at the given level. If the eidolon is at its maximum, it cannot take evolutions that grant additional natural attacks.

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

Darkvision (Ex): The eidolon has darkvision out to a range of 60 feet.

Link (Ex): A summoner and his eidolon share a mental link that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the summoner to give orders to his eidolon at any time. In addition, magic items interfere with the summoner's connection to his eidolon. As a result, the summoner and his eidolon share magic item slots. For example, if the summoner is wearing a ring, his eidolon can wear no more than one ring. In case of a conflict, the items worn by the summoner remain active, and those used by the eidolon become dormant. The eidolon must possess the appropriate appendages to utilize a magic item.

Share Spells (Ex): The summoner may cast a spell with a target of "You" on his eidolon (as a spell with a range of touch) instead of on himself. A summoner may cast spells on his eidolon even if the spells normally do not affect creatures of the eidolon's type

(outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow the eidolon to share abilities that are not spells, even if they function like spells.

Evasion (Ex): If an eidolon is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.

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

Devotion (Ex): An eidolon gains a +4 morale bonus on Will saves against enchantment spells and effects.

Multiattack: An eidolon gains Multiattack as a bonus feat if it has 3 or more natural attacks and does not already have that feat. If it does not have the requisite 3 or more natural attacks (or it is reduced to less than 3 attacks), the eidolon instead gains a second attack with one of its natural weapons, albeit at a -5 penalty. If the eidolon later gains 3 or more natural attacks, it loses this additional attack and instead gains Multiattack.

Improved Evasion (Ex): When subjected to an attack that allows a Reflex saving throw for half damage, an eidolon takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

Eidolon Skills

The following skills are class skills for eidolons: Bluff (Cha), Craft (Int), Knowledge (planes) (Int), Perception (Wis), Sense Motive (Wis), and Stealth (Dex). In addition, at 1st level, the summoner can choose 4 additional skills to be class skills for his eidolon. Note that eidolons with a fly speed receive Fly (Dex) as a free class skill, even if they do not gain a fly speed until a later level.

Base Forms

Each eidolon has one of three base forms that determines its starting size, speed, AC, attacks, and ability scores. All natural attacks are made using the eidolon's full base attack bonus unless otherwise noted. Eidolon attacks add the eidolon's Strength modifier to the damage roll, unless it is its only attack, in which case it adds 1-1/2 times its Strength modifier. These base forms also note any free evolutions that base form possesses. The bonuses from these free evolutions are already factored into the starting statistics.

Alternatively, any one of these base forms can be used to make a Small eidolon. If the eidolon is Small, it gains a +2 bonus to its Dexterity score. It also takes a -4 penalty to its Strength and a -2 penalty to its Constitution. It also gains a +1 size bonus to its AC and attack rolls, a -1 penalty to its CMB and CMD scores, a +2 bonus on its Fly skill checks, and a +4 bonus on

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TABLE 3-3: EIDOLON BASE STATISTICS

Class	Good		Bad				Armor	Str/Dex	Evolution	Max.	
Level	HD	BAB	Saves	Save	Skills	Feats	Bonus	Bonus	Pool	Attacks	Special
1st	1	+1	+2	+0	4	1	+0	+0	3	3	Darkvision, link, share spells
2nd	2	+2	+3	+0	8	1	+2	+1	4	3	Evasion
3rd	3	+3	+3	+1	12	2	+2	+1	5	3	—
4th	3	+3	+3	+1	12	2	+2	+1	7	4	—
5th	4	+4	+4	+1	16	2	+4	+2	8	4	Ability score increase
6th	5	+5	+4	+1	20	3	+4	+2	9	4	Devotion
7th	6	+6	+5	+2	24	3	+6	+3	10	4	—
8th	6	+6	+5	+2	24	3	+6	+3	11	5	—
9th	7	+7	+5	+2	28	4	+6	+3	13	5	Multiattack
10th	8	+8	+6	+2	32	4	+8	+4	14	5	Ability score increase
11th	9	+9	+6	+3	36	5	+8	+4	15	5	—
12th	9	+9	+6	+3	36	5	+10	+5	16	6	—
13th	10	+10	+7	+3	40	5	+10	+5	17	6	—
14th	11	+11	+7	+3	44	6	+10	+5	19	6	Improved evasion
15th	12	+12	+8	+4	48	6	+12	+6	20	6	Ability score increase
16th	12	+12	+8	+4	48	6	+12	+6	21	7	—
17th	13	+13	+8	+4	52	7	+14	+7	22	7	—
18th	14	+14	+9	+4	56	7	+14	+7	23	7	—
19th	15	+15	+9	+5	60	8	+14	+7	25	7	—
20th	15	+15	+9	+5	60	8	+16	+8	26	8	—

its Stealth skill checks. Reduce the damage of all of its attacks by one step (1d6 becomes 1d4, 1d4 becomes 1d3). If this choice is made, the eidolon can be made Medium whenever the summoner can change the eidolon's evolution pool (which causes it to lose these modifiers for being Small).

Quadruped

Starting Statistics: Size Medium; Speed 40 ft.; AC +2 natural armor; Saves Fort (good), Ref (good), Will (bad); Attack bite (1d6); Ability Scores Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, limbs (legs) (2).

Biped

Starting Statistics: Size Medium; Speed 30 ft.; AC +2 natural armor; Saves Fort (good), Ref (bad), Will (good); Attack 2 claws (1d4); Ability Scores Str 16, Dex 12, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions claws, limbs (arms), limbs (legs).

Serpentine

Starting Statistics: Size Medium; Speed 20 ft., climb 20 ft.; AC +2 natural armor; Saves Fort (bad), Ref (good), Will (good); Attack bite (1d6), tail slap (1d6); Ability Scores Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; Free Evolutions bite, climb, tail, tail slap.

Evolutions

Each eidolon receives a number of evolution points that can be spent to give the eidolon new abilities, powers, and other upgrades. These abilities, called evolutions, can be changed whenever the summoner gains a new level, but they are otherwise set. Some evolutions require that the eidolon have a specific base form or the summoner be of a specific level before they can be chosen. A number of evolutions grant the eidolon additional natural attacks. Natural attacks listed as primary are made using the eidolon's full base attack bonus and add the eidolon's Strength modifier to damage rolls. Natural attacks listed as secondary are made using the eidolon's base attack bonus - 5 and add 1/2 the eidolon's Strength modifier on damage rolls (if positive). If the eidolon only has a single natural attack, the attack is made using its full base attack bonus and it adds 1-1/2 times its Strength modifier on damage rolls made with that attack, regardless of the attack's type.

Evolutions are grouped by their cost in evolution points. Evolution points cannot be saved. All of the points must be spent whenever the summoner gains a level. Unless otherwise noted, each evolution can only be selected once.

1-Point Evolutions

The following evolutions cost 1 point from the eidolon's evolution pool.

Bite (Ex): An eidolon's maw is full of razor-sharp teeth, giving it a bite attack. This attack is a primary attack. The bite deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). If the eidolon already has a bite attack, this evolution allows it to deal 1-1/2 times its Strength modifier on damage rolls made with its bite.

Claws (Ex): An eidolon has a pair of vicious claws at the end of its limbs, giving it two claw attacks. These attacks are primary attacks. The claws deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must have the limbs evolution to take this evolution. This evolution can only be applied to the limbs (legs) evolution once. This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Climb (Ex): An eidolon becomes a skilled climber, gaining a climb speed equal to its base speed. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's climb speed by 20 feet.

Gills (Ex): An eidolon has gills and can breathe underwater indefinitely.

Improved Damage (Ex): One of the eidolon's natural attacks is particularly deadly. Select one natural attack form and increase the damage die type by one step. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Improved Natural Armor (Ex): An eidolon's hide grows thick fur, rigid scales, or bony plates, giving it a +2 bonus to its natural armor. This evolution can be taken once for every five levels the summoner possesses.

Magic Attacks (Su): An eidolon is infused with magic, allowing it to treat all of its natural attacks as if they were magic for the purpose of overcoming damage reduction. If the summoner is 10th level or higher, all of the eidolon's weapons are treated as the alignment of the eidolon for the purpose of overcoming damage reduction.

Pincers (Ex): An eidolon grows a large pincers at the end of one pair of its limbs, giving it two pincer attacks. These attacks are secondary attacks. The pincers deal 1d6 points of damage (1d8 if Large, 2d6 if Huge). Eidolons with the grab evolution linked to pincers gain a +2 bonus on CMB checks made to grapple. The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with pincers (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Pounce (Ex): An eidolon gains quick reflexes, allowing it to make a full attack after a charge. This evolution is only available to eidolons of the quadruped base form.

