

STORM BUNNY PRESENTS: The Thaumaturge

BY N.JOLLY, JAYE SONIA, & BRIAN SUSKIND



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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orking on this class has been something of a labor of love, one that found me quite by accident.

Let me explain.

This project came to me by chance (or by stranger means, if you're so inclined) over a year ago. My team and I were hard at work developing and refining content for my campaign setting, **Rhune: Dawn of Twilight**, but I wanted to open up development for some setting neutral material. So, I put out a call for some new writers on the Paizo boards. That's when N. Jolly (already known for his class guides) contacted me. He had a longstanding love of the old 3.5 warlock and wanted to bring it forward for the Pathfinder Roleplaying Game. He had already posted his version the previous April, and it was something he felt could really shine. When I read his take on it, I fell instantly in love with the concept, although everyone agreed it needed some work. To complicate matters, the *Occult Adventures* playtest was already underway and his take bore an uncanny number of similarities with the kineticist – which would be released just before we could finish this book. We decided to adhere to the thematic role of the class, focusing less on its blaster abilities (a role the kineticist clearly dominates) and more on what really made it shine. While in development, I brought Brian Suskind onboard and it continued to morph into what you're reading now – *The Thaumaturge* (and yes, we know we're not the first ones to build this class, but we expect you'll love this version).

The thaumaturge is an entirely new caster, one with abilities familiar to those who loved the old 3.5 warlock (and who also like the kineticist), but with a greater focus on the various occult orders from which it ultimately draws its power. At times, the thaumaturge behaves like a kineticist, although it is now so much more – a class whose theme drives its mechanics. More to the point, the thaumaturge isn't just a reinvention of the old 3.5 warlock, it's something ...*different*. The thaumaturge is a master of black miracles, a black magician whose power arises from within, but which is shaped by the lessons of his occult order. He is a caster who can meld arcane magic in strange, cryptic, and forbidden ways, blast his enemies from afar, and call out between the angles, inviting the service of infernal servants to help him tear apart his enemies.

And now, he's all yours to play with.

Have fun.

Jaye Sonia
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Credits

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On the Cover: The image of the thaumaturge is based on my missing friend Josh Devine, who disappeared off of the coast of Thailand in 2015. He's missed.

STORM BUNNY PRESENTS

The Thaumaturge

By N. Jolly, Jaye Sonia, and Brian Suskind

“Some call my powers unclean, say that it defies the will of the gods. They call my kind abominations and say that we should be wiped out. Well if so, I challenge the gods to come and do something about it. I’ll teach their ignorant flock the folly of fighting a true monster.”

~Rosa Espada, Bloodedge of the Black Rose Mercenary Company.

Thaumaturges are arcane practitioners, but their power comes not from the mastery of spells, rituals, or even from the elements themselves – but rather from an inner, dark fire that is shaped and crystalized by the dark wisdom of the occult orders to which they belong. Arrogant and prideful beyond the measure of most, these men and women defy all who stand in the way, remaining faithful only to the occult orders who helped them unlock their powers.

Each thaumaturge possesses an unshakable belief in themselves, a hubris fit to defy even the gods. To this end, few thaumaturges worship the gods, a fact that often puts them at odds with those on divine paths. As a result, they tend to respond poorly to most divine casters. Moreover, thaumaturges hold a special contempt for inquisitors, finding their heavy-handed tactics especially appalling, their ‘inquisitions’ proof that the gods do not favor those who do not bow to their authority. Although some will work with clerics and other divine servants, they generally refuse their aid except for the direst of circumstances.

Many thaumaturges seek glory, hoping to enshrine their egos by immortalizing their names – knowing full well that as their influence in the world expands, so does their power. They will go to great lengths to do so, some attempting lofty deeds of heroism where others leave their name emblazoned across the battlefield in a haze of blood and sinew. Glory hounds par excellence, the life of a thaumaturge is best lived with an audience, and most thaumaturges appreciate the company of bards and skalds for just this reason.

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Role A thaumaturges might take on any number of roles, although they shine the most where their dark arts are favored, as magical combatants par excellence.

Abilities Thaumaturges derive all of their power from their egos, making Charisma of paramount importance. Most occult orders demand much of the thaumaturges they train, requiring them to master an esoteric understanding of the universe few ever glean. This makes Intelligence an equally important attribute, as well.

Alignment Any non-good

Hit Die d6

Starting Wealth 2d6 × 10gp (average 70gp.) In addition, each character begins play with an outfit worth 10gp or less.

Class Skills

The thaumaturge's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha)

Skill Ranks per Level 4 + Int modifier

Table 1: The Thaumaturge

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Energy Blast	Special
1 st	+0	+0	+0	+2	1d6	Aura of the order, defiant hubris, energy blast, occult order, minor black arts
2 nd	+1	+0	+0	+3		Aura activation 1/day, storm of blasts
3 rd	+2	+1	+1	+3		Order's first blessing
4 th	+3	+1	+1	+4		Aspect of the order
5 th	+3	+1	+1	+4	2d6	Black art
6 th	+4	+2	+2	+5		Spell redirection 1/day
7 th	+5	+2	+2	+5		Least order familiar
8 th	+6/+1	+2	+2	+6		Aura activation 2/day, black art
9 th	+6/+1	+3	+3	+6		Order's second blessing
10 th	+7/+2	+3	+3	+7	3d6	Blast channeling
11 th	+8/+3	+3	+3	+7		Black art
12 th	+9/+4	+4	+4	+8		Spell redirection 2/day
13 th	+9/+4	+4	+4	+8		Lesser order familiar
14 th	+10/+5	+4	+4	+9		Aura activation 3/day, black art
15 th	+11/+6/+1	+5	+5	+9	4d6	Eldritch locomotion
16 th	+12/+7/+2	+5	+5	+10		Greater aspect of the order
17 th	+12/+7/+2	+5	+5	+10		Black art, order's third blessing
18 th	+13/+8/+3	+6	+6	+11		Spell redirection 3/day
19 th	+19/+9/+4	+6	+6	+11		Greater order familiar
20 th	+15/+10/+5	+6	+6	+12	5d6	Avatar of the Order, black art

Class Features

Weapon and Armor Proficiencies

Thaumaturges are proficient with all simple weapons, plus the weapon of their occult order. Thaumaturges are also proficient with light armor.

Thaumaturges can freely use any of their powers while wearing light armor without incurring an arcane spell failure chance. However, a thaumaturge wearing medium or heavy armor or using a shield still incurs a chance of arcane spell failure as normal. A thaumaturge still incurs the normal arcane spell failure chance for spells received from levels in other classes.

Aura of the Order (Su) Regardless of his alignment, a thaumaturge's aura always matches that of his order.

Occult Orders (Ex) Although most thaumaturges acknowledge their hubris as the source of their power, each and every one of them knows that it is only through the vehicle of their occult orders – many of which seek out and groom individuals just like them – that the fullness of their gift is realized. These orders are antediluvian and nearly all of them have a unique understanding of the universe, an understanding that empowers and shapes their magic. While some occult orders acknowledge the celestial realms as legitimate paths to power, most do not, instead standing in open defiance of the gods. While the tenants of these occult orders are rarely as strict as those of churches, thaumaturges dare not work against them, as the eldritch forces behind these orders do not smile on those who wield their powers against them.

At 1st level, a thaumaturge must select an occult order. This order shapes their esoteric understanding of the world, determines the type of energy they manifest when using their energy blast, the type of aura they tap into with their black arts, and the type of familiar that serves them. Each order also has an opposed order, which the thaumaturge treats as a favored enemy, although he only gets a +1 bonus to this favored enemy. Each of the occult orders is listed on the following page

Order of High Sortilege (Chaotic Neutral)

Arrogantly believing that their forebears were the first to harness the wondrous power of magic, the thaumaturges of the Order of High Sortilege disdain wizards, clerics and even the other occult orders as false imitators of limited vision. Good and evil, arcane and divine, life and death; these are but concepts that limit the true practitioner in the ultimate quest to be one with eldritch power. Proudful and elitist, the order welcomes any who would devote themselves to delving into the purity of magic without the chains of labels, alignments or morality.

