

MONTE COOK'S ARCANAE EVOLVED:

TRANSCENDENCE



A PLAYER'S COMPANION

Mike Mearls



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BY MIKE MEARLS

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INTRODUCTION:

Sculpting Characters

All things must change to something new, to something strange.

—Henry Wadsworth Longfellow



T*r*anscendence: A Player's Companion is a book designed for all players and DMs of Monte Cook's *Arcana Evolved*. It expands on one of the key distinguishing features in *Arcana Evolved*: its highly customizable character classes. As the title implies, this book shows how you can build a character who goes beyond the normal boundaries of his character class. If a class is a road map that shows you how your character can develop over time, *Transcendence* shows you routes to new destinations that you may have never imagined before. It gives alternative abilities and new rules for exchanging class abilities with different options.

Creating and running a character is part of the fun in a roleplaying game. You might develop your character's personality and abilities over time, altering him in reaction to events in the campaign and picking skills and feats to sculpt

a great hero. An archer learns new feats, acquires a magic bow, and becomes renowned throughout the land for her keen eye. A magister delves into new lore, unleashing spells that can change the course of history. All characters start out as neophytes, and the levels they attain reflect their mastery of a variety of talents. *Transcendence* expands the scope of these options, presenting you with a new layer of customizability. At almost every level your character attains, you now have the choice to mold him as you wish.

HOW WILL THIS BOOK IMPROVE MY GAME?

Dragons walk the land, promising power to whoever is willing to offer allegiance. As the world changes, the people of the Diamond Throne lands must change with it. New abilities even arise in this time of tumult.

Transcendence gives new options for all the core classes presented in *Arcana Unearthed* and *Arcana Evolved*. If you own either book, this tome can add to your game. New versions of each class show how a particular path can alter and change a character through his dedication and focus. In addition, class-specific feats allow you to improve your character's inherent abilities. Rules allow you to use these feats as special class abilities. You can sort through your class' list of special abilities, remove ones that you rarely use or that clash with your view of your character, and plug the new feats in their place.

If you run a campaign, the material provided here allows you to concoct a wide variety of new threats for the player characters (PCs). You can use these options to customize your nonplayer characters (NPCs) with abilities that catch the players by surprise. Over time, every group of players learns the rules almost as well as a DM. If you find that your players can quote chapter and verse of a class' special abilities to you, this book allows you to present them with unexpected challenges.

In many ways, *Transcendence* is an enormous book of choices. Every player now has new abilities to think about for a character, which provides more depth to *Arcana Evolved*. Here is a chapter-by-chapter breakdown of what awaits you.

1. **Evolved Classes:** Using the power of the mysterious tenebrian seeds, the dragons can enhance a creature's intellectual abilities, imbue him with great strength, or improve another of his natural abilities.
2. **New Character Options:** Each core class receives new feats and, in most cases, replacement levels. Replacement levels allow you to customize your character. When you attain a level, you can choose to replace the standard new talents your class grants you with these alternative abilities. In addition, one new core class, the totem speaker, expands the initial options the game offers you.
3. **Runic Affinity Feats:** Every character has a connection to a rune, either through his truename or the time of his birth. These new feats grant tremendous power based on this association.
4. **Tylonian Equipment:** A strange material called Tylonian crystal shapes itself in response to the actions of your character. Warriors can develop unique weapons and armor that evolve to suit their styles.
5. **Evolved Magic:** The process of shaping and controlling magic is a two-way street. The spells a spellcaster uses can grant him a new form, if he dedicates himself to them.
6. **Appendix:** The book wraps up with a full feat index.

USING THIS BOOK

Using *Transcendence* is simply a matter of finding choices that appeal to you and applying them to your character or your campaign's NPCs. You can tailor these new abilities to coincide with the return of the dragons, as detailed in *Arcana Evolved*. If you do not own that book, then *Transcendence* might represent rare or previously unknown abilities that appear in your campaign world. You can create an entire sequence of adventures or a storyline in your campaign that revolves around these new abilities. Perhaps a shadowy group from a distant land brings them to your campaign world, or maybe they develop spontaneously through diligent research and practice. In any event, the role of *Transcendence* in your campaign depends on how you want to integrate it. Some DMs simply add new rules to their games without comment.

Throughout *Transcendence*, all references to spells, feats, and other rules other than those introduced in this book are from *Monte Cook's Arcana Evolved*, as well as the three Core

ABOUT THE AUTHOR

Mike Mearls has worked as a freelance roleplaying game designer since 1999. This prolific writer maintains a high volume of work without compromising quality, which has won him a place on many gamers' lists of favorite designers. Buoyed by positive reaction to his first d20 works, he went on to produce material for leading RPG publishers, including AEG, Atlas Games, Decipher, Fantasy Flight, Fiery Dragon, Goodman Games, Mongoose Publishing, Necromancer Games, and others. His previous Malhavoc Press titles include *Legacy of the Dragons* and *Book of Hallowed Might II: Portents and Visions* (both with Monte Cook), *Mystic Secrets: The Lore of Word and Rune*, *The Book of Iron Might*, and *Ruins of Intrigue*. His work also appears regularly in *Dragon*® Magazine.

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Rulebooks: the *Player's Handbook*, DMG, and MM. Bonus source material and ideas to augment the information in *Transcendence* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at: <<http://www.montecook.com/Trans>>.

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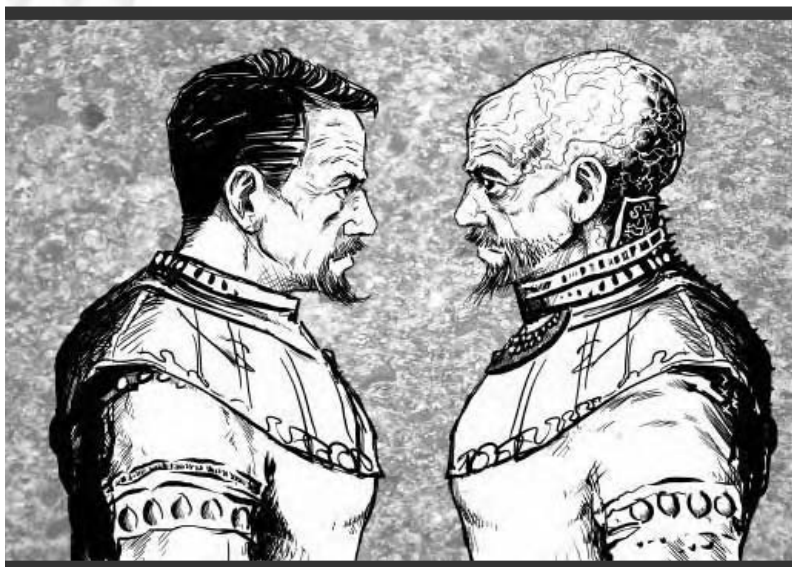


CHAPTER ONE:

Evolved Classes

Nothing endures but change.

—Heraclitus



The dragons claim to have the power to sculpt a living creature into any form with the aid of the tenebrian seeds. These seeds serve as powerful magical foci that allow the dragons to spawn new, more powerful beings. Many warriors and spellcasters, eager to unlock the potential that they feel their bodies have denied them, seek out this treatment. Litorians become larger and more savage, while faen grow even more magical.

These developments represent just a few of the paths to power that the dragons present. In some cases, they offer specialized forms of evolution that improve a specific talent or ability. A spellcaster may gain a mightier intellect at the cost of his physical strength, while a brutal warrior may trade her brainpower for brawn. The dragons have, in some ways, tamed the power of evolution. Under their tutelage and arcane care, a creature can expand its abilities and gain the traits and talents it needs to excel.

Unlike the evolved levels presented in *Monte Cook's Arcana Evolved*, the evolved classes in this chapter are not tied to

any specific race. Instead, they represent standard forms of evolution that the dragons offer. Adventurers and skilled warriors find themselves greatly tempted to follow these paths, since they allow a creature to rise above its racial tendencies and heritage to achieve a new state of being.

The evolved classes here derive from an ability score rather than a race. The dragons can alter a subject's physique, making him tougher, quicker, or stronger. In many ways, the dragons create a blueprint of the ultimate athlete and sculpt a subject to come as close as possible to meeting it.

Very few people acquire a first character level in one of these classes, since the dragons never offer their treatments to those who have yet to prove themselves worth the time and effort. However, rumors persist of a few isolated test subjects who first received these treatments. Supposedly, small children of all races commonly went missing shortly before and after the dragons reappeared in the realm. The tales hold that these innocents served as the first subjects of these processes. Whether these stories merely grew out of the peasantry's fevered imaginations, none can say. If these first young subjects do exist, the dragons undoubtedly keep a close watch on them or, after extensive brainwashing, use them as personal servitors.

THE PROCESS

Characters who wish to attain levels in evolved classes must undergo a difficult process normally offered only by dragons. This process deals 2d6 points of temporary ability score damage to the subject's Strength, Dexterity, and Constitution. This damage heals normally. It also requires 500 gp of healing salves and other materials, in addition to the dragon's tenebrian seeds. The ritual takes a total of four hours.

A character does not need any levels in his racial class to take levels in these evolved classes. If the ritual is interrupted, the subject suffers none of its drawbacks but gains none of its benefits. He must pay the gold piece cost a second time if he tries to complete the ceremony again.

Advancement tables for each class appear on page 12.



STRENGTH EVOLUTION CLASS

This treatment combines the power of the tenebrian seeds with a rigorous set of exercises and other arcane modifications to the subject's body. The magical process that takes hold on the patient slowly reinforces the subject's bone structure and increases his muscle density, allowing his body to support a tremendous level of strength.

Hit Die: 1d10

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 2 + Intelligence modifier

“Class” Skills: The process of evolving a character's physique grants him no additional class skills. He counts all skills as cross-class.

CLASS FEATURES

Weapon and Armor Proficiency: Evolved Strength characters enjoy proficiency with all simple weapons, light armor, and shields.

Power Surge (Ex): A character who undergoes this process develops the ability to partially control the production and flow of adrenaline in his system. Once per day as a free action, he can create a tremendous burst of physical strength that allows him to transcend the limits of his body. He gains a +6 bonus to Strength for 5 rounds.

At the end of this time, he takes a –4 penalty to Strength until he rests for eight hours. This ability places a tremendous strain on his muscles, leaving him weakened until he has time to rest.

Monstrous Physique (Ex): As a character's physical form evolves, he slowly transforms into a hulking version of his old form. He grows taller and broader. Muscles twitch and flutter beneath taut skin like steel cords, embodying the promise of violence barely restrained.

With this ability, the character becomes size Large; do not apply the normal size advancements, such as Strength and Constitution increases. If he is already Large or greater in size, he gains a 5-foot bonus to his reach.

FRIEND OR FOE?

An evolved character has to deal with the perceptions and biases of those around him—even if he didn't choose this process. Some see the creatures that accept these treatments as some of the dragons' greatest allies. Whether or not this accusation is fair, those around the person may feel disquiet due to his attempts to transcend his heritage. In fact, many folk see this development not as an improvement, but as a betrayal.

Characters that have evolved via tenebrian seeds are clearly marked as allies of the dragons. They take a –2 penalty on Bluff, Diplomacy, and Gather Information checks against any folk who do not trust the dragons and their followers. This penalty does not stack with any penalty incurred due to a character's evolved (racial) levels as described in Chapter Two of Arcana Evolved.



DEXTERITY EVOLUTION CLASS

The dragons use a combination of tenebrian seeds and a bizarre mixture of ceremonial oils and thick, fibrous tar to complete the process of evolving in Dexterity. The tar seeps into the subject's body, channeling magical energy to her muscles, bones, and organs to grant her incredible agility and flexibility. In time, this strange energy makes the heavy bones and organs within the character's body lighter and more flexible. When the process is complete, few warriors have the skill and patience to land a telling blow against the subject, thanks to her enhanced reflexes.

Hit Die: 1d8

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 2 + Intelligence modifier

“Class” Skills: The process of evolving a character's speed and reflexes grants her no additional class skills. She counts all skills as cross-class.

CLASS FEATURES

Weapon and Armor Proficiency: Evolved Dexterity characters enjoy proficiency with all simple weapons and light armor.

Enhanced Speed (Ex): The subject's legs become strong and more flexible, able to speed her along like an antelope. Her land speed increases by 10 feet.

Extraordinary Flexibility (Ex): As the subject develops superior speed, agility, and flexibility, she can bend and twist her joints in a manner that would cripple a normal person. She gains double her total Dexterity bonus on Balance, Escape Artist, Tumble, and grapple checks, if applicable.

CONSTITUTION EVOLUTION CLASS

A more common procedure transforms the recipient into a tough, relentless warrior. The initial ceremony requires the dragons to peel back the subject's skin and implant a series of small, metallic pellets into his body. Over time, these seeds create a magical field that, when combined with intense exercise and meditation, encourages the growth of denser bones, tougher muscles, and steel wire tendons. A subject's natural defenses against disease and poison develop astoundingly, while his skin becomes tough enough to deflect sword blows.

Hit Die: 1d12

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 2 + Intelligence modifier

“Class” Skills: The process of evolving a character's toughness grants no additional class skills. He counts all skills as cross-class.

CLASS FEATURES

Weapon and Armor Proficiency: Evolved Constitution characters enjoy proficiency with all simple weapons and light and medium armor.

Natural Armor (Ex): The process of evolution grants the subject thick bones and tough, almost leathery skin. Attacks that would sorely injure another person might rebound off his tough body without harm. He gains a +2 natural armor bonus to Armor Class. If he already has a natural armor bonus, it increases by 2.

Internal Fortitude (Ex): The evolved Constitution character can shrug off hits that would incapacitate a lesser mortal. His internal organs quickly seal any injuries they sustain, which stanches bleeding and prevents shock. A lucky arrow shot or a telling cut becomes caught up on his thick bones or tough skin before it can slice into an organ. He gains a +4 bonus to Armor Class against attacks made to confirm critical threats.

INTELLIGENCE EVOLUTION CLASS

The dragons developed the Intelligence evolution process first for a simple reason. When they returned to East, they needed an easy way to quickly gather information about the land. The Intelligence evolution class requires its subject to absorb tremendous amounts of information to exercise his burgeoning intellect. Since the subject had to prove that his memory grew at the proper rate, he had to write down or tell the dragons almost everything he knew about a wide range of topics. In this manner, the dragons gather information.

A character who progresses through this class gains a slightly disconcerting physical appearance. As his brain develops beyond its normal potential, it causes his skull to expand slightly to accommodate it. He may also gain larger than normal eyes and a slender, fragile frame. The dragons frequently use this process on dracha and other humanoids that serve as their advisors. They rely on these living brains to absorb tremendous amounts of information and make predictions based on historical and social developments. Others function as living computers, solving complex mathematical and arcane formulas in a few minutes that would take lesser minds hours or days of work.

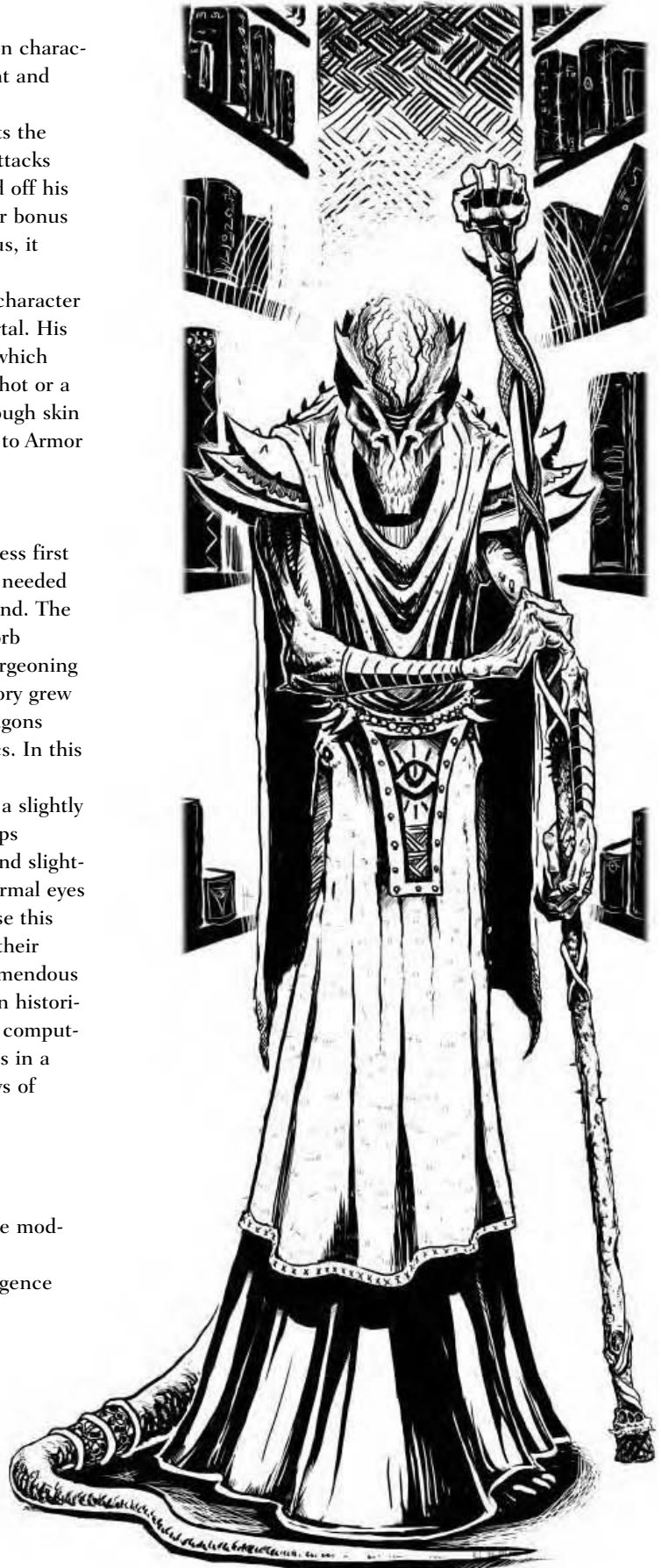
Hit Die: 1d6

SKILLS

Skill Points at 1st Character Level: $(4 + \text{Intelligence modifier}) \times 4$

Skill Points at Each Additional Level: $4 + \text{Intelligence modifier}$

“Class” Skills: The process of evolving a character’s Intelligence requires him to absorb a tremendous amount of knowledge in a short period of time to exercise his new talents. He may select a number of skills equal to $4 + \text{his Intelligence modifier}$ to





treat as class skills. The subject does not gain new class skills as his Intelligence increases. He gains this benefit only at 1st level and does not adjust the total based on later changes to his Intelligence score. There are no restrictions on the skills one can take with this ability.

CLASS FEATURES

Weapon and Armor Proficiency: Evolved Intelligence characters enjoy proficiency with the dagger and staff. They gain training with no other weapons, armor, or shields.

Caster Level (Su): At 1st, 3rd, and 5th levels in this class, the evolved character gains +1 caster level for one spellcasting class in which he already has levels. He gains more spell slots, more readied spells, a better caster level, and so forth, but none of the other benefits associated with the spellcasting class. This bonus does not apply if the evolved character lacks spellcasting ability.

Catalog of Knowledge (Ex): The process of evolving a subject's intellect requires him to undertake intense study and academic work to provide his mind with the exercise it needs. As a result, he becomes a walking storehouse of a wide variety of knowledge. He gains ranks equal to $4 \times$ his Intelligence modifier that he must spend on Knowledge skills. This benefit is a one-time bonus. If the character's Intelligence score changes in the future, he does not gain or lose additional ranks because of this ability.

Analytical Mind (Ex): As the evolved Intelligence character develops his skills, he becomes the equivalent of a living computer. The dragons highly value these individuals, since they can provide a detailed analysis of a complex issue in a matter of moments. When using an Intelligence-based skill, the evolved Intelligence character counts his d20 result as a 20 in relaxed circumstances and as a 10 in difficult or stressful ones, such as combat. He may opt to roll instead, if he so chooses, but he must take the die roll result in this case. The evolved character does not have to take extra time to make the skill check when using this ability.

WISDOM EVOLUTION CLASS

Creatures who progress through this class are known commonly as watchers, because of their incredible powers of perception. Their eyes and ears grow larger than normal, while they develop an unnerving tendency to twitch their heads back and forth constantly. The subjects of this evolutionary method seem to crave sensations, since their minds devour and process stimuli at a prodigious rate.

The Wisdom evolution process has spawned a number of keen minds who serve the dragons as advisors and agents. Several dragons demand that their most promising diplomats and negotiators go through this procedure to sharpen their skills. Rumors persist that a small cabal of these advi-

sors fled their draconic masters and have secretly established a network of traders and merchants who, with their subtle manipulation, could control the economy of the entire Diamond Throne.

Hit Die: 1d8

SKILLS

Skill Points at 1st Character Level: $(2 + \text{Intelligence modifier}) \times 4$

Skill Points at Each Additional Level: $2 + \text{Intelligence modifier}$

“Class” Skills: The evolved Wisdom character's class skills (and the key ability for each skill) are Heal (Wis), Listen (Wis), Sense Motive (Wis), Spot (Wis), and Survival (Wis).

CLASS FEATURES

Weapon and Armor Proficiency: Evolved Wisdom characters enjoy proficiency with all simple weapons and light armor.

Caster Level (Su): At 1st, 3rd, and 5th levels in this class, the evolved character gains +1 caster level for one spellcasting class in which she already has levels. She gains more spell slots, more readied spells, a better caster level, and so forth, but none of the other benefits associated with the spellcasting class. This bonus does not apply if the evolved character lacks spellcasting ability.

Intuitive Sense (Ex): The evolved Wisdom character gains a truly remarkable sense of her environment. The smallest detail, from an ant crawling across the floor to the slight bloodstains beneath a windowsill, rarely escapes her notice.

If she passes within 10 feet of a secret door or other object that relies on camouflage to remain hidden, the DM makes a Spot check for her in secret against the Search or Spot Difficulty Class needed to notice the object. Should this check succeed, the evolved Wisdom character spots the hidden object.

All-Seeing Eye (Ex): The evolved Wisdom character's incredible eye for detail allows her to see through fakery, including illusions and disguises. When she comes within 20 feet of a character in disguise, she gains an automatic, secret Spot check to determine whether she notes that something is amiss. She does not need to make particular note of the disguised individual.

The evolved Wisdom character gains a similar benefit against illusions. If she comes within 10 feet of one, she automatically makes a saving throw to detect it (as if interacting with it). She notes minor details and telling signs that indicate that the object she sees or hears is false.

CHARISMA EVOLUTION CLASS

The products of the Charisma evolutionary process are among the dragons' strangest creations. Their unearthly perfection betrays these subjects' evolved good looks as clearly artificial. Yet, that knowledge does little to dull the effect they have on others. Some believe the dragons intentionally give this process such obvious effects, as it makes their spies who lack its distinguishing characteristics all the more effective by contrast.

While this process does enhance its subject's appearance, its true value lies in its mental and emotional conditioning. A character with evolved Charisma can manipulate others with a few words. Her talents for lying or threatening others draw on her enhanced sense of how best to control them.

Hit Die: 1d8

SKILLS

Skill Points at 1st Character Level: (2 + Intelligence modifier) × 4

Skill Points at Each Additional Level: 2 + Intelligence modifier

“Class” Skills: The evolved Charisma character's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), and Perform (any) (Cha).

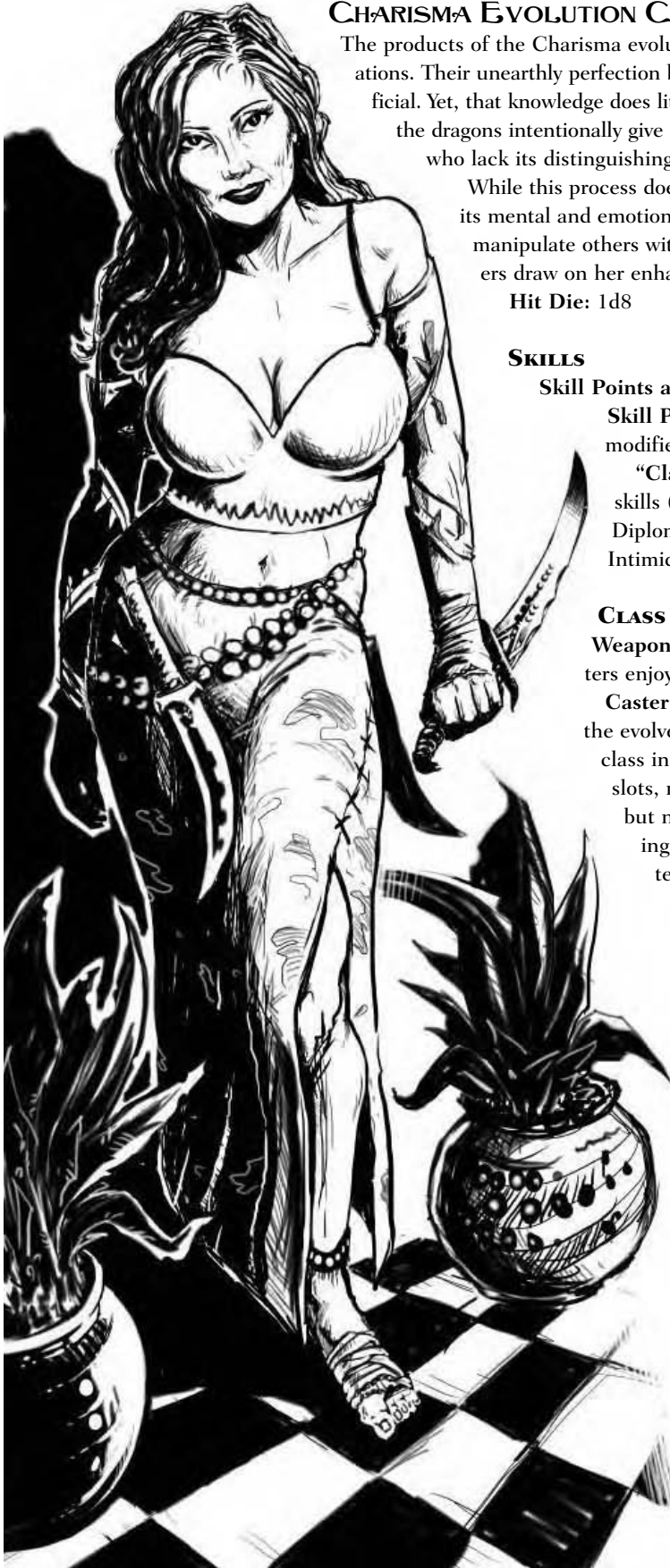
CLASS FEATURES

Weapon and Armor Proficiency: Evolved Charisma characters enjoy proficiency with all simple weapons and light armor.

Caster Level (Su): At 1st, 3rd, and 5th levels in this class, the evolved character gains +1 caster level for one spellcasting class in which she already has levels. She gains more spell slots, more readied spells, a better caster level, and so forth, but none of the other benefits associated with the spellcasting class. This bonus does not apply if the evolved character lacks spellcasting ability.

Unearthly Appearance (Ex): The process of evolving a character's personal magnetism has a profound affect on her physical appearance, since her strengthened personality shines through to her looks. She gains almost impossibly perfect physical traits. Her eyes take on a color normally unheard of for creatures of her kind, while every move she take suggests incredible grace and social mastery. She ignores all penalties to Bluff, Diplomacy, and Intimidate checks, including the tenebrian penalty described in the sidebar on page 7. This benefit does not apply to effects that reduce her Charisma, such as ability damage or disease.

Mighty Voice (Ex): The subject of this evolution develops a tremendously powerful speaking voice. When she focuses her personality on a crowd, she can sway its attitudes with surprising ease. The subject can influence the actions of an opponent whose Hit Dice equal less than half her own. In total, she can exert control over subjects with total Hit Dice equal to her character level × her Charisma bonus. As a full-round action, she can deliver an oration





EVOLVED CLASSES						
	Evolved Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
Strength	1	+1	+2	+0	+0	+1 Strength
	2	+2	+3	+0	+0	Power surge
	3	+3	+3	+1	+1	+1 Strength
	4	+4	+4	+1	+1	Monstrous physique
	5	+5	+4	+1	+1	+2 Strength
Dexterity	1	+0	+0	+2	+0	+1 Dexterity
	2	+1	+0	+3	+0	Enhanced speed
	3	+2	+1	+3	+1	+1 Dexterity
	4	+3	+1	+4	+1	Extraordinary flexibility
	5	+3	+1	+4	+1	+2 Dexterity
Constitution	1	+0	+2	+0	+0	+1 Constitution
	2	+1	+3	+0	+0	Natural armor
	3	+2	+3	+1	+1	+1 Constitution
	4	+3	+4	+1	+1	Internal fortitude
	5	+3	+4	+1	+1	+2 Constitution
Intelligence	1	+0	+0	+0	+2	+1 Intelligence, +1 caster level
	2	+1	+0	+0	+3	Catalog of knowledge
	3	+1	+1	+1	+3	+1 Intelligence, +1 caster level
	4	+2	+1	+1	+4	Analytical mind
	5	+2	+1	+1	+4	+2 Intelligence, +1 caster level
Wisdom	1	+0	+0	+0	+2	+1 Wisdom, +1 caster level
	2	+1	+0	+0	+3	Intuitive sense
	3	+2	+1	+1	+3	+1 Wisdom, +1 caster level
	4	+3	+1	+1	+4	All-seeing eye
	5	+3	+1	+1	+4	+2 Wisdom, +1 caster level
Charisma	1	+0	+0	+0	+2	+1 Charisma, +1 caster level
	2	+1	+0	+0	+3	Unearthly appearance
	3	+2	+1	+1	+3	+1 Charisma, +1 caster level
	4	+3	+1	+1	+4	Mighty voice
	5	+3	+1	+1	+4	+2 Charisma, +1 caster level

that causes the targets of this ability to take no actions unless they succeed at Will saves (DC 10 + half the evolved character's level + her Charisma modifier). On a failed save, a target stands in place and takes no actions. However, this target is not helpless, flat footed, or otherwise penalized. Each target that fails its save simply listens to the evolved character in preference to doing anything else. The evolved Charisma speaker beguiles listeners with her words until either she stops speaking or someone attacks them. Anyone attacked while under the effects of this ability immediately

snaps out of it. Mighty voice does not affect creatures already in combat.

The evolved Charisma character gains a +4 bonus to Diplomacy, Bluff, and Intimidate checks against anyone beguiled by this ability.

When the evolved character chooses to use this voice, it can affect targets up to 200 feet away. Creatures in this area with the lowest Hit Dice are counted as targets first. Work up through the eligible targets by Hit Dice until you meet the maximum Hit Dice worth of targets.



New Character Options

All changes, even the most longed for, have their melancholy; for what we leave behind us is a part of ourselves; we must die to one life before we can enter another.

—Anatole France

The character classes and abilities presented in *Arcana Evolved* merely scratch the surface of the Lands of the Diamond Throne. This chapter introduces a host of new abilities that you can use to customize your character. Each core class receives a selection of new feats and expanded rules that allow you to tailor your character with a deeper level of control. In addition, a new core class called the totem speaker expands the scope of options available to you.

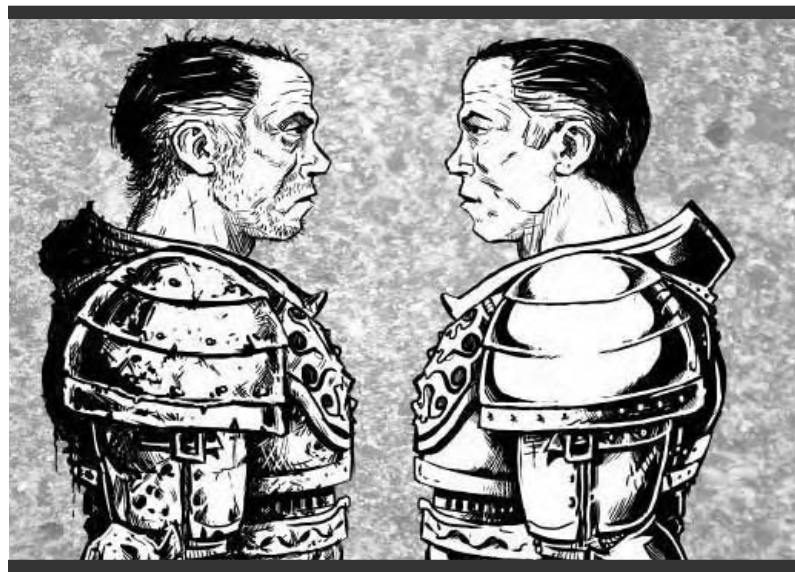
NEW CORE CLASS: TOTEM SPEAKER

“The animal dwells within us all. Listen carefully, and you can hear it.”

As the dragons and giants square off for mastery of the Diamond Throne, a new voice emerges to speak for the land. The totem speaker embodies the primal concepts that link all living creatures. He draws on his connection to animals of all types for his power, and he often dwells at the border of civilization and the wild. In many cases, totem speakers see themselves as the middle ground between the giants and the dragons. They sometimes work as emissaries and diplomats. While their efforts often prove fruitless, their failures have done nothing to dissuade them—and their successes have pushed them to work all the harder.

Totem speakers seem to have arisen spontaneously across the land. Many of them believe it is their duty to heal the rift between the giants and the dragons, but none can say if their mission comes to them by design or by choice.

The totem speaker walks the line that divides humanoids from animals. If every living thing truly springs from the same primal building blocks of existence, then how much can really separate the giant from the dove, the mojh from the bear? Totem speakers realize that the skins we wear are little more than costumes—disguises that fade away when one looks at the world with the proper perspective. They draw their magic from this universal bond between all living things. Like greenbonds, they revere and serve the



Green. Unlike them, however, the totem speakers focus on animals above all else. While they recognize that plants serve an important role in the natural world, they see beasts and humans as the true inheritors of the Green’s blessings.

Totem speakers learn to communicate with the spirits that connect all living things. They draw out the animal nature within them and learn to channel the powerful magic inherent within the web of life that binds all things. They use this power to work spells that allow them to manifest animal traits via magic.

Totem speakers are similar to totem warriors in that they draw their power from the mystic lore of beasts. However, while totem warriors focus on the physical aspects of a particular creature, a totem speaker listens to the whispered lore of all creation. Though neophyte totem speakers must focus on the lore of a single animal, in time they learn to manifest abilities of a wide range of creatures.



Adventures: Totem speakers adventure to challenge themselves in the difficult conditions with which other living things must cope. They prefer to eke out a subsistence-level existence in the wild rather than rest in comfort within a city. However, even in the midst of civilization, the alleys of the slums and the lethal social battlefield of a royal court have many traits in common with the wilderness. To the totem speaker, the further one moves from the uncertainty and danger that plagues most living things, the less alive one can be.

Like greenbonds, totem speakers see themselves as caretakers of the world. They may adventure to destroy unnatural beasts, to face conquerors that would level the forests and destroy the natural world, or to gain artifacts that give too much power to the despots who would wield them.

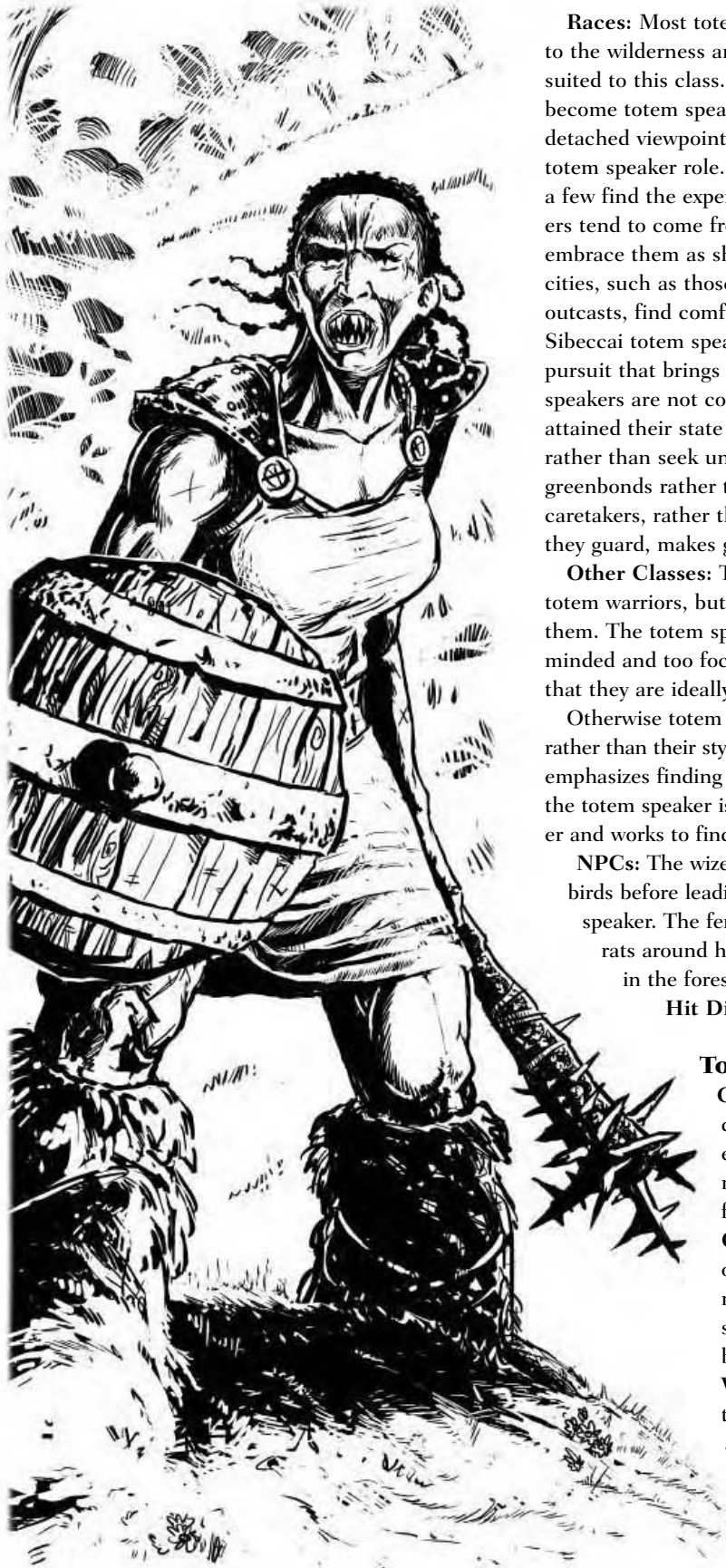
Background: The stereotypical view of a totem speaker is a wild, barbaric shaman. Totem speakers are rarer than other spellcasters, since few have the mystic insight and connec-

tion to nature needed to follow this path. Thus, misconceptions about them and their power run rampant. In truth, while many totem speakers hail from the wilderness, they can arise anywhere. The street urchin who learns to mimic the rat to survive may become a totem speaker. The minor functionary in the despot's court who learns to imitate the fox to stay alive could become a totem speaker. Life is everywhere, and while this class' abilities are rare, they can exist wherever life takes root.