Pull (Ex): An eidolon gains the ability to pull creatures closer with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pulled 5 feet closer to the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pulled in this way do not provoke attacks of opportunity. The eidolon must have a reach of 10 feet or more to select this evolution. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Push (Ex): An eidolon gains the ability to push creatures away with a successful attack. Select one type of natural attack. Whenever the eidolon makes a successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the target of the attack is pushed 5 feet directly away from the eidolon. This ability only works on creatures of a size equal to or smaller than the eidolon. Creatures pushed in this way do not provoke attacks of opportunity. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different natural attack.

Reach (Ex): One of an eidolon's attacks is capable of striking at foes at a distance. Pick one attack. The eidolon's reach with that attack increases by 5 feet.

Resistance (Ex): An eidolon's form takes on a resiliency to one particular energy type, which is usually reflected in its physical body (ashen hide for fire, icy breath for cold, and so on). Pick one energy type (acid, cold, electricity, fire, or sonic). The eidolon gains resist 5 against that energy type. This resistance increases by 5 for every 5 levels the summoner possesses, to a maximum of 15 at 10th level. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different energy type.

Scent (Ex): An eidolon's sense of smell becomes quite acute. The eidolon gains the scent special quality, allowing it to detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the normal range. Scent does not allow the eidolon to precisely locate the creature, only to detect its presence. It can detect the direction with a move action. The eidolon can pinpoint the creature's location if it is within 5 feet. The eidolon can use scent to track creatures (see page 304 of the *Bestiary* for details).

Skilled (Ex): An eidolon becomes especially adept at a specific skill, gaining a +8 racial bonus on that skill. This evolution can be selected more than once. Its effects do not stack. Each time an eidolon selects this evolution, it applies to a different skill.

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Slam (Ex): An eidolon can deliver a devastating slam attack. This attack is a primary attack. The slam deals 1d8 points of damage (2d6 if Large, 2d8 if Huge). The eidolon must have the limbs (arms) evolution to take this evolution. Alternatively, the eidolon can replace the claws from its base form with this slam attack (this still costs 1 evolution point). This evolution can be selected more than once, but the eidolon must possess an equal number of the limbs evolution.

Spell-Like Ability (Sp): An eidolon gains a measure of arcane power. Select one spell from the wizard/sorcerer spell list. The eidolon gains this spell as a spell-like ability that can be cast once per day (or three times per day if the spell is 0-level). The spell's DC is based on the eidolon's Charisma. The eidolon must possess a Charisma score equal to 10 + the spell's level to select this evolution. The eidolon's summoner must be of a level equal to or greater than twice the spell's level to select this evolution. This spell-like ability costs a number of evolution points equal to the spell's level (minimum 1). The spell can be cast three times per day by increasing the evolution cost by 1 (or at will if the spell is a 0-level spell).

Sting (Ex): An eidolon possesses a long, barbed stinger at the end of its tail, granting it a sting attack. This attack is a primary attack. The sting deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Swim (Ex): An eidolon gains webbed hands, feet, or powerful flippers, giving it a swim speed equal to its base speed. This evolution does not give the eidolon the ability to breathe underwater. This evolution can be selected more than once. Each additional time it is selected, increase the eidolon's swim speed by 20 feet.

Tail (Ex): An eidolon grows a long, powerful tail. This grants it a +2 racial bonus on Acrobatics checks made to balance on a surface. This evolution can be selected more than once.

Tail Slap (Ex): An eidolon can use its tail to bash nearby foes, granting it a tail slap attack. This attack is a secondary attack. The tail slap deals 1d6 points of damage (1d8 if Large, 2d6 if Huge). The eidolon must possess the tail evolution to take this evolution. This evolution can be selected more than once, but the eidolon must possess an equal number of the tail evolution.

Tentacle (Ex): An eidolon possesses a long, sinuous tentacle, granting it a tentacle attack. This attack is a secondary attack. The tentacle attack deals 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution can be selected more than once.

Wing Buffet (Ex): An eidolon learns to use its wings to batter foes, granting it two wing buffet attacks. These attacks are secondary attacks. The wing buffets deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). The eidolon must possess the flight evolution, with wings, to select this evolution.

2-Point Evolutions

The following evolutions cost 2 points from the eidolon's evolution pool.

Ability Increase (Ex): An eidolon grows larger muscles, gains faster reflexes, achieves greater intelligence, or acquires another increase to one of its abilities. Increase one of the eidolon's ability scores by +2. This evolution can be selected more than once. It can only be applied once to an individual ability score, plus 1 additional time for every 6 levels the summoner possesses.

Constrict (Ex): An eidolon gains powerful muscles that allow it to crush those it grapples. Whenever the eidolon successfully grapples a foe using the grab evolution, it deals additional damage equal to the amount of damage dealt by the attack used by the grab evolution. This evolution is only available to eidolons of the serpentine base form.

Energy Attacks (Su): An eidolon's attacks become charged with energy. Pick one energy type: acid, cold, electricity, or fire. All of the eidolon's natural attacks deal 1d6 points of energy damage of the chosen type on a successful hit. The summoner must be at least 5th level before selecting this evolution.

Flight (Ex or Su): An eidolon grows large wings, like those of a bat, bird, insect, or dragon, gaining the ability to fly. The eidolon gains a fly speed equal to its base speed. The eidolon's maneuverability depends on its size. Medium or smaller eidolons have good maneuverability. Large eidolons have average maneuverability, while Huge eidolons have poor maneuverability. For 2 additional evolution points, the eidolon flies by means of magic. It loses its wings, but its maneuverability increases to perfect. Flying via magic means makes this a supernatural ability. The eidolon's fly speed can be increased by spending additional evolution points, gaining a 20-foot increase to fly speed for each additional point spent. The summoner must be at least 5th level before selecting this evolution.

Gore (Ex): An eidolon grows a number of horns on its head, giving it a gore attack. This attack is a primary attack. The gore deals 1d6 points of damage (1d8 if Large, 2d6 if Huge).

Grab (Ex): An eidolon becomes adept at grappling foes, gaining the grab ability. Pick bite, claw, slam, tail slap, or tentacle attacks. Whenever the eidolon makes a

successful attack of the selected type, it can attempt a free combat maneuver check. If successful, the eidolon grapples the target. This ability only works on creatures of a size one category smaller than the eidolon or smaller. Eidolons with this evolution receive a +4 bonus on CMB checks made to grapple.

Immunity (Su): An eidolon's body becomes extremely resilient to one energy type, gaining immunity to that type. Pick one energy type: acid, cold, electricity, fire, or sonic. The eidolon gains immunity to that energy type. This evolution can be selected more than once. Its effects do not stack. Each time it applies to a different energy type. The summoner must be at least 7th level before selecting this evolution.

Limbs (Ex): An eidolon grows an additional pair of limbs. These limbs can take one of two forms. They can be made into legs, complete with feet. Each pair of legs increases the eidolon's base speed by 10 feet. Alternatively, they can be made into arms, complete with hands. The eidolon does not gain any additional natural attacks for an additional pair of arms, but it can take other evolutions that add additional attacks (such as claws or a slam). Arms that have hands can be used to wield weapons, if the eidolon is proficient. This evolution can be selected more than once.

Poison (Ex): An eidolon secretes toxic venom, gaining a poison attack. Pick one bite or sting attack. Whenever the selected attack hits, the target is poisoned. **Eidolon poison**—*type* poison (injury); *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d4 Str damage; *cure* 1 save. The save DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. For 2 additional evolution points, this poison deals Constitution damage instead. This poison can be used no more than once per round. The summoner must be at least 7th level before selecting this evolution.

Rake (Ex): An eidolon grows dangerous claws on its feet, allowing it to make 2 rake attacks on foes it is grappling. These attacks are primary attacks. The eidolon receives these additional attacks each time it succeeds on a grapple check against the target. These rake attacks deal 1d4 points of damage (1d6 if Large, 1d8 if Huge). This evolution is only available to eidolons of the quadruped base form. The summoner must be at least 4th level before selecting this evolution.

Rend (Ex): An eidolon learns to rip and tear the flesh of those it attacks with its claws, gaining the rend ability.

Whenever the eidolon makes two successful claw attacks against the same target in 1 round, its claws latch onto the flesh and deal extra damage. This damage is equal to the damage dealt by one claw attack plus 1-1/2 times the eidolon's Strength modifier.

The eidolon must possess the claws evolution to select this evolution. The summoner must be at least 6th level before selecting this evolution.

Trample (Ex): An eidolon gains the ability to crush its foes underfoot, gaining the trample ability. As a full-round action, the eidolon can overrun any creature that is at least one size smaller than itself. This works like the overrun combat maneuver, but the eidolon does not need to make a check, it merely has to move over opponents in its path. The creatures take 1d6 points of damage (1d8 if Large, 2d6 if Huge), plus 1-1/2 times the eidolon's Strength modifier. Targets of the trample can make

attacks of opportunity at a -4 penalty. If a target forgoes the attack of opportunity, it can make a Reflex save for half damage. The DC of this save is 10 + 1/2 the eidolon's HD + the eidolon's Strength modifier. A trampling eidolon can only deal trampling damage to a creature once per round. This evolution is only available to eidolons of the biped or quadruped base forms.