Opposed Order Incarnate

Skills A thaumaturge adds Knowledge (nobility) to their list of class skills.

Weapon Staff

Blast A thaumaturge's energy blast deals force damage.

Aura of the Arcane Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, instantly draining 1d4 levels of spells from everyone (and everything) within a 20 ft. radius. Anyone that makes a successful Will save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] ignores this attempt and retains their spells. Unattended magical items save as normal. Targets that fail lose the appropriate number of spell levels or magical charges. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. Once a target saves against this aura, they are unaffected by it again for 24 hours. Targets may attempt a new saving throw each round they are affected. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of a homunculus. At 13th level, the thaumaturge gains the service of a gearghost. Finally, at 19th level, the thaumaturge gains the service of a bone golem.

Order of the Black Beast (Chaotic Evil)

Dwellers in dark places of which one dares not speak, thaumaturges of the Order of the Black Beast revel in the hidden realms, often honoring the deep powers that dwell therein. Appearing only when they are least expected to deliver their wrath upon those who would oppose them, these thaumaturges are the masters of deception, stealth, and silence. Patient to a fault and loyal to the masters of shadows, these thaumaturges sometimes become assassins, or worse, in service to those who hide in night's sweet embrace.

Opposed Order Hungry Pit

Skills A thaumaturge adds Knowledge (dungeoneering) to their list of class skills.

Weapon Kukri

Blast A thaumaturge's energy blast deals negative energy damage.

Aura of Darkness

Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, instantly dealing a number of points of negative energy damage equal to 1d6 per level of the thaumaturge to everyone within a 20 ft. radius (just as if he had channeled negative energy as a cleric of equal level). Anyone that makes a successful Will save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] takes ½ damage. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. The thaumaturge may suppress this aura as a free action.

Familiar

At 7th level, the thaumaturge gains the service of a raktavarna rakshasa. At 13th level, the thaumaturge gains the service of a dandasuka dakshasa. Finally, at 19th level, the thaumaturge gains the service of a marai rakshasa.

Order of The Hungry Pit (Lawful Evil)

The children of devils and foul things better left unspoken, the Order of the Hungry Pit welcome those with infernally tainted blood, ingratiating them with the servants of the lower planes, that they may do

their bidding. Those who wield this power are capable of draining the souls from others, using the essence of their victims like yet another weapon or reducing rivals to ashes in a glorious inferno of black hellfire.

Opposed Order Forgotten Forest

Skills A thaumaturge adds Knowledge (local) to their list of class skills.

Weapon Light mace

Blast A thaumaturge's energy blast deals fire damage.

Aura of the Pit Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, instantly dealing a number of points of fire damage equal to 1d6 per level of the thaumaturge to everyone within a 20 ft. radius. Anyone that makes a successful Reflex save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] takes ½ damage. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of an imp. At 13th level, the thaumaturge gains the service of a young ceustodaemon. Finally, at 19th level, the thaumaturge gains the service of an erinyes.

Order of Tiamat Risen (Neutral Evil)

Keepers of forbidden lore from centuries past, the thaumaturges of the Order of Tiamat Risen draw strength from the ancient dragons of the past, as well as their secret knowledge. Charged with keeping up the traditions of their forebears, thaumaturges of this order treasure knowledge above all else, insatiable in their desire to learn. Often they will take great risk to acquire this knowledge, leading them into many a great adventure.

Opposed Order Black Beast

Skills A thaumaturge adds Knowledge (history) to their list of class skills.

Weapon Short sword

Blast A thaumaturge's energy blast deals elemental damage, although the type may be changed freely (as a swift action) between acid, cold, electricity, sonic, or fire.

Aura of the Elements Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, instantly dealing a number of points of elemental damage (acid, cold, electricity, sonic, or fire) equal to 1d6 per level of the thaumaturge to everyone within a 20 ft. radius. Anyone that makes a successful Reflex save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] takes ½ damage. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of a shadow drake. At 13th level, the thaumaturge gains the service of a flame drake. Finally, at 19th level, the thaumaturge gains the service of a desert drake.

Order of the Forgotten Forest (Chaotic Neutral)

Capricious to a fault and wielding charm as a weapon, those of the Order of the Forgotten Forest delight in drawing the attentions of others, drawing strength from their fey patrons. Able to manipulate the minds of those around them with little effort at all, theirs is a transient ilk that wishes to spread their 'love of life' to those they meet, even if their own particular brand of 'love' would be considered deadly to others.

Opposed Order Tainted Chaos

Skills A thaumaturge adds Knowledge (nature) to their list of class skills.

Weapon Cutlass

Blast A thaumaturge's energy blast deals sonic damage.

Aura of Nature's Horrid Grasp Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, instantly ensnaring everyone within a 20 ft. radius (as if the spell *entangle* had been cast). Anyone that makes a successful Reflex save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] may move about freely. Anyone who fails gains the grappled condition

The Dragons of Tiamat

Of all the occult orders, only the Order of Tiamat has clear ties to the ancient draconic powers that once hunted gods and commanded men. As a result, some dragons willingly serve thaumaturges of the order, acting as mounts and magical allies. While most dragons would scoff at such a notion, black dragons find such service to their liking, although few understand exactly as to why. Whenever a thaumaturge seeks out a dragon to serve him, he must first destroy his drake mount and offer it to the dragon in question. If it finds the offer suitable, it then takes the drake's place. Thaumaturges who gain the service of a black dragon use the following:

At 7th level, the thaumaturge gains the service of a wyrmling black dragon. At 13th level, the thaumaturge gains the service of a very young black dragon. Finally, at 19th level, the thaumaturge gains the service of a juvenile black dragon.



and takes damage equal to 1d6 plus the thaumaturge's Charisma modifier. This aura remains active a number of rounds equal to the thaumaturge's level. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. Targets may attempt a new saving throw each for each round the character begins inside the aura. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of a cat sith. At 13th level, the thaumaturge gains the service of a lampad. Finally, at 19th level, the thaumaturge gains the service of a svartalgar.

Order of the Incarnate (Neutral Evil)

Where the other ancient orders turn to exterior forces in their mad scrambles for power, the thaumaturges of the Order of the Incarnate know that true power lies within themselves. Believing that life is a crucible of challenges whose tests and obstacles force an Incarnate to harness their inner power, they know that if they pass each trial they ultimately will become gods themselves. Wildly confident and completely self-absorbed, they continually seek challenges to test themselves thus expand their greatness.

Opposed Order High Sortilege

Skills A thaumaturge adds Knowledge (religion) to their list of class skills.

Weapon Flail

Blast A thaumaturge's energy blast deals force damage.

Aura of Inner Fire's Wrath Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, dooming his enemies within a 20 ft. radius. Anyone that makes a successful Will save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] remains unaffected. Anyone who fails gains the shaken condition and takes damage equal to 1d6 plus the thaumaturge's Charisma modifier. This aura remains active a number of rounds equal to the thaumaturge's level. The thaumaturge may activate his aura once per day at 2nd level, twice per day at 8th level, and three times per day at 14th level. At 8th level, anyone affected by this aura gains the frightened condition. At 14th level, anyone affected by this aura gains the panicked condition. Once a target saves against this aura, they are unaffected by it again for 24 hours. Targets may attempt a new saving throw each round they are affected. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of an infernal parasite that binds with his central nervous system and grants him a +2 bonus to one physical ability score (Strength, Dexterity, or Constitution). At 13th level, this infernal parasite grows, granting a +2 bonus to a second physical ability score (Strength, Dexterity, or Constitution). Finally, at 19th level, the infernal parasite fully matures, granting a final +2 bonus to a third physical ability score (Strength, Dexterity, or Constitution).

Designer's Note:

Although some auras are not channeled energy (some are), most auras behave in very similar ways. Thaumaturges may treat their aura as channeled energy for the purpose of taking the appropriate feats (like Selective Channeling).



