

# Scourger



A Pathfinder Roleplaying Game Compatible Supplement  
brought to you by Above Average Creations



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# Scourger

**A Pathfinder Roleplaying Game Compatible Supplement  
from Above Average Creations**

— Credits —

**Written and Designed by:** Jerry Keyes

**Cover and Interior Art by:** Jerry Keyes

**Editing and Proofreading by:** Shelley Keyes & Zachery Keyes

**Special thanks to:** Shelley, Zak, Jake, Rob, Leo & Jonathan

Please send all feedback and/or questions to: [AboveAverageCreations@gmail.com](mailto:AboveAverageCreations@gmail.com)  
To obtain your own copy of this product, find us at [RPGNow.com](http://RPGNow.com) or [Paizo.com](http://Paizo.com).



*Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.*

*Scourger Archetype © 2012 Jerry Keyes. Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.*

## Table of Contents

Introduction .....	2
Scourger Archetype Class Features.....	3
New Feats .....	4
New Skills .....	4
New Weapons.....	4
New Magic Items.....	5
License .....	6

## Introduction

This Pathfinder RPG compatible supplement introduces a new [Ranger](#) Archetype, *The Scourger*. The scourger exchanges the ranger's [favored enemy](#) for a favored weapon. In so doing, he becomes a class that controls the battlefield by using one or more whip-based weapons with impressive reach, disarm and trip capabilities.

New whip-based abilities are gained at the levels listed in the Scourger table, below. A description of these abilities can be found in the section that follows.

**Table: Scourger**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
<b>1st</b>	+1	+2	+2	+0	Deadly lash, track, wild empathy	—	—	—	—
<b>2nd</b>	+2	+3	+3	+0	Combat style feat	—	—	—	—
<b>3rd</b>	+3	+3	+3	+1	Endurance, 1st favored terrain	—	—	—	—
<b>4th</b>	+4	+4	+4	+1	Brachiating whip, deadly lash increase	0	—	—	—
<b>5th</b>	+5	+4	+4	+1		1	—	—	—
<b>6th</b>	+6/+1	+5	+5	+2	Combat style feat	1	—	—	—
<b>7th</b>	+7/+2	+5	+5	+2	Silencing Grapple	1	0	—	—
<b>8th</b>	+8/+3	+6	+6	+2	Swift tracker, 2nd favored terrain, deadly lash increase	1	1	—	—
<b>9th</b>	+9/+4	+6	+6	+3	Evasion	2	1	—	—
<b>10th</b>	+10/+5	+7	+7	+3	Combat style feat	2	1	0	—
<b>11th</b>	+11/+6/+1	+7	+7	+3	Sonic Stun	2	1	1	—
<b>12th</b>	+12/+7/+2	+8	+8	+4	Camouflage, deadly lash increase	2	2	1	—
<b>13th</b>	+13/+8/+3	+8	+8	+4	3rd favored terrain	3	2	1	0
<b>14th</b>	+14/+9/+4	+9	+9	+4	Combat style feat	3	2	1	1
<b>15th</b>	+15/+10/+5	+9	+9	+5		3	2	2	1
<b>16th</b>	+16/+11/+6/+1	+10	+10	+5	Improved evasion, deadly lash increase	3	3	2	1
<b>17th</b>	+17/+12/+7/+2	+10	+10	+5	Hide in plain sight	4	3	2	1
<b>18th</b>	+18/+13/+8/+3	+11	+11	+6	4th favored terrain, combat style feat	4	3	2	2
<b>19th</b>	+19/+14/+9/+4	+11	+11	+6		4	3	3	2
<b>20th</b>	+20/+15/+10/+5	+12	+12	+6	Master Scourger, deadly lash increase	4	4	3	3

## Scourger Features

Scourgers often spring from humble origins, starting out as simple drovers, animal trainers, charioteers, and the like. Focusing on his favored weapon rather than a favored enemy, the scourger soon dominates the battlefield; disarming and controlling his enemies with ease.

All of the following are class features of the scourger.

**Weapon and Armor Proficiency:** A scourger is proficient with all simple and martial weapons, whips, and with light and medium armor.

**Deadly Lash (Ex):** The scourger begins play with the [Whip Mastery](#) feat. At 4th level, and every four levels thereafter, the damage for the scourger's whip increases by one category (e.g. 1d4 at 4th, 1d6 at 8th, 1d8 at 12th, 1d10 at 16th, and 1d12 at 20th level). This ability replaces favored enemy.

The following table illustrates the damage progression for a standard, medium [whip](#).