Like totem warriors, totem speakers receive no formal training. Instead, their totem guides grant them wisdom and counsel. A totem guide is a spiritual manifestation of the Green. It comes to the totem speaker in her dreams and shows her the path to mastering the secrets of living things.

Many totem speakers seek to spread peace and harmony among the humanoid races. They see themselves as emissaries who speak on behalf of all living things, from the simplest bird to the mightiest dragon.

THE TOTEM SPEAKER														
Class	Base	Fortitude	Reflex	Will		Spell Slots Per Day								
Level	Attack Bonus	Save	Save	Save	Special	0	1	2	3	4	5	6	7	8
1	+0	+0	+0	+2	Mind of the Green, minor totem trait	2	0	—	—	—	—	—	—	—
2	+1	+0	+0	+3	—	2	1	—	—	—	—	—	—	—
3	+2	+1	+1	+3	Minor totem trait	2	2	—	—	—	—	—	—	—
4	+3	+1	+1	+4	Voice of reason	3	2	0	—	—	—	—	—	—
5	+3	+1	+1	+4	Minor totem trait	3	2	1	—	—	—	—	—	—
6	+4	+2	+2	+5	—	3	2	2	—	—	—	—	—	—
7	+5	+2	+2	+5	Minor totem trait	3	3	2	0	—	—	—	—	—
8	+6/+1	+2	+2	+6	—	4	3	2	1	—	—	—	—	—
9	+6/+1	+3	+3	+6	Lesser totem trait, speaker for the Green	4	3	2	2	—	—	—	—	—
10	+7/+2	+3	+3	+7	—	4	3	3	2	0	—	—	—	—
11	+8/+3	+3	+3	+7	Lesser totem trait	4	4	3	2	1	—	—	—	—
12	+9/+4	+4	+4	+8	—	4	4	3	2	2	—	—	—	—
13	+9/+4	+4	+4	+8	Lesser totem trait	4	4	3	3	2	0	—	—	—
14	+10/+5	+4	+4	+9	—	4	4	4	3	2	1	—	—	—
15	+11/+6/+1	+5	+5	+9	Lesser totem trait	4	4	4	3	2	2	—	—	—
16	+12/+7/+2	+5	+5	+10	—	4	4	4	3	3	2	0	—	—
17	+12/+7/+2	+5	+5	+10	Greater totem trait	4	4	4	4	3	2	1	—	—
18	+13/+8/+3	+6	+6	+11	—	4	4	4	4	3	2	2	—	—
19	+14/+9/+4	+6	+6	+11	Greater totem trait	4	4	4	4	3	3	2	0	—
20	+15/+10/+5	+6	+6	+12	Emissary of the Green	4	4	4	4	4	3	2	1	—
21	+15/+10/+5	+7	+7	+12	—	4	4	4	4	4	3	2	2	—
22	+16/+11/+6/+1	+7	+7	+13	Greater totem trait	4	4	4	4	4	3	3	2	0
23	+17/+12/+7/+2	+7	+7	+13	—	4	4	4	4	4	4	3	2	1
24	+18/+13/+8/+3	+8	+8	+14	Greater totem trait	4	4	4	4	4	4	3	2	2
25	+18/+13/+8/+3	+8	+8	+14	Chosen of the Green	4	4	4	4	4	4	3	3	2



Races: Most totem speakers are litorians. Their deep connection to the wilderness and love of the open steppe makes them ideally suited to this class. Surprisingly, verrik are the next most likely to become totem speakers. Their ability to look at the world from a detached viewpoint makes it possible for them to stumble into the totem speaker role. While most verrik are too calculating to follow it, a few find the experience liberating. Human and faen totem speakers tend to come from the edge of society's reach. Barbarian tribes embrace them as shamans, while the forgotten, downtrodden folk of cities, such as those relegated to the slums or otherwise branded outcasts, find comfort and hope on the totem speaker's path. Sibeccai totem speakers are rare, since most of them are leery of any pursuit that brings their feral background to the fore. Mojh totem speakers are not common for similar reasons, since most of them attained their state from a desire to seek a perfect draconic form, rather than seek unity with creatures. Finally, giants tend to become greenbonds rather than totem speakers. Their impulse to become caretakers, rather than seek unity and a deep connection to those they guard, makes giant totem speakers unusual.

Other Classes: Totem speakers have a natural connection to totem warriors, but a surprising amount of tension exists between them. The totem speakers see the warriors as somewhat simple-minded and too focused on their own power, but they recognize that they are ideally suited to defending the natural world.

Otherwise totem speakers tend to judge others by what they do, rather than their style or training background. The totem speaker's path emphasizes finding value in all living things. In an adventuring party, the totem speaker is likely to be the one who keeps the group together and works to find a common bond with each of her companions.

NPCs: The wizened old shaman who consults with the forest's birds before leading her tribe to a new hunting ground is a totem speaker. The feral homeless kid who always has a small crowd of rats around him is a totem speaker. The young girl who grew up in the forests is a totem speaker.

Hit Die: d8

TOTEM SPEAKER ARCHETYPES

Guardian: You are a shepherd of the wilderness, dedicated to preserving the wilds against the steady encroachment of cities. You speak for the rivers, animals, and trees—all living things that cannot speak for themselves in the courts of giants and dragons.

City Speaker: You dwell within the dark corners of the city. The spirits speak to you right under the nose of civilization. You know the hidden places—sewer channels, forgotten alleys, and abandoned buildings—where the wild shines through.

Wild One: You have never ventured into civilization in your life. You are at home among the trees and beasts. However, some recent event, such as a monstrous incursion or a natural disaster, forces you from the wilds in search of help.

TOTEM TRAIT CATEGORIES

While designing a character, a player can opt to customize a totem speaker in a number of ways. She might prefer a character who, like a totem warrior, follows one specific animal. In that case, she can select traits that describe her animal of choice or that somehow relate to it. The reasoning behind her decisions, and the descriptive details that make an individual totem speaker unique, are up to the player. Please refer to the "totem traits" ability on page 18 for more information about the base ability.

Minor Totem Traits

The totem speaker gains a minor totem trait at 1st, 3rd, 5th, and 7th levels. Choose from among the following traits:

Bestial Fangs: A totem speaker's canines grow into long, sharp fangs that she can use to rend and tear her opponents. She gains the Bite feat, even if she does not qualify for it based on her race. If her race does normally allow her to gain the Bite feat, or if she already possesses it, she deals bite damage as if she were one size larger than she actually is.

Cunning: The power of the mind is not the sole province of humanoid creatures. Animals have their own kind of learning—one that guides a totem speaker's actions. The totem speaker gains a +2 bonus on all Handle Animal (Cha) and Survival (Wis) checks. She gains Track as a bonus feat.

Endurance: A totem speaker has the enduring toughness of a turtle or the rugged determination of a wolverine. She gains +1 hit point per level.

Speed: Like the jaguar or the hawk, the totem speaker moves with incredible speed. She gains 10 feet to her speed, including flight, swim, climb, and other movement modes. This benefit lasts for 10 rounds. She can use this ability once per day initially; she gains another use at 5th, 10th, 15th, and 20th levels in this class.

Strength: Like the bear or the rhino, the totem speaker can overcome her enemies and obstacles with the sheer brute power of her body. She can gain a +4 bonus to Strength for 10 rounds by activating this power as a free action. She may use it once per day initially; she gains another use at 5th, 10th, 15th, and 20th levels in this class.

Swiftness: The totem speaker taps into the reaction time of a snake or the agility of a monkey. She gains a +2 bonus to Dexterity,

a +2 bonus on initiative, and a +1 dodge bonus to Armor Class. These benefits last for 10 rounds. She can use this ability once per day initially; she gains another use at 5th, 10th, 15th, and 20th levels in this class.

Lesser Totem Traits

The totem speaker gains a lesser totem trait at 9th, 11th, 13th, and 15th levels. Choose from those described below:

Burrowing: For a short time each day, the totem speaker spawns thick claws that allow her to dig into the ground. She gains a burrowing speed equal to half her normal land speed. She does not leave a tunnel behind her, and she can burrow only through loose dirt or earth. Solid rock is too tough for her to claw through. She enjoys the use of this ability for one hour total each day. She can burrow for five minutes and stop, with 55 minutes of use still remaining for the day.

Darkvision: The totem speaker gains darkvision with a 60-foot range. If she already has this ability, she adds 60 feet to its range.

Flight: Great, majestic wings spread forth from the totem speaker's back, allowing her to soar through the air with ease. She gains a 30-foot fly speed with average maneuverability. She enjoys the use of this ability for one hour total each day. She can fly for five minutes and stop, with 55 minutes of use still remaining for the day.

Gills: The totem speaker grows small gills along her neck, which allow her to survive underwater like a fish. She can breathe water, but she drowns as normal in other liquids, such as thick mud. She gains unlimited use of this ability.

Tree Dweller: The totem speaker's long, strong arms allow her to clamber up trees and cliff faces with relative ease. She gains a climb speed equal to half her land speed and all the normal benefits for having a climb movement mode, such as a +8 racial bonus on Climb and the ability to take 10 on Climb checks. This ability remains always in effect. She does not gain any special ability to move like a spider or other insect. For example, she could not crawl along the ceiling.

Web Caster: The totem speaker creates a pair of tiny spinnerets on her wrists, which allow her to create and throw webs at her opponents. The webs work in a manner similar to a net, but they have a maximum range of 50 feet, with a range increment of 10 feet. They prove effective against targets

up to one size category larger than her. An entangled creature can escape with a successful Escape Artist check (DC 10 + half her totem speaker class level + her Dexterity modifier) or burst it with a Strength check (DC 14 + her Dexterity modifier). She can use this ability a number of times per day equal to 2 + her Constitution modifier.

Greater Totem Traits

The totem speaker gains a greater totem trait at 17th, 19th, 22nd, and 24th levels. She has a deep link with the creatures of two specific environments, which allows her to take on their traits. Unless otherwise noted, these abilities remain constantly in effect. With these traits, the totem speaker takes up the mantle of the entire world. She no longer represents merely animal life, but the very environments that sustain life.

Child of the Desert: The totem speaker gains fire resistance 20 and no longer needs to eat or drink to survive. Her body adapts to the fiercely hot environment and prospers in it.

Child of the Mountain: The totem speaker never takes falling damage, regardless of how far she tumbles to the ground. She gains damage reduction (DR) 5/— as her body takes on stony, tough quality. Note that damage reduction does not stack.

Child of the Sea: The totem speaker gains a swim movement mode with a speed of 100 feet. While immersed in sea water, she gains fast healing 2.

Child of the Tundra: The totem speaker gains cold resistance 20. As a move action once per round, she can cause ice and frost to form in a 30-foot radius around her. Opponents in this area must make a Balance check (DC 15) each round or fall prone if they try to move through this area. Enemies that remain in the same space or take only a 5-foot step do not need to make this check.

Child of the Wood: The totem speaker achieves a deep connection to the forest. She gains a +4 natural armor bonus to her Armor Class. This modifier improves any natural armor bonus she may already possess. In addition, three times per day she can cause a tree to animate and obey her commands. Use the MM statistics for the trant for this tree. The animated tree obeys the totem speaker's commands and remains animated for 10 minutes per level.

CLASS SKILLS

Totem speakers learn skills in a slightly different manner from other classes, so Wisdom determines the skill ranks they receive in this class. See the mind of the Green ability below.

Class Skills: The totem speaker's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (any) (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Jump (Str), Knowledge (ceremony) (Int), Knowledge (dangerous beasts) (Int), Knowledge (geography) (Int), Knowledge (magic) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (runes) (Int), Listen (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at 1st Level: (6 + Wisdom modifier) × 4

Skills Points at Each Additional Level: 6 + Wisdom modifier

CLASS FEATURES

Weapon and Armor Proficiency: The totem speaker is proficient with light armor, shields, and simple weapons.

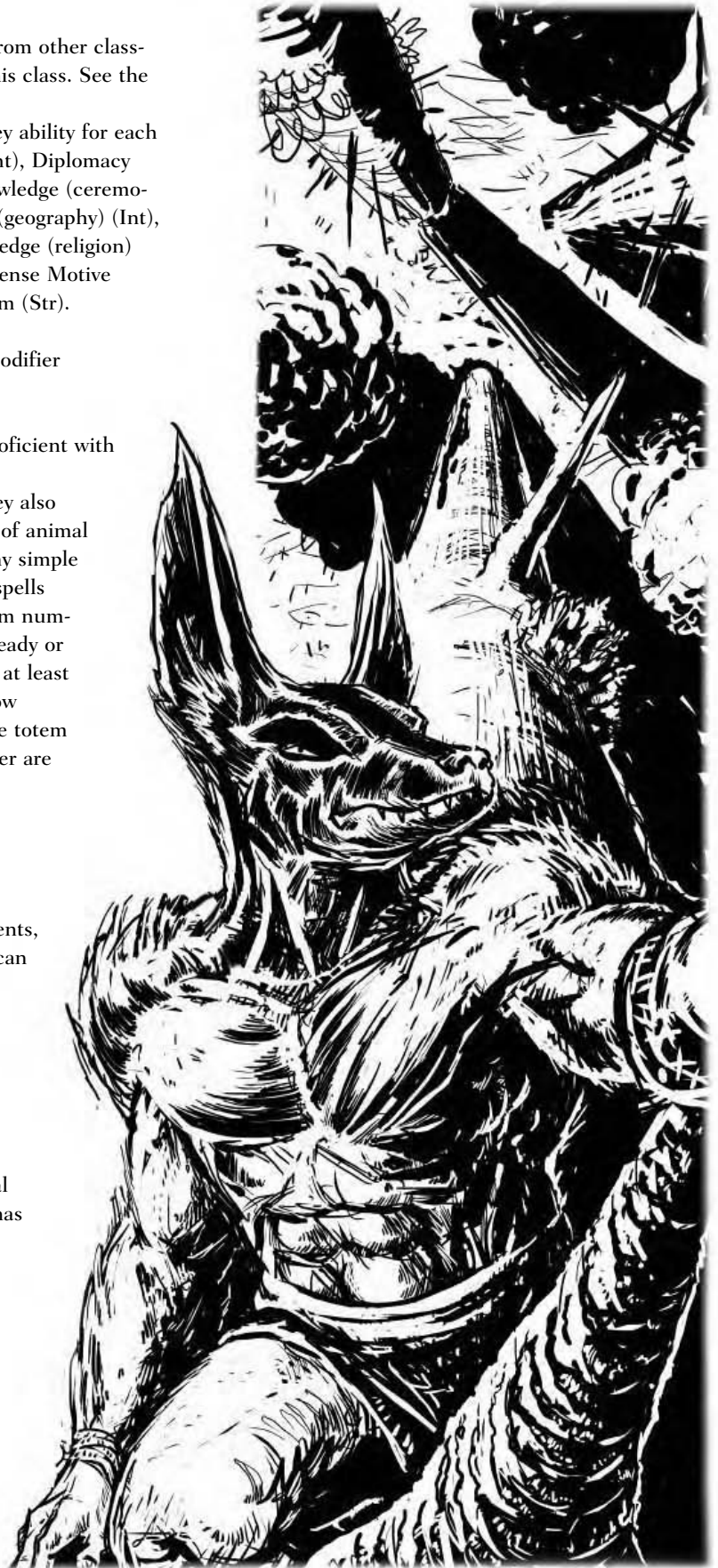
Spells: Totem speakers have access to simple spells. They also gain access to other types of spells depending on the sorts of animal forms they master. A totem speaker can choose to ready any simple spell, provided he can cast spells of that level. He readies spells ahead of time, any of which he can cast up to the maximum number of spell slots available to him for each given level. To ready or cast a spell, a totem speaker must have a Wisdom score of at least 10 + the spell's level. The Difficulty Class for a saving throw against a totem speaker's spell is 10 + the spell's level + the totem speaker's Wisdom modifier. Bonus spells for a totem speaker are based on Wisdom.

Totem speakers never gain access to 9th- or 10th-level spells.

Totem speakers can cast their spells while wearing light armor or carrying a shield without suffering the chance of spell failure. Their spells have verbal and somatic components, but the motions they employ are simple enough that they can wear light armor without penalty. They suffer the normal spell failure chances for medium or heavy armor.

Mind of the Green (Ex): As their name suggests, totem speakers converse with the spirits of the Green. This communication is subtler than an exchange of spoken words. Instead, the totem speaker senses the ebb and flow of the world and establishes an empathic link to it. The totem speaker allows this sense to guide his actions. In a very real way, he becomes one with his environment. This attitude has a number of effects.

A totem speaker does not learn skills in the same way as other characters. Rather than learning through study and practice, he allows the spirit of the Green to guide his actions. He learns from it as it pushes him to defend it against despoilers. In time he masters the skills that the Green has chosen for him. Thus, he bases his number of skill ranks in this class on Wisdom rather than Intelligence.





Level	SPELLS READIED AT ONE TIME								
	0	1	2	3	4	5	6	7	8
1	2	0	—	—	—	—	—	—	—
2	3	1	—	—	—	—	—	—	—
3	3	2	—	—	—	—	—	—	—
4	3	3	0	—	—	—	—	—	—
5	4	3	1	—	—	—	—	—	—
6	4	3	2	—	—	—	—	—	—
7	4	4	3	0	—	—	—	—	—
8	5	4	3	1	—	—	—	—	—
9	5	4	3	2	—	—	—	—	—
10	5	5	4	3	0	—	—	—	—
11	6	5	4	3	1	—	—	—	—
12	6	5	4	3	2	—	—	—	—
13	6	6	5	4	3	0	—	—	—
14	6	6	5	4	3	1	—	—	—
15	6	6	5	4	3	2	—	—	—
16	6	6	6	5	4	3	0	—	—
17	6	6	6	5	4	3	1	—	—
18	6	6	6	5	4	3	2	—	—
19	6	6	6	6	5	4	3	0	—
20	6	6	6	6	5	4	3	1	—
21	6	6	6	6	6	4	3	2	—
22	6	6	6	6	6	5	4	3	0
23	6	6	6	6	6	5	4	3	1
24	6	6	6	6	6	5	4	3	2
25	6	6	6	6	6	6	5	4	3

Totem Traits (Ex): As the totem speaker's bond with the Green grows stronger, he learns to unlock the primal bonds that tie all living things together. All things that walk, fly, crawl, or swim are closely related to each other. The totem speaker, through his close connection to the Green, learns to see beyond the superficial differences that divide all life. He can take on aspects of a wolf, falcon, or snake as he bridges the gaps that separate his form from others'.

The totem traits reflect a series of iconic traits or descriptors that commonly apply to wild animals. Each descriptor lists several sample animals. While some totem speakers embrace the iconography and traits of a single animal, most cultivate a connection to a broad variety of animals and creatures.

Totem traits are divided into three categories: *minor*, *lesser*, and *greater*. A totem speaker gains access to the more powerful traits as he attains new levels in this class. See the "Totem Trait Categories" sidebar on page 16 for more information on the categories.

Voice of Reason (Ex): The totem speaker learns to see the bonds that connect all living creatures in an intricate web of life. Starting at 4th level, when he speaks, he can play on those connections to bring peace to a conflict. He

gains a +4 bonus on Diplomacy checks when attempting to use words and reason to defuse a tense situation. If the totem speaker calms a violent situation, he and his comrades gain experience as if they overcame their enemies through force of arms.

Speaker for the Green (Ex): The totem speaker's deep connection with animal life of all kinds allows him to transcend the barriers of language. Beginning at 9th level, he can speak and understand, though not read, any language he hears. He has an intuitive sense for emotion and meaning that allows him to speak with anything that has a language.

Emissary of the Green (Ex): In his role as a speaker for the Green, the totem speaker can take on its mantle and glory. Once per day from 20th level forward, he can pulse with the power of life. He gains damage reduction 15/— and spell resistance (SR) equal to his totem speaker class level + 10. These benefits last for 5 rounds. During this time, he gains a +8 bonus on all Diplomacy checks against living creatures. With the majesty of the Green behind him, the totem speaker can reform even the blackest heart.

Chosen of the Green (Ex): At 25th level, the totem speaker becomes more than just an envoy of the Green. He grows to embody it, as its power seeps into his physical form. The totem speaker gains regeneration 5 as the Green seeks to sustain and protect him from harm. Its power washes over his body, knitting wounds as quickly as they form. He still takes normal damage from fire, acid, and cold.

ALTERNATIVE CHARACTER ABILITIES

The rest of this chapter presents new rules and game material for each of the twelve classes in *Arcana Evolved*. It suggests new abilities that you can gain as you progress through a character class. You can add them by exchanging your current abilities or sacrificing certain benefits from your current class. They typically represent a narrow focus on a specific aspect of a class or a new way to develop and shape a talent.

REPLACEMENT LEVELS

The alternative class abilities in this chapter require you to surrender some of the benefits of a single level gained in your current class. These class abilities are presented as a series of levels, each with different benefits, known as *replacement levels*. You must meet the requirements given for each replacement level; in some cases those prerequisites include other replacement levels given for a class. At any time you attain a new level in a class, you may choose to gain a replacement level in that class if you meet its requirements. Unless the replacement level specifically lists the other replacement levels that come before it, you do not need to have them to gain one beyond the first. For example, you could select the 3rd replacement level in a class, then

the 1st, then the 2nd as you gain in power. You do not even have to go back and choose the lower levels after selecting a higher level one. You must have at least one level in a class before you can take replacement levels for it.

You gain the bonus on your saving throws and base attack given for the replacement level, in addition to the special abilities. These benefits replace those conferred by your class. When you later gain another level in that core class, you resume your base attack bonus and save progression.

When you take a replacement level, you gain hit points, skill ranks, and class skills according to the replacement level's corresponding core class. Unless otherwise noted, you do NOT improve your spellcasting ability when you take a replacement level. Do not count these levels when determining how many spells you can cast, your spells' potency, and your caster level.

Replacement levels *do* count whenever you must determine your class level, such as when determining an ability's save Difficulty Class. For example, a character with 10 levels in akashic plus three replacement levels functions as a 13th-level akashic.

For each replacement level you take, you determine your base attack bonus and saves as if you were one level lower in your core class. You then add the total advancement bonuses given for your replacement levels.

Example: *Johann is a 12th-level unfettered who has taken two replacement levels, at 5th and 7th levels. He looks up the base attack bonus and saves for a 10th-level unfettered. He then adds the modifiers to base attack bonus and saves listed for each of his replacement levels. Both levels provide a set of bonuses or penalties, and he applies them both, not just the one from his latest replacement level. He gains the special abilities listed for his two replacement levels and all of the special abilities given for unfettered levels 1 through 12 except for the ones given at levels 5 and 7—the levels at which he opted to select replacement levels. In this case, Johann loses the parry ranged attacks ability at 7th level. The unfettered has no special ability listed at 5th level. Thus, he loses nothing for that choice. On the other hand, replacement levels generally provide lower saving throw and base attack bonuses compared to advancing normally in a class.*

A replacement level is not a new class. It simply represents a different set of skills or talents that you can develop within a class. If you have any special abilities determined by your class' level, add together the relevant class and its replacement class' levels to determine its total level. Each set of replacement levels is tied to a specific class. Do not mix the replacement levels of one class with the levels from a different core class when determining an ability's effective level.

In general, you should aim to gain these benefits in such a way that you lose access to class abilities you do not want. In addition, you can opt to gain these new abilities for a level

on which your class does not offer a special ability. In this case, you gain the optional level's ability without any loss of your class's talents.

For example, at 15th level an unfettered gains no special ability. You could opt to take a replacement level of blade saint (see page 54), at that time without losing your unfettered class abilities. Replacement levels for classes that sometimes skip a level when granting a special ability incur slower base attack bonus and saving throw advancement.

REPLACING CLASS ABILITIES WITH CLASS FEATS

Each class also receives a selection of new class-specific feats. You can replace any ability listed on your core class' advancement table (the same table that lists its base attack bonus and saving throw bonuses) with one or more of these feats. You can swap these abilities at any time, but you must meet the feat's prerequisites to gain it in this manner. You

REPLACEMENT LEVELS AT A GLANCE

The character gains the bonus listed in the replacement level on his saving throws and base attack. He resumes his base attack bonus and save progression when he gains another level in his core class.

The character gains hit points, skill ranks, and class skills listed for the replacement level's core class.

The character does NOT improve his spellcasting ability when he takes a replacement level, so he doesn't count replacement levels when figuring out things such as number of spells, Difficulty Classes for spells, and caster level.

Count the character's replacement levels when figuring out his class level in his core class.

Remember to figure out the character's base attack bonus and saves as if he were one level lower in his core class. Then add in the total advancement bonuses given for the replacement levels.

Keep track of your character's core and replacement levels if your character has more than one core class; avoid totaling them together unless something requires the character level (and not a class level).

If you use a feat to replace a class ability that has multiple listings on the class advancement table, the next time your character gains the ability, he will be one iteration behind.

Questions to Ask When Using Replacement Levels

Here are a couple quick questions to ask yourself when you're using the information in this chapter in your game.

Does your character meet the requirements given for the replacement level?

Does your character have at least one level in the core class before taking a replacement level in it?

Class Level and Character Level

A character's class level equals the number of levels the character has in a specific class (plus any associated replacement levels). One's character level is the total number of levels the character has in any class (including any replacement levels she may have).



cannot use talents for this purpose. Ceremonial feats lose the standard cost for gaining them if you use one as a substitute class ability. Otherwise, you can take these feats as normal if you meet their prerequisites.

When considering a class ability with multiple listings on the class advancement table, realize that you develop that talent slower than other characters. For example, at 1st level the greenbond's infuse with life ability heals damage equal to 1d8 points + his level. It improves by 1d8 at levels 4, 7, and 10, and by 2d8 at levels 13, 16, and 19. If you want to replace an improvement of this ability with a bonus feat, knock the improvement that you replaced down to the next level at which it increases. If you opt for a bonus feat at 7th level, you would be one improvement behind on this ability each time you get it. At 7th level, you would have a 4th-level greenbond's healing ability. At 10th level, you would have a 7th-level ability, and so on. In essence, each time you select a bonus feat in place of an ability's improvements, you remain one improvement behind on its progression.

Remember, an ability must show up on your core class' advancement table for you to replace it in this manner. Only those abilities may be replaced with class-specific feats from this book.

AKASHIC

The akashic dives into the world's collective memory, sifting through it for hidden knowledge, or drawing upon the experiences it stores to improve his actions and abilities. While the akashic's power is impressive, it deals with events that are already resolved. Some akashics, known as akashic eyes, can peer into the world's memory as it forms. They can pluck the memories from a living creature or reach out to view changes to the akashic record as they happen. Thus, though many akashics peer into the past, those who are *akashic eyes* monitor the present.

THE AKASHIC EYE

The akashic eye allows the akashic memory to flow over his mind and combine with his awareness of current events. Wherever he looks, he can see the record forming, changing, and growing to absorb all that happens. He knows what you want to do just before you do it, since he can watch your thoughts spread across the akashic record. He can view dis-

tant events as they happen by tapping into the world's memory and watching them with a delay of no more than a second or two. To the akashic eye, the akashic record is a living, breathing thing that continually grows. He focuses his view upon its very edges, watching these boundaries expand with the infinite bounty of a minute in history.

Akashic eyes tend to react to events just before they happen. They seem normal, but their tendency to speak in reply to a creature's thoughts and their seemingly uncanny timing sometimes prove disconcerting. These mystics usually prefer solitude so they can better focus on the enormity of the akashic memory without petty distractions. Other akashic eyes revel in casting themselves into the midst of history's storm. They love not only to watch events unfold, but also to experience them firsthand.

AKASHIC EYE REPLACEMENT LEVELS

An akashic can take up to three replacement levels to reflect his development as an akashic eye. The character must meet the following minimum requirements to gain each level:

- Level 1:* Wisdom 13
- Level 2:* Wisdom 15, two lesser akashic abilities
- Level 3:* Wisdom 17, two greater akashic abilities

Prescience (Ex): The akashic eye can glimpse the tiny signaling events, thoughts, and other factors that form the present events around him. He can sense a magister's thoughts as she prepares to cast *sorcerous blast*, he sees a killer draw her dagger, or he hears the groaning of a pit trap a split second before it opens. To others, it appears as if the akashic eye sees events before they happen, but in truth he is so closely connected to the akashic memory that he views the events that signal history's march.

In practical terms, the akashic eye enjoys a bonus on all his saves and initiative rolls equal to 1 + his akashic level divided by 5. His mind can process these signs, which allows him to react to them faster than others.

Memory of the Moment (Ex): As the akashic eye develops his talents, he learns to peer into the firmament of the akashic record and untangle the thoughts and emotions that lurk beneath. By tapping into the record of events happening around him, he can sense others' thoughts and use that information to guide his actions.

THE AKASHIC EYE					
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+1	+0	Prescience
2	+0	+0	+0	+0	Memory of the moment
3	+0	+0	+1	+0	Eye of the world



The akashic eye can focus his attention upon one creature with an Intelligence of 6 or higher. The target of this ability makes a Will save (DC 10 + half the eye's akashic level + his Intelligence modifier) to resist this ability. On a failed save, the akashic eye gains several benefits against his target.

First, the akashic eye reads the target's intentions. He gains a +4 bonus on Sense Motive checks against the target and automatically uses this skill to detect the target's lies.

In combat, the akashic eye gains an intuitive sense of his target's maneuvers and actions. The akashic eye gains a +2 insight bonus on attacks and damage against the target, and a +2 insight bonus on saves against the target's spells, spell-like abilities, or supernatural abilities.

If the akashic eye readies an action to disrupt his target's efforts, he can make a melee attack against his foe. Should this attack hit and deal damage, the target takes a –2 penalty on all skill checks, attack rolls, and saves until the beginning of her next action. In short, the akashic eye, anticipating his foe's actions, makes an attack that is timed to disrupt his opponent's plans.

The akashic eye can use memory of the moment a number of times per day equal to 1 + his Intelligence modifier. Activating this ability is a full-round action that provokes an attack of opportunity. The akashic eye must see his target to use this ability. Its effects last for 10 rounds.

Eye of the World (Ex): The akashic eye can cast his gaze across the world, seeking out the specific portions of the akashic record that pertain to a person, place, or thing. Once per day, the akashic eye need

only focus on a place, a creature, or an object for one minute. At the end of this time, the akashic eye views the target's current location and the area in a 30-foot radius around it for one minute per akashic level. He views his target with his normal sight and any magical effects or special abilities that improve his sight (unless stated otherwise in the effect or ability's description). The akashic eye cannot cast spells or take any actions against his target via this vision. He watches and interprets the akashic memory to learn about the target only.

The akashic eye cannot take any actions aside from maintaining his concentration while he watches his target. The akashic eye can also hear his target and any other people within 30 feet of it.

If the akashic eye chooses to view a place, he watches from a specific location of his choice within it if he has first-hand knowledge of the place. Otherwise, he watches the location from its central point.

When watching a creature or an object, the akashic eye views it from any space he chooses within the area he can view. If you need to determine the Difficulty Class of a Spot or Listen check, or if the akashic eye notices a subtle detail or hidden creature, treat the akashic eye as if he stood in that space during the action and give him the benefits (and drawbacks) of all magical effects, skills, and special abilities he has (unless the descriptions of these effects, skills, and abilities state otherwise). For example, a human akashic eye would need magical assistance to observe an item that is



kept in a dark cave. The akashic eye can change the spot from which he views an area as a standard action, but he can never choose a spot outside of this ability's affected area.

If the target of this ability is in a container large enough to hold the akashic eye, his view is from within the container. Otherwise, he watches the area from outside of it.

A living creature targeted by eye of the world may attempt a Will save to resist its effects. The Will save DC is 10 + half the akashic eye's total akashic class levels + his Intelligence modifier. On a successful save, the akashic eye cannot find the target's strand in the akashic record.

AKASHIC FEATS

Akashics undergo extensive training and spend many weeks and months studying the ways of the akashic record. The abilities that an akashic develops sometimes diverge from those practiced by his fellows, since not every akashic follows the same path.

The feats below belong to the akashic feat category. You must have at least one level in the akashic class to select them. They either draw upon the power of the akashic memory or they expand upon that akashic class' special abilities.

CONVINCING MEMORY [AKASHIC]

You twist the akashic memory briefly to create a memory that affects those in your immediate area for a few moments. With this feat you can distract an opponent or trick her into believing a lie.

Prerequisite: Any lesser akashic ability

Benefits: This feat's effect can take two forms. You select how you want to use it when you activate it.

In its first form, you can use this feat to construct a false memory that supports a lie or similar bluff and implant it in your target. Your target must succeed at a Will save (DC 10 + half your akashic class level + your Intelligence modifier). A target who fails this save takes a –10 penalty on all Sense Motive checks against you for the next 10 minutes. She also takes a –10 penalty on any checks made to oppose your Disguise or Forgery checks.

In this feat's second form, you place a confusing or contradictory memory into your opponent's mind. If you succeed, she freezes in place, wracked with confusion. She must make a successful Will save (DC 10 + half your akashic class

level + your Intelligence modifier) or be dazed for 1 round. This is a mind-affecting ability.

Convincing Memory has a range of 30 feet, and using it is a full-round action that provokes an attack of opportunity. You can use it once per day for every five levels you have in the akashic and akashic eye classes.

CRAFT AKASHIC ITEM [AKASHIC]

You have learned to craft daelren, the crystallized stuff of the akashic memory (see page 24), into useful items.

Prerequisite: Any lesser akashic ability

Benefits: You can create akashic items using daelren. See "Memory Objects: Akashic Items" for rules and details.

DELVE INTO CREATION [AKASHIC]

You focus on a single object and learn the methods of its creation, which allows you to spot its weaknesses and see how to overcome its capabilities.

Prerequisite: Any lesser akashic ability

Benefit: As a standard action, you can learn the methods, processes, and details of a single item's creation. The benefits you gain depend on the type of item against which you use this feat.

If you focus on a suit of armor, you reduce the Armor Class bonus it provides to its wearer by –2 against your attacks. You learn the gaps in its protection.

Against a magic item, you learn to recognize the signs of its activation. You gain a +2 insight bonus on saving throws made against its effects.

If you use Delve Into Creation against any other object, you reduce its hardness by half when attempting to damage it.

You may use this feat a number of times per day equal to 1 + your Intelligence modifier. You retain its benefits for 10 rounds before the detailed, almost overwhelming information from the akashic record fades from your mind.

DELVE INTO TRUTH [AKASHIC]

You cast your mind's eye into the akashic record to see the trail of history that follows in the wake of each creature, object, and spoken statement. While in this state, you can spot illusions (since they have obviously short histories) and lies with ease.

Prerequisite: Any lesser akashic ability

Benefits: For a short time, you can enter a trance that allows you to notice false images and lies. When you first encounter an illusion, you automatically attempt a save (in secret; your DM rolls for you) to notice that it is not real. You do not need to interact with it first. You make a separate save for each illusion encountered. You can make only one such free saving throw per illusion.

If someone speaks a lie within your hearing, the liar must make a Will save (DC 10 + half your akashic class level +

OPTIONS, OPTIONS, AND MORE OPTIONS

In this chapter, you'll find a variety of options for both new characters and those who already have a few adventures under their belts. Many of these options include class-specific feats. For your convenience, we have placed the main feat descriptions within each class section. Plus, for quick reference, an appendix combines all of the short descriptions. You can find this feat index starting on page 91.

AKASHIC FEATS

Feat Name	Category	Prerequisites	Benefits
Convincing Memory	Akashic	Any lesser akashic ability	Place a memory into an opponent's mind.
Craft Akashic Item	Akashic	Any lesser akashic ability	Create akashic items using daelren.
Delve Into Creation	Akashic	Any lesser akashic ability	Gain a bonus on saves and on attacks against an item you research.
Delve Into Truth	Akashic	Any lesser akashic ability	Sense illusions and lies.
Read the Thread of Life	Akashic	Wisdom 13, any lesser akashic ability	Learn the basics of a target's past.
Tactical Study	Akashic	Any lesser akashic ability	Gain a +1 bonus on attacks and a +2 bonus on damage and to AC against a foe that you study.
Track the Thread of Time	Akashic	Intelligence 15, any greater akashic ability	Learn details of a creature's life and gain a +1 bonus to attacks and saves against it.

your Intelligence modifier) or you spot that it is a lie by the lack of corroborate information in the akashic memory.

While you are in this state, you can take only a standard action each round, since you must concentrate on the akashic record. You can enter this trance twice per day, and you remain within it as long as you are willing to gain only a standard action each round.

READ THE THREAD OF LIFE [AKASHIC]

You tap into the akashic memory to read into the tiny, otherwise unnoticeable details of a person's appearance to construct a plausible, and likely correct, description of her talents, disposition, and recent actions.

Prerequisite: Wisdom 13, any lesser akashic ability

Benefits: By spending one minute studying a creature, you determine several useful things about it. You learn the creature's vocation (if any), the classes it has levels in, the general range of its total levels, and where it has traveled for the past six hours. If the creature attempts to conceal this information from you, make an Intelligence check opposed by its Disguise check. A creature that makes no attempt to conceal its appearance or abilities does not receive this Disguise check. While you have an eye for detail, a determined opponent can make a few changes to mislead you. If your check fails, you buy into whatever façade the creature has constructed. Obviously, the DM should make this opposed check in secret.

You learn whether the creature is a novice (levels 1–5), a veteran (levels 6–15), or a master (level 16+). You do not learn its exact level.

TACTICAL STUDY [AKASHIC]

You study an opponent's maneuvers and scour the akashic memory for information about your foe's fighting style. In the space of a moment, you learn how to counter your opponent's fighting technique and take advantage of her weaknesses.

Prerequisite: Any lesser akashic ability

Benefit: As a standard action, you can study an opponent and gain several benefits against her if she fails her Will save (DC 10 + half your akashic level + your Intelligence modifier). You gain a +1 insight bonus on attacks against her, a +2 insight bonus on damage rolls made against her, and a +2 insight bonus to Armor Class against her attacks.

You can use this ability a number of times per day equal to 1 + your Intelligence modifier. You retain its benefits for 10 rounds before the detailed, almost overwhelming information from the akashic record fades from your mind.

TRACK THE THREAD OF TIME [AKASHIC]

While a woodsman or explorer might use the physical signs of a creature's progress to track it, you can use the echoes and images of the akashic record to trace a being's progress through history in a similar manner.

Prerequisites: Intelligence 15, any greater akashic ability

Benefit: You can track a creature's progress through time and space by sifting through the tides of the akashic memory. Once per day, you can slip into a trance for 30 minutes as you cast your mind's eye into the record. At the end of this time, your target must make a Will save (DC 10 + half your akashic class level + your Intelligence modifier). If this save fails, you find the thread of history that ties into the creature and follow it to its end point.