Order of the Tainted Chaos (Chaotic Evil)

Stains on the fabric of reality itself, those of the Order of the Tainted Chaos find themselves reveling in change and travel, their powers originating from the darkness between stars and the unspeakable creatures that exist in those horrific locations. Living in the moment, they rarely find themselves in a rut, doing whatever they can to alter their form or scenery, experimenting constantly with new ideas regardless of consequences.

Opposed Order Tiamat Risen

Skills A thaumaturge adds Knowledge (planes) to their list of class skills.

Weapon Dagger

Blast A thaumaturge's energy blast deals damage at random. Every time a thaumaturge activates this ability, he must roll a 1d8, which determines the type of damage his blast does; 1 – sonic, 2 – fire, 3 – electricity, 4 – cold, 5 – positive, 6 – negative, 7 – acid, or 8 – force.

Aura of Failing Fortune Starting at 2nd level, a thaumaturge may, as a standard action, activate his aura, targeting everyone within a 20 ft. radius. Anyone that makes a successful Will save against this ability [the DC is 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any)] remains unaffected. Anyone who fails suffers from *misfortune* (identical to the witch's hex of the same name); whenever the target makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. At 8th level and again at 14th level, the duration of this hex is extended by 1 round. This ability 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 ability again for 1 day. Once a target saves against this aura, they are unaffected by it again for 24 hours. Targets may attempt a new saving throw each round they are affected. The thaumaturge may suppress this aura as a free action.

Familiar At 7th level, the thaumaturge gains the service of a protean voidworm. At 13th level, the thaumaturge gains the service of a gibbering moulder. Finally, at 19th level, the thaumaturge gains the service of an intellect devourer.

Energy Blast (Sp)

The most basic and malleable of their dark arts, thaumaturges have the ability to manifest a blast of energy as a standard action. This blast is an energy ray, although the type of energy is dependent upon the occult order to which the thaumaturge belongs. This attack requires a successful ranged touch attack, with a range of 30 ft. Spell resistance applies to this attack, as does any applicable energy resistance. This attack deals the listed damage for its level (see the **Table 1: The Thaumaturge**), although the thaumaturge adds his Charisma modifier (if any) as a bonus to damage for each energy blast. The feat Ability Focus applies normally to energy blasts.

An energy blast uses a somatic component to direct the attack's energy, requiring the thaumaturge to have at least one free hand to use this ability. Energy blasts count as a type of weapon for the purpose of qualifying for feats (such as Weapon Focus), but the thaumaturge is never considered to be wielding or gripping the energy blast and he can't use Vital Strike feats with his energy blasts. Energy blasts deal full damage to swarms of any size.

Starting at 8th level, the thaumaturge gains a second energy blast, but he makes any attacks with this blast using his listed base attack bonus (+1) for the second attack. Finally, at 15th level, the thaumaturge gains a third and final energy blast, which once again uses his listed attack bonus (+1) for that attack. Anytime a thaumaturge uses these additional energy blasts, he is considered to be making a full attack (as a full round action).

If this blast is modified by other class abilities (such as black arts) that require a saving throw, the DC of that is equal to 10 + ½ thaumaturge's level + the thaumaturge's Charisma modifier (if any).

Minor Black Arts (Sp)

Early in their careers, thaumaturges master a few basic tricks to serve them on their journeys. At 1st level, a thaumaturge can select a number of 0 level spells from the sorcerer/wizard list equal to their Charisma modifier, and cast these as if they were cantrips. They may also treat their thaumaturge level as their arcane caster level for the purpose of qualifying for feats, such as Arcane Strike or Craft Wondrous Items.

Defiant Hubris (Su)

Thaumaturges have an unyielding faith in their own powers, great enough to even impede the gods' influence upon them. At 1st level, a thaumaturge cannot be a willing target of any divine spell or supernatural ability and must make saving throws to resist all spells, even those that are harmless. A thaumaturge may suppress this ability by concentrating for one minute, but doing so negates this ability for ten minutes. If they do this, they are considered a willing target of all divine spells cast on them during this time.

Storm of Blasts (Sp)

Starting at 2nd level, the thaumaturge learns to gather and focus tremendous magical power when they need to, which they can unleash as a barrage of magical rays, each of which may blast a single enemy within 30 feet of the thaumaturge. The thaumaturge may release a number of rays equal to his thaumaturge level, up to a maximum of 10 rays. Each ray requires a ranged touch attack to hit and deals 1d4 points of energy damage (identical to the energy type his energy blast). The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

At 10th level, any time an individual ray's damage die rolls a 4, the thaumaturge may roll a second damage die and add the results to that of the original damage. The thaumaturge may continue to add dice to his damage pool, to a maximum number of damage dice equal to twice the thaumaturge's level (22 dice at 11th level, 24 dice at 12th level, and so on), although each of additional die of damage remains linked to the original ray.

The thaumaturge may use his storm of blasts class ability a number of times a day equal to 3 + his Charisma modifier.

Black Arts (Su)

As a thaumaturge becomes more powerful, her dedication to her ancient order rewards her with the ability to manifest occult powers, each more strange and unique than the last. Collectively these odd powers are called black arts.

Starting at 5th level, a thaumaturge gains a single black art drawn from the list of black arts (see the **Table 2: Black Arts**). Every three levels thereafter, he gains another black art (2 at 8th level, 3 at 11th, 4 at 14th, and so on). The save DC for all black arts is 10 + ½ the thaumaturge's class level + their Charisma modifier (if any). Unlike other supernatural abilities or spell-like abilities, all black arts require a somatic component, requiring the thaumaturge to have at least one free hand. Unless otherwise stated, all black arts use the thaumaturge's Charisma and are usable once per day.

For the purpose of qualifying for any hex-related feats, levels in thaumaturge count as equal levels in the witch class.

Order's First Blessing

At 3rd level a thaumaturge gradually begins to draw more power from his ancient order, learning secrets that only the loyal are allowed to master.

(High Sortilege) Arcane Mimicry (Su)

A number of times per day equal to his Charisma modifier, a thaumaturge with this blessing can sacrifice an energy blast to mimic any arcane spell that can affect willing targets or that deals no damage. For the purposes of determining the level of the mimicked spell, his thaumaturge level can be used in place of an arcane caster level. Thus a 3rd level thaumaturge may mimic a 1st or 2nd level spell. He does not need to know the spell ahead of time as his is actually molding raw magic to produce a desired effect rather than casting a specific spell. Using arcane mimicry temporarily suppresses the thaumaturge's energy blast for a number of rounds equal to half the level of the spell he cast (minimum of 1).



(Black Beast) Eldritch Quarantine (Su) Whenever the target of a thaumaturge's black arts fails a save against a black art (or hex), they cannot be a willing target of any spell, spell-like ability, or supernatural ability for a number of rounds equal to $\frac{1}{2}$ the thaumaturge's Charisma modifier (minimum +1).

(Hungry Pit) Lifeleech Aura (Su) A number of times per day equal to her Charisma modifier, a thaumaturge can sacrifice half of the damage dealt by a successful energy blast or hex to heal herself by the same amount. If he reduces a creature to 0 (or fewer) hit points with this modified attack, he additionally gains 1d4 points of temporary hit points for every 2 thaumaturge levels he possesses. If the target creature has hit dice less than half the thaumaturge's character level, this ability does not trigger. It also has no effect on the undead or constructs.

(Tiamat Risen) Lore of the Scaled Elders (Ex) A thaumaturge may use his Charisma modifier instead of his Intelligence modifier for all knowledge checks, and may make any knowledge check untrained. Additionally, once per day, he may grant either himself or an ally within 30 ft. a luck bonus to any skill check equal to his Charisma bonus (if any).

(Forgotten Forest) Verdant Shroud (Ex) When unarmored and unencumbered, the thaumaturge adds her Charisma bonus (if any) to her AC and CMD. In addition, at 4th level, he gains a +1 armor bonus to AC and CMD. This bonus increases by 1 every four thaumaturge levels thereafter (to a maximum of +5 at 20th level).