**Table: Whip Damage Progression**

Scourger Level	Base Damage
1st level	1d3
4th level	1d4
8th level	1d6
12th level	1d8
16th level	1d10
20th level	1d12
	+2 per increase

**Combat Style Feat (Ex):** At 2nd level, the scourger chooses the whip combat style.

**Whip (Combat Style):** The scourger chooses from the following list whenever he gains a combat style feat: [Improved Disarm](#), [Improved Reposition](#), [Improved Steal](#) and [Improved Trip](#). At 6th level, add [Bloody Assault](#) and [Greater Drag](#) to the list. At 10th level, add [Improved Vital Strike](#) and [Whirlwind Attack](#) to the list.

**Brachiating Whip (Ex):** At 4th level, the scourger gains the [Improved Whip Mastery](#) feat. At 8th level, a scourger may use his whip to further improve his vertical movement by lashing nearby protrusions. This manifests as a +5 bonus to [Climb](#) and [Acrobatics](#) (long jump) skill checks when using the whip as a grappling hook. This ability replaces hunter's bond.

**Silencing Grapple (Ex):** At 7th level, a scourger gains the [Greater Whip Mastery](#) feat. At 10th level, a successful whip grappling attack silences any speech from the target (in addition to the normal grapple effects) until the grapple is broken. This ability replaces woodland stride.

**Sonic Stun (Ex):** At 11th level, as a standard action, the scourger can use the earsplitting crack of his whip to stun an opponent within reach. The target must make a Fortitude save (DC 10 + 1/2 the scourger's level + the scourger's Dexterity modifier) or become [stunned](#) for 1d3 rounds and [deafened](#) for 1d6 rounds. This ability may be used once per day at 11th level and one additional time at 17th level. This ability replaces quarry and improved quarry.

**Master Scourger (Ex):** At 20th level, the scourger becomes a master with his whip. He [threatens](#) any enemy within reach of his whip. When attacking with a whip, the scourger adds his Dexterity modifier, as well as his Strength modifier, to his damage rolls. In addition, his [critical threat range](#) with a whip is increased by +1 and critical threats are automatically confirmed. This ability replaces master hunter.

## Scourger Feats

---

### Alpha Dominance

You assert control over animals through fear and intimidation.

**Benefit:** All [Handle Animal](#) skills checks take half as much time to complete when training or teaching an animal a trick. In addition, you may ignore the DC penalty for pushing or handling a wounded animal.

**Normal:** The DC for handling or pushing a wounded animal increases by 2.

### Threats of Torture

Your words hold the same sting as a torturer's lash.

**Prerequisite:** Ranger or ranger archetype, Wordcaster.

**Benefit:** You may add the [Pain Effect Words](#), as an Inquisitor of the same level, to your list of known words.

### Slave Driver

Years of training and experience have improved your driving skills with certain vehicle types.

**Benefit:** When driving a [muscle propelled vehicle](#), you gain a +5 bonus to [Intimidate](#) checks when taking a driving action. In addition, you gain a +5 bonus to Reflex saves to avoid damage and falling prone when making vehicle [ramming](#) maneuvers.

## Scourger Skills

---

### Profession (Wisdom, Trained Only)

You are skilled at a specific job. Like Craft, Knowledge, and Perform, Profession is actually a number of separate skills. You could have several Profession skills, each with its own ranks. A scourger may select from the following additional professions: animal trainer, charioteer, livestock drover, slaver, taskmaster, thresher and torturer.

## New Magic Items

---

### Fettering Cat

**Aura** strong transmutation; **CL** 12th  
**Slot** none; **Price** 21,000gp; **Weight** 2lbs.

#### DESCRIPTION

This +1 whip ensnares targets, squeezing the life from them with its nine leather straps. With a successful melee attack, the weapon deals normal damage (1d6 + Strength modifier) and the wielder may attempt to start a [grapple](#) as a free action without provoking an attack of opportunity. If successful, the grapple constricts the opponent for an additional 1d8+1 points of bludgeoning damage. The whip continues to inflict this damage each round the grapple is successfully maintained.

#### Construction

**Requirements** Craft Magic Arms and Armor, *animate objects*;  
**Cost** 10,500gp

### Lash of the Adder

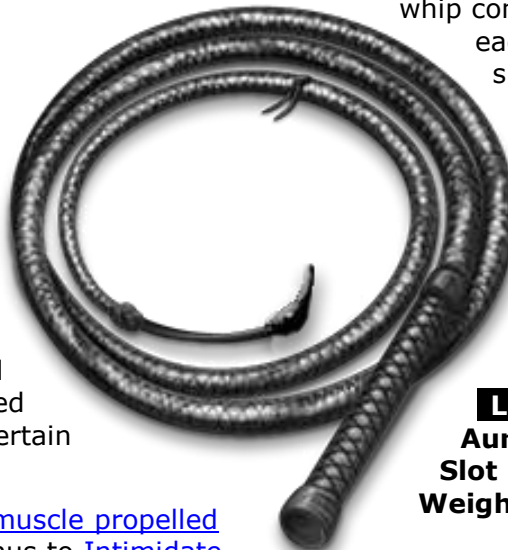
**Aura** faint necromancy; **CL** 5th  
**Slot** none; **Price** 8,000gp;  
**Weight** 2lbs.