Tremorsense (Ex): An eidolon becomes attuned to vibrations in the ground, gaining tremorsense out to a range of 30 feet. This works like the blindsense evolution, but only if both the eidolon and the creature to be pinpointed are in contact with the ground. The summoner must be at least 7th level before selecting this evolution.

Trip (Ex): An eidolon becomes adept at knocking foes to the ground with its bite, granting it a trip attack. Whenever the eidolon makes a successful bite attack of the selected type, it can attempt a free combat maneuver check. If successful, the target is knocked prone. If the check fails, the eidolon is not tripped in return. This ability only works on creatures of a size equal to or smaller than the eidolon. The eidolon must possess the bite evolution to select this evolution.

Weapon Training (Ex): An eidolon learns to use a weapon, gaining Simple Weapon Proficiency as a bonus feat. If 2 additional evolution points are spent, it gains proficiency with all martial weapons as well.



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3-Point Evolutions

The following evolutions cost 3 points from the eidolon's evolution pool.

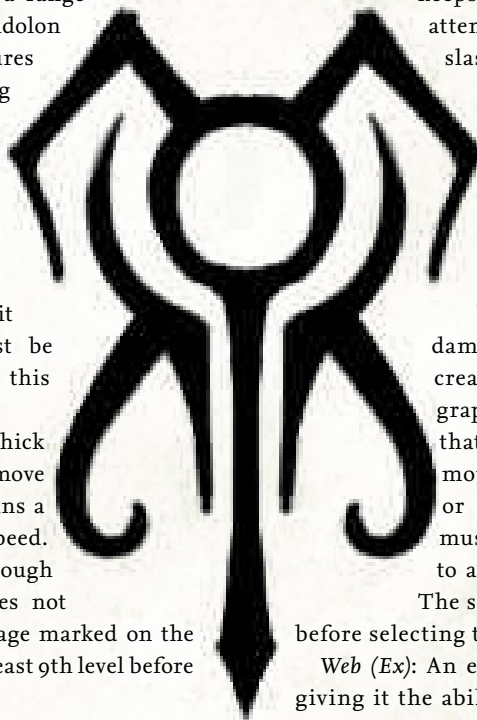
Blindsense (Ex): An eidolon's senses become incredibly acute, giving it blindsense out to a range of 30 feet. This ability allows the eidolon to pinpoint the location of creatures that it cannot see without having to make a Perception check, but such creatures still have total concealment from the eidolon. Visibility still affects the eidolon's movement and it is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see. The summoner must be at least 9th level before selecting this evolution.

Burrow (Ex): An eidolon grows thick and gnarled claws, allowing it to move through the earth. The eidolon gains a burrow speed equal to 1/2 its base speed. It can use this speed to move through dirt, clay, sand, and earth. It does not leave a hole behind, nor is its passage marked on the surface. The summoner must be at least 9th level before selecting this evolution.

Damage Reduction (Su): An eidolon's body becomes resistant to harm, granting it damage reduction. Choose one alignment: chaotic, evil, good, or lawful. The eidolon gains DR 5 that can be bypassed by weapons that possess the chosen alignment. The alignment must be opposite to one of the alignments possessed by the eidolon. At 12th level, this protection can be increased to DR 10 by spending 2 additional evolution points. The summoner must be at least 9th level before selecting this evolution.

Frightful Presence (Ex): An eidolon becomes unsettling to its foes, gaining the frightful presence ability. The eidolon can activate this ability as part of an offensive action, such as a charge or attack. Opponents within 30 feet of the eidolon must make a Will save or become shaken for 3d6 rounds. The DC of this save is equal to 10 + 1/2 the eidolon's HD + the eidolon's Charisma modifier. If the eidolon has at least 4 more Hit Dice than an opponent, that opponent becomes frightened instead. Foes with more HD than the eidolon are immune to this effect. The summoner must be at least 11th level before selecting this evolution.

Swallow Whole (Ex): An eidolon gains the swallow whole ability, giving it the ability to consume its foes. If the eidolon begins its turn with a creature grappled using its bite attack (see the grab evolution), it can attempt a combat maneuver check to swallow the



creature. The creature can be up to one size category smaller than the eidolon. Swallowed creatures take damage equal to the eidolon's bite damage each round plus 1d6 points of acid damage. A swallowed creature keeps the grappled condition, but can attempt to cut its way free with a light slashing or piercing weapon. The amount of damage needed to cut free is equal to 1/10 the eidolon's total hit points. The eidolon's AC against these attacks is equal to 10 + 1/2 its natural armor bonus. If a swallowed creature cuts its way out, the eidolon loses this ability until it heals this damage. Alternatively, the swallowed creature can attempt to escape the grapple as normal. Success indicates that it has returned to the eidolon's mouth, where it can attempt to escape or be swallowed again. The eidolon must possess the grab evolution, tied to a bite attack, to take this evolution.

The summoner must be at least 9th level before selecting this evolution.

Web (Ex): An eidolon gains a pair of spinnerets, giving it the ability to spin webs. The eidolon can use these webs to support itself plus up to one creature of the same size. It can throw webbing as a ranged touch attack up to 8 times per day, entangling a creature up to one size larger than the eidolon. The webbing has a range of 50 feet and a 10-foot range increment. Creatures entangled by the web can escape with an Escape Artist check or a Strength check (at a -4 penalty). The DC of these checks is equal to 10 + 1/2 the eidolon's HD + the eidolon's Con modifier. The eidolon can climb its own webs at its climb speed and can pinpoint any creature touching its webs. The eidolon must possess the climb evolution to take this evolution. The summoner must be at least 7th level before selecting this evolution.

4-Point Evolutions

The following evolutions cost 4 points from the eidolon's evolution pool.

Blindsight (Ex): An eidolon's senses sharpen even further, granting it blindsight out to a range of 30 feet. The eidolon can maneuver and attack as normal, ignoring darkness, invisibility, and most forms of concealment as long as it has line of effect to the target. The eidolon must possess the blindsense evolution to take this evolution. The summoner must be at least 11th level before selecting this evolution.

Breath Weapon (Su): An eidolon learns to exhale a cone or line of magical energy, gaining a breath weapon. Select either acid, cold, electricity, or fire. The eidolon can breath a 30-foot cone (or 60-foot line) that deals 1d6 points of damage of the selected type per HD it possesses. Those caught in the breath weapon can attempt a Reflex save for half damage. The DC is equal to 10 + 1/2 the eidolon's HD + the eidolon's Constitution modifier. The eidolon can use this ability once per day. The eidolon can use this ability 1 additional time per day by spending an additional 1 evolution point (maximum 3/day). The summoner must be at least 9th level before selecting this evolution.

Fast Healing (Su): An eidolon's body gains the ability to heal wounds very quickly, giving it fast healing 1. The eidolon heals 1 point of damage each round, just like natural healing. Fast healing does not restore hit points lost due to starvation, thirst, or suffocation, nor does it allow the eidolon to regrow lost body parts (or to reattach severed parts). Fast healing functions as long as the eidolon is alive. This healing can be increased by 1 per round for every 2 additional evolution points spent (maximum 5). The summoner must be at least 11th level before selecting this evolution.

Large (Ex): An eidolon grows in size, becoming Large. The eidolon gains a +8 bonus to Strength, a +4 bonus to Constitution, and a +2 bonus to its natural armor. It takes a -2 penalty to its Dexterity. This size change also gives the creature a -1 size penalty to its AC and on attack rolls, a +1 bonus to its CMB and CMD, a -2 penalty on Fly skill checks, and a -4 penalty on Stealth skill checks. If the eidolon has the biped base form, it also gains 10 foot reach. The eidolon must be Medium to take this evolution. The summoner must be at least 6th level before selecting this evolution.

If 4 additional evolution points are spent, the eidolon instead becomes Huge. The eidolon gains a +16 bonus to Strength, a +8 bonus to Constitution, and a +5 bonus to its natural armor. It takes a -4 penalty to its Dexterity. This size change also give the creature a -2 size penalty to its AC and attack rolls, a +2 bonus to its CMB and CMD, 10-foot reach, a -4 penalty on Fly skill checks, and a -8 penalty on Stealth skill checks. These bonuses and penalties do not stack with those gained from becoming Large. The summoner must be at least 11th level before selecting this option.

Spell Resistance (Ex): An eidolon is protected against magic, gaining spell resistance. The eidolon's spell resistance is equal to 11 + the summoner's level. This spell resistance does not apply to spells cast by the summoner. The summoner must be at least 9th level before selecting this evolution.