You learn a creature's basic history, including where it was created or born, all the major events in its life, and its current location. If you have any particular events you want to learn about, you can view a number of them equal to your Intelligence bonus. Against this creature, you gain a +1 insight bonus on attacks and a +1 insight bonus on saves against its spells and special abilities.

If any gaps exist in the akashic record, such as events erased through magic or an artifact, you learn of the creature's actions from its birth to the first such event. You must use this ability again to pick up the thread from after the event onward.



Obviously, a creature whose entire history is erased from the akashic record is immune to this ability.

MEMORY OBJECTS: AKASHIC ITEMS

Daelren is a rare, crystalline substance that exists in the soil near akashic nodes. Usually it forms a few feet below the ground in areas lush with plants. This strange mineral is the physical by-product of the ebb and flow of the akashic memory. In the aftermath of world-altering events, daelren appears in greater than usual amounts. During calm, peaceful times, it grows increasingly rare. The akashic masters know that turbulent times draw nearer when small deposits of daelren crop up after a long period of peace. The first signs of a great war—such as a minor skirmish, the ascendance of a blood-thirsty warlord, and other events that help spark conflicts—spur the first wave of daelren formations.

While daelren can offer a vague augury of history's turns, its true value lies in the akashic items that skilled akashic artisans can create with it. Daelren's connection to the akashic memory makes it ideally suited to capturing and holding memories. A bag crafted with a fine weave of this material can hold horrific memories that it disgorges upon an akashic's foes, driving them mad with fear. A daelren arrow can remember the blood of a specific person, allowing it to seek her out over a great distance or around cover. A medallion fashioned from daelren can hold the memory of a skill or talent, allowing anyone who wears it to gain the benefits of another person's training.

The items detailed in this section can be crafted only by an akashic with the Craft Akashic Item feat (see page 22). To create an item, you must pay half the item's market price in raw materials. This cost includes the daelren needed to complete the item. It takes one day of work to craft an akashic item for every 1,000 gp in its price.

Necklace of Speech: A slim, golden chain is fitted with one or more daelren stones, each crafted to look like a speaking, humanoid face. Knowledge of a single language is encoded within each stone. When worn, it confers to its user the ability to speak these encoded languages. If the person wearing the necklace can read, he can also read and write the encoded languages. *Price:* 1,000 gp per stone

Bag of Nightmarish Recall: This seemingly mundane sack collects and holds particularly traumatic and terrible memories. When opened, it spews forth the psychic images and impressions of these events. Any creature in a 30-foot cone from the person who opened the bag must make a Will save (DC 16) or become shaken, as it experiences the memories firsthand in the space of a few seconds.

You can use the bag once per day. When it is not in use, you must keep it tightly closed so it can slowly accumulate more terrible memories. If you leave the bag open for more than an hour, it cannot recharge for one day. *Price:* 4,000 gp

Memory Lens: This rare item is a piece of daelren carefully beaten into a glass lens, framed within a delicate hoop of gold. An akashic can look through the lens to witness the ebb and flow of the akashic record in his immediate surroundings.

Once per day, the akashic can use the lens to view a past event. He can view up to a century in the past, and he can watch a scene unfold for a total number of minutes equal to his Intelligence score. He must either name a specific day and time of day or a noteworthy event. If more than one event matches the description he provides, he views the most recent one. The lens provides only a visual window; it does not reproduce sound. The image is a figment of the akashic memory, and thus any spell or effect (aside from those that improve, affect, or modify the akashic's sight) has no effect on it.

The akashic watches the scene in the lens as if he stood within it. He can walk through the scene and view the world around it. The lens places the akashic at the centermost point of the action. The akashic moves with his normal speed and movement modes. *Price:* 5,000 gp

Thought Crystal: Runes that relate to a single event adorn a small chunk of daelren called a thought crystal. An akashic (and only an akashic) can see a vivid, exact memory of the event within the crystal. Upon accessing this memory, he gains several benefits, depending on the crystal (see below). After one uses a thought crystal, it crumbles into burned-out, worthless shards. Unless otherwise noted, one activates a crystal as a standard action, and its effects last for one hour.

Battle Insight: The battle insight thought crystal specifies a creature type, such as outsider or monstrous humanoid. For the humanoid type, you must select a specific subtype. You learn the specified creature type's strengths and weaknesses, which grants you a +1 insight bonus on attacks and damage against it. *Price:* 250 gp

Death: When the akashic activates a death thought crystal, the forbidden lore of a dozen skilled killers floods his mind. He sees visions of horrid deaths, assassinations, and other murders. While disturbing, this lore grants him a +1d6 bonus on his sneak attack damage. If he lacks that ability, he gains the ability to deal 1d6 points of damage via a sneak attack. Unlike other thought crystals, this one provides its benefits for only 10 minutes. *Price:* 300 gp

Glory: When using a glory thought crystal, the akashic witnesses an inspiring victory or a similar scene that fires his courage. He gains a +2 morale bonus on attacks and a +4 morale bonus on saves against fear. *Price:* 300 gp

Knowledge: The knowledge thought crystal contains a decade's worthy of study and research, allowing it to grant you temporary mastery of a subject. When you activate the stone, you gain a +5 competence bonus to a single skill and you become trained in its use, which allows you to make checks with it as normal. *Price:* 500 gp

Language: The language thought crystal contains the lore needed to speak and read a single language. When you activate it, you can speak and read (if you are literate) that language for one hour. *Price:* 150 gp

Prowess: In the space of a second after activating the prowess thought crystal, the akashic experiences the years of training and practice that a warmain undergoes to become a skilled warrior. The akashic gains a single feat from the warmain's list of bonus feats. The akashic must meet the prerequisites for this feat as normal. This benefit lasts for 10 minutes. *Price:* 500 gp

Weapon of Remembrance: An akashic can insert a shard of daelren into a weapon or tie the shard to it with a silver chain, giving the weapon the ability to recall a specific foe and inflict a terrible wound against her. When an akashic creates this shard, he focuses his mind on the memories of a single, specific person or creature. If the daelren weapon successfully strikes that creature, it slices into both her body and mind, disrupting her memories and talents for a short time. The daelren shard shatters, destroying itself, and in so doing confers a -2 penalty on the target's skill checks and saves. The target also loses one of her highest-level spell slots, and her base attack bonus decreases by -2. If any feats or abilities she has list a minimum base attack bonus as a prerequisite, she loses the ability to employ them if her new base attack bonus is below the prerequisite. These drawbacks last for one hour. *Price:* 1,200 gp

CHAMPION

The champion is a living weapon that fights on behalf of a particular cause or ideal. He not only defends his cause, but in time he comes to embody it. He serves as a shining beacon of light who fights for justice and other high ideals, or he can become a terrible force for destruction against any who oppose the cause for which he stands. Champions stand at the forefront of their cause, whether for good or ill.

Sometimes, a champion's dedication to his cause is so great that even the bonds of death cannot deny his unrelenting dedication. Though his body dies, his spirit still thirsts for the struggle. Unable to accept that his death has separated him from his cherished cause, he transcends the bonds of death and returns to the mortal realm. These dedicated champions are known as *deathless crusaders*. After

they have died once for their cause, foes find them difficult to defeat again.

Few champions follow this path, since it requires intense, fanatical dedication. In most cases, a deathless crusader arises when a champion dies at a critical moment in history or in the face of an overwhelming, treacherous foe. The champion has too much work remaining in the world of the living and thus turns his back on the afterlife. A beloved defender of the weak may return to walk again among his charges, but by the same token a villainous champion might appear in a new guise to continue his reign of terror.

THE DEATHLESS CRUSADER

The deathless crusader remains a living monument to the power and passion of his cause. He is a warrior who fights on despite overwhelming odds or horrid foes. His courage has been tested in the past, and never was he found wanting. He journeyed beyond the shadow of death and is unafraid to return to it. His dedication, zeal, and intensity allow him to fight on long after other, lesser warriors would have fallen by the wayside.

The process of dying and returning to life changes the deathless crusader in a fundamental way. He becomes more than human (or whatever his race may be), but in some ways he loses the spark of individuality that made him unique. His old friends may note that he seems tired and listless unless he attends to a matter that has a direct bearing on his cause.

DEATHLESS CRUSADER REPLACEMENT LEVELS

To rise as a deathless crusader, a champion must have the courage and dedication to live up to his cause's ideals. On five separate occasions, he must demonstrate incredible bravery and dedication to his cause. The DM has final judgment in this matter. Each cowardly act the champion commits strikes one brave act from this list. The champion must atone for such actions before he can become a deathless crusader.

The champion must die to enter this class. If he meets the requirements, he removes one level of champion and gains one level of this class to return to life.

Otherwise, the deathless crusader has the following specific prerequisites for each level:

THE DEATHLESS CRUSADER						
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	
1	+1	+0	+0	+1	Beyond death	
2	+1	+1	+0	+0	Martyr's ferocity	
3	+1	+0	+0	+1	Vengeful strike	



Level 1: None, except as noted above

Level 2: 1st deathless crusader replacement level

Level 3: 1st and 2nd deathless crusader replacement levels

Beyond Death (Ex): The deathless crusader's old body does not animate when he returns to life. Rather, the power of his cause forges a new body for his spirit. He appears near his home, his grave, or his closest friends—whichever spot allows him to reclaim his equipment and continue the fight most easily. His stats are the same as his old body's except that the power of his cause grants his new body a +1 bonus to Constitution. His journey beyond the veil of death leaves him utterly fearless. He gains immunity to all fear effects.

Martyr's Ferocity (Ex): The deathless crusader has no fear of pain or death. He has seen the end, and it holds no special horror for him. Once per day, he can enter a focused state of mind that allows him to fight with tenacious ferocity. He gains a +4 bonus to Constitution, which increases his hit points by 2 points per class level. (These extra hit points are not lost first the way temporary hit points are.) He cannot die due to points of damage while in this state, and he remains conscious and fully active regardless of how low his hit point total becomes. He remains in this state for a number of rounds equal to 10 + his newly improved Constitution modifier.

At the end of this frenzy, the crusader loses any bonus hit points he gained from the Constitution increase from both his maximum and current hit points. He then suffers any drawbacks or consequences of his hit point total, such as death.

Vengeful Strike (Ex): The deathless crusader is driven to smite all who stand against his cause. He deals damage to those who would defeat him, and anyone who attempts to slay him must be ready to die in the attempt. If an attack reduces the crusader to unconsciousness or slays him before he falls, he can immediately make a full attack action against the attacker if she is within his reach or in range of the missile weapon he currently holds.

CHAMPION FEATS

Champions are warriors who fight with the emotion and strength lent to them by their intense dedication to an ideal. Individually, they display a wide variety of common tactics, favored weapons, and other traits. A champion tends to sculpt his fighting style to mirror some aspect of his cause. A champion of death delights in slaying downed opponents before moving on to battle any remaining foes, while a champion of magic can better withstand spells due to his understanding of their nature.

The following feats belong to the champion feat category. You must have at least one level in the champion class to select them. They either draw upon the power of the champion's cause or they expand upon the champion class' special abilities.

CHAMPION FEATS

Feat Name	Category	Prerequisites	Benefits
Born Champion	Champion, Talent	Character level 1st only	Champion class abilities function with a +1 bonus.
Call Shield Bearer	Champion	Call or imbue shield class ability	A summoned shield defends you of its own accord.
Call Weapon Wielder	Champion	Call or imbue weapon class ability	A summoned weapon can fight on its own.
Focused Effort	Champion	Constitution 13, Wisdom 13	Ignore penalties on attacks and damage.
Icon of the Cause	Champion	Base attack bonus +5	Gain a benefit based on your cause.

BORN CHAMPION [CHAMPION, TALENT]

You were born into the champion's role. Perhaps your parents followed this path, or the heavens foretold that you were destined to fight on behalf of a cause. In either case, you have a natural aptitude for the champion's talents.

Prerequisite: Character level 1st only

Benefit: When you use an ability score or an ability score modifier to determine the effectiveness of a champion class ability, the number of times you can use it, its duration, or any other numerical factor, you gain an additional +1 bonus to your ability score or on your ability score modifier.

CALL SHIELD BEARER [CHAMPION]

When you summon or imbue your shield to defend you, you grant it the magical energy to float freely and defend you.

Prerequisite: Call or imbue shield class ability

Benefits: The shield you gain via the call or imbue shield ability gains the animated magical trait. It can defend you even if you do not have a hand free to hold it. See Chapter Seven in the DMG for full details on the animated ability.

CALL WEAPON WIELDER [CHAMPION]

You gain a magic weapon that darts at your opponents and slashes at them of its own volition.

Prerequisite: Call or imbue weapon class ability

Benefits: The weapon you gain with the call or imbue weapon class feature carries the dancing ability with one difference: The weapon can continue to fight as long as it remains in existence or imbued with the power of your cause. You still must use a standard action to activate this ability.

FOCUSED EFFORT [CHAMPION]

Your dedication to your cause allows you to fight on despite any hindrances or other obstacles you face.

Prerequisite: Constitution 13, Wisdom 13

Benefits: As a full-round action, you can make a single attack at your best base attack bonus, and the attack and damage roll you make ignores all Strength damage (but not drain) and penalties you may currently have. You ignore the ability score damage only with respect to your attack and damage bonus due to your Strength. You could not, for example, ignore damage to a different score.

If you are grappled, you automatically succeed at an opposed grapple check to make an attack with a light weapon. This benefit does not apply if your foe attempts the check to make an attack with his light weapon. You gain its benefits only when you want to attack, not when you attempt to defend against one.

ICON OF THE CAUSE [CHAMPION]

Your dedication to your cause spills over into your combat tactics. You gain a benefit in battle based on the cause that you champion.

Prerequisite: Base attack bonus +5

Benefits: The benefits you gain from this feat depend on the cause that you champion. Unless otherwise noted, using these abilities is a standard action.

Darkness: While in an area of darkness, you can call upon the power of the Dark to grant you the services of a creature of pure darkness. You can summon a shadow to serve you for 10 rounds. The shadow is as described in the MM, but it lacks the create spawn special ability.

Death: As a champion of death, you can sense when your master draws near. You enjoy a dreadful insight that allows you to speed dying creatures on to the afterlife with a simple cut of your weapon. You gain the ability to *coup de grace* dying creatures as a standard action that does not provoke an attack of opportunity. Note that this applies only against creatures that are dying, rather than paralyzed or otherwise helpless.

Freedom: You gain the ability to slice the magical bonds that can hold a creature in place. Against an opponent, you make a touch attack that deals no damage. However, if you hit, you cast *dispel magic* on your target with your character level as your caster level. This spell can dispel enchantments or spells that restrict the target's movement only. Against an ally, you need only touch her to make the effect work.

Justice: When the time of judgment is at hand, you strike true. Once per day as a free action, you may opt to gain a +20 competence bonus on a single attack against a creature guilty of murder in cold blood.

The creature must truly be guilty for this ability to function.



Knowledge: You enter a trancelike state that allows you to sort true knowledge from false. Once per day for up to 10 minutes, any creature that attempts to tell a lie in your presence must succeed at a Will save (DC 10 + half your champion class level + your Wisdom modifier) or find itself compelled to tell the truth despite its attempts to weave a deception. This is a mind-affecting ability. The trance has no effect on your ability to take other actions as normal.

Life: The power of life burns within you, allowing you to knit wounds and survive injuries that would hobble other creatures. Once per day as a free action, you can imbue yourself with positive energy to gain fast healing 2. This benefit lasts for 10 rounds.

Light: You can imbue your weapon with a burst of light energy, which forces your opponent to make a Fortitude save (DC 10 + half your champion class level + your Strength modifier) or be blinded for 2d4 rounds. You can use this ability once per day. Activating it is a free action. The energy you call remains on your weapon for 5 rounds. If you hit an opponent, it discharges. If you do not use this ability before its duration expires, it dissipates harmlessly.

Magic: As a champion of magic, you derive strength and power from raw magical energy. When you succeed at a saving throw against a spell that targets you and only you, you can choose to absorb the spell's energy. (If any drawbacks are associated with a successful save from the spell [such as half damage] you suffer them as normal.) You gain 2 temporary hit points per level of the spell and a competence bonus equal to half the spell's level, rounded down, on attack rolls. This benefit persists for 10 rounds. You can use this ability three times per day.

GREENBOND

The greenbond, as this class' name indicates, enjoys a close relationship with the natural world. Many of her talents derive from the Green, the force of life within the world. Greenbonds learn to tap into this energy and turn it into a useful tool. While some of them acquire these talents for selfish ends, most see themselves as caretakers and benevolent watchers. They defend the wilderness from the minions of the Dark, the polar opposite of the Green that threatens to engulf all in oblivion. Greenbonds can communicate with minor spirits that others overlook, which

allows them to gain a broad overview of all that occurs in a particular area.

Greenbonds master a variety of magic, but they focus on spells that affect plants. They also have the ability to commune with nature, which allows them to cast their gaze far and wide over the wilderness to learn its tidings. Greenbonds make effective guardians because of this ability. Many of them watch over contested wilderness borders and other areas where nature is suspended between competing civilized factions.

THE ARBOREAL GUARDIAN

Some greenbonds find such comfort and joy in their link to the natural world that they seek to truly become one with it. A greenbond's magic and skills allow her to protect the Green and tend to her realm, but in some cases a greenbond finds her humanoid nature an insurmountable barrier to true enlightenment. Some of these greenbonds undergo an intense ritual that slowly transforms them into living, intelligent plants. They retain the basic characteristics of their old form, but where once bone and muscle provided structure, now wood and fiber act in that capacity.

To greenbonds, this transformation is an evolution to a higher state. Few of them have the dedication and focus needed to undergo it, and those who do are among the most respected greenbonds in the world. Known as *arboreal guardians*, these humanoid plants glow with the raw power of the Green.

ARBOREAL GUARDIAN REPLACEMENT LEVELS

A greenbond can take up to three replacement levels to reflect her development as an arboreal guardian. The character must meet the following minimum requirements to gain each level:

- Level 1:* Bond with the Green ability
- Level 2:* Wisdom 15, lesser speak with spirits ability
- Level 3:* 1st and 2nd arboreal guardian replacement levels

Child of the Green (Ex): The arboreal guardian evolves into a plant creature. She retains her basic shape, form, and racial abilities, but her hair becomes flowing grass or leaves, her skin turns green and fibrous, and her internal organs transform into plant structures. She gains "plant" as a

THE ARBOREAL GUARDIAN						
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	
1	+0	+0	+0	+0	Child of the Green	
2	+0	+0	+0	+1	Servant of the Green	
3	+0	+0	+0	+0	Guardian of the Green	



creature subtype (as opposed to her own creature type) and enjoys immunity to critical hits but not nonlethal damage. She still needs to sleep. She also gains a +4 bonus on saves against poison, sleep, paralysis, polymorph, and stunning.

Servant of the Green (Ex): The arboreal guardian enjoys a close, intimate connection to the Green. She gains the ability to speak with animals and plants at will. She can communicate with them using a spoken language, though in the case of plants she must physically touch them to hear their response. Keep in mind that plants and animals have limited Intelligence scores. They cannot engage in detailed conversations, but they can relate general impressions of what has happened in the area around them.

As a result of this ability, the arboreal guardian gains a +4 competence bonus on Diplomacy checks against intelligent plant creatures and all Handle Animal checks.

Guardian of the Green (Ex): At 3rd level in this evolved class, the arboreal guardian assumes the full responsibility and power of her station. She can draw on an inner reserve of energy and power to help her overcome those who threaten nature. Once per day, the arboreal guardian can tap into the energy of the Green to sustain her efforts. She enters a state that grants her a +2 bonus to Strength, Constitution, and Wisdom. She gains regeneration 3, though she takes normal damage from acid and fire. She gains an additional 2d8 points of healing with her greenbond class' infuse with life ability. Entering this state is a standard action, since the arboreal guardian must focus her concentration and draw strength from the Green. It lasts for a number of rounds equal to 10 + her Wisdom modifier. The guardian loses the extra hit points for her increased Constitution from both her maximum and current hit point totals.

GREENBOND FEATS

Greenbonds form a close link to the Green, and in many ways their personality and disposition shapes the nature of that connection. Some greenbonds see themselves as passive caretakers, while others become aggressive defenders of the wild who readily use their spells to smite intruders. The greenbond feats illustrate these different roles and allow you to further customize your character.

The following feats belong to the greenbond feat category. You must have at least one level in the greenbond class to select them. They either draw upon the power of the Green or expand upon greenbond class features.

COUNSEL OF THE GREEN [GREENBOND]

You commonly commune with spirits. While only the most powerful spirits know enough to prove useful as guides, you can learn a variety of subtle but useful bits of news from the minor beings that inhabit the world.

Prerequisites: Wisdom 13, perception class ability



GREENBOND FEATS

Feat Name	Category	Prerequisites	Benefits
Counsel of the Green	Greenbond	Wisdom 13, percipience class ability	Gain a +2 bonus on Sense Motive and Gather Information checks, plus use Gather Information in remote areas.
Debt of Spirits	Greenbond	Charisma 13, percipience class ability	In return for a small sacrifice, gain a minor benefit from spirits each day.
Fortify With Life	Greenbond	Infuse with life class ability	Heal ability score damage and grant an ability bonus.
Guarded by Nature	Greenbond	Dexterity 13, percipience class ability	Spirits warn you, making it impossible to catch you flat-footed.
Nature's Wrath	Greenbond	Plant creature type	Call upon plants to grasp and hinder foes.
Rebuke Nature	Greenbond	Charisma 13, plant creature type	Rebuke plants, gain SR against plant spells.
Ward of Nature's Child	Greenbond	Bond with the Green class ability	Gain a +4 bonus to AC against wooden and bone weapons.

Benefit: You gain a +2 bonus on all Sense Motive checks, since the hum and chatter of the spirits around you helps you gain an insight into a creature's mind. You gain a +2 bonus on all Gather Information checks. You can use that skill in the wilderness and other areas far from civilization, since you can commune with the vast number of minor spirits in the area. In civilized areas, you can make two checks each evening and either use the higher of the two results or seek information on two topics. In either case, you speak with the minor spirits of the town and use normal means to gather rumors from them.

DEBT OF SPIRITS [GREENBOND]

You can enter into minor agreements with the spirits of the world. You leave them sacrifices and other offerings, and in turn they grant you their aid.

Prerequisites: Charisma 13, percipience class ability

Benefits: Once per day, you create a minor ceremony that requires 5 gp in coins or food, treats, and other items. You commit these goods to the spirits of nature. In turn, they provide you with a minor benefit during the day. You can immediately heal 2 hit points, gain a +1 bonus on a single skill check or save, or gain a +1 bonus on an attack roll. You must declare that you wish to use this bonus before making a roll. Invoking the benefit of this feat is a free action.

If you do not use the favor before the end of the day, it carries over to the next. However, the spirits never owe you more than one deed. You cannot bank favors each day to slowly build up a reserve.

FORTIFY WITH LIFE [GREENBOND]

You can channel life energy into your allies not only to heal them, but also to lend vigor to their muscles and minds or toughen them against poisons and disease.

Prerequisite: Infuse with life class ability

Benefits: When you use your infuse with life ability, you can choose either to cure ability score damage or to grant an ally a temporary ability score bonus.

For each 2d8 points of healing you can offer, you can cure 1 point of temporary ability score damage. You can convert all or part of your healing in this manner, but you cannot partially convert a use of this ability to bank healing for later. This healing ability can mend more than one ability score at one time.

Alternatively, you can fortify an ally with your magic. For each die of healing you can provide, you can grant a temporary +1 bonus to an ability score. This bonus lasts for 10 minutes. You can spread this bonus over more than one ability if you wish.

GUARDED BY NATURE [GREENBOND]

The spirits of nature warn you of incoming attacks, allowing you to dodge aside just in time. Even when an opponent catches you unaware, the spirits' cries put you on your guard.

Prerequisites: Dexterity 13, percipience class ability

Benefit: You cannot be caught flat footed due to surprise, and you are not flat footed if an opponent's initiative is higher than your own during the first round of combat. When danger draws near, the nature spirits you can talk to provide you with enough of a warning that you can ready yourself for an attack. This ability does not function in urban settings.

NATURE'S WRATH [GREENBOND]

You have a close bond to plants, which grants you the aid of even the humblest of them. In battle, vines grab at your foes, grass tugs on your foes' ankles, and trees sway to knock your opponents aside.

Prerequisite: Plant creature type

Benefit: Once per day, you can call upon the plants around you to rise up against your enemies. All foes within 30 feet of you take a –2 penalty on attacks, checks, and saves as the plants claw at them. They also must succeed at Reflex saves (DC 10 + half your greenbond class level + your Charisma modifier) or find themselves grabbed and held in place. A Strength check as a standard action (DC 10) allows a creature to break free. A creature held in this manner is considered entangled.

A creature only needs to save once against this feat's entanglement effects. The other penalties it deals last a number of rounds equal to 10 + your Charisma modifier. The feat's affected area moves with you, since it continues to center on you.

REBUKE NATURE [GREENBOND]

Using the raw force of your personality, you compel plants and plant creatures to halt any violent actions toward you. Even magic that draws on plants seems to loathe harming you.

Prerequisites: Charisma 13, plant creature type

Benefits: You can rebuke plants as a standard action that does not provoke an attack of opportunity. All plants within 60 feet of you must make Will saves (DC 10 + half your greenbond class level + your Charisma modifier) or be unable to attack you unless you first attack them. On a successful save, they still take a –2 penalty on all attacks against you. This penalty does not apply to plants that failed their save but could then attack you because you struck at them. You may use Rebuke Nature a number of times per day equal to 3 + your Charisma modifier.

Also, against spells with the plant descriptor, you gain spell resistance equal to 10 + your greenbond level. The fundamental power of plant magic senses your connection to nature and draws back from you.

WARD OF NATURE'S CHILD [GREENBOND]

Your close connection to nature extends beyond the death of plants and animals. Those who employ weapons made from bone or wood find their armaments rebelling against them.

Prerequisite: Bond with the Green class ability

Benefit: You gain a bonus to Armor Class against weapons that include wood or bone parts, such as arrows, clubs, spears, and so forth. A sword would ignore this bonus, since it consists almost entirely of metal. This bonus equals 1 + your greenbond level divided by 5.

MAGE BLADE

Some mage blades focus the power of their magic into their athames to transform them into weapons of pure energy. Others sing the songs of magic as they fight, which creates a powerful chorus between the movement of their weapons and the sound of their voices.

THE BLADESONG

Among the giants, the mage blades known as *bladesongs* use the power of their voices and the rhythmic pattern of song to guide their efforts in battle. A bladesong is a terrible foe and worthy ally, since his music can soothe a friend's fears or strike terror into an enemy's heart.

BLADESONG REPLACEMENT LEVELS

The melodies woven by bladesongs and their athames can morph a situation in a way that is favorable to them and their allies. The song itself can damage a foe.

A character must meet the following minimum requirements to gain each level:

- Level 1:* Giant only, mage blade caster level 1st
- Level 2:* Giant only, mage blade caster level 5th
- Level 3:* Giant only, mage blade caster level 10th
- Level 4:* Giant only, mage blade caster level 15th

Special: A mage blade gains Perform (sing) as a class skill with his first bladesong replacement level.

Bladesongs: The bladesong gains the following abilities via his replacement levels: He learns several mystical songs that allow him to enhance his magical abilities and affect the flow of combat around him. The bladesong must sing to use these abilities. If he loses his voice or somehow becomes silenced, he cannot activate these abilities and loses their benefits if they are already in effect.

A bladesong cannot use the same song more than once at a given time. For example, he cannot stack two usages of song of the blade dance to double his bonuses. However, he can sing two different songs at the same time. The bladesong can meld his tunes to create a mystical chorus that allows him to benefit from different songs at the same time.

Song of the Blade Dance (Su): Once per day, with an additional use for every five class levels, the bladesong can sing a

THE BLADESONG					
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+1	+0	+0	Song of the blade dance
2	+1	+0	+0	+1	Song of victory
3	+0	+0	+1	+0	Song of death's herald
4	+0	+0	+0	+0	Song of arcane triumph



tune that enhances the flow of magic through his athame. His weapon pulses with the music, allowing him to enter a fighting dance that bewilders his enemies and sharpens his combat talents. While in this dance, he gains a +2 dodge bonus to Armor Class, a +1 bonus on attacks, and a +2 bonus on initiative. The dance lasts a number of rounds equal to 5 + the bladesong's Charisma bonus. Activating this ability is a free action.

Song of Victory (Su): The giants have many songs that speak of their great victories. As a standard action once per day for every five character levels, the bladesong can inject the triumphant emotions behind such tunes with magical energy, causing them to lift his allies' hearts while crushing his enemies' hopes. All his allies within 60 feet receive a +2 morale bonus on attacks, checks, and saves. Enemies with an Intelligence score within this same area must make Will saves (DC 10 + half his total mage blade class levels + his Charisma modifier) or take a -1 morale penalty on attacks. The song of victory lasts a number of rounds equal to 5 + the bladesong's Charisma bonus. The bladesong does not gain the benefits of this ability—only his allies gain them.

Song of Death's Herald (Su): The grim, terrible song of death's herald foretells the doom of the bladesong's foe. When he activates this ability, he selects a single opponent within his line of sight that can hear his words. The target need not understand the bladesong's language. The intent and meaning behind the song transcends such barriers. Creatures with an Intelligence of 4 or less are immune to this ability.

The target of this ability must make a Will save (DC 10 + half the bladesong's total mage blade class levels + his Charisma modifier). On a failed save, the bladesong's athame forms a deadly link to the target. The bladesong sings of each of his attacks against the target before he completes it, but he exactly predicts the result of each stroke. His target takes a -2 morale penalty to Armor Class on all attacks by the bladesong. Also, the bladesong increases his critical threat range by one (do this before doubling the range due to the *keen* quality and other effects) against his target, and he deals an additional 1d6 points of sonic damage against her. This effect lasts for a number of rounds equal to 1 + the bladesong's Charisma modifier. The bladesong gains these benefits only while he fights with his athame.

A bladesong can use Song of Death's Herald once per day.

Song of Arcane Triumph (Su): The mighty song of arcane triumph allows a bladesong to channel the raw energy of his magical power into his music. He can tap into the spell power he commands and transform it into sonic energy. Once per round as a free action, he can sing a litany of triumph on a single successful hit and spend a spell slot. The opponent that his attack struck suffers 1d6 points of sonic damage per level of the slot spent in this manner. A Fortitude save (DC 10 + half his total mage blade class levels + his Charisma modifier) halves the sonic damage this effect deals. On a critical hit, double this damage (unlike other bonus damage). Apply this extra damage even if the opponent is immune to critical hits.

THE ELDRITCH BLADE

The *eldritch blade* focuses the energy of his spells into his athame, forming a closer than normal relationship to it. While other mage blades use their athames as tools, the eldritch blade comes to see his athame as an outgrowth of the magical energy that flows through him. This relationship allows him to morph his athame into a different form.

ELDRITCH BLADE REPLACEMENT LEVELS

After a mage blade achieves a closer bond with his athame, he can start following the path of the eldritch blade. An eldritch blade's athame becomes a construct of pure magical energy that he can shape to fit whatever form he needs, from a stealthy dagger to a punishing axe.

A character must meet the following minimum requirements to gain each level:

- Level 1: Charisma 13, mage blade caster level 1st
- Level 2: Charisma 15, mage blade caster level 2nd
- Level 3: Charisma 17, mage blade caster level 6th
- Level 4: Charisma 15, mage blade caster level 12th
- Level 5: Charisma 17, mage blade caster level 16th

Eldritch Athame (Su): At 1st level, the eldritch blade transforms his athame into a weapon of pure magical energy. By focusing his concentration, he can cause it to adopt a new form suitable to the opponent at hand. This transformation

THE ELDRITCH BLADE						
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	
1	+1	+0	+0	+0	Eldritch athame	
2	+0	+1	+1	+1	Athame knowledge	
3	+1	+0	+0	+0	Athame surge	
4	+0	+1	+1	+1	Athame might	
5	+1	+0	+0	+0	Ultimate athame	

requires a full-round action that provokes an attack of opportunity. The eldritch blade can use this ability once per day plus one additional use for every four mage blade levels. The athame retains any magical qualities it had in its normal form along with its inherent enhancement bonus, and it returns to normal after 10 minutes. The eldritch blade can choose to return it to its normal form before that time.

The athame can become any weapon that is the same size or one category larger or smaller than its base form. The eldritch blade gains no special proficiency with the weapon. He can transform it into an exotic weapon, but if he lacks the Exotic Weapon Proficiency feat, he takes penalties as normal. An eldritch blade can transform his athame into a ranged weapon, but he must supply ammunition as normal.

Athame Knowledge (Su): The eldritch blade forms a much closer relationship with his athame than the typical mage blade. The power that courses through the athame bonds with the eldritch blade, turning his athame almost into an extension of his body. The eldritch blade can burn spell slots that have combined levels up to his mage blade level as an action that takes one minute to complete. The eldritch blade invests this power into his athame, and in so doing unlocks the knowledge needed to wield it. He reaches out into the history of the weapon to learn its secrets, casting his mind back through time and space. For a moment, he literally embodies the weapon's history and use. As a consequence, the eldritch blade gains the use of one feat of his choice that directly improves his use of the athame, such as Weapon Focus or Improved Critical. Note that the eldritch blade can use this ability in conjunction with his eldritch athame power to master an unfamiliar weapon. The eldritch blade must meet all of the feat's prerequisites to gain it, though he can select a talent or ceremonial feat if applicable. The feat remains with him for one minute per spell level spent to power this ability, and he can use this ability once per day for every five mage blade levels.

Athame Surge (Su): An eldritch blade can transform his athame into a glittering weapon of pure energy by channeling his spell slots directly into it. The eldritch blade can expend a single spell slot to increase his athame's enhancement bonus on attacks and damage by an amount equal to half the slot's level. This bonus can improve the athame's enhancement bonus on attack rolls and damage rolls, or it can be spent on weapon special abilities that are expressed as an enhancement bonus. This bonus lasts for 10 minutes, and the eldritch blade can use only one spell slot in this manner at a time. If an eldritch blade activates this ability while a previous use of it is still in effect, the new bonus replaces the old one—it does not stack.

Athame Might (Su): By channeling energy into his athame as a free action, the eldritch blade infuses it with a quick burst of power. Three times per day, an eldritch blade can spend a single spell slot to gain a bonus equal to half the spell's level on any attack rolls and damage rolls made with his athame. This bonus lasts a number of rounds equal to the spell slot's level. This ability does not stack with itself, though as an unnamed bonus it stacks with all other modifiers. (In other words, it can stack with the effects of athame surge.)





Ultimate Athame (Su): The eldritch blade's athame undergoes its final transformation. It becomes a shimmering weapon of pure force that binds directly to the eldritch blade. As a free action, the eldritch blade can cause his weapon to manifest new powers as he literally sculpts its magical form with his mind.

Once per round as a free action, the eldritch blade can alter the weapon's magical properties. He can choose to spend its total enhancement bonus on weapon traits and powers, or he can devote them to an enhancement bonus on attack rolls and damage rolls (+5 maximum as normal). For example, an eldritch blade's athame is a +5 weapon in his hands and has also been given the frost (+1), keen (+1), and speed (+3) special abilities. The eldritch blade could alter the +5 bonus spent on abilities to gain a different set of powers, such as dancing (+4) and flaming (+1). This change is permanent until the eldritch blade changes them yet again.

MAGE BLADE FEATS

The mage blades practice a form of magic that is distinguished by its martial focus. While other spellcasters have a variety of incantations to call upon, mage blades focus on spells that can aid them in battle. A mage blade could ready and use benign spells, but his methods of casting center on combining a spell and a blade into one unstoppable combination. This specialized study has led to the development of a variety of unique combat methods and ceremonies known only to mage blades. Several of these abilities further develop a mage blade's unique talents, such as the shimmering shield class ability.

The feats in this section belong to the mage blade feat category. This indicates that you must have at least one level in the mage blade class (and meet their other prerequisites) before you can select them. Ceremonial feats and talents are also marked as such.

Add all the feats in this section to the list of bonus feat choices from which the mage blade may select.

ARCANE STRIKE [MAGE BLADE]

You channel arcane energy through your athame, which allows the power to flow into your opponent and disrupt his magical defenses.

Benefit: You can make an attack that hinders an opponent's magical defenses. As a free action before resolving an attack, you may declare that you are using this feat. If you hit, roll and apply damage as normal. In addition, reduce the target's spell resistance by half the total amount of your damage for one minute.

You can use this feat once per day plus one additional use for every four mage blade levels. You can activate this feat only once every 10 minutes, as you must slowly gather the energy needed to use it.

ATHAME RETORT [MAGE BLADE]

Your athame slashes out of its own accord, striking opponents who menace you even while you cannot defend yourself.

Prerequisite: Caster level 10th, athame defense class ability, Combat Reflexes

Benefit: If you provoke an attack of opportunity for any reason while you have your athame readied, anyone who attacks you immediately provokes an attack of opportunity in turn. Resolve your attack *after* your opponent resolves his own attack of opportunity. Your athame strikes with your best base attack bonus. It receives any enhancement bonuses it normally provides you, but it does not gain any other bonuses to its attack or damage, such as from your Strength score or feats. The athame uses one of your attacks of opportunity for the round as normal.

BORN TO THE BLADE [MAGE BLADE, TALENT]

From a young age, you showed an aptitude for the mage blade's unique version of magic. You have an almost instinctual sense for the specific motions required to cast spells through an athame, and you enjoy a primal, empathic connection to your weapon.

Prerequisite: Character level 1st only

Benefit: You were born to become a mage blade. In your hands, an athame is an extension of your body. Your blade is always ready for a battle, and you can sense its keening thirst as combat draws near. By the same token, your deep connection to the weapon allows you to channel and control spells with greater ability than normal. You gain a +2 bonus on initiative and a +1 bonus on the Difficulty Class of all spells you cast with your athame's assistance.

IMPROVED ATHAME DEFENSE [MAGE BLADE]

Your athame lashes out at your enemies in battle while you use it to cast spells. This behavior allows you to employ your magic safely even while closely pressed by the enemy.

Prerequisite: Athame defense class ability

Benefit: If you use your athame to cast a spell, you do not provoke an attack of opportunity with that action. As part of the motions to complete the spell, your athame moves to deflect attacks and maintains your guard without your direction.

IMPROVED SPELL PARRY [MAGE BLADE]

You have focused your training on defeating an opponent's spells with your weapon. Not only can you turn them aside with your athame, but you also can redirect them.

Prerequisite: Spell parry class ability

Benefit: If you successfully parry a spell, you can change its target to any person within its range and in your line of sight. Resolve the spell's effects as normal with the new target. You can use this ability a number of times per day equal to 1 + your Charisma modifier.