#### DESCRIPTION

This glistening black +1 whip is tipped with a wicked spike that resembles a fang. On a roll of natural 20, this weapon deals normal damage and poisons the target with [Black Adder venom](#) (see Poison, Pathfinder Core Rulebook, Glossary).

#### Construction

**Requirements** Craft Magic Arms and Armor, *poison*; **Cost** 4,000gp



## Weapons, Whips

Three new whip types are described below, and three existing whips are reprinted for easy reference and comparison. Proficiency with one whip allows proficiency with all whips.

Exotic Weapons	Cost	Dmg(S)	Dmg(M)	Critical	Weight	Type	Special
<a href="#">Whip</a> <sup>1</sup>	1gp	1d2	1d3	x2	2lbs.	S	<a href="#">disarm</a> , <a href="#">nonlethal</a> , <a href="#">reach 15'</a> , <a href="#">trip</a>

A whip deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area into which you can make an attack. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a whip sized for you, even though it isn't a light weapon. Weapon Feature(s): [finesse](#), [reach](#).

Bullock whip	4gp	1d3	1d4	x3	6lbs.	S	<a href="#">disarm</a> , <a href="#">nonlethal</a> , <a href="#">reach 15'</a> , <a href="#">trip</a>
--------------	-----	-----	-----	----	-------	---	---

This two-handed whip is typically used by team drivers. The thong is 8 to 10 feet long, or more, and often made of greenhide. The long handle is cut from a native tree that is strong yet flexible, and is 5 to 6 feet in length. Weapon Feature(s): [reach](#).

Cat 'o nine tails	5gp	1d4	1d6	19-20/x2	2lbs.	S	<a href="#">disarm</a> , <a href="#">trip</a>
-------------------	-----	-----	-----	----------	-------	---	---

This short, multi-thonged whip is designed to lacerate the skin and cause intense pain. Unlike most other whips, it typically deals lethal damage if it can overcome the target's armor, however it does not have reach. Weapon Feature(s): [finesse](#).

Blacksnake whip	3gp	1d2/1d4	1d3/1d6	x2	4lbs.	S or B	<a href="#">disarm</a> , <a href="#">double</a> , <a href="#">nonlethal</a> , <a href="#">reach 15'</a> , <a href="#">trip</a>
-----------------	-----	---------	---------	----	-------	--------	--

The blacksnake whip is very flexible, even through the handle. It contains heavy sand or metal bearings extending from the butt, well down into the thong. This additional weight is concentrated in the handle to facilitate its use as an improvised sap that may be used against adjacent targets. Weapon Feature(s): [reach](#).

<a href="#">Scorpion whip</a> <sup>2</sup>	5gp	1d3	1d4	x2	3 lbs.	S	<a href="#">performance</a>
--	-----	-----	-----	----	--------	---	-----------------------------

This whip has a series of razor-sharp blades and fangs inset along its tip. It deals lethal damage, even to creatures with armor bonuses. If you are proficient with whips, you can use a scorpion whip as a whip.

<a href="#">Nine-section whip</a> <sup>2</sup>	8gp	1d6	1d8	19-20/x2	3 lbs.	B	<a href="#">blocking</a> , <a href="#">distracting</a> , <a href="#">monk</a> , <a href="#">trip</a>
--	-----	-----	-----	----------	--------	---	--

The nine-section whip consists of steel bars linked together. The final bar is a 6-inch weighted spike. This weapon can be wielded as a single-handed weapon, a two-handed weapon, or in pairs.

1. Reprinted from Pathfinder Roleplaying Game [Core Rulebook](#).
2. Reprinted from Pathfinder Roleplaying Game Ultimate Combat.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15 COPYRIGHT NOTICE

**Open Game License v 1.0** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson. **Pathfinder RPG Core Rulebook.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams. **The Book of Experimental Might.** © 2008, Monte J. Cook. All rights reserved.  **Tome of Horrors.** © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR. **Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn. **Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor. **Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor. **Scourger Archetype,** © 2012, Above Average Creations, Jerry Keyes.