(Incarnate) Inner Reservoir (Su) A number of times per day equal to his Charisma modifier, the thaumaturge may reach deep into the wellspring of his inner power, and use his energy blast to power a magic item that requires charges or has a daily use maximum. As part of the normal action required to activate the item, the thaumaturge sacrifices an energy blast to take the place of one charge or one daily use of that item. This ability can also be used to power magic items whose charges have been expended but in doing so there is a 25% chance the item will explode dealing damage equal to the sacrificed energy blast to everything in a 30-foot radius.

(Tainted Chaos) Bedlam's Gnashing Teeth (Su) If the thaumaturge does not possess a natural attack, they gain either a single bite or single claw attack that deals 1d6 points of damage. If the thaumaturge already possesses a natural attack, the damage for all natural weapons they possess increases by one step. This ability does not stack with any other ability that would increase the damage of the thaumaturge's natural attacks.

Aspect of the Order (Su or Ex)

The choice of ancient order having been made, at 4th level the thaumaturge's physical form begins to change as the secrets he learns from his eldritch masters imbues his very essence.

(High Sortilege) Shielding Sigils (Su) Allying himself to the true source brands a thaumaturge of the Order of High Sortilege. He exhibits strange golden or silver sigils upon his skin, usually on the forehead, arms, hands or neck. These can be a single arcane rune or a chain of symbols. These sigils grant the thaumaturge a +2 deflection bonus. This increases by 1 every 4 levels to a maximum of +6 at 20th level.

(Black Beast) Piercing Eyes of the Beast (Ex) The thaumaturge's eyes change, becoming bestial slits or completely black or some other variation. This change does not adversely affect the thaumaturge's sight; instead he gains darkvision 60 ft. If he already has darkvision, it increases by 30 ft. This darkvision also allows her to see in magical darkness.

(Hungry Pit) Shadows Beneath the Skin (Su) Strange blots of darkness seem to move and flow beneath the thaumaturge's skin, separating and combining in random ways. These shadows grant the thaumaturge fire resistance 5, cold resistance 5, acid resistance 5, electricity resistance 5. This resistance increases by 5 at 12th level and again at 18th.

(Tiamat Risen) Ablative Scales (Ex) Bonding herself to the power of the ancient dragons, the thaumaturge's skin becomes covered by a fine coat of armored scales that give her a natural armor bonus of +2. This bonus increases by 1 every 4 levels to a maximum of +6 at 20th level.

Table 2: Black Arts

<i>Black Art</i>	<i>Prerequisites</i>	<i>Effects</i>
Arcane Fusion	11 th level	Fuses arcane spell to an energy blast.
Clinging Shadows	none	Thaumaturge's energy blast might blind target.
Cursed Illusions	8 th level	Thaumaturge attacks target with illusions.
Devil Summoner I		Gain daily use of <i>summon monster II</i> .
Devil Summoner II	8 th level	Gain daily use of <i>summon monster III</i> .
Devil Summoner III	11 th level	Gain daily use of <i>summon monster IV</i> .
Devil Summoner IV	14 th level	Gain daily use of <i>summon monster V</i> .
Devil Summoner V	17 th level	Gain daily use of <i>summon monster VI</i> .
Dispelling Strike		Target is subject to <i>dispel magic</i> (as per the spell)
Draconian Stare		Thaumaturge's glare causes the shaken condition.
Draining Soulchill		Thaumaturge's energy blast fatigues the target.
Draining Soulchill, Greater	10 th level	Thaumaturge's energy blast exhausts the target.
Elemental Resistance		Thaumaturge gains energy resistance for a short time.
Energy Drain	8 th level	Thaumaturge drains hit points from target, healing himself a like amount.
Energy Drain, Improved	11 th level	Thaumaturge drains hit points from target, healing himself a like amount.
Esoteric Boon		Gain a +4 profane bonus on a single d20 roll.
Esoteric Invisibility		Become <i>invisible</i> (as per the spell).
Extra Mimicry		Gain an additional use of the arcane mimicry ability.
Fell Sniper		Gain a +20 bonus to hit on a single energy blast; double the range of the energy blast on that round.
Gruesome Onslaught		Energy blast deals ability score damage.
Hellfire Baptisim		Infuse energy blast with hellfire.
Hellfire Inferno	11 th level	Infuse energy blast with necromatic hellfire.
Hex Ward	8 th level	Gain additional saving throw against hexes.
Insight From the Beyond I		Gain use of the spell <i>augury</i> .
Insight From the Beyond II	11 th level	Gain use of the <i>contact other plane</i> spell.
Razor Assault		Add bleed damage to energy blast.
Roots of the Black Earth	8 th level	Infernal roots try to hold the target in place.
Serpent's Embrace		Energy blast turns into a shadowy serpent, entangles target.
Shadow Sickness		Infuse energy blast with foul energy, sickening the target.
Soul Clever	11 th level	Target gains a negative level.
Spectral Mantle		Gain a magical barrier (as per the spell <i>shield</i>) as an immediate action.
Veil of Shadows		Gain a +3 bonus to Stealth rolls.
Witches' Hex		Gain a witch's hex.

(Forgotten Forest) Sanguine Essence (Ex) The ageless forest touches the thaumaturge altering his body and blood in dramatic ways. His features become lean and angular giving him a demi-fey appearance not matter what his race was previously. The changes beneath the skin are more subtle. The thaumaturge gains a +2 bonus to saves against poison and mind-altering enchantments. This bonus increases by 1 every 4 levels thereafter to a maximum of +6 at 20th level.

(Incarnate) Prowess of Perfection (Ex) Harnessing the power within herself, the thaumaturge whole being changes to reflect her absolute confidence in her own perfection. Upon gaining this ability, her features and demeanor change to become that which exemplifies her race. In short, he appears...perfect. While this does not alter his Charisma, he does gain a +2 bonus to Bluff, Diplomacy and Intimidation checks. This bonus increases by 1 every 4 levels thereafter to a maximum of +6 at 20th level.

(Tainted Chaos) The Bounty of Bedlam (Su or Ex) Touched by madness, imbued by disorder, altered by pandemonium, a thaumaturge of Tainted Chaos is all these things and more. The anarchy that gives him his power invokes odd changes in his appearance. Hair, eye, or skin color tends to vary widely from the racial norms and are even mismatched between themselves. Additionally, every morning upon waking, the thaumaturge must roll on the following table (see **Table 3: Bounty of Bedlam**) to determine his daily trait or flaw.

Table 3: Bounty of Bedlam

Roll (d8)	Daily Trait or Flaw
1	Magic Phobia 50% chance that the thaumaturge must roll a saving throw on a harmless spell, even a beneficial one.
2	Resistance Gain resist fire 5, resist cold 5, resist acid 5, resist electricity 5
3	Fascinated by Daydreams Take a -2 penalty on Sense Motive and Perception checks
4	Protean's Urgency Movement gains +10 feet speed (this ability does not improve)
5	Haunted by Expectations Take a -1 penalty to attacks if lose half of total hit points
6	Flashback Strike Gain +2 damage against a foe struck in the previous round.
7	Object of Obsession One random object/person becomes the target of the thaumaturge's obsession. He suffers a -2 penalty to Perception and initiative checks whenever he's more than 30 ft. from the target.
8	Predestination Protection Gain a +2 deflection bonus

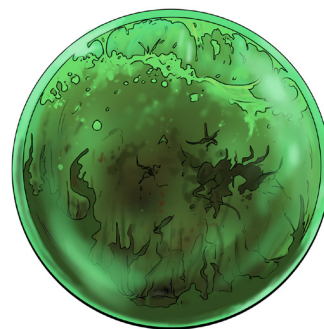
These effects last for 24 hours. The bonuses/penalties in the chart increase by 1 every 4 levels (or by 5% if the bonus/penalty is percentage based) with the exception of the Protean's Urgency ability, which does not improve.

Spell Redirection (Su)

At 6th level, a thaumaturge learns to defy magic, giving himself the ability to direct it as he chooses. Once per day, if the thaumaturge is the only target of a spell or spell-like ability, including a ray or melee touch attack, he may make an opposed caster level check against that spell as an immediate action. If he succeeds, he may redirect the spell to another legal target within 60 ft of himself. The thaumaturge gains an additional use of this ability at 12th and 18th level.