WITCH

Some gain power through study, some through devotion, others through blood, but the witch gains power from her communion with the unknown. Generally feared and misunderstood, the witch draws her magic from a pact made with an otherworldly power. Communing with that source, using her familiar as a conduit, the witch gains not only a host of spells, but a number of strange abilities known as hexes. As a witch grows in power, she might learn about the source of her magic, but some remain blissfully unaware. Some are even afraid of that source, fearful of what it might be or where its true purposes lie.

Role: While many witches are recluses, living on the edge of civilization, some live within society, openly or in hiding. The blend of witches' spells makes them adept at filling a number of different roles, from seer to healer, and their hexes grant them a number of abilities that are useful in a fight. Some witches travel about, seeking greater knowledge and better understanding of the mysterious powers that guide them.

Alignment: Any.

Hit Die: d6.

Class Skills

The witch's class skills are Craft (Int), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are the class features of the witch.

Weapon and Armor Proficiency: Witches are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a witch's gestures, which can cause her spells with somatic components to fail (see Arcane Spells and Armor on page 83 of the *Pathfinder RPG Core Rulebook*).

Spells: A witch casts arcane spells drawn from the witch spell list (see page 51). A witch must choose and prepare her spells ahead of time.

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

A witch can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 4-1. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1-3 of the *Pathfinder RPG Core Rulebook*).

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TABLE 4-1: WITCH

Level	Base				Special	Spells per Day										
	Attack Bonus	Fort Save	Ref Save	Will Save		0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	
1st	+0	+0	+0	+2	Cantrips, hex, witch's familiar	3	1	—	—	—	—	—	—	—	—	
2nd	+1	+0	+0	+3	Hex	4	2	—	—	—	—	—	—	—	—	
3rd	+1	+1	+1	+3		4	2	1	—	—	—	—	—	—	—	
4th	+2	+1	+1	+4	Hex	4	3	2	—	—	—	—	—	—	—	
5th	+2	+1	+1	+4		4	3	2	1	—	—	—	—	—	—	
6th	+3	+2	+2	+5	Hex	4	3	3	2	—	—	—	—	—	—	
7th	+3	+2	+2	+5		4	4	3	2	1	—	—	—	—	—	
8th	+4	+2	+2	+6	Hex	4	4	3	3	2	—	—	—	—	—	
9th	+4	+3	+3	+6		4	4	4	3	2	1	—	—	—	—	
10th	+5	+3	+3	+7	Hex, major hex	4	4	4	3	3	2	—	—	—	—	
11th	+5	+3	+3	+7		4	4	4	4	3	2	1	—	—	—	
12th	+6/+1	+4	+4	+8	Hex	4	4	4	4	3	3	2	—	—	—	
13th	+6/+1	+4	+4	+8		4	4	4	4	4	3	2	1	—	—	
14th	+7/+2	+4	+4	+9	Hex	4	4	4	4	4	3	3	2	—	—	
15th	+7/+2	+5	+5	+9		4	4	4	4	4	4	3	2	1	—	
16th	+8/+3	+5	+5	+10	Hex	4	4	4	4	4	4	3	3	2	—	
17th	+8/+3	+5	+5	+10		4	4	4	4	4	4	4	3	2	1	
18th	+9/+4	+6	+6	+11	Hex, grand hex	4	4	4	4	4	4	4	4	3	3	2
19th	+9/+4	+6	+6	+11		4	4	4	4	4	4	4	4	4	3	3
20th	+10/+5	+6	+6	+12	Hex	4	4	4	4	4	4	4	4	4	4	4

A witch may know any number of spells. She must choose and prepare her spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with her familiar. While communing, the witch decides which spells to prepare.

Cantrips: Witches can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 4-1 under “Spells per Day.” These spells are cast like any other spell, but they are not expended when cast and may be used again. Cantrips prepared using other spell slots, due to metamagic feats for example, are expended normally.

Hex: Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, a witch gains one hex of her choice. She gains an additional hex at 2nd level and for every 2 levels attained after 2nd level, as noted on Table 4-1. A witch cannot select an individual hex more than once.

Unless otherwise noted, using a hex is a standard action that does not provoke an attack of opportunity. The save to resist a hex is equal to 10 + 1/2 the witch’s level + the witch’s Intelligence modifier.

Blight (Su): The witch can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area or creature takes 1 round, during which time the witch and her familiar must be in contact with the target. If it’s used on a plot of land, the land begins to wither the following day, and over the

next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A witch can affect an area with a radius equal to her class level × 10 feet. If used on a creature of the animal or plant type, the creature gains the following curse: Blight Hex—type curse; save Will negates; frequency 1/day; effect 1 Con damage. Both types of curse can be removed with a *remove curse* or similar magic, using the save DC as the DC to remove the curse. A witch can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

Cackle (Su): A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, misfortune hex, or ward hex caused by the witch has the duration of that hex extended by 1 round.

Cauldron (Ex): The witch receives Brew Potion as a bonus feat and a +4 insight bonus on Craft (alchemy) skill checks.

Charm (Su): A witch can charm an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the witch had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the Witch’s Intelligence modifier. A Will save negates this effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day. At 8th level, this effect improves

the attitude of the target creature by 2 steps. This is a mind-affecting charm effect.

Coven (Ex): The witch counts as a hag for the purpose of joining a hag's coven. In addition, whenever the witch with this hex is within 30 feet of another witch with this hex, she can use the aid another action to grant a +1 bonus to the other witch's caster level for 1 round. This bonus applies to the witch's spells and all of her hexes.

Disguise (Su): A witch can change her appearance for a number of hours equal to her class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Evil Eye (Su): The witch can cause doubt to creep into the mind of a foe within 30 feet that she can see.

The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. At 8th level the penalty increases to –4.

Flight (Su): The witch grows lighter as she gains power, eventually gaining the ability to fly. At 1st level, the witch can use *feather fall* at will and gains a +4 racial bonus on Swim checks. At 3rd level, she can cast *levitate* once per day. At 5th level, she can fly, as per the spell, for a number of minutes per day equal to her level. These minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Fortune (Su): The witch can grant a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing him to reroll any ability check, attack roll, saving throw, or skill check, taking the better result. He must decide to use this ability before the first roll is made. At 8th level and 16th level, the duration of this hex is extended by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Healing (Su): A witch can soothe the wounds of those she touches. This acts as a *cure light wounds* spell, using the witch's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this hex acts like *cure moderate wounds*.

Misfortune (Su): The witch can cause a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result.

A Will save negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Slumber (Su): A witch can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for a number of rounds equal to the witch's level. This hex can affect a creature of any HD. The creature will not wake due to noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.



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Tongues (Su): A witch with this hex can understand any spoken language for a minutes per day equal to her level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in Activating this ability is a free action. At 5th level, a witch can use this ability to speak any language, as per *tongues*.

Ward (Su): A witch can use this hex to place a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This ward lasts until the warded creature is hit or fails a saving throw. A witch knows when a warded creature is no longer protected. A witch can have only one ward active at a time. If the witch uses this ability again, the previous ward immediately ends. A witch cannot use this ability on herself. At 8th level and 16th level, the bonuses provided by this ward increase by +1.

Witch's Familiar (Ex): At 1st level, a witch forms a close bond with a familiar, a creature that teaches her magic and helps to guide her along her path. Familiars also aid a witch by granting her skill bonuses, additional spells, and help with some types of magic. See the Witch's Familiar section for a complete description of these bonuses.

A witch must commune with her familiar each day to prepare her spells. Familiars store all of the spells that a witch knows, and a witch cannot prepare a spell that is not stored by her familiar. A witch's familiar begins play storing all of the 0-level witch spells plus three 1st-level spells of the witch's choice. The witch also selects a number of additional 1st-level spells equal to her Intelligence modifier to store in her familiar. At each new witch level, she adds two new spells of any spell level or levels that she can cast (based on her new witch level) to her familiar. A witch can also add additional spells to her familiar through a special ritual (see sidebar).

Major Hex: Starting at 10th level, and every two levels thereafter, a witch can choose one of the following major hexes whenever she could select a new hex.

Agony (Su): With a quick incantation, a witch can place this hex on one creature within 60 feet, causing them to suffer intense pain. The target is nauseated for a number of rounds equal to the witch's level. A Fortitude save negates this effect. If the saving throw is failed, the target can attempt a new save each round to end the effect. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Hag's Eye (Su): A witch with this hex can create a magic sensor that she can see through. This functions as per the spell *arcane eye*. If the witch has the coven hex, all other witches within 10 feet who also have the coven hex can see through this sensor as well, although the witch that created it still controls its. The witch can use this eye for a number of minutes per day equal to her level. These

ADDING SPELLS TO A WITCH'S FAMILIAR

Witches can add new spells to their familiars through several methods. A witch can only add spells to her familiar if those spells belong to the witch's spell list.