MAGE BLADE FEATS

Feat Name	Category	Prerequisites	Benefits
Arcane Strike	Mage Blade	None	Damage a foe's SR with athame.
Athame Retort	Mage Blade	Caster level 10th, athame defense class ability, Combat Reflexes	An athame strikes those who take attacks of opportunity against you.
Born to the Blade	Mage Blade, Talent	Character level 1st only	Gain a +2 bonus on initiative and +1 bonus on save DCs.
Improved Athame Defense	Mage Blade	Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Spell Parry	Mage Blade	Spell parry class ability	Deflect a parried spell to hit your foe.
Improved Sprightly Step	Mage Blade	Sprightly step class ability	Use abilities that function in no armor or light armor in medium armor.
Mage Blade Strike	Ceremonial, Mage Blade	None	Store a spell within your athame.
Mage Blade's Torrent	Ceremonial, Mage Blade	Caster level 10th, Mage Blade Strike	Replace one attack with a spell.
Searing Shield	Ceremonial, Mage Blade	Shimmering shield class ability	A shimmering shield damages foes.
Superior Athame Defense	Mage Blade	Improved Athame Defense	You cannot be flanked while holding your athame.

IMPROVED SPRIGHTLY STEP [MAGE BLADE]

You move with superior speed while in medium armor, which allows you to fight as if you wore lighter protective gear.

Prerequisite: Sprightly step class ability

Benefit: When you wear medium armor, you gain the benefits of any special abilities, feats, and other options that normally function only when you wear light armor.

Special: This feat does not give you the option to use abilities that function only without armor. The ability must work with the use of light armor to function.

MAGE BLADE STRIKE [CEREMONIAL, MAGE BLADE]

You impart the energy of a spell into your athame. The next foe you strike will feel your magic's sting.

Benefit: As a full-round action, you can cast a spell into your athame. The next time you successfully hit a foe in battle, your opponent takes damage as normal and incurs the spell's effects. You can use only spells that target one creature. While the spell resides within your athame, it shimmers and flashes with magical energy. The magic remains in your athame until you hit an opponent or one minute passes. You can use this ability once per day, with an additional use for every four mage blade levels.

MAGE BLADE'S TORRENT [CEREMONIAL, MAGE BLADE]

You twirl your weapon in a complex attack pattern that mimics the motions needed to complete a spell. As you attack, you launch spells at your opponent in between your physical blows.

Prerequisite: Caster level 10th, Mage Blade Strike

Benefit: When you use the full attack action, you make a single attack at your best base attack bonus. In addition to

making this attack, you cast a single spell. You cannot use a spell slot higher than 2nd level in this manner, but you can target the spell as normal.

For example, Thorren the mage blade has an attack bonus of +12/+7 with his athame. With this feat, he could use a full attack action to make a single strike at +12 and then cast a spell as normal. Note that the spell restriction refers to the spell slot you can use, not level. You could cast a heightened 1st-level spell or a diminished 3rd-level one, since that requires a 2nd-level slot. Casting a spell in this manner does not provoke an attack of opportunity.

SEARING SHIELD [CEREMONIAL, MAGE BLADE]

Your shimmering shield acquires a crackling aura of energy that lashes out at your opponents. When your foes strike at you, the shield sears their flesh. While it loses its potency faster than normal, it can sorely injure your opponents.

Prerequisite: Shimmering shield class ability

Benefit: When you activate your shimmering shield, you can opt to alter it with this feat. In that case, the shield becomes a searing shield. It functions as normal with the following changes: If an opponent attacks you and misses your newly improved Armor Class but would hit the Armor Class total you had before applying the shield's benefits, he suffers 2d6 points of fire damage. In this case, he strikes your shield's fiery, burning aura.

The additional magical energy needed to fuel this ability causes your shield to fade away faster than normal. When you gain this feat's benefits, reduce the shield's normal duration by half.



SUPERIOR ATHAME DEFENSE [MAGE BLADE]

Your athame is like a partner in battle. It guides your defenses and allows you to repel attackers from multiple sides, since its speed and focus meld with your own combat abilities.

Prerequisite: Improved Athame Defense

Benefit: While you hold your athame, you cannot be flanked. Your athame guides your defenses, which allows you to hold off opponents though they attack from both sides.

MAGISTER

The magister is the ultimate spellcaster. He commands more spells and can use more spell slots each day than any other caster. If you play a magister, you should pay particular attention to the new abilities outlined in Chapter Five: Magic Evolved, since that section covers general options for all magic-using characters.

The magister can learn to imbue his staff with strange new powers and abilities, changing it from a simple tool of his trade to a vital, useful part of his arcane repertoire. Every spell that a magister casts flows through his staff, which exposes it to tremendous amounts of energy over time. It stands to reason that with such exposure comes the potential for strange and wondrous new powers.

THE MAGISTER'S STAFF

A magister's staff is the most important tool he needs to wield his magic. Without it, his magic diminishes and he casts spells that are mere shadows of their former selves, and he does so at a leaden pace. While the magister's reliance on his staff can be seen as a weakness, its close affinity to him and his magic allows him to grow in power and ability over time. What starts as a simple length of wood can grow into a potent source of might in its own right.

This section introduces new rules that allow you to enhance your magister's staff. As a magister expands his knowledge of magic, he learns to improve the flow of power through his staff and awaken nodes of energy within it. These *staff nodes* might allow him to store power for a time,

create a defensive shield that wards off attacks, or strengthen a spell by focusing its power. Over a time, a staff might evolve to match its master's spellcasting tendencies and talents. A cruel magister's staff might transform into a vicious, spiked iron rod, while a caster who focuses on magical theory might shape one from raw energy.

ABOUT STAFF NODES

A staff node is a magical feature that a magister adds to his staff. A node can aid in his spellcasting, help protect him from harm, or make it easier to channel energy. A staff node represents both a physical and a magical alteration to a staff's form, and the magister's close personal bond with the staff usually creates the node. A magister learns to recognize and understand every last physical and arcane trait that rests within his staff. By casting his mind's eye into its structure, he can find the nascent abilities that lie within it and slowly bring them forth.

To create a staff node, a magister must complete a specific ritual associated with the type of node. These rituals usually have a cost listed in time and money. A magister can awaken up to three nodes in a staff at any single time. Later, if he wants to drop one node and replace it with a new one, he simply completes the ritual for the new ability and chooses which of the three current nodes he wants to drop. His staff shifts and changes in response to his desires.

As long as the magister can meet the prerequisites listed for a node, he can add it to his staff. He does not have to spend a feat or conduct any research to learn how to create a node. As he gains in power and progresses in the magister class, the secrets of his staff reveal themselves to him. The close bond he shares with his staff causes nodes to arise, not formal training or study.

A magister cannot recover any of the gems or other components needed to complete the rituals that grant his staff a node. If he attempts to remove them, or if he replaces a node with a new one, the components within the staff turn to worthless dust. If he improves an existing node, the components he used for the original ceremony remain in place.

Powering Staff Nodes: Many of the abilities in this section allow the magister to spend a spell slot to increase his power. To use these abilities, a magister focuses on his staff, channels his energy into it, and increases the power of one of its nodes. Using a spell slot in this manner is the same as casting a spell with that slot's level. It provokes an attack of opportunity, and he may have to attempt a Concentration check to complete the action. The specific effects of powering a staff node in this manner vary from ability to ability. Not every node offers this option.

STAFF NODES AT A GLANCE

A magister can have up to three staff nodes in his staff.

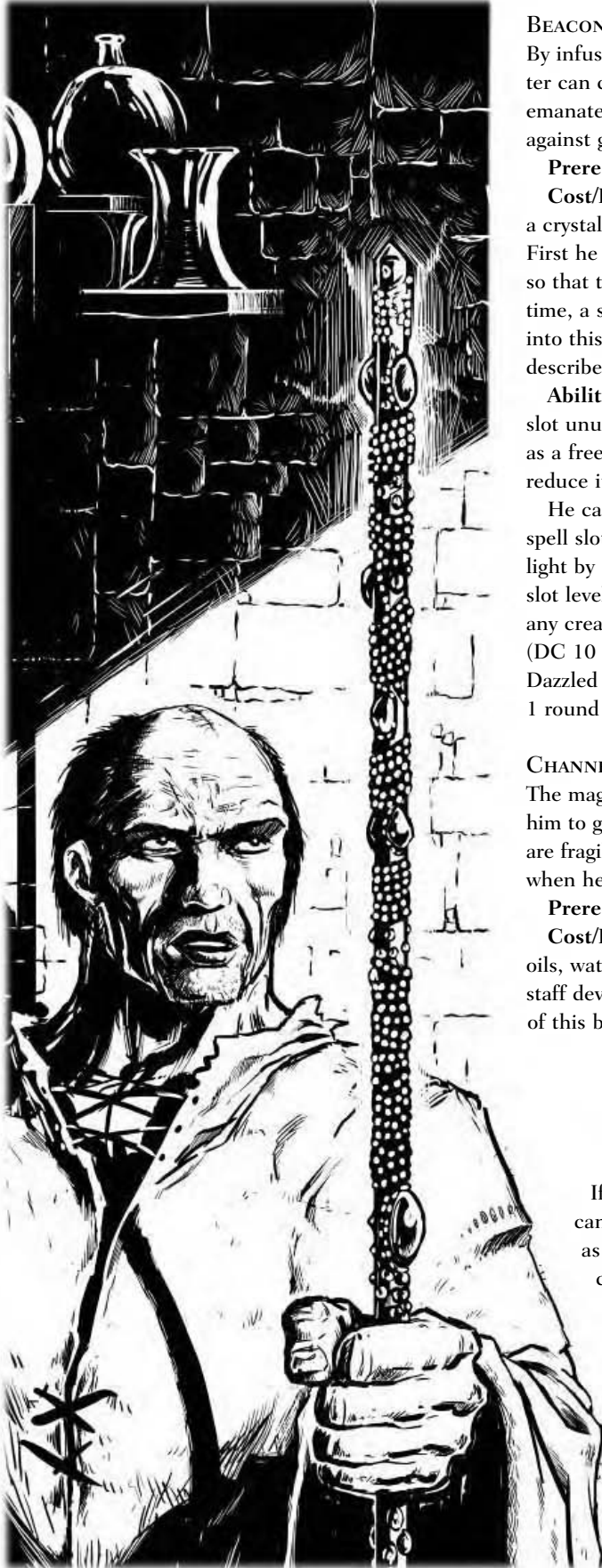
Each node has an associated cost and creation ritual.

The magister can drop a node and replace it with another if he pays the listed cost in time and money.

A magister must meet the prerequisites listed for a staff node.

The components used to create a staff node are not recoverable. However, some nodes allow you to improve an existing node (see each description for specific information).

When a magister spends a spell slot to use a node's effects, it emulates the "cast a spell" action: He provokes an attack of opportunity and he may have to make a Concentration check.



BEACON OF LIGHT NODE

By infusing his staff with some of his own magical energy, the magister can cause it to shed light like a gleaming torch. This light emanates from a crystal embedded within his staff, making it safe against gusts of wind, water, and other hazards.

Prerequisite: Magister level 1st

Cost/Ritual: A magister must purchase two 6-foot-tall mirrors and a crystal; all three items together should cost no less than 1,000 gp. First he sets his staff between the two mirrors, positioning them both so that they concentrate the sun's light upon it for a week. After this time, a small cavity forms in his staff. When he inserts the crystal into this space, the node forms. When this power activates as described below, the crystal sheds the staff's light.

Abilities: As long as the magister has a 2nd-level or higher spell slot unused, he can cause his staff to shed light up to a 30-foot radius as a free action. As a free action, he can also douse this light or reduce its illumination to a radius of less than 30 feet.

He can cause his staff to flare with even greater light by expending spell slots to power it. In this case, he can either extend the radius of light by 20 feet \times the spell level consumed for 10 minutes per spell slot level, or he can cause a blinding flash of light. In the latter case, any creature that relies on its eyes to see must make a Fortitude save (DC 10 + the level of the spell slot spent) or be dazzled by the light. Dazzled creatures take a -1 penalty on attacks and to Armor Class for 1 round per level of the spell consumed.

CHANNEL OF POWER NODE

The magister's staff is honeycombed with mystical channels that allow him to gather and focus tremendous magical energy. These channels are fragile, which allows him to use them only occasionally—but when he employs them, he creates mighty spell effects.

Prerequisite: Magister level 10th

Cost/Ritual: The magister must place his staff in a mixture of rare oils, water, and potions for three days. At the end of this time, his staff develops the power channels needed to gain this node. The cost of this bath depends on the level he desires for the node:

Level	Cost
1	2,000 gp
2	4,000 gp
3	8,000 gp

If a magister's staff already has a *channel of power* node, he can upgrade it to a higher level. To do so, he follows the process as outlined above, but the bath mixture has a price equal to the cost needed for the new, higher level minus the cost of the current, lower one.

Abilities: If the magister spends a full-round action focusing on his staff and establishing a mystic connection to the power channels embedded within it, he can unleash a spell that is stronger than usual. For the next spell he casts, he gains a bonus to his caster level determined by the level of this node, as described above. He



can spend the node's levels piecemeal, which allows him to augment several spells during the course of a day. This node's levels represent the improvements he can gain during the course of a single day. The next day, he regains the full allotment. Any unused levels are wasted.

MYSTIC DEFENSE NODE

A magister's staff can deflect or disrupt magical energy used against him, which improves his defense against spells and also may turn such attacks against their casters.

Prerequisite: Magister level 10th

Cost/Ritual: The magister must grind one or more black opals with a total cost equal to the price listed for the desired bonus below. He also must dig a large hole and bury the staff there. He then mixes the ground opals with the dirt that he shovels back onto the staff. He leaves it there for three days, during which time he cannot cast any spells. To complete the ritual, he digs up his staff. Shards from the ground opals are now embedded within it.

Bonus	Cost
+1	4,000 gp
+2	9,000 gp
+3	16,000 gp
+4	25,000 gp
+5	36,000 gp

If a magister's staff already has the *mystic defense* node, he can upgrade it to a higher bonus. To do so, he follows the process as outlined above, but the opals required to augment his staff have a price equal to the cost needed for his new, higher bonus minus the cost of the current, lower one.

Abilities: The *mystic defense* bonus provided by a magister's staff represents its ability to gather and disrupt magical energy. When someone casts a spell with the magister, and only the magister, as its target, the magister can attempt his save as normal with the resistance bonus provided by this node. If his save succeeds, his staff absorbs the magic. If his save succeeded by 5 points or more, he immediately returns the spell to its caster as raw magical force. The original caster of the spell takes 3 points of damage per level of the slot she used to power it. She can make a Fortitude save (DC 10 + half the magister's caster level + the spell's level) for half damage.

The magister can use this reflective ability once per day. When his save succeeds (as described above), he can choose whether to reflect the spell's energy.

SHIELD STAFF NODE

The magister focuses his arcane energy into his staff, which in turn creates a magical shield that protects him from harm. As long as he holds his staff, it generates a field of energy that can turn aside attacks. A staff with this node has long, narrow bands of iron running from one end to the other.

Prerequisite: Magister level 5th

Cost/Ritual: The magister must carve or purchase a stone block at least 6 inches thick with an opening through which his staff can slide. Each day for a week, he must spend an hour slowly passing his staff through the block, all while striking the block with a club, sword, or other weapon. On the eighth day, he pours a mixture of molten iron mixed with diamond dust onto the stone as he passes his staff through it. Once he is done, his staff has bands of glistening metal throughout its length, and it confers a deflection bonus to Armor Class based on the cost of the diamond dust he used for this ritual.

Bonus	Cost
+1	2,000 gp
+2	8,000 gp
+3	18,000 gp
+4	32,000 gp
+5	50,000 gp

If a magister's staff already has a *shield staff* node, he can upgrade it to a higher bonus. To do so, he follows the process as outlined above, but the diamond needed to augment his staff has a price equal to the cost required for his new, higher spell level minus the cost of the current, lower one.

Abilities: As long as the magister holds his staff, he gains a deflection bonus to Armor Class as appropriate to the sacrifice he made in awakening this node. In addition, as a free action he can channel magical energy into his staff to improve the protection it offers. He can increase his staff's deflection bonus an amount equal to the level of the spell slot he expends in the process. This benefit lasts 10 minutes, and it does not stack if he spends more than one slot on it.

SMITING NODE

The magister can channel energy into his staff and strike his enemies with tremendous force. The power stored in his staff detonates when he hits a foe, adding its force to the strength of his attack. A staff with this node shimmers and pulses with crackling energy when it is primed for battle.

Prerequisites: Base attack bonus +2, magister level 3rd

Cost/Ritual: To grant this node to his staff, a magister must spend 500 gp in raw materials and ceremonial oils. He adds an iron-shod tip to one or both ends, soaks the staff in the ceremonial oils, and drives it into the ground on the night of a thunderstorm. During the night, lightning strikes the staff three times, altering its physical and magical structure to develop this node. The staff takes no physical damage from this process.

Abilities: Once per round as a free action that does not provoke an attack of opportunity, the magister can channel a spell slot into his staff to transform it into a vicious weapon of destruction. His staff gains an enhancement bonus on

attack and damage rolls equal to the level of the spell slot he expended, with a maximum bonus of +5. Note that enhancement bonuses don't stack. If a magister's staff is already magical, he uses the higher of the two enhancement bonuses.

Alternatively, a magister can forgo this bonus on attacks and damage. Instead, if his attack hits, he deals an additional 1d4 points of damage per level of the spell slot he channeled into his staff. This damage can be an energy or elemental type of the magister's choice. Once he has chosen the damage type, it remains the same for that activation of this node.

These benefits last for 1 round before they fade.

SOUL CATCHER NODE

The dreaded *soul catcher* staff node allows the magister to steal part of a creature's essence as it dies. He can then use that collected energy to augment one of his spells, causing it to smite similar creatures or weave a spell that is particularly difficult for them to resist. A staff with this node has a pattern of a screaming, humanoid face in the grain of its wood or in a shadowy stain across its surface, if it is made from some other material.

Prerequisite: Magister level 7th

Cost/Ritual: The magister must use his staff to deliver the killing blow to a creature that has at least as many Hit Dice as the magister. The magister then pours the creature's blood or ichor upon his staff, and dries it over a fire in which he burns a sprig of the rare herb known as moon bane, along with an expertly crafted wooden humanoid doll studded with gems. A single sprig of moon bane sells for 500 gp, while the doll must be worth at least 1,500 gp. Moon bane is visible only on the night of the new moon, making it difficult to gather.

The magister can gain this staff node multiple times, with each node taking up one of the three spaces in a staff.

Abilities: As a standard action, the magister can draw energy from a dead creature as its soul departs its body. He must stand adjacent to a creature that has died within the past minute. If he does so, he acquires a charge for this node that he can expend to gain the benefits of the enemy bane spell template against a creature of the same type and/or subtype as the dying creature that provided the charge. See "Spell Templates" in Chapter Eight: Magic of *Arcana Evolved*.

If the spell the magister casts does not deal damage, its save Difficulty Class increases by 1 point against creatures with the same type and/or subtype.

The magister can gain the benefits of this node only once per day, and it can hold only a single charge at a time. If he collects a new charge while an old one resides within it, the new charge replaces the old one. If he has more than one *soul catcher* node in his staff, he can use each one once per day—each node carries a separate charge.

SPELL RESERVOIR NODE

The magister's staff can hold spell energy, which allows him to tap into it to cast a spell when his magical reserves have run dry. A staff with this ability glitters in the sunlight due to the web of diamond shards embedded within it. This web catches and focuses arcane energy, which the magister uses to power a spell.

Prerequisite: Magister level 1st

Cost/Ritual: When the magister adds this node to his staff, he must choose the level of the spell slot it contains. He must then expend a spell slot of that level into his staff once per day for a week. He does not use the slot to cast a spell—he merely channels the energy into it. After the week is over, he expends a slot into a diamond with a value determined by the spell level he wants to store in his staff. The diamond crumbles into dust that, using the energy of the spell, becomes embedded in his staff.

Spell Level	Diamond Cost
0	500 gp
1	1,000 gp
2	4,000 gp
3	9,000 gp
4	16,000 gp
5	25,000 gp
6	36,000 gp
7	49,000 gp
8	64,000 gp
9	81,000 gp

If the magister's staff already has a *spell reservoir* node, he can upgrade it to a higher level. To do so, he follows the process as outlined above, but the diamond he uses to augment his staff must have a price equal to the cost needed for his new, higher spell level minus cost of the current, lower one.

Abilities: Once per day as a free action, the magister can draw a single spell slot of the level he invested in the staff. He can use this slot as he would any spell slot that he gains normally. For example, he could use it to cast a spell.

He can create additional, separate *spell reservoir* nodes for his staff. Each node holds its own slot, and they can have different maximum levels.

SYMBOL OF POWER NODE

A magister's staff is more than a simple tool or magic item. This legendary object carries within it the story of his power and the song of his prowess. His emotions feed into it and spread across the immediate area, allowing him to more easily influence others. If he wishes to win the friendship of those around him, he can take on a slightly more pleasing appearance. If he tries to intimidate them, he seems to grow larger and fiercer before their eyes.

Prerequisites: Magister level 5th, Charisma 13



Cost/Ritual: The *symbol of power* node reflects the close connection between the magister's staff, his magical talents, and his personality. He must carry the staff for at least six months before completing the ritual that solidifies his bond with it. He then wraps the staff in a set of clothes he has worn for at least seven days. While it is wrapped like this, he stitches inside the clothes' pockets six rubies with a total value determined by the bonus he wishes to gain. Once he is done, he meditates over his staff for one hour. When he unwraps the staff, the rubies have become solidly embedded within it.

Bonus	Cost
+1	1,500 gp
+2	6,000 gp
+3	13,500 gp
+4	24,000 gp
+5	37,500 gp

If a magister's staff already has a *symbol of power* node, he can upgrade it to a higher bonus. In this case, he follows the process as outlined above, but the rubies he uses to augment his staff must have a price equal to the cost needed for his new, higher bonus minus the cost for the current, lower one.

Abilities: The magister gains a competence bonus on all Bluff, Diplomacy, and Intimidate checks; see the node's cost in the table above to determine the bonus.

The magister can channel a spell slot into this node to improve its effectiveness. By spending a slot, he increases the bonus on a single skill check by twice the spell slot's level. He can spend a spell with a maximum level equal to the bonus provided by this node. For example, if the magister gains a +4 bonus, he can spend a spell of up to 4th level in this manner to grant him a total bonus of +12. He can choose to use this temporary bonus as a free action while he makes his check. If he does not use it within 10 minutes of spending the spell slot, the energy dissipates and is lost.

OATHSWORN

The oathsworn is a living weapon—a warrior who pushes aside the weaknesses inherent in living creatures to forge himself into a tough, focused machine. He strives with an indomitable focus toward his goal, setting aside everything in preference to his quest. The evolved oathsworn transcends his body and truly lives his oath. The overpowering will that drives him moves beyond the physical plane, prompting him to shed his body like a dead husk. To others, the evolved oathsworn is a strange, alien creature. His monomaniacal focus transforms him. Whether he goes beyond the bounds of mortal norms or merely regresses into a cruel, primal state, none but the oathsworn can say.

THE LIVING OATH PRESTIGE CLASS

An oathsworn who forswears the essence of his humanity (or girthood, litorian nature, and so forth) becomes a *living oath*. Such a character slowly loses his gender and sheds his physical body to become a being of energy and emotion given material form. These changes arise thanks to his zealous need to pursue the oaths he takes on. Most oathsworn consider the living oaths as followers of just one path to enlightenment among many, but a few schools of thought believe that the living oath embodies the ultimate form a creature can attain. In any case, living oaths are incredibly rare. Even the most hardened oathsworn may hesitate to follow this path.

An oathsworn who becomes a living oath retains all memories of its former existence, but its personality undergoes a few subtle changes while it inhabits a wholly new body. Since a living oath has no gender, its form resembles its original body, save that its skin becomes a vivid, deep hue of red, blue, or green. Its physique looks sleek and well defined, as if carved from a block of stone. Its eyes become pure white orbs, and all its hair falls out. Its body remains cool to the touch, since it no longer must generate heat to stay alive. Most living oaths have a single noticeable trait that links them to their former existence, such as a noteworthy scar, a tattoo, or some other mark.

Living oaths act without emotion unless their current oath is involved. In such cases, they act with the zeal and drive of a fanatic. Otherwise, they tend to speak in dull, monotonous tones. They treat friends well and make terrible foes, but their alien nature keeps them at arm's length. Even among their closest friends, they tend to adopt a rigid, formal air and speak in precise, direct sentences.

Hit Die: 1d10

REQUIREMENTS

An oathsworn can take up to five levels in the living oath prestige class. To take the first level in this class, the character must meet the following minimum requirements:

Base Attack Bonus: +10

Class Ability: Eschew sleep

Special: The character must remain isolated from all other living intelligent creatures for one month. Most would-be living oaths seal themselves in an underground chamber, using bricks and mortar to create an impenetrable tomb. Once the oathsworn has become a living oath, it uses its hands to smash through the wall and re-enter the world.

CLASS SKILLS

The living oath's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Sneak (Dex), Spot (Wis), Survival (Wis), Swim (Str), and Tumble (Dex).

Skill Points Per Level: 4 + Intelligence bonus

CLASS FEATURES

Weapon and Armor Proficiency: Living oaths gain no additional weapon or armor proficiencies.

Names: Living oaths evolve past the need for a name. They refer to themselves in terms of the oath they have sworn to undertake. These names are always phrased in the present tense to illustrate that every action the living oath takes works toward its goal, such as “One Who Restores the King” or “One Who Slays Mythrandar of Aecholus.” Their associates tend to shorten these names—for instance, “One Who Restores” or “One Who Slays.”

Armor Class Bonus: The living oath’s insight bonus continues to improve as it gains levels in this evolved class. The bonus indicated at a given level in the table on the next page improves the living oath’s Armor Class bonus based on its oathsworn level.

Eschew Life (Ex): The living oath is no longer a living creature but the material presence given to an oath that transcends organic life. Its creature type becomes outsider, though it counts as native to its home plane.

Oathsworn’s Fist (Ex): The living oath stacks its levels in this evolved class with its levels in oathsworn to determine its unarmed damage.

Oathsworn’s Speed (Ex): The living oath stacks its levels in this evolved class with its levels in oathsworn to determine its unarmored speed.

Oath Beyond Pain (Ex): Driven by the sheer power of its task, the 2nd-level and higher living oath continues to fight long after a mere living creature would fail. The living oath is never disabled or dying. Instead, it continues to fight as normal until it drops far enough below zero that it dies, usually at a value equal to its negative Constitution score.

Eschew Aging (Ex): This ability for living oaths of 3rd level and up is the same as the oathsworn ability of the same name.

Oath Body (Ex): By 3rd level, the living oath’s body loses its final similarities to a living creature’s form. It gains immunity to critical hits, since it lacks internal organs and similar features.

Oath Beyond Death (Ex): Starting at 4th level, the living oath does not die until it drops to twice its Constitution score beneath zero.

Oath Mind (Ex): At 5th level, the living oath’s mind becomes so evolved beyond its racial norm that it becomes immune to all mind-affecting and fear-based abilities and effects. Its personality and psychology seem utterly alien to other creatures, making such spells ineffective against it.

Refuse Mortality (Ex): This ability for living oaths of 5th level and up is the same as the oathsworn ability of the same name.

THE OATHBEARER

All oathsworn take their duties seriously, but some allow their oaths to play a larger role in forming their abilities and talents than others. Known as *oathbearers*, these warriors dedicate themselves so wholly to their oaths that their fighting styles and





THE LIVING OATH						
Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	AC Bonus	Special
1	+0	+2	+2	+2	+1	Eschew life, oathsworn's fist, oathsworn's speed
2	+1	+3	+2	+2	+1	Oath beyond pain, +1 Wisdom
3	+2	+3	+3	+3	+2	Eschew aging, oath body, +1 Constitution
4	+3	+4	+4	+4	+2	Oath beyond death, +1 Wisdom
5	+3	+4	+4	+4	+3	Oath mind, refuse mortality, +1 Constitution

THE OATHBEARER						
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	
1	+1	+0	+1	+0	Bonus dedication feat	
2	+1	+1	+0	+1	Bonus dedication feat	
3	+1	+0	+1	+0	Bonus dedication feat	
4	+1	+1	+0	+1	Bonus dedication feat	
5	+1	+0	+1	+0	Bonus dedication feat	

even personalities change with their chosen goals. Most oathbearers are giants. The giantish emphasis and reliance on altering themselves makes their culture a fertile breeding ground for these oathsworn. Sibeccai also follow this path, as do oathsworn of other races who train with giantish masters.

OATHBEARER REPLACEMENT LEVELS

As shown in the table above, the oathbearer gains bonus dedication feats, as described starting on page 43, at the cost of standard oathsworn abilities. You can use these replacement levels if you shape your approach to combat and abilities based on your current oath.

An oathsworn can take up to five replacement levels to reflect his development as an oathbearer. You must meet the following minimum requirements to gain each level:

Level 1: N/A.

Level 2–5: You must have all of the previous replacement levels to gain the next higher one. For example, before you can gain 3rd level in this progression you must have the 1st and 2nd levels.

Note: When you fulfill your oath, you may change your specific oath-driven styles as described on page 43.

OATHSWORN FEATS

With their scorn for tools, weapons, and armor, the oathsworn have developed a variety of fighting styles that utilize kicks, punches, throws, locks, and other maneuvers.

The following feats belong to the oathsworn feat category. You must have at least one oathsworn level to select them. They either draw upon the power of an oath or expand the oathsworn's unarmed fighting styles.

ARM LOCK [OATHSWORN]

When grappling an opponent, you can force his arm into a painful position. By applying just the right amount of force, you can either wrack your opponent with crippling pain or severely sprain his limb.

Prerequisites: Base attack bonus +3, Expert Wrestler, Trained Wrestler

Benefits: When engaged in a grapple, you can make a grapple check to apply an arm lock. You take a –4 penalty on this check. If you succeed, you pin your opponent and lock his arm in place. You gain all the benefits of inflicting a pin. In addition, you can make an opposed grapple check to take advantage of the arm lock.

You can make an opposed grapple check against a foe you have in an arm lock to wrack him with pain. Your opponent takes a –2 penalty on all attacks, checks, saves, and grapple checks until the end of his next turn. This penalty stacks, allowing you to deal it multiple times with multiple attacks.

You can make a grapple check to damage a foe you have in an arm lock. If you succeed at a grapple check to deal damage as normal, you gain double your Strength modifier to damage.

You can use these maneuvers only if you have put your opponent into an arm lock. Only one grappler can place a lock on a foe at a time.

CANNY WRESTLER [OATHSWORN]

You are skilled at wrestling larger opponents, and you excel at using their bulk and size against them.

Prerequisites: Base attack bonus +3, Trained Wrestler

Benefits: When you attempt a grapple check against an opponent who is larger than you, he counts as one size category smaller than he actually is, for the purpose of

figuring his size bonus on grapple checks. This change does not apply to opponents who are your size or smaller.

EXPERT WRESTLER [OATHSWORN]

You have trained long and hard to improve your wrestling ability. You incorporate many oathsworn fighting techniques into your grappling style, which makes you a superior wrestler.

Prerequisite: Trained Wrestler

Benefits: You gain a +4 bonus on all grapple checks.

TRAINED WRESTLER [OATHSWORN]

While some oathsworn focus on kicks, punches, and other strikes, you are an expert at close-quarters fighting. You prefer to grapple an opponent and batter him into submission.

Prerequisite: Strength 13

Benefits: You do not provoke an attack of opportunity when you attempt to grapple a foe.

VEXING DEFENSE [OATHSWORN]

You move and shift with deceptive speed, timing your dodges to force your foe to make tentative strikes, rolling with his attacks to minimize the damage you take, and anticipating his attacks to allow only a glancing blow to strike you. Powerful foes have trouble bringing their strength to bear against you.

Prerequisites: Wisdom 13, Concentration 8 ranks, Defensive Stance

Benefits: As a move action, you can select one opponent within 10 feet of you and make a Concentration check. Your foe must make a Will save with your check result as his Difficulty Class. He gains a bonus on this save equal to his base attack bonus. If he fails this save, he cannot use his Strength modifier on damage rolls made against you. (A foe with Power Attack does not receive the benefits of that feat against him.) He does gain his Strength modifier in all other situations, such as grapple checks. If his save succeeds, he gains his modifier as normal. This benefit lasts for 1 round.

DEDICATION FEATS

Dedication feats are a type of oathsworn-only feat that focuses on the different kinds of oaths you can take. They work a bit differently from other feats. When you have the chance to take a new feat, you can opt to select a dedication feat that fits your current oath. Later, if you complete your oath or change it for some reason, you can go back and replace all your dedication feats with new ones. As your oath changes, the feat benefits you gain change with it.

Your DM has veto power over the dedication feats that you select if she feels they do not fit your oath. If you swear an oath to kill the despotic Baron Targa, it makes little sense for you to have the Oath of Life feat, for instance.

Generic Dedication Feat: If your oath does not fit any of the feats given in this section, you can choose a generic ded-

ication feat and adapt it to your needs. A generic dedication feat grants one of the following benefits. Each time you select the generic dedication feat, you must choose a different benefit unless otherwise noted below.

- Gain a +3 bonus on a single skill. You can take this feat multiple times, each time for a different skill.
- Gain a +2 bonus on a single save.
- Gain a +1 bonus on unarmed attacks against a single creature type. If you choose humanoid as your type, you must select a subtype.

The generic dedication feat applies only if you choose a feat pertinent to your current oath, but the oath you take the next year fails to qualify for any of the feats given here. If another feat would match your oath and you still want to select this generic one, you must receive your DM's permission.

DEATH OATH [DEDICATION]

You have sworn to kill a creature or a person, or your oath requires you to fight against a group or even an entire species. You focus your mind on violence, which allows you to strike with the hand of death.

Prerequisite: Your oath must involve violence, usually directed against a specific group or person.

Benefits: You gain a +1 insight bonus on damage with all attacks. You can complete *coup de grace* attacks as standard rather than full-round actions with your unarmed attacks.

OATH OF DEBT [DEDICATION]

You swore an oath to repay a service, to help someone who aided you in your hour of need, or to serve another for any reason. When that person is present, you become an indomitable force.

Prerequisite: Your oath must require you to serve or aid a specific person.

Benefits: As long as you can see or hear the person you have sworn to serve, you gain a +2 bonus on all Will saves. If you fail a Will save, you can make a second save against the effect on your next action. If this save succeeds, you throw off the effect.

OATH OF FRIENDSHIP [DEDICATION]

You made an oath that requires you to aid your friends, perhaps by adventuring with them or completing some task on their behalf.

Prerequisite: The successful completion of your oath must directly benefit a friend or it must involve your effort to help or defend one.

Benefits: You gain a +1 bonus on attacks and a +2 bonus on damage against any opponent who attacks or injures the friend mentioned in your oath. This bonus lasts until the end of the current encounter.



OATHSWORN FEATS

Feat Name	Category	Prerequisites	Benefits
Arm Lock	Oathsworn	Base attack bonus +3, Expert Wrestler, Trained Wrestler	Inflict a –2 penalty on all attacks, checks, saves, and grapple checks against grappled foe.
Canny Wrestler	Oathsworn	Base attack bonus +3, Trained Wrestler	You reduce your foe's size bonus on grapple checks.
Expert Wrestler	Oathsworn	Trained Wrestler	Gain a +4 bonus on all grapple checks.
Trained Wrestler	Oathsworn	Strength 13	Your foe cannot make an attack of opportunity when you attempt to grapple it.
Vexing Defense	Oathsworn	Wisdom 13, Concentration 8 ranks, Defensive Stance	You deny your foe its Strength bonus on damage.
Death Oath	Dedication	See description	Gain a +1 bonus on damage, and <i>coup de grace</i> as a standard action.
Oath of Debt	Dedication	See description	Gain a +2 bonus on Will saves, plus gain immunity to fear.
Oath of Friendship	Dedication	See description	Gain a +1 bonus on attacks and a +2 bonus on damage against foes who injure your friends.
Oath of Fury	Dedication	See description	Enter a brutish state for +2 bonus to Strength and Constitution and –2 penalty to Intelligence and Wisdom.
Oath of Life	Dedication	See description	Absorb damage from others, plus take half of it yourself.
Oath of Remembrance	Dedication	See description	Once per day gain a +4 bonus on attacks, checks, saves, and damage.
Oath of Service	Dedication	See description	Gain a +1 bonus on Fortitude saves, plus gain +1 hp/level.
Oath of Vengeance	Dedication	See description	Track your sworn enemy plus gain a vision of his location.

OATH OF FURY [DEDICATION]

When you swore an oath, you took the burden of vengeance, hatred, or anger from another and claimed it as your own. The weight of your oath drives you to fight with the raw energy of these emotions, allowing you to channel them into physical strength and toughness.

Prerequisite: Your oath must involve a terrible crime that must be avenged or some other event that provokes anger in you or someone for whom you fight.

Benefits: Once per day, you can channel the anger that spawned your oath into energy that transforms you into a brutish fighting machine. You gain a +2 bonus to Strength and Constitution for 10 rounds, though you take a –2 penalty to Intelligence and Wisdom. The bonus hit points you gain from the Constitution increase disappear at the end of this ability's duration from both your current and maximum hit point totals.

Special: You may take this feat more than once. Each time you select it, you gain an additional daily use of this ability.

OATH OF LIFE [DEDICATION]

You have sworn to defend others from harm. Whether you place yourself in danger's path or work to help others escape harm, you defend the weak from those who would abuse them.

Prerequisites: Refuse wounds class ability. Your oath must name a specific person or group you wish to defend.

Benefits: You gain the ability to heal others' wounds by absorbing them. You can cure up to twice your current character level in hit points per day, and you can spread this healing out among several uses. You can apply this healing only to others. You cannot use it on yourself. When you heal an ally, you take half the damage you heal (rounded up) as nonlethal damage.

OATH OF REMEMBRANCE [DEDICATION]

You declared your oath in honor of a person who died. Your oath forms a powerful symbolic link to this person. As you fight in his name, he guides you from beyond the grave.

Prerequisite: Your oath must involve someone who was slain. For example, you might swear to avenge a death or complete an oath sworn by a friend.

Benefits: The person or place that you seek to remember aids you from beyond the grave. Once per day, you can choose to gain a +4 insight bonus on a single attack, check, save, or damage roll. The departed spirit that your oath honors whispers wisdom, encouragement, and guidance in your ear at critical moments in your life.

OATH OF SERVICE [DEDICATION]

Your oath requires you to remain alive for its entire term so you can complete it. For example, you may have sworn to defend Castle Middelmorn against all attackers. These oaths

typically have no set event that brings them to a successful end. Rather, they are continuing tasks over the span of the year.