Order Familiar (Su)

At 7th level, the thaumaturge gains the familiar associated with his or her order. This familiar possesses all of the abilities listed and serves the thaumaturge loyally, although only so long as the thaumaturge remains aligned with his order. The thaumaturge may replace this familiar with those listed under his order at 13th and 19th level. When a thaumaturge summons a new familiar at higher levels, it replaces the old one.



Order's Second Blessing (Su)

At 9th level, a thaumaturge's ancient order reveals more secret knowledge that pushes her powers in a far more direct fashion.

(High Sortilege) Divine Mimicry (Su) Once per day, a thaumaturge can choose to mimic a single divine spell as if it were an arcane spell (see the *arcane mimicry* ability for details) and cast it as if it was an arcane spell. Since the thaumaturge is merely shaping raw magic he need not know or choose this spell in advance. The divine spells mimicked by this ability are not subject to the thaumaturge's defiant hubris. Thaumaturges gain an additional use of this ability at 14th and 18th level.

(Black Beast) Stygian Recuperation (Su) Whenever a thaumaturge is in complete darkness, he gains fast healing 1 if he already had fast healing, it increases by 1.

(Hungry Pit) Soul Shield (Su) Whenever an thaumaturge would recover hit points from a healing spell, class features or a black art, he can store a portion of this positive energy for when he needs it most. For every 1d8 rolled as a part of a healing effect, the thaumaturge gains 1d4 temporary hit points that are held by his immortal soul. These bonus points last for 1 hour, and may be absorbed by the thaumaturge as a free action anytime during that duration to heal himself. These temporary hit points stack with each other, but not with other sources of temporary hit point (such as from *false life*). The thaumaturge may have a number of temporary hit points from this ability equal to twice his thaumaturge level. Any additional gained above this amount are lost.

(Tiamat Risen) By Breath Imbued (Su) Once per day, the thaumaturge gains the ability to apply a whisper of a dragon's elemental breath to her energy blast. Though this does not deal any additional damage to the blast, the applied draconic spirit inflicts a specific penalty on successfully struck foes. Adding this ability to an energy blast is a free action.

Fire Reflex save or take ½ of the damage they took from this energy blast again next round.

Ice Fortitude save or become entangled a number of rounds equal to 1 + the thaumaturge's Charisma modifier.

Acid Reflex save or become blinded for a number of rounds equal to 1 + the thaumaturge's Charisma modifier.

Lightning Fortitude save or become staggered for a number of rounds equal to 1 + the thaumaturge's Charisma modifier.

Sonic Fortitude save or become deafened for a number of rounds equal to 1 + the thaumaturge's Charisma modifier.

The thaumaturge gains an additional use of this ability at 13th and 17th levels.



(Forgotten Forest) Shielding Lure (Su) Once per day, when the thaumaturge is forced to make a saving throw to avoid a magical or supernatural effect that only targets herself, he may attempt to force a single creature within 30 ft to make the save as well. The chosen target must roll a Will save DC 10 + ½ thaumaturge level + Charisma modifier. If it fails, then it must attempt the same saving throw as the thaumaturge. If either one of them succeeds, then the thaumaturge is treated as having succeeded, even if he failed her own roll.

(Incarnate) Maladaptive Morphology (Su) A thaumaturge with adaptive morphology gains an enhancement bonus equal to half his Charisma modifier (rounded down; minimum 1) that he can apply to one of the following aspects:

Location	Effects
Eyes	bonus to Initiative
Arms	bonus to Strength
Head	bonus to Intelligence
Body	bonus to Constitution
Legs	bonus to Dexterity
Skin	bonus to natural armor
Spirit	bonus to Wisdom

This choice must be made each morning and lasts for 24 hours. However, the adaptive morphology bonus can be moved to a different aspect as an immediate action once per day. Once moved, the bonus remains with the new save for the remainder of duration. Thaumaturge's may move his bonus twice per day at 14th level and three times at 18th level.

(Tainted Chaos) Tenacious Mutability (Su) Whenever a thaumaturge is under the effect of a beneficial polymorphic spell or ability, the effect is treated as an extraordinary ability and cannot be dispelled. In addition, the thaumaturge becomes immune to *polymorph* and other spells or spell-like effects that would force her to change shape; though he can suppress this ability if he wishes as a free-action.

Blast Channeling (Su)

At 10th level, the thaumaturge strengthens the bond with their familiar, gaining the supernatural ability to

channel their energy blasts through them. The thaumaturge may, as a full round action, deliver all of their available energy blasts (but not their *storm of blasts* ability), but may select their familiar as the point of origin for the purpose of determining line of sight and line of affect. These blasts still use all of the thaumaturge's statistics when determining if they strike, regardless of any spells or effects that may be affecting the familiar. The thaumaturge simply counts the familiar's space as their own; all other effects (damage, distance, saves, ect) remain unaffected.

The thaumaturge may channel his blasts like this a number of times a day equal to 3 + his Charisma modifier.

Eldritch Locomotion (Su)

At 15th level, a thaumaturge becomes so imbued with magic that his feet lift from the ground. From now on, he can float a foot above the ground, but still move and act as if he was standing on solid ground. Additionally he can will himself to move, traveling at his normal speed without moving his legs. At distances greater than 1 foot from any sufficiently stable surface, his speed diminishes to 10 feet per round, but he can move in any direction (including straight up or down). Melee and ranged attacks suffer increasing penalties as if they were the subject of the *defy gravity* power.

Eldritch locomotion is constantly active, even when the thaumaturge is unconscious, unless the thaumaturge deliberately suppresses it (a free action), is heavily encumbered, or is unconscious. If the thaumaturge carries a medium load or wears heavy or medium armor while using eldritch locomotion, his speed reduces to 10 feet per round.

Greater Aspect of the Order (Su)

At 16th level, the thaumaturge takes on the full mantle of his chosen occult order gaining access to powerful spell-like abilities. All of the abilities listed below use the thaumaturge's level to calculate their effects.

(High Sortilege) Shining Sigil (Su) A number of times per day equal to half his Charisma modifier, the thaumaturge can remove one of the sigils decorating his skin and throw it at his foes to mimic the 8th level wizard spell *sunburst*. The sigil reappears on the thau-

maturge's skin the next round.

(Black Beast) Shadow Form of the Beast (Su) A number of times per day equal to half her Charisma modifier, the thaumaturge assumes the form of the Black Beast. This effect mimics that of the 8th level druid spell *frightful aspect*^{UM} except it only lasts a number of rounds equal to her Charisma modifier.

(Hungry Pit) Thirsty Shadows (Su) A number of times per day equal to half his Charisma modifier, the thaumaturge may mentally send for the shadows beneath his skin to feed. When he does so, the shadows flow from the thaumaturge to the location he indicates, opening fanged mouths to absorb moisture from nearby creatures. This effect mimics the spell *horrid wilting*.

(Tiamat Risen) Form of the Mother (Su) A number of times per day equal to half her Charisma modifier, the thaumaturge may summon up the form of the dragons so revered by her ancient order. This effect mimics the spell *form of the dragon III*.

(Forgotten Forest) Verdant Mindblight (Su) A number of times per day equal to half his Charisma modifier, the thaumaturge can impart the timeless peace of the forest upon one of his foes rendering them docile. This effect mimics the spell *euphoric tranquility*^{APG}.

(Incarnate) Paragon's Mettle (Su) A number of times per day equal to half her Charisma modifier (minimum of +1), the thaumaturge can reach deep inside herself to achieve feats beyond the ken of mere mortals. This effect mimics the spell *nine lives*^{ARG}.

(Tainted Chaos) Mantle of Bedlam (Su) A number of times per day equal to half his Charisma modifier, the thaumaturge surrounds himself with the ever-changing mists of chaos itself. This effect mimics the spell *cloak of chaos* but affects all non-chaotic sources, not just lawful ones. Additionally, even chaotic foes that try to strike the thaumaturge are subject to the effects of the spell though they do gain a +5 bonus to their saves.