Spells Gained at a New Level: A witch's familiar learns a certain amount of lore and magic as the witch adventures. Whenever a witch gains a level, she may add two spells from the witch spell list to her familiar. The two free spells must be of spell levels she can cast.

Familiar Teaching Familiar: A witch's familiar can learn spells from another witch's familiar. To accomplish this, the familiars must spend one hour per level of the spell being taught in communion with one another. At the end of this time, the witch whose familiar is learning a spell must make a Spellcraft check (DC 15 + spell level). If the check succeeds, the familiar has learned the spell and the witch may utilize it the next time she prepares spells. If the check fails, the familiar has failed to learn the spell and cannot try to learn that spell again until the witch has gained another rank in Spellcraft. Most witches require a spell of equal or greater level in return for this service. If a familiar belongs to a witch that has died, it only retains its knowledge of spells for 24 hours, during which time it is possible to coerce or bribe the familiar into teaching its spells to another, subject to GM discretion.

Learn from a Scroll: A witch can use a scroll to teach her familiar a new spell. This process takes 1 hour per level of the spell to be learned, during which time the scroll is burned and its ashes used to create a special brew or powder that is consumed by the familiar. This process destroys the scroll. At the end of this time, the witch must make a Spellcraft check (DC 15 + spell level). If the check fails, the process went awry in some way and the spell is not learned, although the scroll is still consumed.

minutes do not need to be consecutive, but they must be spent in 1-minute increments.

Major Healing (Su): The witch's touch can mend even the most terrible wounds of those she touches. This acts as *cure serious wounds*, using the witch's caster level. Once a creature has benefited from the major healing hex, it cannot benefit from it again for 24 hours. At 15th level, this hex acts like *cure critical wounds*.

Nightmares (Su): Calling upon fell powers, a witch can place a hex on a creature within 60 feet that causes its sleep to be tormented by terrible nightmares. This functions as the spell *nightmare* each time the affected creature attempts to rest. A Will save negates this effect. If the save is failed, the target must make a new save each night or be unable to rest.

Retribution (Su): A witch can place a retribution hex on a creature within 60 feet, causing terrible wounds to open across the target's flesh whenever it deals damage to another creature in melee. Immediately

after the hexed creature deals damage in melee, it takes half that damage (round down). This damage bypasses any resistances, immunities, or damage reduction the creature possesses. This effect lasts for a number of rounds equal to the witch's Intelligence modifier. A Will save negates this effect.

Vision (Su): A witch with the vision hex can grant a glimpse of the future to a creature touched. Granting a vision takes 1 minute, during which time the witch and the target must remain in contact with one another. At the end of this time, the subject receives a brief image of the future, usually no more than 1 year from the time of the vision. This is only one possible version of the future, making such visions unreliable at best. Most visions are slanted toward the alignment of the witch that granted them. For example, the visions granted by a Chaotic Evil witch often show scenes of death and destruction, while those of a Neutral Good witch tend to be of joyous events or occasions. A creature cannot be subject to another vision until the current vision has either come to pass or been prevented. A witch cannot use this ability on herself. Unwilling creatures receive a Will save to negate the vision.

Waxen Image (Su): The witch can spend a full-round action to create a wax duplicate of a creature she can see within 30 feet. Once the image is complete, the subject must make a Will save. If the subject fails, the witch gains a small measure of control over the creature. Whenever she exercises this control, the creature receives a new Will save to end the effect. This effect occurs on the witch's turn and does not impede the creature's actions on its turn. The witch can use the waxen image a number of times equal to her Intelligence modifier before it melts. As a standard action, the witch can cause the subject to do any one of the following things: move up to the creature's speed in any direction, attack itself once with any weapon in hand (this attack automatically hits), lay down on the ground, or drop anything held. Alternatively, she can spend one of her uses to simply torture the image, causing the creature to be both sickened and staggered on its turn. As soon as the creature has succeeded on a saving throw against this effect, it is immune to it for 24 hours. The is an enchantment (compulsion) effect.

Weather Control (Su): A witch with this hex can use *control weather* once per day, but creating the weather takes 1 full hour of chanting, dancing, and communing with her familiar.

Grand Hex: Starting at 18th level, and every two levels thereafter, a witch can choose one of the following grand hexes whenever she could select a new hex.

Death Curse (Su): This powerful hex seizes a creature's heart, causing death within just a few moments. This hex

has a range of 30 feet. The hexed creature receives a Will save to negate the effect. If this save is failed, the creature becomes fatigued the first round of the hex. On the second round of the hex, the creature becomes exhausted. On the third round, the creature dies unless it succeeds at a Fort save. Creatures that fail the first save but succeed at the second remain exhausted and take 4d6 points of damage + 1 point of damage per level of the witch. Slaying the witch that hexed the creature ends the effect, but any fatigue or exhaustion remains. Whether or not the saves are successful, a creature cannot be the target of this hex again for 1 day.

Eternal Slumber (Su): The witch can touch a creature, causing it to drift off into a permanent slumber. The creature receives a Will save to negate this effect. If the save fails, the creature falls asleep and cannot be woken. The effect can only be removed with a *wish* or similar magic, although slaying the witch ends the effect. The witch can use this ability to poison food or drink, causing those who ingest it to make a save or fall into an eternal slumber. She can only have one such dose of poison at any one time, and it loses its potency after 1 minute if not consumed. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Forced Reincarnation (Su): The witch cause a creature within 30 feet to die and be immediately *reincarnated* into a new body. A Will save negates this effect. Those that fail are slain and immediately brought back to life with the spell *reincarnate*. This process takes 1 full round, during which time the creature is in complete agony. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Life Giver (Su): Once per day the witch can, as a full round action, touch one part of a dead creature and bring it back to life. This functions as *resurrection*, but it does not require a material component.

Natural Disaster (Su): A witch using this hex calls down the forces of nature to wreak havoc on an area. This functions as a *storm of vengeance* combined with an *earthquake* that occurs on the second round of the effect (while acid is raining from the sky). A witch can only use this ability once per day.

Witch's Familiar

A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. It retains the appearance, Hit Dice, base attack bonus, base save bonuses, skills, and feats of the normal animal it once was, but is now a magical beast for the purpose of effects that depend on its type. Only a normal, unmodified animal may become a familiar. An animal companion cannot also function as a familiar.

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A familiar grants special abilities to the witch, as given on the table below. These special abilities apply only when the witch and familiar are within 1 mile of each other.

Levels of different classes that are entitled to familiars stack for the purpose of determining any familiar abilities that depend on the witch's level. If a witch possesses such levels, her familiar always uses the witch rules for familiars, not those provided by other classes, such as wizards or sorcerers with the arcane bloodline. A witch's familiar only stores witch spells. All other spells are stored normally, as noted in their class features.

If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per witch level. The ritual takes 8 hours to complete. A new familiar begins knowing all of the 0-level spells plus two spells of every level the witch is able to cast. These are in addition to any bonus spells known by the familiar based on the witch's level and the familiar's type (see Bonus Spells).

Familiar	Special Ability
Bat	Witch gains a +3 bonus on Fly checks
Cat	Witch gains a +3 bonus on Stealth checks
Fox	Witch gains a +2 bonus on Reflex saves
Goat	Witch gains a +3 bonus on Survival checks
Lizard	Witch gains a +3 bonus on Climb checks
Octopus	Witch gains a +3 bonus on Swim checks
Owl	Witch gains a +3 bonus on sight-based and opposed Perception checks in dim light or darkness
Pig	Witch gains a +3 bonus on Diplomacy checks
Rat	Witch gains a +2 bonus on Fortitude saves
Raven	Witch gains a +3 bonus on Appraise checks
Toad	Witch gains +3 hit points
Viper	Witch gains a +3 bonus on Bluff checks

Familiar Basics: Use the basic statistics for a creature of the familiar's kind as described in the *Pathfinder RPG Bestiary* and *Pathfinder RPG Bestiary II*, but with the following changes.

Hit Dice: For the purpose of effects related to number of Hit Dice, use the witch's character level or the familiar's normal HD total, whichever is higher.

Hit Points: The familiar has half the witch's total hit points (not including temporary hit points), rounded down, regardless of its actual Hit Dice.

Attacks: Use the witch's base attack bonus, as calculated from all her classes. Use the familiar's Dexterity or Strength modifier, whichever is greater, to calculate the familiar's melee attack bonus with its natural weapons.

Damage equals that of a normal creature of the familiar's kind.

FAMILIAR BONUS SPELLS

At 2nd level, and every two levels thereafter, a witch's familiar adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. The spells gained depend upon the type of familiar chosen.

Bat: 2nd—*silent image*, 4th—*darkness*, 6th—*deeper darkness*, 8th—*shadow conjuration*, 10th—*shadow evocation*, 12th—*shadow walk*, 14th—*greater shadow conjuration*, 16th—*greater shadow evocation*, 18th—*shades*.