Prerequisite: Your oath must name a person, place, or thing that you have sworn to serve for a year in some way.

Benefits: You gain a +1 bonus on all Fortitude saves and +1 hit point per character level.

OATH OF VENGEANCE [DEDICATION]

You have sworn to right a wrong, probably by bringing a criminal or other villain to justice.

Prerequisite: Your oath must require you to track down and defeat a single specific person. (The Oath of Death is more appropriate for oaths against a large group.)

Benefits: Once per day, you can make a Survival check. The target of your oath then makes a Will save with your check result as the Difficulty Class. If this save fails, you immediately know the direction and distance to your target. You also experience a vision of his current location, including the area in a 30-foot radius around him.

RITUAL WARRIOR

The ritual warrior approaches combat with the same, analytical eye that a magister uses to study magic. He quickly cultivates powers that other warriors find impossible to imitate without years of practice, and he uses the power of his rituals to guide his blade. Of all the combat-focused characters, ritual warriors are the most likely to see their fighting styles as a form of art, a philosophy, or some other sophisticated body of knowledge. While fighting schools develop, record, and pass along specific exercises and tactics, the ritual warrior takes these studies to a much higher level. He peers into the realm of the mystic in search of the knowledge he seeks to win victory.

This section presents new combat rites and feats designed specifically for ritual warriors. Since these skilled combatants focus almost exclusively on the powerful rituals that can expand a warrior's talents, they learn to develop their rites to a much deeper, more flexible degree when compared to other warriors.

RITUAL WARRIOR FEATS

Ritual warriors focus intensely on combat rites, which allows them to achieve greater flexibility and superior mastery in their use than other classes. Other warriors dabble in these rites—ritual warriors live them. The feats below belong to the ritual warrior feat category. You must have at least one level in the ritual warrior class to select them. They rely on that class' deep focus and understanding of combat rites to function. Other warriors lack the dedication and focus necessary to employ them. Ceremonial feats are marked as such.

Ritual warriors can select these feats as the bonus feats they gain for advancing in that class. They may choose ceremonial feats with their bonus selections. In that case, a ritu-

al warrior need not spend the gold, time, and other resources to gain the ceremonial feat, and he doesn't have to have a truename to select it.

EXERCISE OF THE ENDURING MIND [RITUAL WARRIOR]

You have engaged in a series of strenuous mental exercises that sharpen your mind's focus. When you employ a combat rite, its power echoes through you for longer than normal.

Prerequisite: Ability to use rank 2 combat rites

Benefits: Once per day, you can choose to extend a combat rite's duration by a number of rounds equal to 1 + your Wisdom modifier, with a minimum of 1 round. You continue to gain the rite's benefits for this extra time. However, you cannot use another rite until the extended one's duration elapses.

Special: You gain an additional daily use of this ability at 10th, 15th, 20th, and 25th character levels.

EXOTIC COMBAT RITE [RITUAL WARRIOR]

Through intense study and practice, you have mastered an exotic combat rite. These rites demand patience and clarity of mind that few ritual warriors can bring to bear.

Prerequisite: Ability to use rank 1 combat rites

Benefits: You can choose two exotic combat rites (see page 46) to add to your list of known rites. These combat rites need not be of a rank that you can yet employ. However, in such a case you may not use them until you gain the ability to use rites of their rank.

Special: You can choose this feat more than once, gaining access to two new exotic combat rites each time.

LITANY OF RETRIBUTION [RITUAL WARRIOR]

You focus your efforts against a single foe who has injured an ally. Your rising anger propels your efforts.

Prerequisite: Ability to use rank 3 combat rites

Benefits: When you use a combat rite that grants you a bonus on damage, you can opt to spend an additional use of a rite of the same rank or higher. After doing so, if you strike a foe who has injured an ally during the current encounter, you gain triple the bonus damage your rite grants you.

This bonus applies only to direct bonuses on damage, not to effects that grant a bonus as a secondary effect. For example, you would not increase the damage bonus granted by a rite that adds to your Strength. This feat has no effect on bonus damage expressed as dice of damage, only on flat modifiers.

RITE OF BLOODLETING [RITUAL WARRIOR]

You attune your combat rites to harm a specific type of creature, such as aberrations or magical beasts. Against such foes, your rites deal additional damage.

Prerequisite: Ability to use rank 2 combat rites

Benefits: Select a creature type. When you use a combat rite, you can opt to expend an additional use of a combat rite



of the same rank or higher. If you hit a creature of the chosen type with a melee attack or a ranged attack with a range of 30 feet or less, you gain a bonus on damage equal to double the rite's rank. Use the rank of the rite that you chose to activate, not the rank of the additional rite you expended. This benefit lasts until your next action. You gain this feat's benefits in addition to your combat rite's normal abilities.

If you select humanoid or outsider with this feat, you must choose a specific subtype.

Special: You can choose this feat more than once, though you must select a different creature type or subtype (in the case of humanoids or outsiders) each time.

RITUAL WEAPON FOCUS [CEREMONIAL, RITUAL WARRIOR]

You form a close bond with a specific type of weapon, which allows you to gain a superior benefit from your combat rites.

Prerequisites: Weapon Focus, base attack bonus +6

Benefits: When you select this feat, you must choose a weapon, such as longsword or sibeccai kopesh. When you activate a combat rite while wielding that weapon, you increase any bonus you gain from that rite by +1. In some cases, such as rites that increase your speed, this feat has no effect.

Special: You can choose this feat multiple times, selecting a different weapon each time.

EXOTIC COMBAT RITES

Just as some powerful spells prove unusual and difficult to master, so too are a select number of combat rites too complex for a mere warmain or oathsworn to understand. Even ritual warriors rarely learn these ceremonies, since employing them properly demands constant study, self-reflection, and intense dedication. The exotic combat rites presented here are accessible only via the Exotic Combat Rite feat on page 45. As explained under that feat, each time you select it you gain access to two combat rites from among those described below. Like standard combat rites, each is a free action to use.

AGILE MANEUVER (RANK 1)

When you move, you can count one space that a single enemy threatens as unthreatened. This benefit lasts until the start of your next action.

CLARITY OF THE PERFECT STRIKE (RANK 3)

Your opponent loses her Dexterity and dodge bonuses to Armor Class against your next melee attack. You must choose the target of this ability when you activate it, and its benefits persist for 5 rounds or until you attack your chosen foe. After attempting your attack, you lose this rite's benefits whether you hit or miss. Note that your opponent has lost her Dexterity bonus to Armor Class, which could make her vulnerable to sneak attacks and similar effects.

CLOSE QUARTERS SHIFT (RANK 4)

When you use this rite, your opponent must make an attack using her best base attack bonus if your next attack against her hits. If her total attack result is lower than yours, you immediately shift places with her. For creatures that are larger than you, you can choose to end up in any

RITUAL WARRIOR FEATS

Feat Name	Category	Prerequisites	Benefits
Exercise of the Enduring Mind	Ritual Warrior	Ability to use rank 2 combat rites	Extend a combat rite by 1 round.
Exotic Combat Rite	Ritual Warrior	Ability to use rank 1 combat rites	Gain two exotic combat rites.
Litany of Retribution	Ritual Warrior	Ability to use rank 3 combat rites	Gain bonus damage with a combat rite against a foe who injures allies.
Rite of Bloodletting	Ritual Warrior	Ability to use rank 2 combat rites	Gain bonus damage when using a combat rite against a chosen creature.
Ritual Weapon Focus	Ceremonial, Ritual Warrior	Weapon Focus, base attack bonus +6	Gain a +1 bonus on combat rite benefits.

space they occupied. They shift to fill your space. If this would yield an illegal placement, such as your opponent occupying the same space as another person, neither you nor your foe moves. This benefit applies to your next melee attack. If you miss, you lose its benefits. In either case, you lose the benefits of this ability if you have not used it before your next action.

EYE OF THE MARKSMAN (RANK 3)

Your opponent loses her armor bonus to Armor Class against your next ranged attack. You do not gain this rite's benefits with a ranged attack if your foe is more than 30 feet away from you. You must choose the target of this ability when you activate it, and its benefits persist for 5 rounds or until you attack your chosen foe. After attempting your attack, you lose this rite's benefits whether you hit or miss.

INSIDIOUS STEEL (RANK 4)

Your next melee attack deals 1d4 points of temporary ability score damage against an ability of your choice. You must choose the ability you wish to target when you activate this rite. If your next attack misses, you lose this benefit. This rite's benefits persist for up to 10 minutes per level. After that time or following your next successful melee attack, it dissipates. You cannot activate this rite multiple times to increase its damage on a single blow.

POWER LEAP (RANK 3)

You leap through the air, ignoring any terrain as you soar over it. You can move up to your normal speed in a straight line, avoiding any obstacles or other terrain effects as long as they are no taller than twice your height. You gain this benefit until your next action. You can combine this with a double move or a normal move action, but not with a run.

QUICK LEAP (RANK 1)

You can stand from a prone position as a free action that does not provoke an attack of opportunity. This benefit lasts until your next action.

RAPID CLIMB (RANK 1)

You gain a +10 bonus on all Climb checks and can climb at your standard speed without penalty. While climbing, you retain your Dexterity bonus to Armor Class. Otherwise, you take all drawbacks for climbing as normal. For example, you must have at least one hand free to climb and cannot use a shield. This benefit lasts until your next action.

RUNNING ASSAULT (RANK 2)

With this rite, after making a double move, you can attempt an immediate single melee attack at your best base attack bonus. You do not gain the benefits or drawbacks of a charge. You merely move farther than normal before attacking.

SHOOT THE MOON (RANK 3)

When making ranged attacks, you ignore all penalties on your attacks due to range increments. You cannot exceed your weapon's normal maximum range, however. You gain this benefit until the start of your next action.

STEEL REBUKE (RANK 3)

When an opponent attacks and misses you, he provokes an attack of opportunity from you. This benefit lasts until your next action.

RUNETHANE

The runethane is a student of the powerful mystic writing that forms the underlying structure of creation. She learns to tap into this power through her studies and intense practice. To a mundane person, a rune is little more than a symbol or letter. When he scribes a rune onto an object or sheaf of parchment, it has no power beyond its basic meaning as a written symbol. When a runethane scribes one of these marks, however, it serves as a physical vessel for the concept it describes. Such a rune confers power to the object it marks—or its mystic energy may lie in wait for anyone foolish enough to disturb it.

Runes express a variety of concepts and ideas. Some of them are so basic that a single powerful rune can represent them. Others derive from ancient combinations of the runic



alphabet. Over time, the ancients combined strings of multiple runes into single, simpler runes. Sages call this process *runic evolution*. A skilled runethane learns how to decode the history behind one of these letters. She knows that a certain combination of marks in a rune embodies a specific facet of its meaning. Like an expert archaeologist, the runethane can disassemble the rune and learn the history of its development.

A truly skilled runethane learns to apply this knowledge to new runes. For example, if a combination of slash marks and dashes spread across a rune indicates age or endurance, she can use them to extend the life of her rune's magical energy. By tracing the patterns of marks used to modify runes over the course of history, she learns to speed the process of runic evolution artificially. The runethane can modify her runes to better suit her needs by introducing subtle changes that transform a rune from a single, static expression to a flexible tool.

RUNIC EVOLUTION FEATS

In game terms, a series of feats represent the process of runic evolution. A runethane might learn the specific changes needed to help a single trait evolve in a rune. Through intense study and practice, she can master a variety of these techniques.

The runic evolution feats allow a runethane to modify the various runes she has learned to scribe. She can extend their duration, tailor them to target a specific type of creature, or enhance the energy they contain. These effects resemble spell templates in that they each provide a generic change to how a rune operates. In return for this benefit, an evolved rune has a higher total value. For example, a lesser rune normally has a value of 1 (in terms of one's allowable number of runes per day). After applying the effects of a runic evolution feat to it, its value might increase to 2 or 3. Consult the runethane class in Chapter Three of *Arcana Evolved* for more information.

A runethane, and only a runethane, can select these feats just like any other feat. In addition, a runethane can opt to gain these feats as part of her normal class abilities. At 5th, 11th, and 20th level in the runethane class, she can opt to permanently discard one spell slot of her highest spell level. In return, she gains access to runic evolution feats. If she drops a spell slot at 5th or 11th level, she gains one bonus feat of this type. At 20th level, she gains two of these feats.

Note that not every runic evolution feat is equally useful for every rune. Most of them list the rune type, such as touch trigger, or the general effects they modify. For example, a runic evolution that increases the numeric factors of a rune would have no effect on the *rune of cheating death*.

Assessing Value Modifiers: You can add more than one runic evolution feat to a single rune. Simply add each feat's

modifiers to the rune's basic value. Some feats have a cost determined by the base rune's value. In this case, determine these costs before adding any modifiers to them, then add the cost of each feat to the rune's value.

You can combine the effects of the runethane's invested rune class ability with these feats. In this case, an invested rune increases in value by an amount equal to its base value. For example, a runethane decides to use her invested rune ability and the Mark of Focus on a greater rune. A greater rune has a base value of 3. Therefore, investing the rune increases the cost by 3. The Mark of Focus increases the rune's value by 2. In total, the rune has a value of 8.

MARK OF AGES [RUNIC EVOLUTION]

The subtle changes of a Mark of Ages allow a rune to sustain its energy far longer than normal. The added marks anchor it in time and space, allowing its energy to persist.

Prerequisite: Runethane level 5th

Benefit: This evolution can improve the duration of any rune that uses your level to determine how long it lasts. You gain a +5 bonus to your level for purposes of determining the rune's duration.

Cost: Increase the rune's value by 3.

MARK OF DECEPTION [RUNIC EVOLUTION]

The rune for trickery is a strange mark, since few runethanes can agree on its actual appearance. The rune shifts and changes depending on who looks at it, as it tries to live up to its nature and deceive the viewer. When used to evolve another rune, it makes it difficult to identify its partner.

Prerequisite: Runethane level 1st

Benefit: This feat increases the Difficulty Class required to identify a rune by 5. If the check fails by 5 points or more, the reader mistakes this rune for a different one. If you scribe the mark, you determine what a mistaken viewer believes it to be when you create it.

Cost: Increase the rune's value by 1.

MARK OF DUPLICATION [RUNIC EVOLUTION]

You scribe a rune's pattern twice in the same spot, weaving together its form to align the copies without disrupting the pattern of energy within them.

Prerequisite: Runethane level 10th

Benefit: You can apply this feat's effects to any touch-trigger rune. The rune now has the energy needed to activate twice. When the first creature touches it, it retains a magical charge. The next creature to touch it also sustains its effects. The first creature can also activate it a second time if it stops touching the rune and then comes into contact with it again.

Cost: Increase the rune's value by its base value minus 1, with a minimum increase of 1.

**MARK OF FOCUS [RUNIC EVOLUTION]**

You expand the rune's pattern and complexity, allowing the energy it gathers to form into a stronger, more focused array. When your rune activates, its energy proves harder to resist.

Prerequisite: Runethane level 3rd

Benefit: The save Difficulty Class for a rune modified with this feat increases by 2 points.

Cost: Increase the rune's value by 2.

MARK OF MOBILITY [RUNIC EVOLUTION]

The strange Mark of Mobility evolution gives a rune a semblance of life. It can move about on its own according to a simple set of commands that you weave into its form.

Prerequisite: Runethane level 15th

Benefit: A rune with this evolution can move. It slides along the surface it is scribed into, applying its effects to whatever object it touches. The rune moves with a speed of 50 feet. It can shift from one creature or object to another.

The rune can obey two basic sets of commands. First, it moves as you direct if you are within 100 feet of it. You must use a move action that provokes an attack of opportunity to direct the rune. It may move up to its speed. It can leap through the air and add itself to any object within range of its movement. If it tries to move onto an unwilling creature, the rune makes a touch attack using a base attack bonus equal to your Intelligence modifier. Second, you can give the rune a general set of movement commands. Such a rune moves toward a creature or object that meets your description when an eligible target moves or appears within 10 feet of it.

Cost: Increase the rune's value by 5.

MARK OF POWER [RUNIC EVOLUTION]

The deceptively simple Mark of Power increases the size and scope of a rune, which allows it to contain more energy than normal.

Prerequisite: Runethane level 1st

Benefit: You can add your Intelligence modifier to any random value attached to your rune, such as its duration or the damage it deals. For example, the *rune of confusion* affects its target for 1d10 rounds. If you modified it with this evolution, its duration would be a number of rounds equal to 1d10 + your Intelligence modifier.

Cost: Increase the rune's value by 1.

MARK OF SUSTAINED POWER [RUNIC EVOLUTION]

Normally, a runethane can draw upon the power of a rune only once per hour. The Mark of Sustained Power allows you to alter a rune's structure enough to circumvent this restriction while producing the same effect.

Prerequisite: Runethane level 12th

Benefit: You can scribe a specific rune twice each hour, rather than only once. The second time you use the rune, however, you must apply this evolution to it to use it as normal.

Cost: Increase the rune's value by 6.

MARK OF UNITY [RUNIC EVOLUTION]

You weave a pair of runes together, creating a single effect from both of them. When these runes activate, they combine their power.

Prerequisite: Runethane level 12th



RUNIC EVOLUTION FEATS

Feat Name	Category	Prerequisites	Benefits
Mark of Ages	Runic Evolution	Runethane level 5th	Gain a +5 bonus to your level to determine a rune's duration.
Mark of Deception	Runic Evolution	Runethane level 1st	The DC to identify this rune increases by 5.
Mark of Duplication	Runic Evolution	Runethane level 10th	Touch-trigger rune activates twice before disappearing.
Mark of Focus	Runic Evolution	Runethane level 3rd	Gain a +2 bonus on a save DC.
Mark of Mobility	Runic Evolution	Runethane level 15th	Allow a rune to move and apply its effects to new targets.
Mark of Power	Runic Evolution	Runethane level 1st	Add Intelligence bonus to any random value attached to a rune.
Mark of Sustained Power	Runic Evolution	Runethane level 12th	Scribe any rune twice each hour.
Mark of Unity	Runic Evolution	Runethane level 12th	Scribe two touch-trigger runes into the same place or onto the same object.

Benefit: You can scribe two touch-trigger runes in the same place or on the same object. Alternatively, you can scribe them from up to 20 feet away per runethane level. When one rune activates, the second one's effects also manifest.

Cost: Increase the cost of both runes by their base value -1, with a minimum of 1 each.

SCRIBING TOOLS

Runethanes have developed a variety of specialized tools to aid them in scribing runes. Most of these items have a strong symbolic connection to the effect they produce. A deadly rune scribed in blood proves more baneful to the creature from which the blood was drawn. The tie between the rune's origin, and its target strengthens the energy that pours from the mark.

Bane Blood: If a rune is scribed with the blood taken from a creature, creatures of the same type as the blood donor take a -2 penalty on their saves against the rune's effects.

Humanoids must have a subtype that matches the donor's subtype for this ability to affect them. *Cost:* 200 gp worth of preparation materials plus blood for one rune

Fine-Tipped Chisel: The elegant fine-tipped chisel allows a runethane to draw a rune with nearly invisible lines. It usually consists of a short, steel rod tipped with a fine wire. A rune created with this tool is difficult to spot. An observer must make a Spot check (DC 10 + your runethane class level) to notice it. This benefit extends to any rune that the runethane scribes on a solid surface or object, such as stone or wood. She cannot use it on softer items or creatures, since she must carve the rune into the surface. *Cost:* 200 gp

Runebound Inks: Runebound inks are carefully formulated mixtures that strengthen the structure and force behind a rune, making it more difficult to destroy. They include finely ground iron and stone, two materials that symbolically increase a rune's strength and endurance. The Difficulty Class to destroy the rune gains a +5 bonus. Runes written with this ink cannot be invisible. *Cost:* 500 gp for ink for one rune

Rune Pattern: A rune pattern is a complex stencil that, in the hand of a runethane, allows her to scribe a rune with greater speed and precision. The runethane lays the pattern down on the place where she wishes to place a rune and

traces its outline, unlocking the magical energy symbolically bound into the pattern at its creation. A rune pattern allows a runethane to scribe a rune as a move-equivalent action. A single pattern must be attuned to a specific rune that the runethane can scribe, and the runethane can use it three times before it crumbles into dust. The pattern can include any runic evolution feats. *Cost:* Total value of the rune × 50 gp

TOTEM WARRIOR

The totem warrior looks to an iconic animal to provide her with the inspiration and power needed to overcome her enemies. Whether she has a wolf's cunning, a bear's raw power, or a shark's predatory instincts, she follows the example set by her totem.

The *totem avatar* transcends the bounds of the typical totem warrior. These characters explore the fragile divide between humanoid and beast and work to overcome it. By fusing their forms with that of their totem animal, they evolve into a new form that represents the best of both worlds.

THE TOTEM AVATAR

A totem avatar leaves behind her humanoid form and becomes a strange mixture of her totem animal and her original shape. A human hawk totem warrior may grow feathers, sprout wings, and develop a long, sharp beak. As a totem avatar, she embodies the traits of her totem to such an extent that she literally becomes one with it. Totem avatars often gather other totem warriors to their banner. Some revere them on the same level as saints or even gods. Barbaric tribes regard totem avatars with religious wonder, and some totem warriors choose their path in hopes of achieving an enlightened, perfect state.

The totem avatar separates herself from humanoid society. She usually regards herself as a mixture of the wild and the civilized that crosses normally unbroken boundaries. This does not mean that she scorns her humanoid allies or avoids cities. Rather, she understands that she occupies a critically important place in the world. When she speaks, she does so on behalf of all the animals her form represents.

TOTEM AVATAR REPLACEMENT LEVELS

A totem warrior can take up to three replacement levels to reflect her development as a totem avatar. You must meet the following minimum requirements to gain each level:

- Level 1:* One totem power
- Level 2:* Two totem powers
- Level 3:* Three totem powers

Totem Avatar Abilities: The totem avatar gains bonus and special abilities based on her totem animal. A bear totem avatar gains different abilities than a hawk avatar. The four different variations of this class are each based on a keyword used to describe the totem warrior’s animal form. The keywords and the areas they cover are as follows:

Clever: The clever animal uses its guile to trick others. It may sneak past its enemies or hide from them. In combat, you can rely on it to do something unexpected to gain an advantage.

Quick: A quick animal relies on pure speed to overcome obstacles. It outruns its enemies, then doubles back to attack them from behind before they realize what has happened.

Strong: The strong animal relies on pure brute strength. It smashes its way through obstacles, knocking aside its enemies and exulting in its fury.

Tough: A tough animal is a survivor. It can absorb a tremendous amount of punishment. In battle, it exhausts its enemies through its seemingly limitless capacity to take a hit and keep on fighting.

Pick a keyword that comes closest to describing your totem animal or that embodies the aspect of your animal that is important to your character. Once you have made this choice, it applies to all the totem avatar replacement levels you gain.

Natural Attack (Ex): The totem avatar develops a natural attack form, such as a claw or bite. Unlike a typical natural attack, the totem avatar’s strike reflects her totem animal’s nature. The totem avatar gains a benefit based on the keyword chosen for this class. In any case, the totem avatar gains a claw or bite that she can use as a secondary attack as part of a full attack action with a –5 penalty on attack rolls. The totem avatar can take the Multiattack feat to reduce this penalty to –2. If the totem avatar attacks with nothing but her natural attack, she does not take this penalty. However, she never gains the benefit of additional attacks due to a high base attack bonus with her natural attack.

Size	Bite Damage	Claw Damage
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8

Clever: The clever totem avatar uses her natural attack in a way that reflects her cunning approach to combat. When she uses her natural attack, she can attempt to aid herself against an opponent in a way similar to aid another, except that she aids her own next attack (or gains the AC bonus against her foe’s next attack) before the end of her next turn.

Quick: With her speed and reflexes, the quick totem avatar gains the benefits of the Weapon Finesse feat with her natural attack. If she already has that feat, she adds her Dexterity modifier in addition to her Strength modifier on damage rolls.

Strong: The vicious totem avatar can brutally rend her foes with this attack. If she hits with her natural attack and her standard attack, such as her weapon, she tears into the foe with her claw or fangs. She gains double her normal Strength modifier to her natural attack’s damage.

Tough: This totem avatar’s attack reflects her endurance and toughness. She can latch onto her opponent with this attack and rip her foe’s flesh. If the totem avatar hits with her natural attack, she can make a grapple check against her foe as a free action that does not provoke an attack of opportunity. The totem avatar’s natural attacks automatically deal damage against an opponent that she grapples.

Animal Nature (Ex): The totem avatar can allow her animal nature to take hold and push aside her humanoid mind. Twice per day, she can partially transform into a humanoid version of her totem animal. She gains benefits based on the keyword chosen for this class.

- Clever:* +4 bonus to Intelligence, Wisdom, or Charisma
- Quick:* +4 bonus to Dexterity
- Strong:* +4 bonus to Strength
- Tough:* +4 bonus to Constitution

In addition, she gains a +4 increase to her natural armor bonus to Armor Class. If she lacks a natural armor bonus, she gains one at +4. This transformation lasts for 10 rounds.

Bestial Mind (Ex): The totem avatar’s transformation into a half-humanoid, half-animal form becomes complete with this ability. Her mind shifts and changes to accommodate her new form, and with that change comes a variety of abilities.

THE TOTEM AVATAR					
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Natural attack
3	+1	+1	+0	+0	Animal nature
5	+1	+1	+0	+0	Bestial mind



The totem avatar's creature type becomes monstrous humanoid at this point. She gains the scent extraordinary ability, and she gains a +4 bonus on all Survival checks. More importantly, she forms a deep connection with all animals. She gains the ability to speak with creatures of the animal or magical beast type. Such creatures must succeed at a Will save (DC 10 + half the totem avatar's total class level + her Charisma modifier) before they can attack her. If the totem avatar attacks first, the creature can ignore this ability.

TOTEM WARRIOR FEATS

Each totem warrior has a unique interpretation of the animal she sees as her guide. Even among totem warriors who respect the same animal, many of them emphasize or idealize different aspects of the creature. One totem warrior may see the bear's strength as its defining measure, while another considers the bear's toughness and patience as its key attributes. Thus, totem warriors develop a wide range of talents despite their shared legacy.

The following feats belong to the totem warrior feat category. You must have at least one level in the totem warrior class to select them. They either draw upon that class's feral nature or they expand upon the totem warrior's special abilities. Talents are marked as such.

The totem warrior may select these feats using her class' bonus feats.

BEGUILING GLANCE [TOTEM WARRIOR]

You lock eyes with your opponent and momentarily daze him with the animalistic cunning that dwells within your eyes.

Prerequisites: Charisma 13, your totem animal must be a reptile or insect.

Benefits: You can lock eyes with and stare down an enemy within 60 feet of you as a move-equivalent action. You make a Charisma check opposed by his Charisma check. If you succeed, he is dazed for 1 round. This is a mind-affecting ability that you can use no more than once per encounter and up to a number of times per day equal to 1 + your Charisma modifier.

BLOOD FRENZY [TOTEM WARRIOR]

The scent of blood overwhelms you and turns you into a savage animal. You allow your totem spirit to overwhelm you with its ferocity, which momentarily turns you into a vicious predator.

Prerequisite: Your totem animal must be carnivorous.

Benefits: If you deal more than 20 points of damage with a single melee attack, you become overwhelmed with bloodlust. On your action next round, you gain a +4 bonus to damage on all attacks. However, you cannot control whether you attack an opponent or an ally. Randomly determine your target from among all those within your reach.

BORN OF THE WILD [TOTEM WARRIOR, TALENT]

You were raised in the wilderness or your family may have dwelled far from civilization. Perhaps a small group of

TOTEM WARRIOR FEATS			
Feat Name	Category	Prerequisites	Benefits
Beguiling Glance	Totem Warrior	Charisma 13, totem animal must be a reptile or insect	Daze your foe with your stare.
Blood Frenzy	Totem Warrior	Totem animal must be carnivorous	Gain a bonus on damage rolls when you deal grievous injury.
Born of the Wild	Totem Warrior, Talent	Character level 1st only	Gain a +2 bonus on Handle Animal checks plus gain a superior totem animal companion.
Cornered Beast	Totem Warrior	Constitution 13	Grants a +4 Strength bonus, +2 bonus on saves, and a bonus on attack rolls with sustained effort.
Flesh Tearer	Totem Warrior	Bite attack	You heal when your bite attack scores a critical hit.
Friend of Beast and Being	Totem Warrior	Charisma 13	Gain a +2 bonus on Diplomacy and Intimidate checks, plus gain these skills as class skills.
Overwhelming Charge	Totem Warrior	Base attack bonus +6, Improved Bull Rush, Large or greater totem animal	Combine your charge attack with a bull rush.
Rending Strike	Totem Warrior	Base attack bonus +10, Two-Weapon Fighting or able to use claw, totem animal must fight with claws	Inflict rending damage with two weapons.
Savage Roar	Totem Warrior	Totem animal must roar or howl	Inflict a -4 penalty on initiative, plus foes might not attack you.
Steel-Jawed Grip	Totem Warrior	Base attack bonus +6, totem animal must use a bite attack	Inflict double damage on a failed Fortitude save.
Swooping Charge	Totem Warrior	Base attack bonus +10, flying totem animal	Gain triple movement, a +4 bonus on attacks, plus a -4 penalty to your AC when you charge.

animals, such as a pack of wolves, saw you as a kindred spirit and raised you. You feel a deep, profound connection to animals because of this background.

Prerequisite: Character level 1st only

Benefits: You gain a +2 bonus on all Handle Animal checks. When you acquire your totem animal companion, it gains 2 additional hit points per Hit Die and a +1 bonus on all attack and damage rolls.

CORNERED BEAST [TOTEM WARRIOR]

As the icy claw of death draws nearer, you fight with an increasingly savage fury to survive. Like a cornered animal, you are most dangerous when you are on the verge of defeat.

Prerequisite: Constitution 13

Benefits: If a foe's attack reduces you to less than a quarter of your maximum hit points, you enter a deadly frenzy that grants you a +4 bonus to Strength and to all saving throws. For each consecutive round you use the full attack action after entering this state, you gain a +1 bonus on attack rolls. This frenzy lasts until the end of combat. If you receive healing that puts you above a quarter of your maximum hit points, the frenzy ends and you lose its benefits.

You can enter this frenzy once per day. When you drop below a quarter of your hit points, you can enter it as a free action. If you decide not to use this ability, you cannot change your mind and enter it unless you receive healing back above a quarter of your hit points and then take damage to drop below that threshold again.

FLESH TEARER [TOTEM WARRIOR]

You derive strength and sustenance from the flesh of your enemies. When you tear into them with your natural attacks, your bond with your totem spirit heals and sustains you.

Prerequisite: The ability to make a bite attack, whether in humanoid or animal form.

Benefits: When you score a critical hit with your bite attack, you immediately heal damage equal to half the damage dealt with your bite as you draw and devour arcane sustenance from your victim. You gain this healing only against targets that are vulnerable to critical hits. You can gain its benefits a number of times per day equal to 1 + your Constitution modifier. You must choose to activate this ability immediately after confirming the critical.

You do not gain this benefit on any action that allows you to automatically score a critical, such as a *coup de grace*. The telling blow must come in the heat of battle against an active opponent. The healing you derive is not from the raw sustenance the flesh provides, but the symbolic act of using your jaws to rend and tear.

FRIEND OF BEAST AND BEING [TOTEM WARRIOR]

Your deep connection to your totem animal allows you to influence the actions of wild animals, while the feral spark that glows within you has a profound affect on others.

Prerequisite: Charisma 13





Benefits: You gain Diplomacy and Intimidate as class skills. You can use Diplomacy to influence animals in addition to creatures that share a language with you. You gain a +2 bonus on all Diplomacy and Intimidate checks.

OVERWHELMING CHARGE [TOTEM WARRIOR]

When you strike your opponent as part of a charge attack, you bring the full weight of your body to bear upon him. You send him reeling backward as you slam into him.

Prerequisites: Base attack bonus +6, Improved Bull Rush, your totem animal must be size Large or greater.

Benefits: When you charge an opponent, you can combine a normal charge attack with a bull rush. You resolve your attack first, deal damage, and then resolve the bull rush.

RENDING STRIKE [TOTEM WARRIOR]

Like your totem animal, you rend and tear your opponent with your weapons. When you fight with two weapons, you use them in concert to deal devastating wounds.

Prerequisites: Your totem animal must use its claws in battle, base attack bonus +10, Two-Weapon Fighting or the ability to use claws as a natural attack.

Benefits: If you hit the same opponent with both of your weapons or claws, you deal additional damage as your tear into his flesh. You deal 2d6 + twice your Strength modifier on top of your weapons' damage. If the creature has damage reduction, you gain the least beneficial traits from your weapons to beat it. For example, if you fight with a +2 *battleaxe* and a +1 *light pick*, you deal rending damage with the +1 weapon.

SAVAGE ROAR [TOTEM WARRIOR]

You tap into the power of the beast and unleash it in one long, thunderous roar. Your enemies recoil before this display as the raw power you command echoes over them.

Prerequisite: Your totem animal must roar or howl.

Benefits: As a free action, you can roar or howl to startle your opponents. Your foes within 60 feet suffer a –4 penalty on initiative and are taken aback by your display. They must succeed at Will saves (DC 10 + half your totem warrior class level + your Charisma modifier) to attack you on their next actions. You can use this ability twice per day.

STEEL-JAWED GRIP [TOTEM WARRIOR]

With the tenacity of a bulldog, you latch onto an opponent with your weapon. You twist and turn it within him, inflicting terrible agony and turning a simple wound into a deadly injury.

Prerequisites: Base attack bonus +6, your totem animal must use a bite attack.

Benefits: You can make a single attack with a piercing weapon as a full-round action. If you hit, you twist the weapon within the target's wound. The target must succeed at a Fortitude save (DC 10 + half your totem warrior class level + your Strength modifier) or you can roll the damage die

(or dice) a second time, adding the result to your damage. You do not gain any bonuses or other modifiers to your damage, including penalties, a second time. If your opponent fails this save, you gain a +2 bonus on your next attack roll against him.

SWOOPING CHARGE [TOTEM WARRIOR]

With a savage war cry, you leap upon your enemy like a bird of prey. By soaring into the air, you can bring the full weight of your attack to bear upon a foe, at the cost of exposing yourself to greater danger.

Prerequisites: Base attack bonus +10, your totem animal must fly.

Benefits: When you charge, you can triple your movement rather than double it. You deal 2 additional points of damage on a charge attack and gain a +4 rather than +2 bonus on your attack roll, but you suffer a –4 penalty to Armor Class.

UNFETTERED

The unfettered is the master of rapid tactics, speed, and agility. He scorns heavy armor and ponderous tactics, instead preferring to strike fast and fade from his opponent's reach before she can attempt a counter.

The *blade saint* unfettered enhances his abilities to an almost mystical level. Several small competing schools teach a variety of different fighting methods, each with a specific focus on a small collection of closely related tactics and abilities that only a true master of the blade could learn. Known as blade saints, these warriors fight to win honor for their school and sometimes participate in blood feuds against opposing academies.

THE BLADE SAINT

The blade saint is the ultimate master of his chosen tactics and weaponry. He sees fighting as an art form and considers himself an undisputed grand master. To the blade saint, it is not enough to win. Rather, he must overcome his enemies with a combination of cunning, daring tactics, and inventive maneuvers. The blade saint combines minor magical effects with a fanatical devotion to his chosen blade academy to transcend the physical limits imposed on a warrior.

Blade saints are named for the founders of their orders. In the ancient days of the world, this small group of talented warriors possessed a near divine level of talent and power and vied to achieve a transcendental level of weapon mastery. Each saw himself or herself as the greatest living swordmaster, and their rivalry drove them to develop tactics as distinct as possible from each other's. So great were their egos and their talents that they refused to believe they could use methods or forms similar to those of their hated rivals. Thus, the blade saints founded their fighting academies.

In the end, the gods granted these fighters immortality and allowed them to ascend to a minor state of divinity. The



disciples of their academies now regard them as gods, though they prefer to celebrate them through their exploits and victories rather than dull, droning ceremonies and meager sacrifices. Supposedly, the blade saints still do battle in the heavens to this day. Whether those stories are true or not, their terrestrial followers feud and duel amongst themselves.

Blade saints each seek to embody the abilities they see as key components of their patrons' teachings. Thus, they model themselves after the original masters. Just as their idols are called blade saints, so too do they carry that title.

BLADE SAINT REPLACEMENT LEVELS

An unfettered can take up to five replacement levels to reflect his development as a blade saint. The character must meet the following minimum requirements to gain each level:

Level 1: N/A.

Levels 2–5: The character must have all of the previous replacement levels to gain the next higher one. For example, before he can gain 3rd level in this progression, he must have the 1st and 2nd levels.

Blade Academy: Every blade saint studies at one of five academies. Each of these fighting schools teaches a different form of weapon mastery. When a blade saint attempts to enter this class, he must first decide which school he wants to join. After he takes his first replacement level, he begins to learn his academy's secrets. Each academy offers a different set of five abilities, one for each level. The blade saint's advancement table on the next page gives a generic list of names for these talents. Reference that name against the blade saint's specific academy's description. Once you have chosen a blade academy, apply its benefits to all of your replacement levels.

Armor Class Bonus: When wearing light armor or no armor, the blade saint gains a special dodge bonus to Armor Class that increases as he gains levels in his chosen academy. As befits their unfettered training and tactics, they learn to avoid their opponents' attacks with canny dodging, swift parries, and other clever tactics.

BLADE SAINT FIGHTING ACADEMIES

Each fighting academy embraces a different style of combat. The Bleeding Wind school emphasizes speed, agility, and an effective, vexing defense. The Heart Seeker school excels at dealing tremendous amounts of damage with precise, carefully planned strikes. A blade saint has to choose an academy before attempting to enter this class, since he must seek out and defeat a master from his chosen school to gain acceptance.

Some of the fighting academies offer bonus feats. These feat selections are in addition to the saint's normal feat selections. Some of the bonus feats are ceremonial feats. The blade saint need not go through the ceremony needed to acquire the feat; even Unbound characters can acquire them in this way. A blade saint still must possess any prerequisites otherwise required for a feat (either the base feat or improved version).

Unless otherwise noted, you can use multiple benefits of a school's forms at the same time.

BLEEDING WIND

The Bleeding Wind school emphasizes speed, agility, and defense. It teaches its students to avoid an enemy's attacks while moving into position for a deadly strike. Its name comes from its tendency to rely on swift, light strikes that slowly but inexorably wear down its opponent's strength.