Order's Third Blessing (Su)

At 17th level, the thaumaturge advances further into his ancient order's hierarchy, receiving another potent gift from the secret patron of their order.

(High Sortilege) Mimetic Metamagic (Su) When using arcane or divine mimicry, a thaumaturge can choose to increase the effects of the mimicked spell as if using a metamagic feat. The thaumaturge need not actually know the metamagic feat. Instead he simply pays the increased spell level using his daily uses of arcane or divine mimicry in place of spell levels. If a thaumaturge actually knows a metamagic feat, the increased spell level requirement for that feat is reduced by half when used with this ability (minimum of +1).

(Black Beast) Deepening Rejuvenation (Su) Whenever a thaumaturge is in darkness, he gains regeneration 1. If he already had regeneration, it increases by 1 instead.

(Hungry Pit) Soul Aegis (Su) A thaumaturge's soul shield may now store a number of temporary hit points equal to three times his level, and these temporary hit points last for 24 hours. Additionally, he may spend these temporary hit points to recover from ability damage, exchanging 10 temporary hit points to heal 1 point of ability damage.

(Tiamat Risen) Draconic Channeling (Su) When the thaumaturge uses his order's second blessing, he now deals extra elemental damage as well. When using *by breath-imbued* ability he may imbue his energy blast with a number of d6 damage dice equal to half his Charisma modifier. This damage must be fire, cold, acid, lightning or sonic in nature and follows the rules established by the *by breath imbued* ability.

(Forgotten Forest) Baleful Lure (Su) When the thaumaturge uses his *shielding lure* he can target a number of nearby creatures equal to half his Charisma modifier. All of these targets must roll a Will save as indicated by the *shielding lure* ability or else be forced to make the save when the thaumaturge does. The ability follows the rules established by the *shielding lure* ability. If any of these targets make this second save, the thaumaturge is considered to have made her save, even if he failed her own roll. Additionally, any target who fails the save suffers the effects of that spell even if it only normally targets a single foe.

(Incarnate) Transitive Ascension (Ex) Once per day, for a number of hours equal to his Charisma bonus, the thaumaturge steals a bit of divine energy - becoming godlike in the process. His type changes to outsider

rather than his normal race for the purpose of spells and magical effects. Additionally, he ceases aging during this time period and becomes immune to energy drain and death effects, though he can still be slain by other means.

(Tainted Chaos) Aura of Beneficial Chance (Su)

Such is the thaumaturge's bond to the forces of shifting chaos that he manifests a 20 foot radius of randomness around herself at all times. Any spell, magic item or effect within this area that makes use of a random table of results (such as *prismatic spray* or *rod of wonder*) must roll twice on the table. The thaumaturge can choose which of the two rolled results he wishes to accept though he must choose one of them. This effect applies even if the spell or item does not target the thaumaturge specifically.

Avatar of the Order (Su)

At 20th level, the thaumaturge advances to the height of his occult order's hierarchy, receiving a final gift from his or her patron. This gift takes many forms, but in every instance, changes the thaumaturge, bringing him further into alignment with his patron.

(High Sortilege) Sigil of the Final Gift (Su) At the height of his power, a thaumaturge of the Order of High Sortilege learns his order's deepest secrets, receiving a tattoo of the order's true sigil. His body begins to radiate a soft, dark light (as per *light* spell) under his complete control. The thaumaturge also gains immunity to fire, cold, and petrification, as well as cold resistance 10 and electricity resistance 10. Finally, the thaumaturge gains a number of spell slots equal to his Charisma modifier, in which he can prepare spells from the sorcerer/wizard spell list, although he may only prepare 7th level or lower spells. The thaumaturge prepares these spells the same way a wizard would, treating his tattoo as the spellbook (the GM determines which spells the tattoo contains, if those change, and other details). The thaumaturge's alignment shifts one step toward chaotic neutral.

(Black Beast) Shadow's Final Song (Su) The bond between the thaumaturge, his occult order, and its secret patron is cemented – on both the prime material plane and the shadow plane. From this point on, the thaumaturge's skin darkens, along with his hair and nails (which turn black). The thaumaturge gains immunity

to cold. Additionally, his darkvision increases to 90 ft. (or increases by 30 ft.) Finally, the thaumaturge gains the service of a common rakshasa. This rakshasa dutifully serves the thaumaturge, although it ultimately remains loyal to the thaumaturge's occult order (and its patron), and will refuse to serve him if his course deviates from that of his patron's will. If the thaumaturge ever dies, the rakshasa will deliver his body back to his patron, who will then determine the thaumaturge's final fate. The thaumaturge's alignment shifts one step toward chaotic evil.

(Hungry Pit) The Pit's Blessing (Ex) After reaching down into the very Pit itself, the thaumaturge finally connects to his patron, whose touch shapes the thaumaturge forever. While the thaumaturge's hair and body takes on the faint odor of brimstone, he gains a far more potent ability; the ability to freely travel through Hell. Once per day, as a swift action, the thaumaturge may create a special portal to another plane (as per the spell *gate*), but using Hell as a passageway. While the *gate* is active (a number of rounds equal to ½ thaumaturge's level + his Charisma modifier), denizens from Hell may interact with the travelers (those who have passed through the portal), but may not otherwise leave the *gate*. Once the last traveler passes through the portal, it closes and all travelers arrive at their final destination. The thaumaturge may elect to travel directly to Hell, as well. The thaumaturge's alignment shifts one step toward lawful evil.

(Tiamat Risen) Wyrms' Grace (Ex) After undergoing a long, secret rite, thaumaturge's loyal to Tiamat and her order continues to take on some of her aspects. The thaumaturge's skin darkens further and his scales harden further, granting a racial bonus to the thaumaturge's natural AC equal to his Constitution modifier (this stacks with the *ablative scales* order ability). Moreover, the thaumaturge gains immunity to paralysis, sleep, and damage of the matching energy type. The thaumaturge's alignment shifts one step toward neutral evil.

(Forgotten Forest) Fey-Souled (Su) At this point in the thaumaturge's transformation, his fey like qualities come fully to the fore and his soul becomes a wellspring of power – attracting fey and putting the natural world at ease. Neither natural animals, nor fey (creatures with the animal and fey types, respectively) will willingly attack the thaumaturge (unless magically compelled to). Furthermore, the thaumaturge

gains immunity to poison and DR 10/cold iron. The thaumaturge's alignment shifts one step toward chaotic neutral.

(Incarnate) False Divinity (Su) After years of studying the celestial realms, thaumaturge's from the Order of Incarnate unlock one of their final secrets – the theft

of divine light. After completing this forbidden ritual, these thaumaturges gain a +2 permanent bonus to Charisma, as well as the ability to *water walk* (as per the spell) at will. Next, the thaumaturge gains immunity to electricity and fire. Finally, he gains *telepathy* (as per the spell), which the thaumaturge can use as a spell-like ability a number of times per day equal to 3

+ his Charisma modifier. The thaumaturge's alignment shifts one step toward neutral evil.

(Tainted Chaos) Mantle of Perfect Chaos (Su) At the height of his power, the thaumaturge is finally transformed into something truly remarkable. His body takes on a slightly elastic quality, granting the thaumaturge immunity to ability damage, critical hits, and sneak attack damage. Additionally, he gains a bonus on Escape Artist skill checks equal to ½ his class level. He also gains DR 5/–.



The Black Arts

Arcane Fusion (Su) Once per day, as a full round action, the thaumaturge may include one arcane mimicry that has a single target as part of their energy blast. Unlike arcane mimicry, arcane fusion allows a thaumaturge's spells to target unwilling creatures and deal damage.

Arcane fusion is a close-range ability and has maximum effect at a distance of 20 feet from the target. Beyond that distance, the DC of the spell component drops by 1 and the damage from the blast component decreases by 1d6 for every 20 feet further away from the target they are. If the distance to the target would make the damage from the blast portion of arcane fusion decreased to lower than 1d6, this ability may not be used.