Cat: 2nd—*jump*, 4th—*cat's grace*, 6th—*haste*, 8th—*freedom of movement*, 10th—*polymorph*, 12th—*mass cat's grace*, 14th—*ethereal jaunt*, 16th—*animal shapes*, 18th—*shapechange*.

Fox: 2nd—*animate rope*, 4th—*mirror image*, 6th—*major image*, 8th—*phantasmal killer*, 10th—*mirage arcana*, 12th—*mislead*, 14th—*reverse gravity*, 16th—*screen*, 18th—*time stop*.

Goat: 2nd—*endure elements*, 4th—*bear's endurance*, 6th—*protection from energy*, 8th—*spell immunity*, 10th—*spell resistance*, 12th—*mass bear's endurance*, 14th—*greater restoration*, 16th—*iron body*, 18th—*miracle*.

Lizard: 2nd—*charm animals*, 4th—*speak with animals*, 6th—*dominate animal*, 8th—*summon nature's ally IV*, 10th—*animal growth*, 12th—*antilife shell*, 14th—*beast shape IV*, 16th—*animal shapes*, 18th—*summon nature's ally IX*.

Octopus: 2nd—*bless water/curse water*, 4th—*chill metal*, 6th—*water breathing*, 8th—*control water*, 10th—*cone of cold*, 12th—*elemental body III (water only)*, 14th—*elemental body IV (water only)*, 16th—*polar ray*, 18th—*implosion*.

Owl: 2nd—*shield of faith*, 4th—*owl's wisdom*, 6th—*magic vestment*, 8th—*lesser globe of invulnerability*, 10th—*dream*, 12th—*greater globe of invulnerability*, 14th—*spell turning*, 16th—*protection from spells*, 18th—*mage's disjunction*.

Pig: 2nd—*divine favor*, 4th—*bull's strength*, 6th—*greater magic weapon*, 8th—*divine power*, 10th—*righteous might*, 12th—*mass bull's strength*, 14th—*giant form I*, 16th—*giant form II*, 18th—*shapechange*.

Rat: 2nd—*detect undead*, 4th—*command undead*, 6th—*contagion*, 8th—*animate dead*, 10th—*giant vermin*, 12th—*create undead*, 14th—*control undead*, 16th—*create greater undead*, 18th—*energy drain*.

Raven: 2nd—*ventriloquism*, 4th—*invisibility*, 6th—*blink*, 8th—*confusion*, 10th—*passwall*, 12th—*programmed image*, 14th—*mass invisibility*, 16th—*scintillating pattern*, 18th—*time stop*.

Toad: 2nd—*jump*, 4th—*bear's endurance*, 6th—*beast shape I*, 8th—*beast shape II*, 10th—*beast shape III*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*shapechange*.

Viper: 2nd—*shocking grasp*, 4th—*flaming sphere*, 6th—*fireball*, 8th—*wall of ice*, 10th—*flame strike*, 12th—*freezing sphere*, 14th—*prismatic spray*, 16th—*fire storm*, 18th—*meteor swarm*.

Saving Throws: For each saving throw, use either the familiar's base save bonuses or the witch's (as calculated from all her classes), whichever is higher. The familiar uses its own ability modifiers to saves, and doesn't share any of the other bonuses that the witch might have on saves.

Skills: For each skill in which either the witch or the familiar has ranks, use either the normal skill ranks for an animal of that type or the witch's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the familiar's ability to use. Familiars treat Acrobatics, Climb, Fly, Perception, Stealth, and Swim as class skills.

Familiar Ability Descriptions: All familiars have special abilities depending on the witch's combined level in classes that grant familiars, as shown on the table. The abilities are cumulative.

Witch's Class Level	Natural Armor Adj.	Int	Special
1st–2nd	+1	6	Alertness, empathic link, improved evasion, share spells, store spells
3rd–4th	+2	7	Deliver touch spells
5th–6th	+3	8	Speak with master
7th–8th	+4	9	Speak with animals of its kind
9th–10th	+5	10	Imbue with spells
11th–12th	+6	11	Spell resistance
13th–14th	+7	12	Scry on familiar
15th–16th	+8	13	—
17th–18th	+9	14	—
19th–20th	+10	15	—

Natural Armor Adj.: The number noted here is in addition to the familiar's existing natural armor bonus.

Int: The familiar's Intelligence score.

Alertness: While a familiar is within arm's reach, the witch gains the Alertness feat.

Empathic Link (Su): A witch has an empathic link with her familiar to a distance of 1 mile. The witch can communicate empathically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The witch has the same connection to an item or place that her familiar does.

Improved Evasion: When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: A witch may cast a spell with a target of "you" on her familiar (as a touch spell) instead of on herself. A witch may cast spells on her familiar even if the spells

do not normally affect creatures of the familiar's type (magical beast).

Store Spells: A witch's familiar stores all of the spells that the witch knows. This does not allow the familiar to cast these spells or use spell-trigger or spell completion magic items. Starting at 2nd level, and every two levels thereafter, a witch's familiar adds new bonus spells to the witch's spell list. These spells are automatically stored by the familiar and can be prepared as normal once they are gained. The spells gained depend upon the type of familiar (see bonus spells).

Deliver Touch Spells (Su): If a witch is 3rd level or higher, her familiar can deliver touch spells for her. If the witch and the familiar are in contact at the time the witch casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the witch would. As usual, if the witch casts another spell before the touch is delivered, the touch spell dissipates.

Speak with Master (Ex): If a witch is 5th level or higher, she and her familiar can communicate with each other verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): If a witch is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire and giant varieties). Such communication is limited by the intelligence of the conversing creatures.

Imbue with Spells (Su): If a witch is 9th level or higher, she can imbue her familiar with a number of spells that the familiar can then cast on its own. At 9th level, she can imbue a single 0-level spell. Unlike other cantrips, the familiar can only cast this spell once. At 11th level, and every two levels thereafter, the witch can imbue another spell into her familiar, each one level higher than the previous (1st at 11th level, 2nd at 13th level, and so on, up to a 5th-level spell at 19th level). This spell is cast as if the witch had cast it, using her caster level and save DC. Every spell imbued in this way consumes two of the witch's available spell slots of that level until the spell is cast (0-level spells reduce the number of 0-level spells she can prepare by 2). When the witch prepares spells, she can remove imbued spells from her familiar.

Spell Resistance (Ex): If a witch is 11th level or higher, her familiar gains spell resistance equal to the witch's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar (Sp): If the witch is 13th level or higher, she may scry on her familiar (as if casting the *scrying* spell) once per day.

TEAMWORK FEATS

Teamwork feats grant large bonuses, but they only function under specific circumstances. In most cases, these feats require an ally who also possesses the feat to be positioned carefully on the battlefield. Teamwork feats provide no bonus if the listed conditions are not met. Note that allies who are paralyzed, stunned, unconscious, or otherwise unable to act do not count for the purposes of these feats.

Allied Spellcaster (Teamwork)

With the aid of an ally, you are skilled at piercing the protections of other creatures with your spells.

Prerequisites: Caster level 1st.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 bonus on level checks made to overcome spell resistance. If your ally has the same spell prepared (or known with a slot available if they are spontaneous spellcasters), this bonus increases to +4 and you receive a +1 bonus to the caster level for all level-dependent variables, such as duration, range, and effect.



Coordinated Defense (Combat, Teamwork)

You are adept at working with allies to avoid being tripped, grappled, and subjected to other maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus to your Combat Maneuver Defense. This bonus increases to +4 if the creature attempting the maneuver is larger than both you and your ally.

Coordinated Maneuvers (Combat, Teamwork)

You are skilled at working with your allies to perform dangerous combat maneuvers.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

Duck and Cover (Teamwork)

Your allies assist you in avoiding certain attacks.

Benefit: Whenever you are adjacent to an ally who also has this feat, and both of you are required to make a Reflex

saving throw against a spell or effect, you may take the result of your die roll or that of your ally (your modifiers still apply to the roll, regardless of which result you take). If you take your ally's result, you are knocked prone (or staggered on your next turn, if you are already prone or cannot be knocked prone). In addition, you receive a +2 cover bonus to your AC against ranged attacks as long as your ally is wielding a shield.

Lookout (Combat, Teamwork)

Your allies help you avoid being surprised.

Benefit: Whenever you are adjacent to an ally who also has this feat, you may act in the surprise round as long as your ally would normally be able to act in the surprise round. If you would normally be denied the ability to act in the surprise round, your initiative is equal to your initiative roll or the roll of your ally - 1, whichever is lower. If both you and your ally would be able to act in the surprise round without the aid of this feat, you may take both a standard and a move action (or a full-round action) during the surprise round.

Outflank (Combat, Teamwork)

You look for every edge when flanking an enemy.