THE BLADE SAINT						AC BONUS PROGRESSION				
Replacement	Base	Fortitude	Reflex	Will	Special	Bleeding	Clever	Heart	Steel	Twin
Level	Attack Bonus	Save	Save	Save		Wind	Blade	Seeker	Tornado	Steel
1	+1	+0	+1	+0	First form	+1	+1	+0	+1	+1
2	+1	+0	+1	+0	Second form	+0	+0	+1	+0	+0
3	+0	+1	+0	+0	Third form	+1	+1	+0	+1	+1
4	+1	+0	+1	+0	Fourth form	+0	+0	+0	+1	+0
5	+1	+0	+0	+1	Fifth form	+1	+0	+1	+1	+0

Like a vicious steel breeze, the student of the Bleeding Wind is impossible to catch or pin down.

First Form—The Wind's Defense: The student of the Bleeding Wind dodges and leaps as he moves, making it difficult to strike him in battle as long as he stays in motion. If the Bleeding Wind student uses a move action to move at least 10 feet, he gains a +2 dodge bonus to Armor Class for 1 round.

Second Form—Bonus Feat: The student of the Bleeding Wind gains a bonus feat chosen from the following list: Defensive Move, Defensive Roll, Defensive Stance, Exotic Armor Proficiency, Expertise, Fleet of Foot, Lightning Reflexes, Mobility, Quick Draw, Rapid Strike, Speed Burst, Weapon Finesse, and Weapon Focus.

Third Form—The Wind's Strike: The Bleeding Wind school teaches its students to make quick, light strikes as they fight. These warriors move close to an opponent, strike her, then dance back out of range of the foe's attacks. The student of the Bleeding Wind can move before and after his attack. For example, a blade saint with a move of 30 could move 10 feet, attack an opponent, then move another 20 feet. Normally, you must use your entire move action, rather than just part of it, before or after attacking.

Fourth Form—Bonus Feat: The blade saint gains another bonus feat selected from the list given under the second form for this fighting academy.

Fifth Form—The Wind's Storm: If the Bleeding Wind student uses a full attack action, he can move up to his speed before, between, and after his attacks. For example, a blade saint with a total attack bonus of +19/+14/+9 and a move of 30 feet could take the following sequence of actions: He could move 5 feet, use his +19 attack, move 10 feet, use his +14 attack, move another 10 feet, make his +9 attack, and then take his last 5 feet of movement.

CLEVER BLADE

The Clever Blade school teaches that a warrior's greatest asset is his mind. It focuses on unexpected tactics, including some that more tradition-bound warriors consider dishonorable. The Clever Blade realizes that anything can be a weapon if one holds it the right way. A sword or a mace might usually be a better weapon than a fistful of dirt or a

tree branch, but in some cases the improvised weapon is a superior resource. These warriors usually apply this same attitude toward other problems as well. They make excellent thieves, since they can think of novel or unexpected plans to bypass even the most stringent security. Clever Blades often take up a cause or agree to a challenge because it offers a problem that others would see as insurmountable.

First Form—Base Trickery: The Clever Blade academy teaches that a real warrior uses the terrain to improve his attacks and ruin his opponent's strikes. The entire environment is fair game for use as a weapon or a defensive position. The Clever Blade gains an additional +2 bonus on attack rolls against an opponent who takes a circumstance penalty on attacks or if the terrain confers any sort of bonus on the blade saint's attack. For example, occupying higher ground normally grants an attacker a +1 bonus on attacks. The Clever Blade would gain this benefit and an additional +2 bonus on his attack. He enjoys this bonus only once for all the benefits he gains or the penalties his opponent takes. He does not gain it once for each of them.

Second Form—Sneak Attack: The blade saints of this academy know that when their opponents are distracted, they must take advantage of the opportunity. A Clever Blade gains an additional 1d6 points of sneak attack damage. This ability stacks with any sneak attack damage he already has. If he does not have the sneak attack ability, he gains it as described for the unfettered character class.

Third Form—Brilliant Defense: The Clever Blade's talents lie not only in ruining an opponent's defenses, but using distractions and other ruses to improve his own. This blade saint may employ a feint or some other distraction to ruin an opponent's efforts. As a move action, the Clever Blade student can replace his Armor Class against one opponent's attacks with the result of an attack roll using his best base attack bonus, including all bonuses as normal. This benefit lasts until the beginning of his next action. It does not apply against touch attacks, spells, or ranged attacks. It functions only against melee strikes.

Fourth Form—Sneak Attack: The Clever Blade student gains an additional 1d6 points of sneak attack damage.

Fifth Form—Unexpected Assault: A blade saint trained as a Clever Blade excels at using tactics and maneuvers that

catch his enemies unprepared. The blade saint may use the Bluff skill to feint as a free action once per round.

HEART SEEKER

The Heart Seeker school teaches its students how to find a single glaring weakness in an opponent's defenses. The Heart Seeker would prefer to make one deadly attack rather than wear down his opponent with dozens of poorly aimed strikes. The true master of the Heart Seeker school attempts to defeat a foe with as few attacks as possible. The perfect victory, a duel won with a single, deadly strike, is regarded as the ultimate achievement among these warriors.

First Form—The Strike of Clarity: The Heart Seeker blade saint learns to study his target and carefully gauge when to make the perfect attack. He watches his opponent for a telltale sign of weakness, a gap in her armored plates, or a pattern in her attacks. When using the full attack action, this blade saint can choose to give up any attacks he gains beyond the first. For each attack he gives up in this manner, he enjoys a +2 bonus on attack and damage rolls with one attack he makes that round. For example, a blade saint with a total attack of +20/+15/+10 could make two attacks, the first with a +2 bonus on attack and damage rolls and the second as normal, or one attack receives a +4 bonus on attack and damage rolls.

A Heart Seeker can trade in only those attacks that he would gain due to a high base attack bonus. He cannot exchange additional attacks granted by spells, feats, a second weapon, and so forth for a bonus on attack and damage rolls. He does not gain the benefits of this ability when he uses a form that requires him to employ a full-round action to make a single attack. The blade saint must declare his use of this ability before rolling any attacks.

Second Form—Bonus Feat: The student of the Heart Seeker school gains a bonus feat chosen from the following list: Bloody Strike, Cleave, Crippling Strike, Exotic Weapon Proficiency (heavy), Improved Critical, Low Blow, Paralyzing Blow, Power Attack, Power Charge, Stunning Blow, and Weapon Specialization.

Third Form—The Strike of Armored Futility: The Heart Seeker knows that heavy armor is a fumbling coward's attempt to protect her miserable hide from a skilled warrior's attack. Much of his training deals with spotting and taking advantage of gaps in an opponent's armor. He gains a +2 bonus on all attacks against opponents who wear heavy armor of any sort. If his target loses her Dexterity bonus to Armor Class for any reason, the Heart Seeker student can make a single attack as a full-round action that ignores the target's armor bonus to Armor Class.

Fourth Form—Bonus Feat: The blade saint gains another bonus feat selected from the list given under the second form for this fighting academy.

Fifth Form—The Strike of Death's Embrace: The Heart Seeker always tries to end a fight in as few attacks as possible. He prefers to make a single deadly strike, and sometimes he attains such a perfect clarity of focus that he sees exactly where and how hard he must hit to end a battle. Three times per day, the Heart Seeker can use a full-round action to make a single attack against his opponent. If this attack hits, the target must make a Fortitude save (DC 10 + half his total levels in blade saint and unfettered + his Intelligence modifier) or take 1d6 points of damage per two class levels (blade saint and unfettered). On a successful save, the target takes half damage. This damage is in addition to the attack's normal damage. If the attack is a critical hit, do not multiply the damage from this effect.

This attack functions only against targets that are vulnerable to critical hits. Targets immune to such damage take only normal damage from this attack.

STEEL TORNADO

The Steel Tornado school stands in direct contrast to the Heart Seeker fighting style. It favors a multitude of light, inaccurate attacks to wear down its opponent's fighting ability quickly. These blade saints prove deadly against large groups of less skilled enemies. In battle, they can chop through entire regiments. Their talents make them highly valuable as mercenaries and allies, though they usually prefer to fight for a cause they support or to spread the fame and glory of their fighting academy. These blade saints tend to be agile rather than strong. In game terms, most of them favor feats such as Weapon Finesse and have average Strength scores.

First Form—Rain of Steel: The Steel Tornado student can make a quick flurry of attacks, trading power and accuracy for the ability to slice into his opponent multiple times. The blade saint can opt to ignore his Strength bonus on damage rolls until the start of his next action. In return, he can make one additional attack at his best base attack bonus as part of a full attack action.

Second Form—Bonus Feat: The student of the Steel Tornado school gains a bonus feat chosen from the following list: Cleave, Combat Reflexes, Opportunist, Rapid Strike, Weapon Finesse, Weapon Focus, Weapon Specialization, and Whirlwind Attack.

FIGHTING ACADEMIES AT A GLANCE

The following key traits may help you decide what type of fighting academy you want to explore further with your blade saint.

Bleeding Wind: Speed, agility, defense.

Clever Blade: Trickery through tactics.

Heart Seeker: Precise blows against weak points.

Steel Tornado: Many blows against a foe or foes.

Twin Steel: Trickery using two weapons.

Third Form—Storm of Steel: The Steel Tornado makes a rapid series of wild, inaccurate swings, attacking with an almost blind fury of cuts, stabs, and slashes. As a part of a full attack action, he can make two additional attacks at his best base attack bonus. He must ignore his Strength bonus on damage rolls for the round. He suffers a –4 penalty on attacks until the start of his next action.

Fourth Form—Bonus Feat: The Steel Tornado gains another bonus feat selected from the list given under the second form for this fighting academy.

Fifth Form—Tornado of Steel: After mastering the forms of his fighting academy, the Steel Tornado learns to strike with both mobility and an overwhelming number of attacks. When he uses the full attack action, he can move up to his normal move before or after his attack. He can combine this ability with his rain of steel or storm of steel forms.

TWIN STEEL

The Twin Steel fighting academy focuses on the use of two weapons. It holds that a second weapon opens up enough options to a warrior that he can overcome an opponent who uses a different, inferior form of fighting. A second weapon can block an attack like a shield, it can assist in an attack with a feint, or it can take advantage of a lapse in an opponent's defenses. These blade saints place a premium on clever tactics and trickery using their two weapons. The two weapons they wield can weave together to mislead an opponent and leave her open to attack or trick her into launching ineffectual blows.

First Form—Twin Blade Tactics: Most warriors who rely on two weapons simply draw on the superior number of strikes they can make as an advantage. The Twin Steel blade saint knows that the interplay between his weapons, rather than their individual actions, is the key to mastering this style. The blade saint can, as part of a standard or full attack action, use the aid another action with his off-hand weapon in addition to his primary weapon's attack. The blade saint does not take the standard penalties for fighting with two weapons when using this ability.

Second Form—Bonus Feat: The student of the Twin Steel school gains a bonus feat chosen from the following list: Expertise, Improved Disarm, Massive Two-Weapon Fighting, Rapid Strike, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus, and Weapon Specialization.

Third Form—Twin Blade Attack: The Twin Steel school teaches simple attack techniques that rely on both of a blade saint's weapons. Through intense practice and careful study, the blade saint learns to make an attack with his primary and secondary weapon as a standard attack action rather than a full attack. This bonus strike comes without any additional penalty, though the blade saint takes all the standard penalties for fighting with two weapons.

Fourth Form—Bonus Feat: The Twin Steel student gains another bonus feat selected from the list given under the second form for this fighting academy.

Fifth Form—Twin Blade Mastery: With his intense training and ability, the student of the Twin Steel school learns to unite his two weapons in a single unstoppable combination. When he makes an attack with both his primary and off-hand weapon against a single target, he can make one (and only one) of his attacks as if his foe lost her Dexterity bonus to Armor Class. The blade saint feints and jabs with one of his weapons, drawing his foe's attention away from a second, devastating attack.

UNFETTERED FEATS

The unfettered's emphasis on speed, mobility, and clever tactics sets him apart from the other warriors of *Arcana Evolved*. The following feats are designed for the unfettered class and belong to the unfettered feat category. This indicates that you must have at least one level in the unfettered class before you can select them (in addition to other prerequisites).

Add all of the feats from this section to the list of bonus feats from which the unfettered may select as a class feature. However, do not add them to the bonus feat lists accessible by the various blade saint fighting academies.

UNFETTERED FEATS

Feat Name	Category	Prerequisites	Benefits
Agile Charge	Unfettered	Dexterity 13, Tumble (6 ranks)	You can make a Tumble check to charge around a corner and through difficult terrain.
Superior Parry	Unfettered	Base attack bonus +3, parry class ability	Gain a parry against three foes rather than one.
Superior Ranged Parry	Unfettered	Base attack bonus +9, parry ranged attacks class ability, Defensive Stance	Gain a ranged parry against all missile attacks.
Tumbling Attack	Unfettered	Base attack bonus +6, Tumble (9 ranks)	Use Tumble to flank a foe by yourself.
Tumbling Defense	Unfettered	Base attack bonus +6, Tumble (9 ranks)	Replace AC with a Tumble check using a full-round action.

AGILE CHARGE [UNFETTERED]

Using your athletics and speed, you sweep toward an enemy and attack her despite difficult ground, tight corners, and other restricting terrain. You can glide over obstacles that would bog down other warriors.

Prerequisites: Dexterity 13, Tumble (6 ranks)

Benefits: You can attempt a Tumble check to charge an opponent whom you could not reach with a straight line through clear terrain. You might have to move through difficult terrain, pass through an ally or opponent's space, or move around a corner. The Difficulty Class of this check equals the distance in feet that you have to move. If you fail this check, you can move up to half the distance of your charge. You do not have to move if you do not want to.

Make this check as part of a charge action. Even if the Tumble check fails, you still use your action as normal. You can combine a normal Tumble check with this feat to avoid attacks of opportunity or move through an opponent's space, but you take a -4 penalty on those checks.

SUPERIOR PARRY [UNFETTERED]

Your defensive abilities are superior to other unfettered's talents. You have learned to handle multiple enemies at once, which allows you to parry their attacks.

Prerequisites: Base attack bonus +3, parry class ability

Benefit: You can gain your parry Armor Class benefit against two additional opponents. You now gain it against three foes, rather than one.

Normal: You must name a single opponent against whom you add your Intelligence modifier to your Armor Class.

SUPERIOR RANGED PARRY [UNFETTERED]

You dodge ranged attacks with acrobatic leaps and dives. If an arrow or other missile comes close to hitting you, you can knock it aside with a casual flick of your weapon.

Prerequisites: Base attack bonus +9, parry ranged attacks class ability, Defensive Stance

Benefit: You gain the benefits of your parry ranged attacks class ability against all ranged attacks within the limits described in that ability.

Normal: You gain your parry Armor Class bonus against only one foe's ranged attack.

TUMBLING ATTACK [UNFETTERED]

You leap over an opponent or dodge through her legs, which allows you to launch an attack that catches your foe off guard.

Prerequisites: Base attack bonus + 6, Tumble (9 ranks)

Benefits: As a full action, you can make a Tumble check opposed by your opponent's attack roll +5. If your check succeeds, you can move to a spot where, if an ally occupied your original spot, you would flank your opponent. You can then make an attack against your foe as if you flanked her.

If your Tumble check fails, you provoke an attack of opportunity from your opponent and can make an attack as normal.

TUMBLING DEFENSE [UNFETTERED]

You dodge and weave around your opponent, using your acrobatics skill to avoid her attacks.

Prerequisites: Base attack bonus +6, Tumble (9 ranks)

Benefits: As a full-round action, you can replace your Armor Class with 10 + your total bonus on Tumble checks, including ranks, ability score modifier, and other bonuses, until the start of your next action. This is a dodge bonus. If for some reason this total is less than your normal Armor Class, use the higher of the two against your foes' attacks. If you take any special actions, such as fighting defensively or taking cover, or if you use feats to increase your Armor Class, you gain them as normal while using this ability.

WARMAIN

The dragons, with the power of the tenebrian seeds, have the ability to sculpt and change living beings. One of their most fearsome creations is the *ironmain*, a warrior who literally becomes a walking juggernaut of metal and fury.

THE IRONMAIN PRESTIGE CLASS

The dragons can infuse a tenebrian seed into a warmain, along with long, thin strips of metal, to begin the process of creating an ironmain. The warmain then fasts for a week while meditating on the agonizing changes that wrack his form. Once this week ends, the warmain emerges as an ironmain. The tenebrian seeds have warped and twisted his body, combining it with pure ore to strengthen his bones, build his muscles, and turn him into a living machine of war. Where once flesh covered bone, iron now serves in its place. Spikes and plates emerge from his skin, beginning a slow metamorphosis that transforms the warmain into a living suit of armor.

As the transformation progresses through the various ironmain levels, the bands of metal become more common and pronounced on his body, eventually forming a pattern that replaces half his skin. His eyes turn completely black, and most of his hair falls away. Whatever hair might remain becomes a jagged, metallic mass of spines. The ironmain's teeth turn into metal fangs, and his voice acquires a hollow, echoing tone.

When he takes up the path of the ironmain, a character leaves behind his old identity in much the same manner that a mojh forswears its humanity to become a draconic humanoid. Many ironmains choose new names derived from weaponry, warfare, and other important aspects of battle (see next page).



Becoming an ironmain is far more than simply taking replacement levels. The character must find a dragon or its representative and convince it to allow him to become an ironmain. Dragons usually expect some sort of service or an alliance in return for this power. A local warlord might become an ironmain in return for signing a treaty, while a powerful wyrm's bodyguards might all be ironmains.

Ironmains are always crafted from skilled warriors. The requirements listed below reflect the minimum that a dragon requires from a warmain before it invests this power in him. Only warmains can follow this path, since the rituals needed to complete the transformation draw on a warmain's unique training and tactics.

Hit Die: 1d12

REQUIREMENTS

A warmain can take up to five levels in the ironmain prestige class.

To take the first level in this class, the character must meet the following minimum requirements:

Base Attack Bonus: +5

Feat: Sturdy

Class Ability: Crushing blow

Special: Find a dragon, or a dragon's agents, who are willing to conduct the ceremony needed to infuse the tenebrian seed and metals that spawn this transformation. The ritual needed to complete the change lasts one week.

CLASS SKILLS

The ironmain's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str).

Skill Points Per Level: 2 + Intelligence bonus

CLASS FEATURES

Weapon and Armor Proficiency: Ironmains gain no additional weapon or armor proficiencies.

Names: Most ironmains see themselves as tools of destruction and take names to reflect that view. An ironmain usually mixes a weapon with some sort of descriptor, such as Stonemace, Ironblade, Fireshield, and so forth. A few ironmains keep their old names, but most choose a cognomen to mark their transformation.

Living Weapon (Ex): The ironmain's body becomes studded with spikes, small blades, and other protrusions from the metal that grows through his body and weaves around his bones and organs. The ironmain gains a slam attack that deals damage based on his size. In addition, any creature that tries to grapple an ironmain takes 1d4 points of damage each round that it attempts a grapple check against the ironmain. A creature can take this damage only once per round regardless of how many checks it makes against a foe.

The ironmain can also take the Bite feat to take advantage of his sharp metal teeth.

THE IRONMAIN					
Class Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+1	+2	+0	+0	Living weapon, +1 Strength
2	+2	+3	+0	+0	+1 natural armor, +1 Constitution
3	+3	+3	+1	+1	Meld into iron, +1 Strength
4	+4	+4	+1	+1	+1 natural armor, +1 Constitution
5	+5	+4	+1	+1	Metal body, +1 natural armor

Size Slam Damage

Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6

Natural Armor (Ex): At 2nd, 4th, and 5th level, the ironmain gains a +1 bonus to his natural armor as the metal in his body forms a protective shell around his internal organs and muscles. If the ironmain already has a natural armor bonus, this bonus increases it. Otherwise, natural armor bonuses to Armor Class stack with it as normal.

Meld Into Iron (Su): The metal components of an ironmain's body become a living part of his form at 3rd level, melding into his organs, bones, and flesh. At this point, the ironmain's transformation is almost complete. His new form has a powerful affinity to other metal objects. If he wields a metal weapon, he gains a +4 bonus on all checks to resist disarming attacks. His armor forms a sympathetic bond with his body as it literally melds with the metal portions of his form. An ironmain who wears metallic medium or heavy armor reduces its check penalty by 2 and increases its maximum Dexterity bonus by 1.

Metal Body (Ex): At 5th level, an ironmain's body becomes so thoroughly infused with metal and armor that he gains a +4 bonus to Armor Class when an opponent attempts to confirm a critical hit. The metal ore in an ironmain's body grows and shifts to protect his most vital areas.

WARMAIN FEATS

Warmains are the ultimate armored warriors. While they may lack speed and grace, they can draw upon overwhelming force and dauntless fortitude to absorb attacks and respond with a devastating counter. This section presents feats that draw on the warmain's class abilities to further refine, expand, and improve them. Against such a warmain, the fiercest volley of arrows or the most ferocious attacks are like a misty rain on a stone wall.

Some of the feats in this section belong to the warmain feat category. This indicates that you must have at least one level in the warmain class before you can select them in addition to other prerequisites. Talents are also marked as such.

Other feats are listed as warmain stances. These feats represent the specialized training that some warmains receive to maximize their talents for armor, defense, and devastating force. Most warmain stances grant a few new actions that a warmain can use in combat.

Add all of the feats from this section to the list of bonus feats the warmain can select as a class feature.

ARMOR MASTERY [WARMAIN]

You wear your armor like a second skin. You move with unmatched speed and grace while wearing the heaviest armor.

Prerequisites: Armor specialization class ability, Heavy Armor Proficiency

Benefits: While wearing heavy armor, you increase your speed by 5 feet, providing that your speed has not been reduced to zero due to weight or magical effects.

ARMORED FIST [WARMAIN]

You slam your opponent with your gauntlet, crushing her with a fearsome combination of brutal steel and raw strength.

Prerequisites: Base attack bonus +3, Heavy Armor Proficiency

Benefits: You can make off-hand attacks with your gauntlet-ed fist as part of a full attack action. You take a –2 penalty on all your attacks until your next action, and you may use this extra attack even while you fight with a two-handed weapon. This penalty replaces the standard modifiers for using two weapons. You smash your foe with a quick punch while balancing your weapon in your primary hand. You deal damage as normal for an unarmed strike, even though this is an armed attack.

ARMORED WRESTLER [WARMAIN STANCE]

You use your armor to fend off an opponent's grappling attack. You may smash the foe with a gauntlet, drive the steel elbow guard into her throat, and use the weight of your protective gear to pull her off balance. By rolling with her strikes and holds, you can make it more difficult than normal for her to take you down.

Prerequisite: Improved Unarmed Strike

Benefits: When resisting an opponent's grapple check, you add your armor's Armor Class bonus to your check. If you wear heavy armor while an opponent grapples you and you are armed with a light weapon (such as a gauntlet or armor



spikes), you can attack your foe while you are grappled without first succeeding at a grapple check.

BONE CRUSHING STANCE [WARMAIN STANCE]

You throw all your weight behind a single attack, maximizing the punishment you can deal at the cost of your defenses. You ignore a foe's attacks, counting on your armor to protect you as you attack with the single-minded focus of a madman.

Prerequisites: Armor specialization class feature, base attack bonus +10, Power Attack

Benefits: You can take a penalty to Armor Class to gain a bonus to damage on melee attacks. You gain at least +5 damage for a -5 penalty to Armor Class, and you can increase this bonus and the penalty so that they equal half your base attack bonus. For example, a warmain with a +14 base attack bonus could opt for a +7 bonus on damage rolls in return for a -7 penalty to Armor Class. You cannot choose to deal a penalty or gain a bonus of less than 5. Since this attack requires you to throw the weight of your armor and body behind it, it lacks the precision of Power Attack and similar abilities.

BORN TO IRON [TALENT]

You have a natural affinity for heavy armor. Your large, strong form allows you to shoulder the heaviest plate armor easily, or you may know how to set your straps and buckles to maximize maneuverability.

Prerequisite: Character level 1st only

Benefits: While wearing heavy armor, you reduce your armor's check penalty by 2 and increase the maximum Dexterity bonus to Armor Class by 1. This benefit stacks with any similar effects that modify these traits.

BULWARK OF INDOMITABLE DEFENSE [WARMAIN STANCE]

You hold your ground against your enemies and refuse to yield a single inch while battering back their attacks.

Prerequisite: Base attack bonus +3

Benefits: You can ready an action to repel an opponent's charge. When a foe charges you, you can opt to attack her in melee before she resolves her attack. You gain a +2 bonus on attack rolls with this attack and deal double damage. If your weapon already deals double damage when used against a charging attacker, you deal triple damage. Apply the standard rules for increasing a damage multiplier in the event of a critical hit. You do not have to use this attack against the first opponent to charge you.

You gain a +4 bonus on your Strength check to resist a bull rush. If you succeed at this check, you knock your opponent backward as if you were the one who initiated the bull rush.

CRUSHING WEIGHT [WARMAIN]

When you tower over a prone foe, you can use your weight to pin her in place, leaving her vulnerable to further attacks and making it difficult for her to stand.

Prerequisites: Strength 15, base attack bonus +3

Benefits: You can make a touch attack against a prone opponent. If you hit, you plant your foot on your foe and hold her in place. She cannot stand up or move until she succeeds at an opposed Strength check against you as a move-equivalent action. You gain a +2 bonus on this check. You can keep your opponent trapped as long as you do not move, either willingly or not.

FELL-HANDED [WARMAIN]

You strike with the force of two warriors when your weapon slams into your foe.

Prerequisites: Weapon size increase class ability, Weapon Specialization

Benefits: While wielding a weapon with which you have specialized, you deal 1.5 times your Strength bonus as bonus damage. Your powerful blows hammer your opponents to the ground and splinter through armor and bone. If you wield a two-handed weapon, you inflict twice your Strength modifier as a bonus on damage.

IRON WALL [WARMAIN STANCE]

You stand resolute in battle and allow your enemies to rain ineffectual blows upon your armor. Slowly but surely your foes weaken themselves while you prepare a devastating counterattack.

Prerequisites: Armor specialization class ability, Shield Specialization

Benefits: You can adopt a defensive stance in battle that allows you to watch an enemy's attacks carefully. When you use this stance, pick a single opponent. You gain a +2 bonus on attack and damage rolls against that foe for each round you spend without moving or attacking. In the round that you break your stance, you gain the bonus and maintain it until the beginning of your next turn. This bonus applies only to the target you nominated. You must see her during each round you spend in this stance accumulating your bonuses. If you change targets or if you cannot see her on your action, your bonuses reset to zero.

LINEBREAKER [WARMAIN STANCE]

When you charge into battle, you use the entire weight of your weapons and armor to lend more power and speed to your attack. You go almost completely out of control when you use this stance, but the combat results can prove devastating.

Prerequisites: Crushing blow class ability, Cleave, Heavy Armor Proficiency, Improved Bull Rush

Benefits: When you charge while wearing heavy armor, you can move up to three times your speed. You gain a +4 bonus on the attack you make as part of a charge and take a -4 penalty to Armor Class until your next action. You also lose your Dexterity bonus to Armor Class until your next

WARMAIN FEATS			
Feat Name	Category	Prerequisites	Benefits
Armor Mastery	Warmain	Armor specialization class feature, Heavy Armor Proficiency	Increase heavy armor speed by 5.
Armored Fist	Warmain	Base attack bonus +3, Heavy Armor Proficiency	Gain punch as an off-hand attack.
Armored Wrestler	Warmain Stance	Improved Unarmed Strike	Add armor bonus on grapple checks.
Bone Crushing Stance	Warmain Stance	Armor specialization class feature, base attack bonus +10, Power Attack	Take an AC penalty plus gain a bonus on damage.
Born to Iron	Talent	Character level 1st only	Reduce heavy armor check penalty by 2, and increase maximum Dexterity bonus by 1.
Bulwark of Indomitable Defense	Warmain Stance	Base attack bonus +3	Attack charging foe as she closes and gain double damage.
Crushing Weight	Warmain	Base attack bonus +3, Strength 15	Pin a prone foe with your foot.
Fell-Handed	Warmain	Weapon size increase class ability, Weapon Specialization	Deal 1.5 times Strength bonus with your weapon.
Iron Wall	Warmain Stance	Armor specialization class ability, Shield Specialization	Gain +2 bonus on attack and damage rolls as you slowly wear down your foe.
Linebreaker	Warmain Stance	Crushing blow class ability, Cleave, Heavy Armor Proficiency, Improved Bull Rush	Gain a +4 bonus on attack rolls with your charge, plus deal double damage and bull rush, but you become vulnerable.
Overreaching Stance	Warmain Stance	Dexterity 13, base attack bonus +3	Increase your reach by 5 feet, but lose threat against adjacent spaces.
Shield Guard	Warmain Stance	Base attack bonus +6, Dodge	Grant AC bonus to ally, but you take a penalty.
Shield Mastery	Warmain	Base attack bonus +6, Shield Specialization	Take a penalty on attack rolls, but gain this penalty as a bonus to AC.
Warding Stance	Warmain Stance	Combat Reflexes, Combat Expertise	Gain an attack of opportunity against anyone who moves near you.

action, since you throw yourself forward with the momentum generated by the weight of your armor.

If your attack hits, you deal double damage and initiate a bull rush using your Improved Bull Rush feat in addition to making an attack. If you drop your opponent, you may spend as much of your remaining charge move as you wish. In either case, you can choose to make your extra Cleave attack (or attacks) when your opponent drops or when your movement ends. Finally, on your next action you take a –2 penalty to Armor Class due to the momentum of your charge, but you gain a +2 bonus on attack rolls.

OVERREACHING STANCE [WARMAIN STANCE]

You extend your arms and lash out with your weapon in a wide arc, improving your reach but weakening your defenses.

Prerequisites: Dexterity 13, base attack bonus +3

Benefits: As a standard action you can increase your reach by 5 feet. This increase stacks with the bonus provided by reach weapons. However, you cannot attack, nor do you threaten, opponents directly adjacent to you. You also lose your Dexterity bonus to Armor Class since you must throw yourself off balance to extend your reach. You can return

your reach to normal and remove the drawbacks of this stance as a free action.

SHIELD GUARD [WARMAIN STANCE]

You use your shield and armored body to protect an ally from harm. Attacks meant to strike her instead glance harmlessly off your protective gear.

Prerequisites: Base attack bonus +6, Dodge

Benefits: As a free action, you can enter this stance and protect an ally. When you use this stance, select an ally who stands directly adjacent to you. You can take a penalty to your Armor Class to grant your ally a bonus to her Armor Class equal to half your penalty. The penalty you take cannot equal more than the Armor Class bonus provided by your shield and armor or your base attack bonus, whichever is higher. If an attack against the ally you protect misses her but would hit your current Armor Class, the attack strikes you.

You can change the target of this ability as a free action once per round. The Armor Class bonus lasts until your next action, but it ends immediately if your ally moves away from you. On your turn, you can choose to provide the Armor Class bonus once again to the same target.

**SHIELD MASTERY [WARMAIN]**

You are a master of the shield. You could spend hours fending off an opponent's strikes, calmly waiting for that one, fatal mistake that allows you to end the battle with a single strike.

Prerequisites: Base attack bonus +6, Shield Proficiency, Shield Specialization

Benefits: When fighting with a shield, you can take a penalty up to your base attack bonus on your attack rolls for the round. You gain this penalty as a bonus to your Armor Class since you focus on deflecting your opponents' ranged and melee attacks. If you use a standard action to do nothing but defend yourself, you lose your attacks until your next action (including attacks of opportunity) but gain a bonus to your Armor Class equal to your base attack bonus.

WARDING STANCE [WARMAIN STANCE]

You settle into a passive stance, waiting for a foe to draw near so that you can strike her. You combine your reflexes and keen eye for picking out lapses in an opponent's defenses to control the area around you.

Prerequisites: Combat Reflexes, Expertise

Benefits: You can enter this stance and gain its benefits as full-round action. Once you are in this stance, any opponent that enters a square you threaten provokes an attack of opportunity when she enters it unless she has a feat or skill that explicitly denies such an attack. For example, a successful Tumble check prevents attacks of opportunity. Note that opponents who use a 5-foot adjustment provoke an attack if they use that movement to enter an area you threaten.

While using this stance, you can make more than one attack of opportunity per round against a given target. This benefit applies only to attacks provoked because of this feat. You must still obey the standard limit for the number of attacks of opportunity you can make each round.

The benefits of Warding Stance last until your next turn. You may choose to use another full-round action to extend its benefits.

WITCH

Witchery is a power that comes from within. Some believe this potential resides in all beings, but few would argue that it takes an exceptional person to channel, control, and shape it. As a group, the witches' defining trait could be their lack of a single, unifying power. Witches manifest their abilities in a broad number of ways, from the psionic power of a mind witch to the ironbound might of an iron witch. By the same token, witches within the same general category sometimes show variations in how they control and use their power. One witch may wield a blade of ice, while another could create a protective layer of snow and ice that protects him from attacks. These alternative manifestations are detailed in this section. In addition, many witches allow

their magical talents to shape their bodies and minds. They commonly gain the replacement evolved spellcaster levels presented in Chapter Five.

NEW MANIFESTATIONS

Each of the basic types of witch, such as iron or wood, can develop manifestations unique to her type. The fire, song, blade, spirit, storm, and word abilities are the most basic, common manifestations that witches use, but over time some witches transcend these categories. A witch can gain these new abilities only with practice, meditation, and experience. The evolved manifestations are categorized by witchery type, with each one receiving different new abilities. These talents, unlike the core abilities, do not branch into each type of witchery.

When a witch gains a new manifestation, she may instead choose to acquire one of the alternatives given here rather than the ones from *Arcana Evolved*.

Unless otherwise noted, all manifestations are spell-like abilities usable as a standard action.

IRON MANIFESTATIONS

Iron Fist: The iron witch's close affinity to iron allows her to transform her fists into metallic bludgeoning weapons. She can change her hands as a standard action at will. While they are in this state, she can neither carry items within them nor can she cast spells. The witch's fists deal damage based on her size. She gains 1.5 times her Strength bonus on damage, and she can make an additional attack with her second fist if she takes a -2 penalty on all attack rolls for the round.

Witch Size	Iron Fist Damage
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8

Rusting Mind: The iron witch can focus upon an iron object to rob it of its strength. The witch's close connection to iron allows her to drain its strength and toughness and channel it into her own body. Once per day, she can deal 2d6 points of damage upon an iron object that is within 100 feet of her. Patches of rust appear on the item and spread across its surface. This damage ignores hardness, but it cannot affect magic objects. The witch heals a like amount of damage and gains a +1 natural armor bonus to Armor Class for 10 rounds as her skin acquires a tough, ironlike cast. This bonus improves her natural armor bonus to Armor Class, if any. If someone holds the object, he can attempt a Fortitude save (DC 10 + half her levels in witch + the witch's Wisdom modifier) to negate this effect.



MIND MANIFESTATIONS

Net of Control: The mind witch weaves a net of pure psionic energy that she then casts at a foe. This attack requires a ranged touch attack with a maximum range of 30 feet and no range increment. On a successful hit, the target must struggle with the witch to control his mind. Each round at the start of the victim's action, he must make a Will save opposed by the witch's Will save. If the victim succeeds, he may act as normal. If he fails, he takes a standard action of the witch's choice and loses his move action. Creating the net and using it to attack is a full-round action that provokes an attack of opportunity. The net lasts a number of rounds equal to the witch's class level. If the ranged attack misses, the witch can spend a move action to draw it back to her hand. The witch can take no actions while the net affects a target. She can dismiss it as a move action, but she must create a new net if she wants to use this ability against a different target.

Phantasmal Foe: The mind witch can reach into an opponent's mind and create the image of a horrific, deadly foe. The target of this ability must be within 60 feet of the witch, and he may attempt a Will save (DC 10 + half witch's class levels + her Wisdom modifier). On a failed save, the target reacts to this phantom target, leaving himself vulnerable to the real opponents who attack her. He is flanked against all melee attacks even if the attacker does not have an ally in a flanking position. The mind witch can use this ability a number of times per day equal to 1 + her Wisdom bonus. It lasts for a number of rounds equal to 5 + her Wisdom modifier.

SEA MANIFESTATIONS

Sea Surge: The sea witch can conjure a mighty, swirling wave of ocean water that slams into her enemies. She can do this even on dry land, since her magic is powerful enough to generate the needed water. The sea surge manifests in a 60-foot cone that starts in a space next to the witch. Any creature in this area must make a Reflex save (DC 10 + half witch's class levels + her Wisdom modifier). On a successful save, the creature suffers no ill effects. On a failed save, it is knocked prone, and the witch can push it 5 feet in any direction. The witch can use this ability once per day.

Water Spout: The sea witch can tap into the power of the ocean to generate a powerful stream of water that she can use to drown, batter, or ward back her opponents. Once per day, she can cause a powerful stream of water to shoot from her hand in a 60-foot line. As long as she spends a standard action each round to concentrate on the water, it continues to jet forth for a number of rounds equal to 5 + her Wisdom modifier. She can hit any creature in the spout's area as a ranged touch attack. The target takes 2d6 points of damage plus damage equal to the witch's Wisdom modifier and must make a Strength check opposed by the witch's Wisdom check. If this check fails, the creature cannot move any closer to the witch for 1 round.

The witch must have a clear path to her target. Cover of any sort prevents the stream from progressing past that point. The stream of water continues to flow between the witch and her target. Any creature that moves through it must make a Strength check (DC 10) or be knocked prone.



A creature that ends its move in the jet or attempts to move through it toward the witch immediately suffers an attack from the witch as described above.

WIND MANIFESTATIONS

Cloak of Air: As a free action, the wind witch can surround herself with a globe of cool, clean air. She gains a +4 bonus on saves against gas-based attacks and a +2 bonus on saves against all cold and fire attacks. As long as the globe remains active, the wind witch has a supply of breathable air. She can breathe under water or in a sealed chamber. The globe is just large enough to contain her. She cannot confer its benefits to her allies. The wind witch can use this ability a number of times per day equal to 1 + her Wisdom modifier. Each use lasts one hour.

Dust Devil: The wind witch can call a small, swirling node of air that knocks aside her enemies and helps protect her from harm. The dust devil is a Small air elemental, but it lacks the elemental special attacks and normal attacks.

Instead, it can take one of a few different actions each round.

The dust devil can spin in place, catching debris and sand to create a stinging cloud. Any creature within 60 feet of the dust devil other than the witch must make a Fortitude save (DC 10 + half witch's class level + her Wisdom modifier) or take a -2 penalty on attacks, checks, and saves. This is a full-round action.

The dust devil can also use a standard action to push an opponent aside. It makes a melee touch attack. If it hits, its target must succeed at a Strength check (DC 15) or be pushed up to 10 feet in a direction of the dust devil's choice.

The wind witch can summon the dust devil once per day plus one additional time for every five witch class levels she possesses. It lasts for 10 rounds or until it is destroyed.