If the thaumaturge applies a black art that would allow their energy blast to affect more than one target, they must select one creature among the targets to be the effected by the spell component of the arcane fusion. The thaumaturge must be 11th level before selecting this black art.

Clinging Shadows (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, causing the magical energy from his energy blast to cling to a target's eyes, forcing it to make a Reflex save or be blinded for a number of rounds equal to the thaumaturge's level (minimum 1). Targets may attempt a new saving throw each round they are affected.

Cursed Illusion (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, cursing his target with illusions that block line of sight, granting the thaumaturge full concealment against the target creature. This concealment lasts a number of rounds equal to ½ their thaumaturge level. At 12th level, this concealment affects scent. At 16th level, this concealment affects blindsense, tremorsense, and blindsight. This is a mind-affecting ability.

Devil Summoner I (Sp) Once per day, as a standard action, the thaumaturge may invoke this black art to summon a single fiendish or devilish ally (as per the *summon monster II* spell) for a number of rounds equal to the thaumaturge's level. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Devil Summoner II (Sp) Once per day, as a standard action, the thaumaturge may invoke this black art to summon a single fiendish or devilish ally (as per the *summon monster III* spell) for a number of rounds equal to the thaumaturge's level. The thaumaturge must be 8th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Devil Summoner III (Sp) Once per day, as a standard action, the thaumaturge may invoke this black art to summon a single fiendish or devilish ally (as per the *summon monster IV* spell) for a number of rounds equal to the thaumaturge's level. The thaumaturge must be 11th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Devil Summoner IV (Sp) Once per day, as a standard action, the thaumaturge may invoke this black art to summon a single fiendish or devilish ally (as per the *summon monster V* spell) for a number of rounds equal to the thaumaturge's level. The thaumaturge must be 14th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Devil Summoner V (Sp) Once per day, as a standard action, the thaumaturge may invoke this black art to summon a single fiendish or devilish ally (as per the *summon monster VI* spell) for a number of rounds equal to the thaumaturge's level. The thaumaturge must be 17th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Dispelling Strike (Su) Once per day, as a swift action, the thaumaturge may infuse his energy blast with arcane energy manipulated to dispel magical effects. Whenever a thaumaturge strikes a target with this black art, the target is immediately targeted by *dispel magic* (as per the spell) with a caster level equal to the thaumaturge's level. At 15th level, this effect is instead treated as *greater dispel magic*, and at 20th level, this effect is treated as *mage's disjunction*. A target that is subject to *dispelling strike* cannot be targeted more than once every 24 hours.

Draconian Stare (Su) Once per day, as a swift action, the thaumaturge may invoke this black art to demoralize a single foe within 30 feet (who must be able to see the thaumaturge) to succeed on a Will save or gain the shaken condition for a number of rounds equal to the thaumaturge's level (minimum 1). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. Targets may attempt a new saving throw each round they are affected.

Draining Soulchill (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, stealing the vigor from their target and forcing them to make a Fortitude save or become fatigued for a number of rounds equal to the thaumaturge's level (minimum 1). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. Targets may attempt a new saving throw each round they are affected.

Draining Soulchill, Greater (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, stealing the vigor from their target and forcing them to make a Fortitude save or become exhausted for a number of rounds equal to the thaumaturge's level (minimum 1). The thaumaturge must be 10th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. Targets may attempt a new saving throw each round they are affected.

Elemental Resistance (Su) Once per day, as an immediate action, a thaumaturge may invoke this black art, bolstering their magical defenses against a single element, gaining resistance 5 against an element of their choice for a number of rounds equal to their Charisma modifier (minimum 1). At 6th level, this resistance increases to 10. At 10th level, this resistance increases to 15.

Energy Drain (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art. Targets struck by this energy blast must succeed on a Fortitude saving throw or take an additional 2d4 points of negative energy damage, healing the thaumaturge by an equal amount. The thaumaturge must be 8th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Energy Drain, Improved (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art. Targets struck by this energy blast must succeed on a Fortitude saving throw or take an additional 3d6 points of negative energy damage, healing the thaumaturge by an equal amount. The thaumaturge must be 11th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

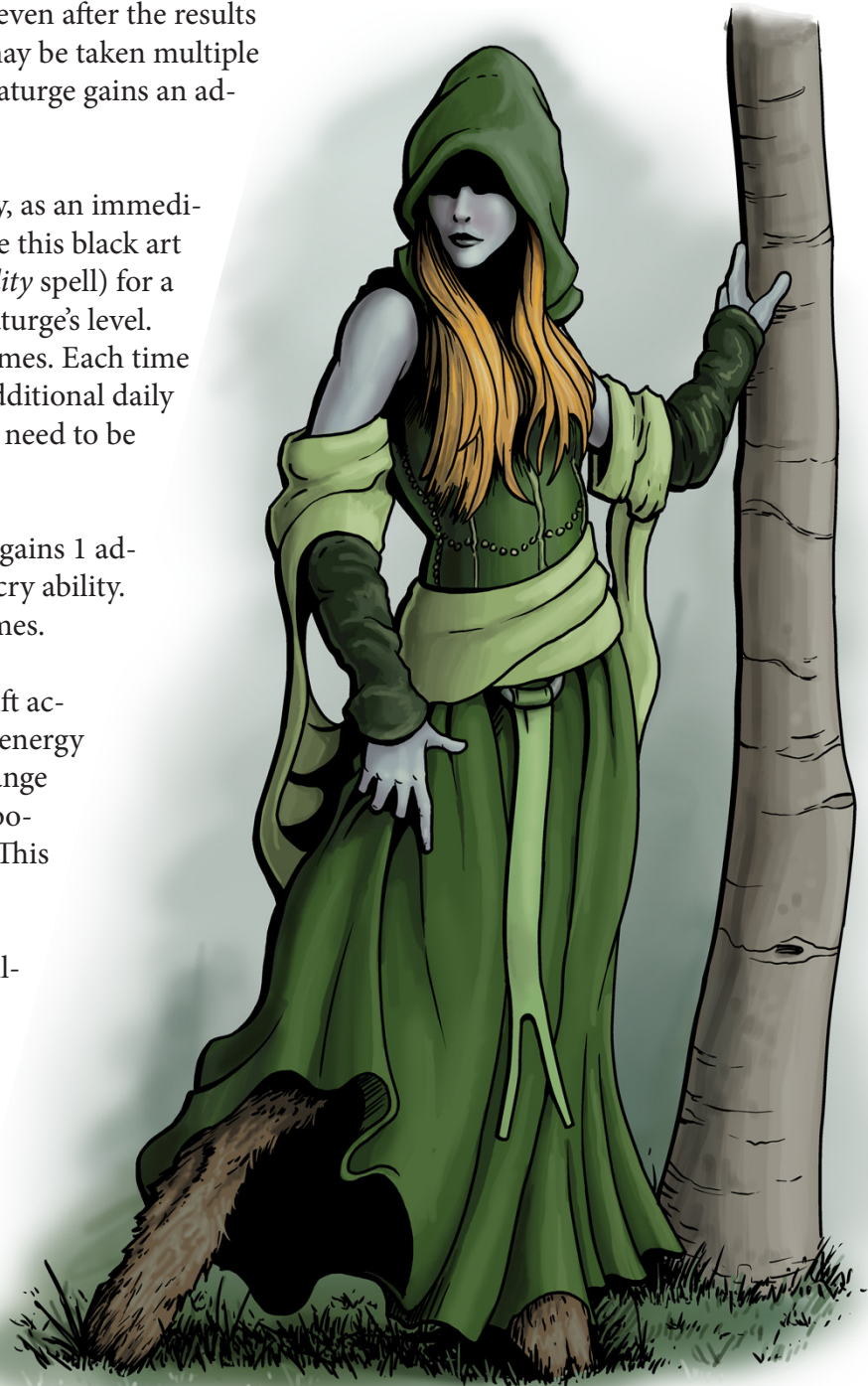
Esoteric Boon (Su) Once per day, as an immediate action, the thaumaturge may invoke this black art to gain a +4 profane bonus on a single d20 roll, even after the results of that roll are known. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Esoteric Invisibility (Sp) Once per day, as an immediate action, the thaumaturge may invoke this black art to become invisible (as per the *invisibility* spell) for a number of rounds equal to the thaumaturge's level. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. These rounds do not need to be used consecutively.