Prerequisites: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Paired Opportunists (Combat, Teamwork)

You know how to make an enemy pay for lax defenses.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 circumstance bonus on attacks of opportunity against creatures that you both threaten. Enemies that provoke attacks of opportunity from your ally also provoke attacks of opportunity from you so long as you threaten them (even if the situation or an ability would normally deny you the attack of opportunity). This does not allow you to take more than one attack of opportunity against a creature for a given action.

Precise Strike (Combat, Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Shield Wall (Combat, Teamwork)

You are skilled at working together with those around you for protection.

Prerequisites: Shield Proficiency.

Benefit: Whenever you are wielding a shield and are adjacent to an ally who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield (see page 153 of the *Pathfinder RPG Core Rulebook*).

Shielded Caster (Teamwork)

Your allies are skilled at covering for you while you cast complicated spells.

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +4 bonus on concentration checks. If your ally is wielding a buckler or a light shield, this bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, this bonus increases by +2. Finally, if an enemy that is threatening you and your ally has the Disruptive feat, or another ability that increases the DC of concentration checks, the amount of the increase is halved.

Swap Places (Combat, Tactical)

You are skilled at changing places with your ally during a chaotic melee.

Benefit: Whenever you are adjacent to an ally who also has this feat, you can move into your ally's square as part of a normal movement (including a 5-foot step). At the same time, your ally moves into your previous space. Both you and your ally must be willing and able to move to take advantage of this feat. Your ally must be the same size as you to utilize this feat. Your ally does not provoke an attack of opportunity from this movement, but you provoke as normal. This movement does not count against your ally's movement on his next turn.



ADVANCED PLAYER'S GUIDE PLAYTEST SPELL LISTS

SPELL LISTS



Alchemist Formulae

Alchemists can create extracts utilizing the following spells.

1st-Level Alchemist Formulae

<i>Comprehend Languages</i>	<i>Expeditious Retreat</i>
<i>Cure Light Wounds</i>	<i>Identify</i>
<i>Detect Secret Doors</i>	<i>Jump</i>
<i>Detect Undead</i>	<i>Reduce Person</i>
<i>Disguise Self</i>	<i>Shield</i>
<i>Endure Elements</i>	<i>True Strike</i>
<i>Enlarge Person</i>	

2nd-Level Alchemist Formulae

<i>Aid</i>	<i>False Life</i>
<i>Alter Self</i>	<i>Fox's Cunning</i>
<i>Barkskin</i>	<i>Invisibility</i>
<i>Bear's Endurance</i>	<i>Levitate</i>
<i>Blur</i>	<i>Owl's Wisdom</i>
<i>Bull's Strength</i>	<i>Protection from Arrows</i>
<i>Cat's Grace</i>	<i>Resist Energy</i>
<i>Cure Moderate Wounds</i>	<i>Restoration, Lesser</i>
<i>Darkvision</i>	<i>See Invisibility</i>
<i>Delay Poison</i>	<i>Spider Climb</i>
<i>Detect Thoughts</i>	<i>Undetectable Alignment</i>
<i>Eagle's Splendor</i>	

3rd-Level Alchemist Formulae

<i>Arcane Sight</i>	<i>Nondetection</i>
<i>Beast Shape I</i>	<i>Protection from Energy</i>
<i>Cure Serious Wounds</i>	<i>Rage</i>
<i>Displacement</i>	<i>Remove Blindness/Deafness</i>
<i>Fly</i>	<i>Remove Curse</i>
<i>Gaseous Form</i>	<i>Remove Disease</i>
<i>Haste</i>	<i>Tongues</i>
<i>Heroism</i>	<i>Water Breathing</i>

4th-Level Alchemist Formulae

<i>Air Walk</i>	<i>Fire Shield</i>
<i>Arcane Eye</i>	<i>Freedom of Movement</i>
<i>Beast Shape II</i>	<i>Invisibility, Greater</i>
<i>Cure Critical Wounds</i>	<i>Neutralize Poison</i>
<i>Death Ward</i>	<i>Restoration</i>
<i>Discern Lies</i>	<i>Spell Immunity</i>
<i>Elemental Body I</i>	<i>Stoneskin</i>

5th-Level Alchemist Formulae

<i>Beast Shape III</i>	<i>Overland Flight</i>
<i>Contact Other Plane</i>	<i>Plant Shape I</i>
<i>Dream</i>	<i>Polymorph</i>
<i>Elemental Body II</i>	<i>Sending</i>
<i>Magic Jar</i>	<i>Spell Resistance</i>

Nightmare

6th-Level Alchemist Formulae

<i>Analyze Dweomer</i>	<i>Mislead</i>
<i>Beast Shape IV</i>	<i>Plant Shape II</i>
<i>Elemental Body III</i>	<i>Shadow Walk</i>
<i>Eyebite</i>	<i>Statue</i>
<i>Form of the Dragon I</i>	<i>Transformation</i>
<i>Giant Form I</i>	<i>True Seeing</i>
<i>Heal</i>	<i>Wind Walk</i>



Inquisitor Spells

0-Level Inquisitor Spells

<i>Acid Splash</i>	<i>Guidance</i>
<i>Bleed</i>	<i>Light</i>
<i>Create Water</i>	<i>Read Magic</i>
<i>Daze</i>	<i>Resistance</i>
<i>Detect Magic</i>	<i>Stabilize</i>
<i>Detect Poison</i>	<i>Virtue</i>
<i>Disrupt Undead</i>	

1st-Level Inquisitor Spells

<i>Alarm</i>	<i>Divine Favor</i>
<i>Bane</i>	<i>Doom</i>
<i>Bless</i>	<i>Expeditious Retreat</i>
<i>Bless Water</i>	<i>Hide from Undead</i>
<i>Cause Fear</i>	<i>InFLICT Light Wounds</i>
<i>Command</i>	<i>Magic Weapon</i>
<i>Comprehend Languages</i>	<i>Protection from Chaos/Evil/</i>
<i>Cure Light Wounds</i>	<i>Good/Law</i>
<i>Curse Water</i>	<i>Remove Fear</i>
<i>Detect Chaos/Evil/Good/Law</i>	<i>Sanctuary</i>
<i>Detect Undead</i>	<i>Shield of Faith</i>
<i>Disguise Self</i>	<i>True Strike</i>



2nd-Level Inquisitor Spells

Aid	Invisibility
Align Weapon	Knock
Calm Emotions	Remove Paralysis
Consecrate	Resist Energy
Cure Moderate Wounds	Restoration, Lesser
Darkness	See Invisibility
Death Knell	Shield Other
Delay Poison	Silence
Desecrate	Spiritual Weapon
Detect Thoughts	Tongues
Enthrall	Undetectable Alignment
Find Traps	Whispering Wind
Hold Person	Zone of Truth
Inflict Moderate Wounds	

3rd-Level Inquisitor Spells

Arcane Sight	Locate Object
Continual Flame	Magic Circle vs. Chaos/Evil/ Good/Law
Cure Serious Wounds	Good/Law
Daylight	Magic Vestment
Deeper Darkness	Magic Weapon, Greater
Dimensional Anchor	Nondetection
Dispel Magic	Obscure Object
Glyph of Warding	Prayer
Halt Undead	Protection from Energy
Heroism	Remove Curse
Inflict Serious Wounds	Remove Disease
Invisibility Purge	Searing Light
Keen Edge	Speak with Dead

4th-Level Inquisitor Spells

Chaos Hammer	Hold Monster
Cure Critical Wounds	Holy Smite
Death Ward	Inflict Critical Wounds
Detect Scrying	Invisibility, Greater
Discern Lies	Neutralize Poison
Dismissal	Order's Wrath
Divination	Restoration
Divine Power	Sending
Fear	Spell Immunity
Freedom of Movement	Stoneskin
Geas, Lesser	Unholy Blight

5th-Level Inquisitor Spells

Atonement	Geas/Quest
Banishment	Hallow
Break Enchantment	Inflict Light Wounds, Mass
Command, Greater	Mark of Justice
Commune	Righteous Might
Cure Light Wounds, Mass	Spell Resistance
Dispel Chaos/Evil/Good/Law	Telepathic Bond
Disrupting Weapon	True Seeing

Flame Strike Unhallow

6th-Level Inquisitor Spells

Blade Barrier	Harm
Blasphemy	Heal
Circle of Death	Heroes' Feast
Cure Moderate Wounds, Mass	Holy Word
Dictum	Inflict Moderate Wounds, Mass
Dispel Magic, Greater	Legend Lore
Find the Path	Repulsion
Forbiddance	Undeath to Death
Glyph of Warding, Greater	Word of Chaos



SUMMONER SPELLS

0-Level Summoner Spells

Acid Splash	Mage Hand
Arcane Mark	Mending
Daze	Message
Detect Magic	Open/Close
Guidance	Read Magic
Light	Resistance