WINTER MANIFESTATIONS

Call Ice Creature: The winter witch can cause a swirling eddy of freezing wind to howl through an area. This mystic wind shapes shards of ice and snow into the form of a creature that then moves to attack her enemies. The winter witch can summon creatures using the *conjure energy creature I–IX* spells. She uses the spell as normal, save that the conjured creatures always have immunity to cold damage and vulnerability to fire, and they deal +2 points of cold damage with their attacks. Each day, the witch gains a pool of conjuration points equal to half her level in this class. She can cast a *conjure energy creature* spell with a numerical rating (I–IX) equal to the number of conjuration points she spends to cast the spell. For example, a 10th-level witch has 5 points to spend. She could cast one *conjure energy creature V*, or *conjure energy creature II* and *conjure energy creature III*, or some other combination of spells. Unspent points do not carry over to the next day. She casts this spell as if she had it

readied, though she doesn't spend a spell slot on it. She can cast the heightened version of the spell by spending 2 extra conjuration points. She can cast the diminished version if she reduces its cost by 1 point.

Ice Sheath: A winter witch can produce a coat of snow and ice that surrounds her in a protective shell. This armor makes it difficult for her to move, but it provides an active, daunting defense. She gains a bonus to Armor Class equal to half her witch class level, but her speed takes a -20 penalty to a minimum of 5 feet. In addition, anyone who successfully attacks her in melee combat takes a number of points of cold damage equal to her Wisdom bonus. To strike her, an opponent must at least partially submerge his arm into the snow and ice. Creatures with reach weapons, but not natural attacks that gain the benefits of reach, ignore this damage. The winter witch can use this ability once per day. Its effects last for 10 rounds.

WOOD MANIFESTATIONS

Command Wood: The wood witch can cause wooden items to obey her commands. Normally, this allows her to cause unattended doors to open or latches to undo themselves. She can cause one wooden device within range to activate per turn. She can use this power against opponents (the number of opponents equals 1 + her Wisdom modifier) who fight with wooden weapons, shields, or other tools. Each round, targets must make Reflex saves (DC 10 + half witch's class level + her Wisdom modifier) or lose the benefit of their items. A target loses the Armor Class bonus from his shield or cannot fight with a wooden weapon. Note that axes, spears, and other weapons with wooden hafts are vulnerable to this ability. The wood witch can use this talent once per hour. It lasts a number of rounds equal to 5 + her Wisdom modifier, and it has a range of 60 feet. The witch targets the ability's powers each round as a standard action. Otherwise, the targets from her previous round are affected by it once again.

Sense of Wood: With this power, a wood witch can quickly gain the sense of an environment by extending her sight and hearing into wooden objects in the area. The witch selects a single object within 60 feet. She can make Spot and Listen checks, and otherwise use her senses, from any position around or upon the object. For example, she could scan the region from atop a tree, listen to a conversation on the other side of a wooden wall, or peer into a chest. She gains no special ability to see in the dark, and she uses any bonuses and abilities relating to vision or hearing as normal. The witch can use this ability at will. She gains its benefits as long as she maintains her concentration on it.

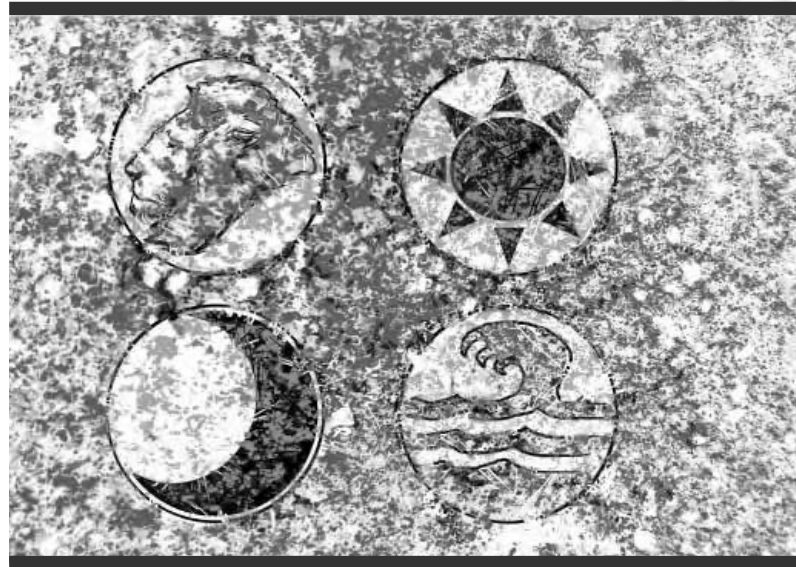
Runic Affinity Feats

In the attitude of silence the soul finds the path in a clearer light, and what is elusive and deceptive resolves itself into crystal clearness. Our life is a long and arduous quest after Truth.
—Mahatma Gandhi

Runes are the fundamental building blocks of the world. They embody almost everything from physical objects and living creatures to the elements and even theories or concepts. Many believe that the star sign that a person is born under indicates the particular string of runes that combine to form the basis of her body and personality. Whether consciously or not, most creatures gain truenames that reflect the pronunciation or words associated with those runes. The link between a living being and the primal runes that form the universe has been recognized and explored by a variety of cultures in the Lands of the Diamond Throne.

The runic affinity feats illustrate the bond that can form between a creature and the runes that combine to express her existence. In most cases, the link between a creature and these runes has no more power than the influence of a creature's truename. Other times, the bond possesses enough strength that it allows a creature to embody traits and abilities represented by these runes.

A character who enjoys a strong bond with these runes can undergo a ritual to establish an affinity with them. The abilities gained during this process are known as *runic affinity feats*. A runic affinity feat works just like any other ceremonial feat, though it has a few special rules.



You can select only a single runic affinity feat for a character's entire career. Once you have taken one, you have chosen the specific rune with which you share a strong link. The one exception to this rule occurs if your truename somehow changes. In that case, you lose the runic affinity

Runic Affinity Feats			
Feat Name	Category	Prerequisites	Benefits
Runic Air	Ceremonial, Runic Affinity	Truename	Winds protect you from ranged attacks.
Runic Beast	Ceremonial, Runic Affinity	Truename	Gain an animal companion.
Runic Earth	Ceremonial, Runic Affinity	Truename	A cone of dirt and sand surrounds and protects you.
Runic Fire	Ceremonial, Runic Affinity	Truename	Gain bonus fire damage on attacks.
Runic Moon	Ceremonial, Runic Affinity	Truename	You see in moonlight, plus you gain bonuses.
Runic Sun	Ceremonial, Runic Affinity	Truename	You shed light, and you inflict an attack penalty with the light you generate.
Runic Water	Ceremonial, Runic Affinity	Truename	You can breathe under water, and you gain a +1 bonus on saves against fire.
Runic Wood	Ceremonial, Runic Affinity	Truename	Gain a skill bonus in forests and also gain an attack bonus with wooden weapons.



feat. You may pay the standard cost to gain a new one to replace it, since your name has a link to a different object, element, or other runic concept.

A runic affinity feat is a supernatural ability, unless it is otherwise noted in its description.

Using one is a standard action that provokes an attack of opportunity.

RUNIC AIR [CEREMONIAL, RUNIC AFFINITY]

Your connection to the element of air allows you to influence the ebb and flow of the wind around you. You can slightly alter the path of arrows and bolts you fire and that of the missile weapons shot at you.

Prerequisite: Truename

Benefits: You can create churning, turbulent winds that protect and aid you in battle. While this ability persists, you gain a +1 bonus to Armor Class against ranged weapon attacks.

You do not gain this benefit against spells or other attacks that are made without weapons.

When you fire an arrow, bolt, or sling stone, or use a thrown weapon, the winds guide it to its target. When you activate this ability, select a single opponent. If he is within 60 feet of you, you gain a +1 circumstance bonus on ranged attacks made against him.

You can use this feat once per day plus one additional use for every 5 Hit Dice you possess. Each use lasts for 10 rounds.

RUNIC BEAST [CEREMONIAL, RUNIC AFFINITY]

You have a close tie to animals, and you cement it with this special ceremony. All your life, you always felt more comfortable around beasts than others of your kind. The runes that create your name and form your existence include representations of many wild beasts and animals.

Prerequisite: Truename

Benefits: You gain a faithful animal that serves as a friend and companion in your travels. You may select a badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf as your companion. If you often travel on or near the water, you can select a crocodile, porpoise, Medium shark, or squid. This animal is a loyal companion that accompanies you to the best of its abilities.

At 1st level, your companion is completely typical for its kind except as noted below. As you advance in level, the animal's power increases as shown on the table on the next page. If you release your companion from service, you can gain a new one by paying the normal cost in time and money required to gain a ceremonial feat. This ceremony can also replace an animal companion that has perished.

At 4th level or higher, you can select from an alternative lists of animals (see next page). Should you select an animal companion from one of these alternative lists, the creature gains abilities as if your level were lower than it actually is. Subtract the value indicated in the appropriate list header from your level and compare the result with the level entry on the table to determine your companion's powers. If this adjustment would reduce your effective

level to 0 or lower, you can't choose that particular animal as a companion.

Your companion is a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's Hit Dice, base attack bonus, saves, skill points, and feats). It is superior to a normal animal of its kind and has special powers as described below.

Animal Companion Basics: Use the base statistics for a creature of the companion's kind, but make the following changes according to the table below.

Levels: The character's total level

Bonus Hit Dice: Extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier, as normal. Remember that extra Hit Dice improve the animal companion's base attack and base save bonuses. An animal companion's base attack bonus is the same as that of a witch of a level equal to the animal's Hit Dice.

An animal companion has good Fortitude and Reflex saves (treat it as a character whose level equals the animal's Hit Dice). An animal companion gains additional skill points and feats for bonus Hit Dice as normal for advancing a monster's Hit Dice.

Natural Armor Adjustment: The number noted here is an improvement to the animal companion's existing natural armor bonus.

Strength/Dexterity Adjustment: Add this value to the animal companion's Strength and Dexterity scores.

Bonus Tricks: The value given in this column is the total number of "bonus" tricks the animal knows in addition to any that you might choose to teach it (see the Handle Animal skill in Chapter Four of *Arcana Evolved*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks the animal can know. The character selects these bonus tricks, and once selected, they can't be changed.

Link (Ex): You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4

circumstance bonus on all Handle Animal checks made regarding an animal companion.

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

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

Multiattack: An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

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

Alternative Animal Companions: At a sufficiently high level, you can select your animal companion from one of the following lists and apply the indicated adjustment to your level (in parentheses) for the purpose of determining the companion's characteristics and special abilities.

4th Level or Higher (Level -3): Ape [animal], bear (black) [animal], bison [animal], boar [animal], cheetah [animal], crocodile [animal], dire badger, dire bat, dire weasel, leopard [animal], lizard (monitor) [animal], shark (Large)* [animal], snake (constrictor) [animal], snake (Large viper) [animal], wolverine [animal].

7th Level or Higher (Level -6): Bear (brown) [animal], dire wolverine, crocodile (giant) [animal], deinonychus [dinosaur], dire ape, dire boar, dire wolf, elasmosaurus* [dinosaur], lion [animal], rhinoceros [animal], snake (Huge viper) [animal], tiger [animal].

10th Level or Higher (Level -9): Bear (polar) [animal], dire lion, megaraptor [dinosaur], shark (Huge)* [animal], snake (giant constrictor) [animal], whale (orca)* [animal].

ANIMAL COMPANION POWERS

Levels	Bonus HD	Natural Armor Adjustment	Strength/Dexterity Adjustment	Bonus Tricks	Special
1st–2nd	+0	+0	+0	1	Link
3rd–5th	+2	+2	+1	2	Evasion
6th–8th	+4	+4	+2	3	Devotion
9th–11th	+6	+6	+3	4	Multiattack
12th–14th	+8	+8	+4	5	—
15th–17th	+10	+10	+5	6	Improved evasion
18th–20th	+12	+12	+6	7	—
21st–23rd	+14	+14	+7	8	—
24th+	+16	+16	+8	9	—



13th Level or Higher (Level –12): Dire bear, elephant [animal], octopus (giant) [animal]*.

16th Level or Higher (Level –15): Dire shark*, dire tiger, squid (giant)* [animal], triceratops [dinosaur], tyrannosaurus [dinosaur].

** Available only in an aquatic environment.*

RUNIC EARTH [CEREMONIAL, RUNIC AFFINITY]

You have a close tie to the earth, which this ceremony brings forth by formalizing the bond between you and it. You gain the ability to control sand and dirt to protect yourself from your foes.

Prerequisite: Truename

Benefits: You can create a cone of dirt and sand around you that protects you from harm and scours your enemies. Any attack against you suffers a 25 percent miss chance due to the obscuring sand. Any creature, whether friend or foe, that stands adjacent to you takes 1 point of slashing damage each round from the stinging sand.

You can use this feat only while you stand on or near loose soil or sand.

You can use this feat once per day plus one additional use for every 5 Hit Dice you possess. Each use lasts for 10 rounds.

RUNIC FIRE [CEREMONIAL, RUNIC AFFINITY]

The primal fire of the world burns within your name, which allows you to forge a close bond to it. You spontaneously generate flame and turn it against your foes, scorching them with each attack.

Prerequisite: Truename

Benefits: You can cause searing flames to form along your forearms.

- If you make an unarmed attack, you inflict +1d6 points of fire damage upon a hit.
- If you fight with a weapon, the flames flow down your arms and onto your blade to inflict +1d4 points of fire damage.
- On ranged attacks, sparks leap from your hands and onto your thrown weapon or arrows, granting you an additional point of fire damage with each attack.

You can use this feat once per day plus one additional use for every 5 Hit Dice. Each use lasts for 10 rounds.

RUNIC MOON [CEREMONIAL, RUNIC AFFINITY]

The moon guides you in all your actions. From a young age, you felt more comfortable under its gentle light rather than beneath the sun's harsh glare. The moon watches over you like a parent, bringing you success in all your endeavors.

Prerequisite: Truename

Benefits: At night you can see as if it were daylight. You gain a +1 luck bonus on all attacks, checks, and saves while you are outside at night under the moon's light. You gain these benefits even on the night of the new moon: While the moon might not shed light, it still watches over you. In addition, you need only sleep half the normal time required for your race to rest and regain spells.

RUNIC SUN [CEREMONIAL, RUNIC AFFINITY]

You were born under the sign of the sun, and according to legend you enjoy its protection and blessings in all of your endeavors. When the forces of darkness threaten you, you can invoke its power to light your way.

Prerequisite: Truename

Benefits: You can cause a tremendous flare of light to burst from your body, and it bathes the area in searing radiance. When you activate this ability, all enemies in a 30-foot burst around you suffer a –2 penalty on attacks for 1 round unless they succeed at Fortitude saves (DC 10 + half your HD + your Charisma modifier). In addition, you continue to shed light in a 60-foot radius for one hour. You can dismiss this light as a free action, but if you want to bring it back you must use this ability again to regain it.

You can use this feat once per day plus one additional use for every 5 Hit Dice you possess.

RUNIC WATER [CEREMONIAL, RUNIC AFFINITY]

The air around you is always slightly humid. You can hear the sea echoing across hundreds of miles, calling to you no matter how far you wander. Your name is linked to the element of water, and you can travel through it without fear of harm.

Prerequisite: Truename

Benefits: You can breathe while under water, which makes it impossible for you to drown. This immunity does not mean you can survive without air in other environments. You could still be suffocated or drowned in a liquid other than water.

In addition, you gain a +1 bonus on saves against fire, since your watery nature protects you.

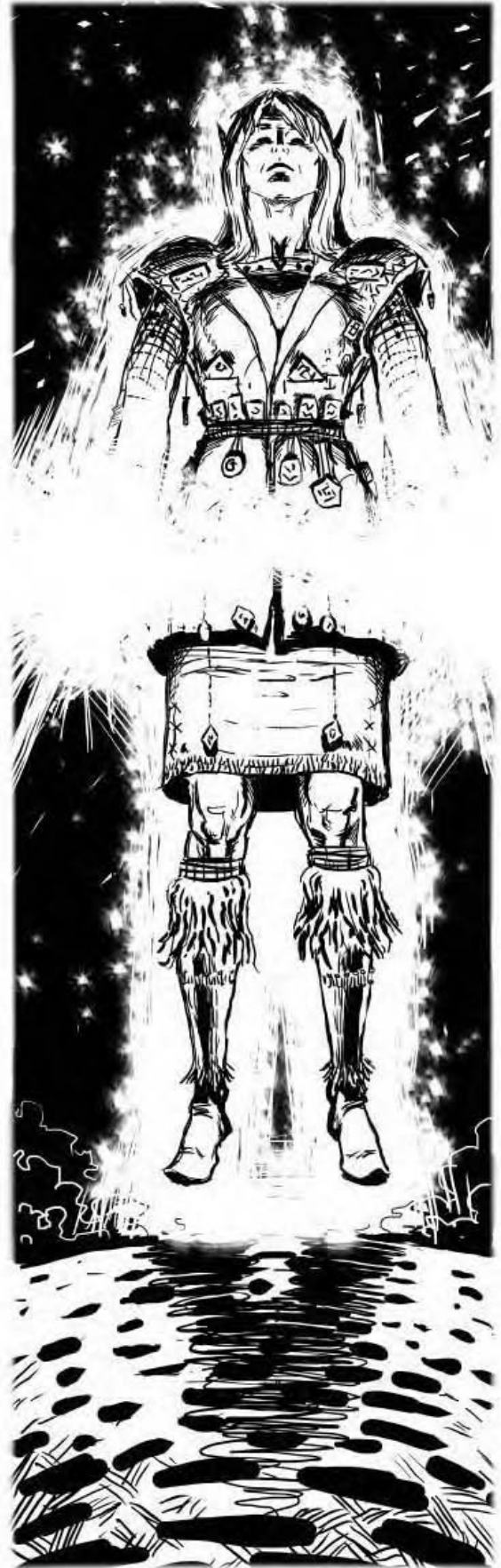
RUNIC WOOD [CEREMONIAL, RUNIC AFFINITY]

You share a bond with trees and wood. You feel at home in forests, as if your soul has found its true place in the world. When you fight with a wooden weapon, you wield it as if it were an extension of your body, which allows you to strike with superior accuracy.

Prerequisite: Truename

Benefits: While in a forest, you gain a +2 insight bonus on all Survival checks. You have an intuitive sense for the forest, since the wood seems to whisper its ancient lore to your soul.

When you fight with a wooden weapon, you gain a +1 bonus on attacks and damage. You gain this benefit only if the weapon is made out of wood and only wood. It cannot have iron spikes, steel shod ends, or other nonwooden features. Typically, staves and clubs are the only weapons that meet this requirement.

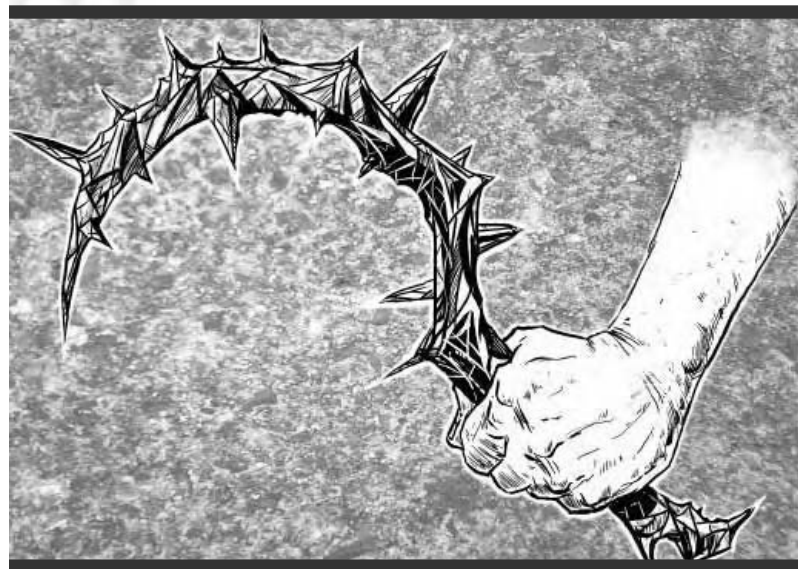


CHAPTER FOUR:

Tylonian Equipment

Imagination is the beginning of creation. You imagine what you desire, you will what you imagine and at last you create what you will.

—George Bernard Shaw



Adaptation is commonly considered a biological process, but it also applies after a fashion to technology and tools. New forms of armor require deadlier, sharper weapons to defeat them. Superior building materials, such as insulation, allow civilizations to extend to areas that were once too cold to settle.

The world of *Arcana Evolved* is a place of magic and adventure, and adventurers consistently need new weapons, armor, and other equipment to survive the deadly threats that lurk in the dark corners of the world. Some of the new, more useful tools that have recently arisen include armor and weapons crafted from Tylonian crystal.

TYLONIAN CRYSTAL

Tylonian crystal gets its name for the tiny mining town in the Elder Mountains where someone first uncovered this strange substance. The silver mine near Tylonia had long ago run dry, but prospectors and desperate investors would sometimes attempt to strike it rich there nonetheless. One day, a mojh akashic named Gydraag entered the mines with a small work

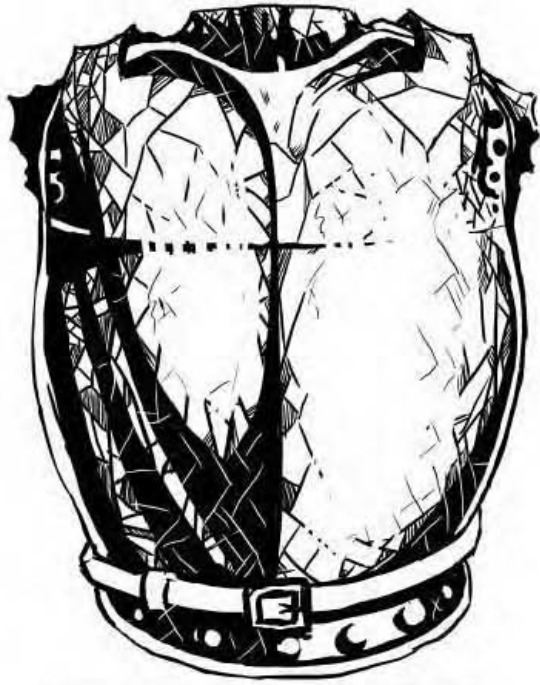
crew of local folk. Two days later, they emerged with the first samples of Tylonian crystal. This strange, incredibly rare substance soon proved to be a tremendous boon to the village.

Tylonian crystal is not magical but more akin to a living organism. It is noteworthy for its ability to meld its form and bond with its user. A Tylonian sword can transform into an axe or a mace, depending on its user's wishes. A suit of Tylonian armor can shift to distribute its weight and absorb blows, making it superior to a static suit of metal and leather. Tylonian items form a bond with anyone who carries them for an extended period of time. Once the bond forms, each item reflects its bearer's emotions, seemingly learns its bearer's tendencies, and adapts its shape to its bearer's needs. Tylonian weapons naturally assume shapes that ideally suit their users' tactics and maneuvers, sometimes taking forms that resemble no known weaponry. Tylonian tools have similar tendencies, while suits of armor perfectly form themselves to adapt to their user's body and movement. An item crafted from Tylonian crystal is a demonstration of adaptation in motion. Even in the midst of a fight, these items may change shape and redistribute their weight to assist their wielders.

A Tylonian item mimics its wielder's mood and personality. In its natural form, a Tylonian crystal is a smooth, light grey shard that feels cool to the touch. Smiths and crafters who work with this crystal eschew forges, hammers, and other brutish tools. Instead, they form the crystals with the power of their minds. Just as the finished Tylonian weapons and armor adapt to their users' needs, so too do the raw crystals respond to the steady, continual mental and emotional suggestions of a skilled crystalsmith.

Sages believe that Tylonian crystal has a connection to the akashic memory and the primal runes that form the cosmos. They theorize that the crystals are similar in structure and origin to daelren, the crystalline material that akashics use to create items related to their abilities (see "Memory Objects" in Chapter Two).

Tylonian crystals show a much greater range of flexibility than daelren, however. They can alter their weight and size, and their ability to mirror their user's desire is unparalleled.



While a gold rush of sorts has erupted near the village of Tylonia, helping to transform it into a boomtown, some akashics believe that these crystals are the raw stuff of the akashic memory. If too many crystals are torn from the earth and forged into items, the fabric of the memory might change in unpredictable ways. Unfortunately, no one thus far has proved this connection conclusively.

The exact game effects of Tylonian crystal depend on whether it is shaped into a weapon, a suit of armor, or a tool, such as a hammer or set of thieves' tools.

TYLONIAN ARMOR

The chief advantage Tylonian armor offers is that it shifts its form to accommodate its wearer's exact body form and typical motions. A suit of Tylonian plate may enlarge or shift its joints to provide more room for its wearer as he tries to run, or it might alter its structure to repair damage on the fly. Tylonian armor proves unusually flexible. Assassins and scouts in particular find it useful, since it can shift from a suit of heavy, protective armor to a light, mobile configuration that makes it easy to sneak past enemy guards.

Tylonian armor comes in three basic varieties: light, medium, and heavy. Each class of armor has different characteristics. All varieties of Tylonian armor can accept magical traits such as enhancement bonuses and magical properties. In addition, each class has a few special abilities that a skilled smith can design into the armor.

GENERAL ARMOR CHARACTERISTICS

All Tylonian armors mend at a rate of 1 point per four hours. The crystals can sense when damage has disturbed their forms, and they draw on ambient energy to repair themselves. Shards broken from the armor become dead, inert shards of black crystal. If the armor's hardness takes damage, it repairs this damage at the rate of 1 point per day. A suit of Tylonian armor reduced to 0 or fewer hit points is destroyed. A smith can repair it, but it lacks the ability to remember and regain its original form. In such a case, the crystal remains active, and Tylonian crystal artisans can use it to produce other items.

Tylonian armor is relatively comfortable, and characters can sleep in it without penalty provided that they have time to prepare it. By reducing a medium or heavy armor's check penalty to its minimum level (see armor descriptions below), you can sleep in it without penalty.

ARMOR TYPES

Tylonian crystal confers on a suit of armor a tremendous level of adaptability, regardless of the variety.

Light Tylonian Armor: A suit of light Tylonian armor consists of a vest of light mesh armor similar to chainmail, a small helm, and forearm guards. All of these components are formed from Tylonian crystal. In addition, the armor comes with a specially constructed leather belt fitted with a number of small pouches. The chainmail weave serves to anchor these pouches, and the belt secures the armor in place. Light Tylonian armor provides a +4 armor bonus, a -2 check penalty, and a +5 maximum Dexterity bonus to Armor Class. It weighs 20 lbs. and has a spell failure rate of 15 percent.



The armor's wearer can command it to flow into or out of the leather belt pouches. Like a thick syrup, the chains slough off part of their mass into the pouches, where they form small disks of crystal. In this manner, the wearer can command the armor to become lighter and more flexible. With each minute of work, the wearer can reduce the armor bonus by 1 to decrease its check penalty by 1, increase its maximum Dexterity bonus by 1, and reduce its spell failure rate by 5 percent. At 0, the armor has flowed entirely into the pouches. However, the armor bonus provided by light Tylonian armor cannot fall to less than +1. It must maintain its basic shape, or else it collapses to pieces. The same process in reverse restores the armor.

Price: 1,000 gp

Medium Tylonian Armor: As medium armor, Tylonian crystal is normally shaped into a breastplate along with a helm, gauntlets, and a pair of shin guards. Medium Tylonian armor provides a +4 armor bonus, a -3 check penalty, and a +4 maximum Dexterity bonus to Armor Class. It weighs 30 lbs. and has a spell failure rate of 20 percent.

In this form, Tylonian crystals exhibit the ability to shift and alter their shapes to protect their wearer from harm. The armor senses its wearer's usual movements and learns to adjust for his actions in combat. After he wears this suit of armor for one week, its armor bonus increases to +5, its check penalty falls by 1, and the maximum Dexterity bonus increases by 1. Once attuned in this way, the wearer can opt to increase the armor's protective abilities in return for making it less flexible. By spending 10 minutes focused on the armor, the wearer can increase its armor bonus by 1. Its check penalty increases by 2, while its maximum Dexterity bonus decreases by 1. The wearer can increase the armor bonus to a maximum of +7 in this manner. It takes 10 minutes of work to reduce the improved armor bonus by 1 or more points.

The wearer also can opt to reduce the armor's effectiveness to make it lighter and stealthier. He can reduce its armor bonus by 1 to lower its check penalty by 2. This bonus applies only when he reduces its armor bonus below +5. In other words, the wearer can gain these benefits only when the armor bonus is normally set to +5 or higher. Making any sort of change requires 10 minutes of work per point of reduction in armor bonus.

Price: 1,500 gp

Heavy Tylonian Armor: A heavy suit of Tylonian armor resembles plate armor, though its flexibility is unparalleled for armor of its size. It consists of a chest plate, arm and shoulder guards, an enclosed helmet, armored boots, greaves, and a skirt of Tylonian chainmail. Heavy Tylonian armor provides a +10 armor bonus, -5 check penalty, and a +3 maximum Dexterity bonus to Armor Class. It weighs 55 lbs. and has a spell failure rate of 25 percent.

After one wears a suit of heavy Tylonian armor for a week, the armor's check penalty drops by 1 and its maximum Dexterity bonus increases by 1 as it attunes to the wearer's motions and

combat maneuvers. By focusing on the armor and his attuned link to it, the wearer can arrange its plates for superior protection at the cost of flexibility. He can increase its armor bonus by 1 in return for a 1-point increase in its check penalty and a 1-point reduction in its maximum Dexterity bonus. He can increase the armor bonus to a maximum of +13 in this manner.

By the same token, he can decrease the armor bonus to decrease its check penalty. A 1-point AC decrease reduces the check penalty by 1, to a minimum penalty of -1. It takes 10 minutes to reduce or increase the armor bonus by 1.

Price: 11,000 gp

TYLONIAN SHIELDS

While Tylonian crystals can produce exceptional weapons and armor, a shield is too simple an object to take advantage of its unique traits. Tylonian shields are relatively rare, since a merchant or artisan can fetch a far better price for a weapon or suit of armor. In some cases these shields can prove useful, since they can shift their size to accommodate a user's desire. Cavalry, archers, and others who may alternate between using a small or large shield value these items, but most warriors prefer flexibility in their armor and weapons.

A Tylonian shield can shift one size larger or smaller than its normal form. A shield is less flexible than other Tylonian items, however. For each size category it can adopt (Tiny, Small, Medium, etc.), it must mimic a single shield type (light, heavy, great, etc.). You cannot choose to shift a shield between different types within the same size.

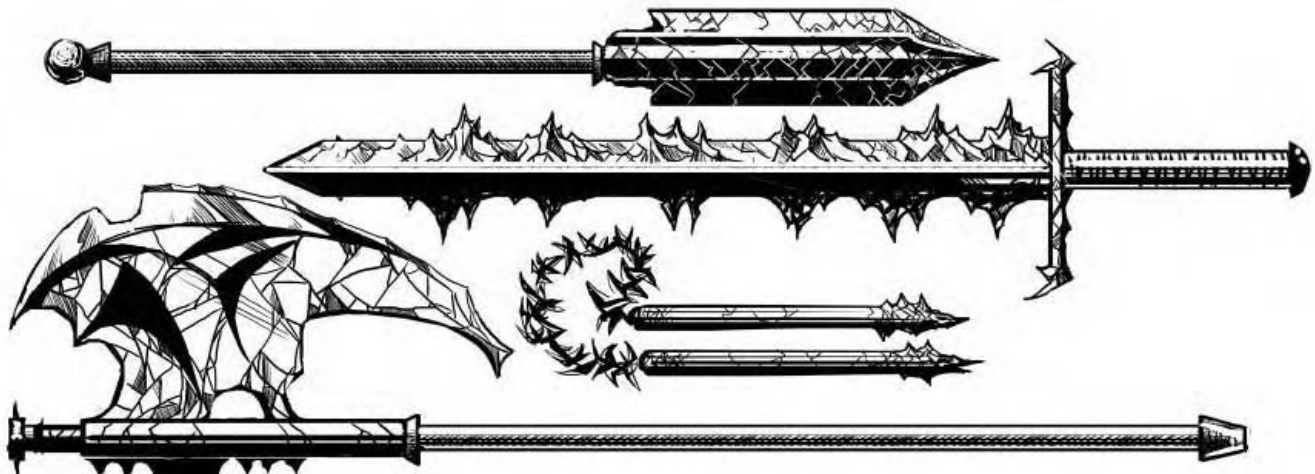
The shield's user must have proficiency in each individual shield type to use it without penalty. Unlike Tylonian weapons, shield are simple enough to bond with anyone. You do not need a special feat or other ability to command a shield to adopt a new form. It takes a Tylonian shield 10 minutes to adapt to a new form and one day to form the bond needed to alter its shape on command.

Price: 500 gp

TYLONIAN WEAPONS

While Tylonian armor proves flexible and useful, it pales compared to the strange and wondrous weapons that the crystals produce. Tylonian weapons adapt to their users by shaping themselves into perfectly balanced items that sometimes resemble no known weapon. Only one user can bond to a Tylonian weapon, for once the weapon has attuned to a warrior, it cannot adapt to another unless someone breaks it down to its constituent parts and rebuilds it.

When shaped into a weapon, Tylonian crystals show a remarkable ability to adapt to their user's tendencies. Visually, a Tylonian weapon is indistinguishable from a weapon made from other materials. The crystals literally pluck their wielder's vision of the ideal weapon from his mind and mirror it. A primitive barbarian might carry a



Tylonian weapon shaped into a gnarled wooden club. A giant warmain's Tylonian shard may shift into a

steel greatsword. These appearances are merely cosmetic, since the crystal adopts its outer surface to match its user's desire. The slightest touch reveals the cold, rocklike surface of Tylonian crystal. In battle, the crystal retains a lethal cutting edge or forms a dense, heavy crushing head.

Like armor forged from this material, Tylonian weapons occur in three basic classes based on their size. Larger and smaller weapons are impossible to craft, since they have too little or too much mass to support the psionic network needed for the weapon to interact with its user.

A Tylonian weapon can gain the characteristics and properties of any melee weapon of its size. Thus, a small Tylonian weapon could mimic a short sword, a throwing axe, a nunchaku, or a light mace. The weapon can take the shape of any simple, martial, or exotic weapon that its wielder has seen or handled. Changing a Tylonian weapon's form requires one minute of concentration.

More importantly, a Tylonian weapon can forgo the typical weapon types to adapt itself specifically to its bonded wielder. After a week of use, the weapon's owner can relax his control over the Tylonian weapon and let it shift into its natural shape. In this form, the wielder can choose the weapon's exact traits depending on its size. In addition, the Tylonian weapon has a few bonuses he can select that are not normally available to mundane weapons. These special abilities are known as Tylonian weapon traits.

DETERMINING WEAPON TRAITS

A Tylonian weapon's damage, critical threat range, and abilities adapt to its user's tendencies and desires. The range of possibilities is determined by the weapon's size. In game terms, each weapon attribute (damage, critical multiplier,

and so on) starts with a default rating. You can improve these ratings by spending weapon points. These weapon points represent a wielder's ability to meld with his weapon and alter it to meet his needs. A wielder who has carried a Tylonian weapon for a long period of time learns to refine his control over it, just as a musician improves his playing ability. The Tylonian Weapon Proficiency and the Tylonian Weapon Mastery feats (see page 78) determine how many weapon points a character possesses.

When you spend a weapon point, you improve a Tylonian weapon's abilities in a trait by one stage. The table on the next page shows the range of abilities a weapon can attain based on its size. Some of these categories require additional explanations. This information is provided below.

A weapon starts with a stage 1 rating in all traits. You can improve a rating by one stage by spending 1 weapon point on it. You can increase a trait to a maximum of stage 5. In some cases, improving a trait has no effect on the benefit it offers. Some traits are difficult to form or require tremendous focus to create. Weapons of different sizes are easier or more difficult to shape in certain ways. This added effort is reflected in the added stages needed to improve certain traits.

The process of improving a weapon in this manner requires intense concentration and effort. A Tylonian weapon can mimic a club or sword with ease, since its wielder has seen and possibly used such weapons before. The process of precisely sculpting a weapon invariably yields an armament unlike anything seen before. It takes tremendous concentration and effort to exercise such fine control over a Tylonian weapon. As a result, it takes 10 minutes of concentration to increase or decrease a single trait's rating by one stage.

In the case of a magic Tylonian weapon, apply the effects of any magical abilities after determining the weapon's own capabilities. Treat the weapon as a mundane item with the appropriate stats before applying the effects of any magical or mundane abilities, such as masterwork or dire.



TYLONIAN WEAPONS						
Trait	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	
Small						
Damage	1d4	1d4+1	1d6	2d4	1d8	
Threat Range	20	20	19+	19+	18+	
Threat Multiplier	×2	×2	×2	×3	×3	
Damage Type	1	1	2	2	3	
Disarm	1	1	2	2	3	
Trip	1	1	1	1	2	
Range	1	2	3	4	5	
Medium						
Damage	1d6	2d4	1d8	1d10	2d6	
Threat Range	20	20	19+	19+	18+	
Threat Multiplier	×2	×2	×2	×3	×4	
Reach	1	1	1	1	2	
Damage Type	1	1	2	2	3	
Disarm	1	2	2	3	4	
Trip	1	1	2	2	3	
Range	1	1	1	2	2	
Large						
Damage	1d10	1d12	2d6	2d8	2d10	
Threat Range	20	20	19+	19+	18+	
Threat Multiplier	×2	×2	×2	×3	×4	
Reach	1	2	2	3	4	
Damage Type	1	1	2	2	3	
Disarm	1	1	2	2	3	
Trip	1	2	2	3	4	
Range	1	1	1	1	2	

Damage: This trait determines how much damage the weapon inflicts. A Tylonian weapon that inflicts more damage than usual may be incredibly sharp, could have a heavier than normal crushing head, or might be studded with barbed spikes or spines.

Threat Range: The weapon's threat range determines when it may inflict a critical hit. A Tylonian weapon with an excellent threat range might have a long, slender blade that allows it to pierce vital organs or cut long, jagged slices into a foe, or its crushing edge might taper to a narrow point that can smash through bones.

Threat Multiplier: A weapon's multiplier determines how much carnage it causes on a confirmed critical hit. A weapon with a high threat multiplier has a heavy cutting blade or bludgeoning edge, which allows it to deal traumatic damage.

Reach: A Tylonian weapon has a rating from one to three that determines its reach. These ratings each have a different effect:

1. The weapon is average for its size type. It offers no additional reach.

2. This weapon has a long, sturdy haft that allows it to attack distant enemies. It grants a +5 foot bonus to its wielder's reach.
3. This weapon is designed to strike foes at a distance, but it proves useless against close opponents. It grants a +10 foot bonus to reach, but its wielder suffers a -4 penalty on attacks made against adjacent foes.
4. This strange, flexible weapon can strike distant opponents and whip in to slam foes that draw close. It grants a +10 foot bonus to reach, with no penalty on attacks made against adjacent foes.