Extra Mimicry (Sp) The thaumaturge gains 1 additional daily use of their arcane mimicry ability. This black art can be taken multiple times.

Fell Sniper (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, doubling its range increment and granting a +20 insight bonus to hit (as per the spell *true strike*). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Gruesome Onslaught (Su) Once per day, as a swift action, the thaumaturge may infuse his energy blast with this black art, fouling so that it rends muscle and breaks bones. When a thaumaturge strikes a target with this energy blast, the target must make a Fortitude save or suffer



either Dexterity, Constitution, or Strength damage (thaumaturge's choice) equal to $\frac{1}{2}$ the thaumaturge's Charisma modifier (minimum 1). At 17th level, the thaumaturge may damage a second physical attribute, dealing a number of points of ability damage equal to their Charisma modifier. The thaumaturge may only target a single creature once every 24 hours with this black art. This black art does not work against creatures immune to critical hits.

Hellfire Baptism (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, infusing it with hell's own fire, forcing the target to make a Reflex save or catch fire for a number of rounds equal to the thaumaturge's level. This hellfire deals 1d6 points of fire damage, regardless of the damage the thaumaturge's energy blast normally does. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Hellfire Inferno (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, infusing it with a mix of necromantic energy and hellfire, forcing the target to make a Reflex save or burst into black flames, taking 1d6 points of negative energy damage and 1d6 points of fire damage each round. This inferno lasts for a number of rounds equal the thaumaturge's level (minimum 1). Worse, this damage cannot be healed through natural healing and anyone using divine magic to heal the target must succeed on a caster level check equal to 10 + the thaumaturge's level. The thaumaturge must be 11th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

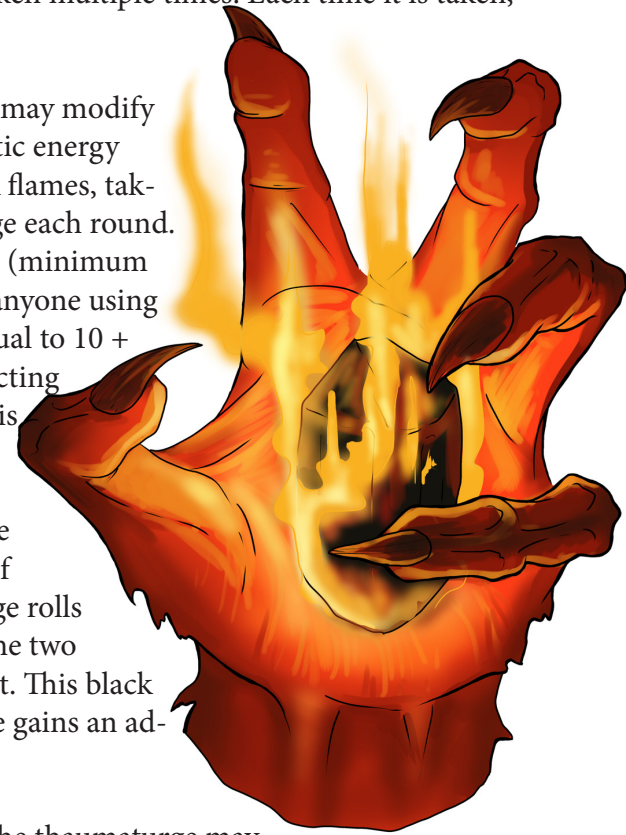
Hex Ward (Su) Once per day, as an immediate action, the thaumaturge may invoke this black art to ward himself against hexes for a number of rounds equal to the thaumaturge's level. While warded, the thaumaturge rolls any applicable saving throws against hexes twice, taking the better of the two results. The thaumaturge must be 8th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Insight from the Beyond I (Sp) Once per day, as a full round action, the thaumaturge may invoke this black art to gaze into the beyond, seeking the advice of those who champion his order beyond the planes. The thaumaturge enters a brief trance and questions these invisible powers in the beyond, who respond as if questioned using the *augury* spell. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Insight from the Beyond II (Sp) Once per day, as a full round action, the thaumaturge may invoke this black art to call upon his order's patron directly, seeking its council. The thaumaturge enters a brief trance and questions his patron, who responds as if questioned using the *contact other plane* spell [although the thaumaturge may make a Charisma check (instead of an Intelligence check) to avoid losing Intelligence and Charisma when making successful contact]. The thaumaturge must be 11th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Razor Assault (Su) Once per day, as a swift action, the thaumaturge modifies their energy blast with this black art, battering their target with razor sharp magical shards, causing the target to take bleed damage equal to $\frac{1}{2}$ the thaumaturge's Charisma modifier (minimum 1). At 8th level, this damage increases to the thaumaturge's Charisma modifier.

Roots of the Black Earth (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, channeling it into the earth under its target's feet (this black art may not apply in some environ-



ments), which then rise up to hold the target in place unless they succeed on a Reflex save. Those who fail gain the flat-footed condition for a number of rounds equal to the thaumaturge's level. The thaumaturge must be 8th level before selecting this black art. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Serpent's Embrace (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, forcing it to take the form of a shadowy serpent, which coils around its target, forcing them to make a Reflex save or gain the entangled condition for a number of rounds equal to the thaumaturge's level (minimum 1). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. Targets may attempt a new saving throw each round they are affected.

Shadow Sickness (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, filling its target with foul energy and forcing them to make a Fortitude save or become sickened for a number of rounds equal to the thaumaturge's level (minimum 1). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability. Targets may attempt a new saving throw each round they are affected.

Soul Cleaver (Su) Once per day, as a swift action, the thaumaturge may modify his energy blast with this black art, infusing it with necromantic energy. A target struck by an energy blast modified by this technique must make a Will save or gain a temporary negative level, which lasts for a number of minutes equal to the thaumaturge's level (minimum 1). A target affected by this black art is immune to further attacks for 24 hours. The thaumaturge must be 11th level before selecting this black art.

Spectral Mantle (Su) Once per day, as an immediate action, the thaumaturge may summon a defensive barrier that occupies their square (identical to the *shield* spell), but lasting a number of minutes equal to the thaumaturge's level.

Veil of Shadows (Su) Once per day, as an immediate action, the thaumaturge may summon a mote of magical darkness, cloaking themselves in its shadows and gaining a +3 bonus on Stealth skill checks. This mote of darkness lasts a number of rounds equal to the thaumaturge's level (minimum 1). This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability.

Witches' Hex (varies) When selecting this black art, pick a single hex that the thaumaturge would qualify for if he were a witch of the same level that met all applicable prerequisites. Once per day, as a standard action, the thaumaturge may invoke this black art to mimic that hex. This black art may be taken multiple times. Each time it is taken, the thaumaturge gains an additional daily use of this ability (or gains the use of a new hex).

New Feats

Extra Black Art

Prerequisite Thaumaturge 5th level

Benefit You may select an additional black art.

Special You may select this feat multiple times, each time selecting a different black art.



Spell Thief

Prerequisite Spell redirection class ability

Benefit Whenever a creature within 60 ft of you cast a harmless spell, you may make a Spellcraft check as a free action to identify the spell. If you successfully identify the spell cast, you may use one use of your spell redirection class ability as an immediate action to instead absorb that spell for yourself, making an opposed caster level check as normal. If you succeed, you are treated as the target of the spell.

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The Thaumaturge

The Thaumaturge is a brand new class for the Pathfinder Roleplaying Game - one who incorporates forbidden magic, ancient orders, and the dire patrons who support these dark orders. This PDF includes a new class, seven new magical orders to support the thaumaturge, as well as new Feats that are developed to expand the class.

If you are a fan of the kineticist or the older 3.5 warlock, you're going to want to play with the thaumaturge!



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