1st-Level Summoner Spells

Alarm	Magic Fang
Daze Monster	Magic Mouth
Endure Elements	Mount
Enlarge Person	Protection from Chaos/Evil/ Good/Law
Expeditious Retreat	Good/Law
Feather Fall	Reduce Person
Grease	Shield
Identify	Summon Monster I
Jump	Unseen Servant
Mage Armor	Ventriloquism

2nd-Level Summoner Spells

Alter Self	Levitate
Barkskin	Misdirection
Bear's Endurance	Owl's Wisdom
Blur	Phantom Steed
Bull's Strength	Protection from Arrows
Cat's Grace	Resist Energy
Detect Thoughts	See Invisibility
Eagle's Splendor	Spider Climb
Fox's Cunning	Summon Monster II
Glitterdust	Summon Swarm
Invisibility	Wind Wall

3rd-Level Summoner Spells

Charm Monster	Nondetection
Dimensional Anchor	Protection from Energy
Dispel Magic	Rage
Displacement	Sleet Storm

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Fire Shield	Slow
Fly	Stinking Cloud
Haste	Stoneskin
Heroism	Summon Monster III
Locate Creature	Tongues
Magic Circle against Chaos/ Evil/Good/Law	Wall of Fire
Magic Fang, Greater	Wall of Ice
Minor Creation	Water Breathing

4th-Level Summoner Spells

Bear's Endurance, Mass	Mage's Faithful Hound
Black Tentacles	Magic Jar
Bull's Strength, Mass	Minor Creation
Cat's Grace, Mass	Overland Flight
Contact Other Plane	Owl's Wisdom, Mass
Dismissal	Planar Binding, Lesser
Dimension Door	Reduce Person, Mass
Eagle's Splendor, Mass	Sending
Enlarge Person, Mass	Solid Fog
Fox's Cunning, Mass	Summon Monster IV
Invisibility, Greater	

5th-Level Summoner Spells

Baleful Polymorph	Plane Shift
Break Enchantment	Polymorph
Cloudkill	Prying Eyes
Heroism, Greater	Repulsion
Hold Monster	Summon Monster V
Insect Plague	Teleport
Major Creation	True Seeing
Planar Binding	Wall of Stone

6th-Level Summoner Spells

Acid Fog	Planar Binding, Greater
Banishment	Simulacrum
Creeping Doom	Spell Turning
Dimensional Lock	Summon Monster VI
Dispel Magic, Greater	Teleport, Greater
Instant Summons	Wall of Iron
Invisibility, Mass	



WITCH SPELLS

0-Level Witch Spells

Bleed	Mending
Dancing Lights	Message
Daze	Prestidigitation
Detect Magic	Read Magic
Detect Poison	Resistance
Guidance	Stabilize
Light	Touch of Fatigue

1st-Level Witch Spells

Burning Hands	Hypnotism
Cause Fear	Identify
Charm Person	Inflict Light Wounds
Chill Touch	Mage Armor
Command	Mount
Comprehend Languages	Obscuring Mist
Cure Light Wounds	Ray of Enfeeblement
Detect Secret Doors	Reduce Person
Enlarge Person	Sleep
Faerie Fire	Summon Monster I
Feather Fall	Unseen Servant
Grease	

2nd-Level Witch Spells

Alter Self	Hideous Laughter
Augury	Hold Person
Blindness/Deafness	Inflict Moderate Wounds
Cure Moderate Wounds	Levitate
Daze Monster	Restoration, Lesser
Death Knell	Scare
Delay Poison	See Invisibility
Detect Thoughts	Spectral Hand
Entrhall	Status
False Life	Summon Monster II
Find Traps	Summon Swarm
Fog Cloud	Touch of Idiocy
Gentle Repose	Web
Glitterdust	Zone of Truth

3rd-Level Witch Spells

Arcane Sight	Remove Blindness/Deafness
Bestow Curse	Remove Curse
Clairaudience/Clairvoyance	Remove Disease
Deep Slumber	Sepia Snake Sigil
Dispel Magic	Sleet Storm
Fly	Speak with Dead
Glyph of Warding	Stinking Cloud
Heroism	Suggestion
Lightning Bolt	Summon Monster III
Locate Object	Tongues
Rage	Vampiric Touch
Ray of Exhaustion	Water Walk

4th-Level Witch Spells

Arcane Eye	Geas, Lesser
Baleful Polymorph	Good Hope
Black Tentacles	Ice Storm
Charm Monster	Inflict Serious Wounds
Confusion	Locate Creature
Crushing Despair	Minor Creation
Cure Serious Wounds	Neutralize Poison
Death Ward	Poison

<i>Detect Scrying</i>	<i>Restoration</i>
<i>Dimension Door</i>	<i>Scrying</i>
<i>Discern Lies</i>	<i>Secure Shelter</i>
<i>Divination</i>	<i>Solid Fog</i>
<i>Enervation</i>	<i>Stoneskin</i>
<i>Fear</i>	<i>Summon Monster IV</i>

5th-Level Witch Spells

<i>Blight</i>	<i>Mark of Justice</i>
<i>Break Enchantment</i>	<i>Mind Fog</i>
<i>Cloudkill</i>	<i>Overland Flight</i>
<i>Commune with Nature</i>	<i>Prying Eyes</i>
<i>Contact Other Plane</i>	<i>Reincarnate</i>
<i>Cure Critical Wounds</i>	<i>Secret Chest</i>
<i>Dominate Person</i>	<i>Summon Monster V</i>
<i>Feeblemind</i>	<i>Symbol of Pain</i>
<i>Hold Monster</i>	<i>Symbol of Sleep</i>
<i>Inflict Critical Wounds</i>	<i>Telepathic Bond</i>
<i>Insect Plague</i>	<i>Teleport</i>
<i>Magic Jar</i>	<i>Wall of Thorns</i>
<i>Major Creation</i>	<i>Waves of Fatigue</i>

6th-Level Witch Spells

<i>Analyze Dweomer</i>	<i>Inflict Light Wounds, Mass</i>
<i>Animate Objects</i>	<i>Legend Lore</i>
<i>Cone of Cold</i>	<i>Raise Dead</i>
<i>Cure Light Wounds, Mass</i>	<i>Slay Living</i>
<i>Dispel Magic, Greater</i>	<i>Stone to Flesh</i>
<i>Eyebite</i>	<i>Suggestion, Mass</i>
<i>Find the Path</i>	<i>Summon Monster VI</i>
<i>Flesh to Stone</i>	<i>Symbol of Fear</i>
<i>Geas/Quest</i>	<i>Symbol of Persuasion</i>
<i>Guards and Wards</i>	<i>Transformation</i>
<i>Heroism, Greater</i>	<i>True Seeing</i>

7th-Level Witch Spells

<i>Arcane Sight, Greater</i>	<i>Power Word Blind</i>
<i>Chain Lightning</i>	<i>Regenerate</i>
<i>Control Weather</i>	<i>Restoration, Greater</i>
<i>Cure Moderate Wounds, Mass</i>	<i>Scrying, Greater</i>
<i>Harm</i>	<i>Summon Monster VII</i>
<i>Heal</i>	<i>Symbol of Stunning</i>
<i>Hold Person, Mass</i>	<i>Symbol of Weakness</i>
<i>Inflict Moderate Wounds, Mass</i>	<i>Teleport, Greater</i>
<i>Insanity</i>	<i>Teleport Object</i>
<i>Instant Summons</i>	<i>Vision</i>
<i>Phase Door</i>	<i>Waves of Exhaustion</i>
<i>Plane Shift</i>	

8th-Level Witch Spells

<i>Antipathy</i>	<i>Mind Blank</i>
<i>Charm Monster, Mass</i>	<i>Moment of Prescience</i>
<i>Clone</i>	<i>Power Word Stun</i>
<i>Cure Serious Wounds, Mass</i>	<i>Prying Eyes, Greater</i>
<i>Demand</i>	<i>Resurrection</i>
<i>Destruction</i>	<i>Summon Monster VIII</i>
<i>Discern Location</i>	<i>Symbol of Death</i>
<i>Horrid Wilting</i>	<i>Symbol of Insanity</i>
<i>Inflict Serious Wounds, Mass</i>	<i>Sympathy</i>
<i>Irresistible Dance</i>	<i>Trap the Soul</i>
<i>Maze</i>	

9th-Level Witch Spells

<i>Astral Projection</i>	<i>Power Word Kill</i>
<i>Cure Critical Wounds, Mass</i>	<i>Refuge</i>
<i>Dominate Monster</i>	<i>Soul Bind</i>
<i>Elemental Swarm</i>	<i>Storm of Vengeance</i>
<i>Foresight</i>	<i>Summon Monster IX</i>
<i>Hold Monster, Mass</i>	<i>Teleportation Circle</i>
<i>Inflict Critical Wounds, Mass</i>	<i>Wail of the Banshee</i>

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