Damage Type: Most weapons inflict only one of the three basic damage types: bludgeoning, slashing, and piercing. The Tylonian weapon's rating in this trait determines how many different damage types it can inflict. When you design this weapon, you must select which of the types it can deal. A weapon with a rating of 1 can inflict one damage type, and a rating of 2 indicates it inflicts two of the damage types, while a weapon with a rating of 3 deals all three damage types on each hit.

A weapon at a high stage in this trait might have a spiked bludgeoning end, a piercing end mounted on a slashing blade, or similar composition.

Disarm: Some weapons possess a superior design when it comes to removing a foe's armament from her hands. A sword might have prongs set into its pommel that can catch a blade or haft, which allows its wielder to disarm his foe with a quick turn of his wrist. This rating determines what benefit, if any, the Tylonian weapon offers on disarm attacks.

1. The weapon gives no special benefits to disarm attacks.
2. This weapon grants a +2 bonus on all opposed checks to disarm a foe. It also grants this bonus on the opposed check to avoid being disarmed after a failed disarm attempt.
3. This weapon grants a +4 bonus on all opposed checks to disarm a foe. It also grants this bonus on checks made to avoid being disarmed after a failed disarm attempt.
4. This flexible, expertly formed weapon confers a +4 bonus on opposed checks to disarm a foe. It also grants this bonus on checks made to avoid being disarmed after a failed disarm attempt. On a successful disarm check, it allows its wielder to place the disarmed weapon up to 10 feet away from its owner.

Trip: A Tylonian weapon formed to aid in trip attacks usually has hooks or lashing chains that can wrap around a foe's legs. The stage of this trait determines the benefit it offers to this attack action.

1. This weapon offers no special bonuses on trip attacks.
2. On a failed trip attack, if the target of the trip succeeds in tripping her attacker, the attacker may opt to drop this weapon rather than be tripped.
3. In addition to the benefits given for stage 2, this weapon offers superior weight and leverage on trip attacks. It grants a +2 bonus on the opposed check to trip an opponent. This bonus also applies to the opposed check made to avoid a trip on a failed trip attack.
4. As the benefits listed for stage 3, save that the weapon offers a +4 bonus on those checks.

Range: A Tylonian weapon can twist itself into a shape that allows a wielder to use it as a thrown weapon. Its stage determines its range increment in this ability.

1. At this stage, the weapon lacks the aerodynamic shape needed for throwing. It has no range increment.
2. 10-foot range increment.
3. 15-foot range increment.
4. 20-foot range increment.
5. 25-foot range increment.

ADDITIONAL WEAPON ABILITIES

Tylonian weapons can alter their basic structures to mimic a wide variety of weapon abilities. They can also form new capabilities that mundane arms cannot handle. Some of the following abilities are available only to Tylonian weapons of certain sizes. Size restrictions, if any, appear after the weapon's name in parenthesis. Each ability has a weapon point cost listed after its description. You can add these traits to a weapon by paying this cost. It takes 10 minutes of concentration and work to add one of these traits to a weapon, regardless of its point cost.

Boomerang (Small): A weapon with this trait returns to its wielder when it is thrown. Catching it is a move action. Otherwise, it lands in the space where the thrower made his attack. The weapon must have a range increment to gain this ability. *Weapon Points:* 1

Concealment (Small): This weapon's color and appearance allows it to resemble an innocent item. Anyone who inspects it must succeed at a Search check (DC 15) to notice that it could function as a weapon. You can increase this Difficulty Class by 2 for each additional weapon point spent on this ability above the base cost. *Weapon Points:* 2

Energy Damage: The crystal lattice within this weapon collects and channels ambient magical energy. When it strikes an opponent, it channels this energy into her. When you select this ability, pick an energy or elemental type. This weapon's damage is considered to be of that type in addition to its original type (piercing, slashing, etc.). *Weapon Points:* 3

Encoded Form: This option allows a Tylonian weapon to rapidly shift between two distinct forms. For every point you spend on this ability, you can spend a point on an alternate form for your weapon. Changing between your weapon's current form and this alternate one requires only a full-round action rather than the 10 minutes per weapon point spent. For example, if you spend 3 points on this ability, you can create an alternate weapon that re-allocates 3 of the points spent on your current weapon form. You cannot re-allocate the points spent on this ability. *Weapon Points:* Varies

Shards: This vicious, deadly ability is common among wielders who prize the agony they inflict upon their enemies. Three times per day, a weapon with this trait breaks off tiny, sharp fragments when it cuts into a foe. The weapon's wielder must declare he is using this ability before rolling his attack. Anyone hit by this weapon must succeed at a

BUYING TYLONIAN WEAPONS

A Tylonian weapon's size determines its cost:

Small: 400 gp.

Medium: 1,000 gp.

Large: 1,600 gp.



Fortitude save (DC 13 + 2 per weapon point invested in this trait) or take 1d6+1 points of damage per weapon point placed in this ability. *Weapon Points*: Varies

WIELDING TYLONIAN WEAPONS

While Tylonian weapons are flexible, they prove difficult to use properly. A wielder must train and study to learn how to maximize one of these strange armaments. You cannot gain the full benefits of a Tylonian weapon unless you are proficient with this form of weaponry through the feats below.

TYLONIAN WEAPON PROFICIENCY [CEREMONIAL]

You have formed a close bond with a Tylonian weapon, which allows you to mentally link with it. Without this training, it would remain a mere static weapon in your hands. This feat enables you to dynamically shape a Tylonian weapon into the form that best fits your fighting style and combat tendencies.

Prerequisites: Charisma 13, base attack bonus +1

Benefits: You gain proficiency with Tylonian weapons that have taken a form other than a standard weapon. In addition, you have cultivated the abilities needed to shape a Tylonian weapon to gain the maximum benefit from it. You have a pool of 3 weapon points that you can spend to shape a Tylonian weapon into a unique form suited to your fighting style.

These weapon points represent your ability to manipulate any given Tylonian weapon. You spend your full budget of points for each of these weapons, not all of your weapons total. For example, if you owned two Tylonian weapons you can spend 3 points on each of them. You are not limited to 3 points between them.

TYLONIAN WEAPON MASTERY [CEREMONIAL]

You have spent many hours of study and practice with a Tylonian weapon, so you have gained a greater than normal level of control over these bizarre weapons.

Prerequisites: Charisma 13, base attack bonus +5, Tylonian Weapon Proficiency

Benefits: You gain 2 additional weapon points to spend in improving a Tylonian weapon, as described above. These points stack with the ones you gained from the Tylonian Weapon Proficiency feat, increasing your pool.

Special: You can take this feat more than once. Each time you select it, you gain an additional 2 weapon points to your total pool.

OTHER TYLONIAN EQUIPMENT

While Tylonian crystal usually ends up in the form of weapons and armor, it also can produce a wide variety of tools and useful items. Its ability to adopt new shapes makes

it supremely flexible. When an artisan chooses to create a nonweapon tool with Tylonian crystal, she usually works to maximize its ability to adopt new forms.

An expertly crafted Tylonian tool can shift into a stunning array of forms. It could serve as a length of rope to help an adventurer scale a cliff, then shift into a crowbar to break a lock from a treasure chest, and finally morph into a 10-foot pole to probe the bottom of a pit. Most Tylonian tools lack this flexibility. They can mimic a much narrower range of items, usually limited by weight, size, and complexity.

Tylonian tools break down into five categories. Each category has different traits that define its utility. They are numbered from one to five, with the higher category numbers representing tools with superior craftsmanship.

A Tylonian tool can take the shape of any item that is one continuous object. For example, it could form a hammer, but not a hammer and several nails. The categories determine the maximum weight and the gold piece value of the items that a tool can mimic. It takes five minutes of concentration to alter a tool's structure. When in its basic form, a tool might exist in one of a number of different shapes, such as a small rectangular block or a sphere of dull grey claylike material. Usually, a tool is more compact and easier to carry in its base form. It might measure a foot long and 6 inches wide and tall.

Tylonian tools cannot mimic magic or alchemical items. They can gain the benefits of the masterwork trait if their gold piece limit allows it. You can form a tool into a weapon that falls within its weight and cost restrictions, but you cannot gain the benefits listed for Tylonian weapons. These tools lack the intricate structures needed to create weapons.

Type I Tylonian Tool: This tool can mimic any tool or item that weighs up to 10 lbs. and costs up to 15 gp. It cannot assume the shape of any item with moving parts or a complex mechanism, such as a lock or a pulley. *Price:* 100 gp

Type II Tylonian Tool: These tools mimic simple, large items. They can take the form of items that cost up to 25 gp and weigh no more than 25 lbs. *Price:* 750 gp

Type III Tylonian Tool: This tool can take the form of a mundane item worth up to 50 gp and weighing up to 50 lbs. *Price:* 1,500 gp

Type IV Tylonian Tool: A type IV tool can create an item that weighs 75 lbs. or less and is worth up to 100 gp. It cannot mimic complex or moving parts. *Price:* 6,000 gp

Type V Tylonian Tool: Skilled artisans expertly craft the ultimate Tylonian tool to maximize its flexibility. It can mimic any item that is worth up to 200 gp and weighs 100 lbs. or less. It may transform into items with complex mechanical parts and moving joints. For example, you could shape one of these tools into a door. *Price:* 8,000 gp



CHAPTER FIVE:

Magic Evolved

The universe is change; our life is what our thoughts make it.
—Marcus Aurelius Antoninus

To wield magic is to control power in its purest form. A skilled general can command her armies, but without her soldiers she is just another warrior. A king relies on the gathered strength of his courtiers, vassals, and other subjects. Even a skilled warrior leans on her weapons and armor in the face of a threat.

A spellcaster draws on the power of magic to smite his enemies, defend his allies, and make his mark upon the world. To the casual observer, this power may seem to arise from within the caster. With a few gestures and a spoken word, a spellcaster can cause energy to erupt from within a beast. On a fundamental level, this is a false observation. A caster might gather and direct the energy for a spell, but it comes from the world around him. Magic exists outside of the spellcaster, but when he shapes it into a spell, he must allow it to flow through his body and soul.

The development of magical talents is a two-way street. While most spellcasters focus on improving their talents to shape and bend magic, others learn to allow magic to shape and bend them. Some spells are far more than simple formulas used to call upon arcane power, but primal runic truths that, when fed arcane energy, obey a caster's commands. Magic is far more art than science. While its results may appear regular and predictable, it represents an ebb and flow of control between the caster and the primal forces that he would command.

This chapter presents alternative rules for magic in *Arcana Evolved*. It highlights the idea that magic is the interplay between a living mind and the fundamental forces of the world. If a magister relies on fiery spells and burning energy, that consistent exposure to fire energy might change him over time. Just as the dragons can artificially sculpt living creatures and help them evolve, so too can magic make changes in those who wield it. On the other hand, a spellcaster can also learn to evolve his spells by subtly changing them over time to make them more adaptable.

Evolution is the process by which the creatures that develop the tools needed to flourish multiply and replace those that cannot carve out a niche in the ecosystem. Magic works along a similar process. Methods that prove useful



eventually force less efficient styles to the wayside. New spells arise from diligent research and, if they do something faster, quicker, and more efficiently, they replace the ones that came before it. This process of magical evolution can take hundreds of years, but the magic of today is far different from the methods practiced a few centuries ago. The new magic in this chapter represents the bleeding edge of arcane research. Though unstable, unreliable, and possibly more dangerous to the caster than his enemies, it offers a risky shortcut to arcane might.

MAGIC AS A SHAPING FORCE

The concept of arcane evolution, the idea that magic changes the caster just as the caster shapes and commands its energy, is a relatively new one in the Lands of the Diamond Throne. With the aid of the tenebrian seeds, the dragons have unlocked the true potential that lies dormant within a spellcaster's physical form. A magister who relies on spells that deal cold damage may slowly develop a resistance to frigid temperatures and the ability to manipulate cold without the use of a spell. A mage blade who uses positive



energy to smite her enemies might find that the residue of her spells lingers in her body, allowing her to better resist the deadly negative energy that an undead monstrosity unleashes upon her. This process is known as *arcane evolution*, and some dragons see it as the next chapter in the story of creation. At their best, those who undergo the process of becoming evolved casters learn to control magic with greater precision. At its worst, this process drives spellcasters to view themselves as fundamentally superior to the lesser life forms that crowd the world. In truth, arcane evolution spawns a caster who is merely different, not necessarily better or worse than others.

Unlike the rapid evolution the dragons use to sculpt creatures, arcane evolution is a slow, deliberate process. The initial exposure to a tenebrian seed merely causes the first in a long series of changes. A spellcaster must consciously seek to walk this path by casting certain types of spells repeatedly and engaging in a strenuous regimen of ceremonies and meditation.

Some magisters believe that the dragons' attempt to link this process with their tenebrian seeds is merely a smoke screen that disguises the dragons' intense interest in arcane evolution. Supposedly, the dragons cannot experience these changes themselves, and they fear that they may herald the emergence of a new race or power that they cannot hope to control. By masquerading as gatekeepers for this process, they hope to study it and, if it proves to be a threat, destroy it before it becomes widespread.

Whatever the truth may be, the process of arcane evolution is rare and noteworthy. Only the most dedicated spellcasters engage in it, and many of them seek an existence far from the hustle and bustle of civilization to delve into the secrets of magic in peace.

ARCANE EVOLUTION MECHANICS

In game terms, arcane evolution allows a caster to shape and alter her physical form and psychology to become closely linked to a particular style or type of magic. An evolved spellcaster doesn't just cast spells. She lives them and allows their power to alter her body to better suit their needs. A caster who wallows in negative energy may grow to resemble an undead creature, while one who specializes in illusions may, in some ways, become a living mirage. While the drag-

ons claim that only they can open the gateway to this process, in truth any sufficiently zealous spellcasters can achieve it—and without tenebrian seeds.

One does not simply stumble across the process of arcane evolution. Instead, it serves as an outgrowth of a spellcaster's dedication to a specific path of magic. Spellcasters who dedicate themselves to a specific sort of spell draw power from their specialty—power that shapes their ability to control magic and even alters their physical appearance. However, their supreme control over their chosen style of magic comes at the cost of general spellcasting ability.

Replacement levels, as described in Chapter Two, serve as the mechanic for evolved caster abilities. Refer to Chapter Two for a complete discussion on how replacement levels function and details on the process of taking them.

EVOLVED CASTER REPLACEMENT LEVELS

A caster of any sort can take up to three levels in the evolved spellcaster class. To take these replacement levels, you must meet the following minimum requirements:

- Caster level 5th
- Access to spell slots of at least 3rd level
- Access to a spell template. The template(s) determines which evolved levels you can select.

When you enter this class, you must choose a specialty that reflects your obsession and connection to a specific style of magic. Before you can enter it, you must choose three spells that you can ready and make them a permanent part of your readied selection of spells. These spells must share a descriptor with the relevant spell template.

To progress as an evolved caster, the character must master increasingly difficult styles of magic. Characters must obey the following specific prerequisites for each level:

Level 1: As noted above.

Level 2: 1st arcane caster replacement level, able to cast 5th-level spells.

Level 3: 1st and 2nd arcane caster replacement level, able to cast 7th-level spells.

Once you have decided to take evolved caster replacement levels, you must select a *casting style*. Each style has an associated spell template as a prerequisite (see Chapter

THE EVOLVED CASTER					
Replacement Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special
1	+0	+0	+0	+1	First casting style ability, +1 caster level
2	+0	+1	+0	+0	Second casting style ability
3	+0	+0	+0	+1	Third casting style ability, +1 caster level



Eight: Magic in *Arcana Evolved* for more on spell templates). You must have access to the given spell template to choose a particular casting style. The style you select determines the exact abilities these replacement levels grant you.

If you have access to more than one spell template and if you fulfill the requirements above for both templates, you can gain access to more than one casting style. You gain levels in each style independently. For example, gaining one replacement level does not grant access to all of your styles' first abilities. Instead, you must take the levels separately for each style you wish to develop.

In some cases, a single template grants access to more than one style. The strictures outlined above still apply in this case. You do not gain the relevant abilities from every style for which you qualify. You must choose one style and gain the lowest level ability from it that you do not already possess.

Spellcasting Ability: The casting styles grant additional levels of spellcasting ability at the 1st and 3rd replacement levels. In this case, you gain more spell slots per day, more readied spells, higher-level spells, and a higher caster level as if you had gained a level in your original spellcasting class. If you have more than one casting class, you can choose one to gain this benefit, though that class must provide the casting ability that allows you to qualify for these replacement levels.

ACID CASTING STYLE

Prerequisite: Access to the acid template

The acid mage develops characteristics that seem to mirror his chosen energy type. He grows callous, bitter, and vicious. Many acid spellcasters develop jaundiced skin and badly worn teeth. Their eyes turn yellow, while their voice sounds rough and ragged. Spellcasters who evolve along this path are usually as determined as bulldogs. Just as acid slowly weakens and destroys even the toughest material, they wear away at their issues until their efforts have eroded the problem.

Other acid mages delight in the horrifying cruelty their spells can cause. They see acid not only as a powerful weapon, but one that can strike fear into the stoutest warrior. Acid does more than injure. It burns, scars, and brands. These cruel spellcasters seek to conquer and subjugate those who oppose them.

First Style Ability (Su): The acid mage can draw upon powerful energies to infuse his magic. As a free action when he casts an acid spell that deals damage, the acid mage creates a spell that burns his target for longer than normal. The targets of the spell take damage equal to the spell's level + the caster's



PICKING YOUR REPLACEMENT LEVELS

Your character is yours to create, but sometimes the range of options out there can stymie even the most creative player. Here are a few ideas for you if you're looking at the range of options here and somewhat stuck as to which one to pick. (You could even adjust the ideas here somewhat and use them in conjunction with earlier chapters of this book.)

Do you have a favorite element, or does your existing character seem to have a specific elemental flavor? If so, look at some of the elemental casting styles here. You'll find descriptions for the air style (air master), the earth style (earth lord), the fire style (fire master), and the water style (water mage).

Is there a certain spell descriptor on which you want to focus? If so, check out this list and corresponding casting style: acid (acid mage), air (air master), cold (ice mage), darkness (dark mage), earth (earth lord), electricity (lightning master), fear (terror mage), fire (fire master), force (force mage), sonic (sonic mage), water (water mage).

You could choose to go the direction of deciding between good or evil. While Arcana Evolved has no strict alignment system, characters with noble goals and a good outlook tend to avoid the darkness (dark mage), fear (terror mage), and negative energy (death mage) casting styles, and you'll find very few evil-minded beings flocking to the positive energy (healer) style.

If your character leans more toward nature and the Green, definitely read the plant casting style section (Green mage).

Finally, some characters enjoy the psionic side of their being, in which case the psionic casting style (psi mage) is a great thing to explore.

spellcasting key ability modifier (Intelligence for magisters, Charisma for mage blades, and so forth) on the round after being hit by the spell unless they succeed at a Fortitude save (DC 10 + half the acid mage's caster level) for half damage. The acid mage's spells are particularly caustic. They linger upon their targets and continue to burn away at them. This damage is in addition to the spell's normal damage.

Second Style Ability (Su): The acid mage develops a continual sheen of acidic sweat upon his skin. He glistens in the sun, and a sharp, caustic odor surrounds him at all times. The acid mage gains immunity to acid damage. In addition, he gains a touch attack that deals 1d8 points of acid damage. He can deal this acid damage as bonus damage on his unarmed or slam attacks. Anyone who grapples the acid mage automatically suffers 1d8 points of acid damage each round due to the close exposure to the spellcaster.

Third Style Ability (Su): When the acid mage achieves the apex of his chosen path, he learns to control acid with vicious efficiency. His acid spells deal +1 point of damage per die rolled. The acid mage can choose to forgo this damage to target a particularly sensitive area of his foe. In this case, the target takes 1 point of temporary Constitution damage in addition to the spell's normal effects.

AIR CASTING STYLE

Prerequisite: Access to the air template

Some mages are masters of the wind and air. She feels most at home with a breeze on her face and through her hair, and aerial magic soars through her like a hurricane. Perhaps the air master followed this path because she always wanted to fly, or the storms and hurricanes whispered their secrets to her, teaching her that nothing—no construct of man, beast, or nature—can resist the might of air.

Evolved casters of air magic tend to embrace chaos and chance. Their hair flows and ripples as if a breeze constantly tosses it about, even in the dead of a humid night. Many of them travel on the seas as captains of great sailing ships, allowing the wind to take them where it may. Others soar among the clouds on wings of ether, caught in the ecstatic grip of their own power.

First Style Ability (Su): A small pocket of air always surrounds the air master. She can survive in a vacuum or other environment that lacks breathable air for an hour before she must hold her breath or otherwise suffer adverse effects. She gains a +4 bonus on all saves against gas-based attacks.

In addition to this ability, the air master gains an additional level of spellcasting ability.

Second Style Ability (Su): The air master gains limited control over the wind and air. She can cause the wind in her immediate area to follow the direction she chooses, though she cannot increase or decrease its speed. She is immune to all effects caused by wind environmental conditions. In essence, unless a spell, magical effect, or a special ability creates a wind, she ignores any penalties or drawbacks it causes.

Three times per day, the air master can knock the wind out of a creature by forcing the air from its lungs. This ability works only against creatures that must breathe, and it has a range of 30 feet. The target must succeed at a Fortitude save (DC 10 + half the air master's caster level) or be stunned for 1d4 rounds.

Third Style Ability (Su): The air master gains the ability to fly at her speed with perfect maneuverability. This ability remains always in effect. A field of tumultuous winds lifts the air mage aloft and carries her along on her journeys.

COLD CASTING STYLE

Prerequisite: Access to the cold template

Spellcasters from frigid climes find themselves drawn naturally to this style of evolution, as are those who see cold as a superior form of magical power. In truth, cold is the absence of energy. Ice mages use that trait to their advantage and drain the life from their enemies or grind them to a halt with a carefully built spell. Ice mages tend to be unfeeling and arrogant. Cold-hearted might seem like a bad

pun when used to describe them, but in many ways they appear to shed the warmth and emotional expressiveness that allows normal folk to relate to each other.

Ice mages develop icy blue skin. Shards of frost linger in their hair and eyebrows, and many of them wear only light clothes in even the fiercest winter storm. When an ice mage speaks, small clouds of condensation jet from his mouth with each word, as if he stood outside on a frigid winter's morning.

Their skin is freezing to the touch, and many of them prefer to remain within the arctic climes for their entire lives.

First Style Ability (Su): Three times per day, the ice mage can form a coat of ice around an object that is as large as he is. He can cover the floor in a space equal to his own, or he can encase a single object. If the ice mage covers an area with ice, it becomes slick and treacherous. Anyone attempting to cross it must make a Reflex save or Balance check (DC 10 + half the ice mage's caster level) or fall prone in that space. If the ice mage targets an item with this ability, anyone carrying it must make a Reflex save (DC as above) to avoid dropping it.

Second Style Ability (Su): The ice mage can create ice objects spontaneously out of thin air. Three times per day, he can create any weapon, armor, or other item worth 50 gp or less and that weighs less than 100 lbs. Anyone can use such a weapon without incurring cold damage. This item persists for one hour in an environment with a temperature above freezing. Otherwise, it lasts for one day.

Third Style Ability (Su): The ice mage's skin turns a more vivid shade of light blue, while his hair becomes frost white. He gains immunity to cold damage, and any cold spells he casts have a +2 modifier on their save Difficulty Classes.

DARKNESS CASTING STYLE

Prerequisite: Access to the corrupted template

The dark mage is a caster shrouded in mystery. She may revel in the darkness that masks her malevolent nature, or she could see it as a useful tool to hide her actions. Most folk have an instinctual tendency to distrust dark mages. These fears are often justified, since most dark mages engage in a variety of illicit activities. Burglars and other criminals work with them, since their magic can make even the most difficult robbery possible. Many dark mages dwell in hidden urban lairs, using their magic and influence to forge criminal networks that obey their every order.

A dark mage acquires a grey, ashy color to her skin. Her eyes become perfectly white orbs, since her pupils fade away, though she can see as normal. Many of them shave their heads to help keep their identities a secret, while others favor voluminous, black robes that conceal their physical appearance. Few dark mages are friendly or charitable, though some use their magic to ferret out and destroy hidden threats.

First Style Ability (Su): A dark mage gains darkvision with a range of 60 feet. If she already has this ability, its range doubles. In addition, the dark mage can see through magical darkness of any type. She ignores any concealment provided by spells with the darkness descriptor.

Second Style Ability (Su): The dark mage can extinguish any mundane flame within 100 feet once per round as a free action. As a standard action three times per day, she can cast *dispel magic* against any spell with the light descriptor. This casting does not count against her spell slots, and she can use *dispel magic* even if she does not have it readied or if she does not normally have access to it.





This ability affects only spells with the light descriptor. Other effects are immune to it. In addition, the dark mage gains a +5 bonus on all Hide checks. Shadows and other shards of darkness naturally flow to her and conceal her from her enemies.

Third Style Ability (Su): With the tremendous volume of darkness energy that flows through her body combined with her near obsessive level of attachment to this form of magic, the dark mage's body can transform temporarily into a thing of pure darkness. Once per day, the dark mage can transform herself into a vaguely humanoid outline of slippery, jet black material. She gains immunity to critical hits, mind-affecting spells and attacks, and 50 percent concealment as her body shifts and bends. Entering this state is a standard action that provokes an attack of opportunity. The dark mage can remain within it for up to 10 minutes. This form does not grant the darkness mage any special abilities beyond the ones described above. She retains her normal shape and can use all of her abilities as normal.

EARTH CASTING STYLE

Prerequisite: Access to the earth template

The earth is reliable and tough. It is the context upon which all events take place—the stage for history's greatest triumphs and its worst tragedies. This concept of permanence, the idea that a single element can hold all of civilization within its cradle, is usually what draws spellcasters to it. Earth magic is steadfast and difficult to break, and those who evolve to gain its power are as tough and doughty as the element they seek to embody.

An earth lord usually gains brown skin or fur and a deep, booming voice. These spellcasters sometimes grow shorter and stockier over time, as if the earth wishes to draw them down into its embrace. Earth lords spend much of their time in the caverns and passages deep within the world. They come to the surface only rarely, and they do so usually only to investigate the interplay of the earth with wind, rain, and fire. Their magic may not be flashy or impressive to the eye, but anyone trained in the arcane arts can sense its deep, hidden power.

First Style Ability (Su): While standing upon the earth, the earth lord can tap into its power and channel it into his body. Each day, the earth lord can cure himself of a number of points of damage equal to twice his level. He can spread this healing out over multiple uses, but the total damage he heals cannot exceed this limit. The earth lord can use this ability only if he stands on bare rock or soil.

Second Style Ability (Su): The earth lord's spells reflect the durability and ageless nature of the rock and soil. While other elements may beat against it or shape it into new forms, in the end they can never destroy it. The earth lord gains a +5 bonus on all Concentration checks made to cast

a spell despite damage and other environmental factors. The Difficulty Class of any checks made to dispel the earth lord's spells gains a +4 modifier.

Third Style Ability (Su): The earth lord learns to listen to the ground beneath him. He reads the vibrations that echo through it and decodes them, which allows him to learn tidings from distant locations. Once per day, if the earth lord spends 10 minutes in quiet meditation while sitting or standing on bare earth or rock, he can turn his senses to any location that he has previously visited. He sees and hears everything that happens as if he stood there in a spot of his choice and gains the benefits of any magical sensory augmentations that he may possess. He cannot change his position without again going through the ritual needed to use this ability. He can view this spot as long as he maintains his concentration.

ELECTRICITY CASTING STYLE

Prerequisite: Access to the electricity template

Lightning bolts sunder the sky, proclaiming the power of this energy form. The jagged streaks of light unerringly draw the attention of the casters who would follow this path of arcane evolution. Lightning represents power discharged in a quick, savage burst. While it burns in a short, intense moment, the damage it leaves behind is as permanent as the scars wrought by other energy types. Lightning masters favor powerful, brutal bursts of power. Almost all of them focus on battle as their vocation, and many magister and mage blade mercenaries follow this path.

A lightning master crackles and pops with ambient electrical energy. A simple handshake causes a brief burst of static electricity, and the lightning master's hair usually stands up on its ends. In battle, they are vicious opponents who can pour their accumulated arcane energy into raw bolts of electrical power. Few ever seek out a conflict with a lightning master, since even a victory against one can leave the winner a blasted wreck.

First Style Ability (Su): The lightning master learns to gather electrical energy into her body and channel it into a burst that savages the area directly around her. As a full-round action, the lightning master can expend spell slots whose total combined level is less than or equal to her caster level. Any creature within 10 feet of the lightning master, though not including the spellcaster, takes 1d6 points of electricity damage per spell level burned in this way. A Reflex save (DC 10 + half the lightning master's caster level) halves this damage.

Second Style Ability (Su): The lightning master can focus and control ambient electrical energy, which allows her to imbue items with invisible fields of dangerous charge. Three times per day, the lightning master can leave a field upon a metal item that causes it to deal to the next

creature that touches it 1d6 points of damage for every lightning master level she has. The lightning master can use this ability against a creature wearing metal armor. In that class, this ability deals 1d6 points of damage per lightning master level with a successful touch attack. In either case, a successful Fortitude save (DC 10 + half the lightning master's caster level) halves this damage. The electricity field remains in place for 24 hours before it dissipates harmlessly. Activating this ability is a standard action but it does not provoke an attack of opportunity.

Third Style Ability (Su): A lightning master learns to gather electricity and use it against her enemies. In battle, she easily can overpower anyone foolish enough to attempt to turn her chosen energy against her. If the lightning master takes damage from a spell with the electricity descriptor, she actually suffers no damage on a successful saving throw if a save normally would halve the damage. Furthermore, she gains a spell slot equal to the level of the spell used to damage her. She can use this slot only to cast a spell with the electricity descriptor. This slot dissipates after 1 round.

FEAR CASTING STYLE

Prerequisite: Access to the corrupted template

The power of fear lies in the control it offers over others. The terror mage exults in toying with his victim's emotions and turns these fears against them with the merest effort. Spellcasters who follow this path of evolution are almost invariably black-hearted villains and tyrants. It is not a road for the kind or charitable.

The spellcaster who evolves to better cast fear spells slowly gains a horrifying appearance. He grows tall, gaunt, and pale for his race, and he may develop vivid crimson eyes and slightly elongated pointed teeth. A terror mage's magic shapes his bodies into strange, disquieting forms that reflect the terror he spreads to other creatures.

First Style Ability (Ex): The terror mage's horrid appearance allows him to arouse terror in others easily. He gains a +2 bonus on all Intimidate checks, and the Difficulty Class for his fear-descriptor spells gains a +2 bonus as well.

Second Style Ability (Su): The primal essence of fear resides in all creatures, even those that are not alive or that do not experience human emotions. Runethanes speak of a terrible rune that even the mightiest dare not write or read. The terror mage learns to tap into this rune's power and channel it into his magic. Creatures that are immune to fear or mind-affecting effects still suffer the effects of his magic, though they gain a +4 bonus on their saves against them. This does not allow the terror mage to circumvent the limits of his spells. For example, if a spell fails to affect creatures with more than 4 HD, this ability does not remove that restriction.

Third Style Ability (Su): The terror mage inspires dread in others with his mere presence. As a free





action once per round, he can cause all opponents within 60 feet to make Will saves (DC 10 + half the terror mage's caster level) or become shaken. The terror mage may use this ability at will, but a creature that succeeds in its save against it does not have to save again for 24 hours. Note that fear effects form a progressive chain. A shaken creature that suffers another effect that causes it to be shaken instead becomes frightened.

FIRE CASTING STYLE

Prerequisite: Access to the fire template

Fire is a raw, destructive energy, but to truly masterful spellcasters, it is far more than a brutal sledgehammer. In some ways, it is like a living creature. It needs fuel and air to survive, it can drown in water, and with care it can survive for days, weeks, or even years. Casters who evolve along the path of fire learn to see flame as an ally and friend. They tend it like a gardener cares for plants, cultivating it like a precious object.

Fire masters tend to develop ruddy, red-tinged skin. Their eyes flare and sparkle with the flames burning within them, and they have a reputation for sudden surges of anger. Like many other evolved spellcasters, they tend to reflect their chosen energy or element in both body and temperament.

First Style Ability (Su): The fire master can cause a bright, flickering flame to appear in her hand. She can light a torch or ignite a combustible item as a free action. She can hold this flame aloft like a torch, shedding light in a 30-foot radius. She deals +1d6 points of fire damage with her unarmed melee attacks and +1d4 points of fire damage with her armed melee attacks.

Second Style Ability (Su): The fire master's close connection to the power of flame allows her to ignore searing fire that would cook normal, unevolved creatures to death. The fire master gains fire resistance 10. In addition, she never takes damage from her own fire spells. For example, the fire master could cast a *sorcerous blast* centered on herself without taking damage.

Third Style Ability (Su): Once per day, the fire master can choose to funnel additional air and fuel into a spell she casts that has the fire descriptor. The flames it generates persist after the spell fades, possibly igniting fires in the area. Any creatures that take damage from the spell catch fire if they failed their saves against it. If the spell affects an area, the space it covered bursts into flames and burns for 1d10 minutes. Any creature that enters a burning square takes 1 point of fire damage for each space entered. A creature that ends its move in a burning space suffers 1d6 points of fire damage and must make a Reflex save (DC 10 + half the fire master's caster level) or catch fire.

FORCE CASTING STYLE

Prerequisite: Access to the eldritch template

A force mage delves into the primal energies and principles of magic. Force is the motive power behind many varieties of magic, and while it is strong, it is also subtle. A force effect lacks the obvious flashy components of other energy types. It delivers a powerful blow, and part of its strength derives from its almost invisible nature.

A force mage gains no special traits that mark his arcane evolution. Of all the evolved mages, he is perhaps the most dangerous because his talents manifest only when he chooses to make them visible.

First Style Ability (Su): The force mage learns to manipulate the subtle energies that surround him. He can cause objects to fall over, pull light items through the air, and nudge his opponents with just enough power to ruin their efforts. Three times per day, the force mage can use this limited telekinetic power to move a single object of up to 10 lbs. total. This ability has a range of 60 feet, and the object moves up to 30 feet per round if it weighs 5 lbs. or more, or 60 feet if it is lighter. This ability lasts 5 rounds. The force mage can use this ability to disrupt an opponent within range. The target must succeed at a Reflex save (DC 10 + half the force mage's caster level) or take a -2 penalty on attacks, checks, and saves for 1d6 rounds.

Second Style Ability (Su): The force mage can manipulate the subtle energies that surround an area to create an environment that is better suited to his magical abilities. If the force mage uses a full-round action to focus on the invisible energies around him, he can manipulate them to improve the power and strength of his next spell. If the force mage casts a spell with the force descriptor next round, he gains a +1 bonus to his spell's save Difficulty Class and deals +1 point of damage per die rolled, if appropriate to the spell. Spells that deal a flat amount of damage or that do not use a die roll do not gain the second benefit.

Third Style Ability (Su): With his unparalleled mastery of force energy, the force mage can construct a power field around his body that protects him from harm. As long as he has unused spell slots whose total level is five or more, he gains a +4 armor bonus to Armor Class from this protective field. If the force mage's available slots drop below that level, such as if he casts most or all of his spells, he loses this benefit until he regains his spell slots.

NEGATIVE ENERGY CASTING STYLE

Prerequisite: Access to the corrupted template

Few spellcasters seek to allow negative energy to evolve their physical form. Only the most desperate, power-mad, or vicious caster would indulge in this magic. Sadly, all too many spellcasters see it as an easy path to power. Negative energy is seductive. Many spellcasters who tread close to

this path hear it singing a song of fury in their minds, promising them untold might. The Dark casts its baleful eye across the world in search of potential servants, and it cares little if those who would indulge in its power can cope with its corrosive influence.

A death mage slowly wastes away. Her physical form disintegrates even as her mind and personality gain power. She becomes gaunt, her eyes sink into their sockets, and her skin becomes pale yellow, waxy, and cold to the touch. Many death mages are chronically ill with rough, sharp coughs, weeping sores across their skin, and even signs of leprosy.

First Style Ability (Su): The death mage learns to draw upon the Dark to infuse her spells with deadly power. Three times per day, she can grant a spell she casts the negative energy descriptor. In addition to its normal effects, the spell deals 1d3 points of temporary Strength damage on a failed save if the spell normally causes hit points of damage. The spell loses any energy or elemental descriptors for its damage and replaces them with negative energy.

The death mage's body slowly wastes away, even while her mind and personality grow strong. She takes a –1 penalty to Strength, Dexterity, and Constitution. She gains a +1 bonus to her choice of Intelligence, Wisdom, or Charisma.

Second Style Ability (Ex): As the Dark whispers its secrets to the death mage, the caster begins her journey to fully surrendering herself to its wishes. She gains a +2 bonus on all saves against mind-affecting spells, attacks, and abilities. Her mind slowly changes and shifts under the growing weight of her madness, as she begins to transform into one of the living dead.

The death mage's body slowly wastes away, even while her mind and personality grow strong. She takes a –2 penalty to Strength, Dexterity, and Constitution but gains a +1 bonus to her choice of Intelligence, Wisdom, or Charisma. All modifiers stack with those gained in the first style ability.

Third Style Ability (Ex): At this stage, the death mage has fully surrendered her body and soul to the Dark. She gains the corporeal undead template from *Arcana Evolved* (see Chapter Twelve: Creatures).

The death mage's body slowly wastes away, even while her mind and personality remain strong. She takes a –1 penalty to Strength and Dexterity. As an undead creature, she no longer has a Constitution score. She gains a +2 bonus to her choice of Intelligence, Wisdom, or Charisma.

PLANT CASTING STYLE

Prerequisite: Access to the earth template

The power of the Green is present throughout the world, from the smallest lizard that races across the desert sand to the towering trees of the greatest forest. Spellcasters who allow the power of the Green to evolve their physical forms

and magical abilities usually become defenders of the wilderness and ardent foes of the Dark and its followers. Many greenbonds evolve to this form. Only the most dedicated of other spellcasters walk this path.

The green mage develops a light green tinge to his skin or fur. His eyes turn into pure, brown orbs, while small vines and flowers grow through his hair.

First Style Ability (Ex): The power of the Green flows through the caster, strengthening his vitality and making him difficult to injure. His flesh grows as strong and flexible as wood. The green mage gains a +2 natural armor bonus to Armor Class. If he already has a natural armor bonus, it improves by 2.

Second Style Ability (Su): The Green may represent life, but it can prove a terrible foe in battle. If the green mage casts a spell with the plant descriptor that deals damage, the effect gains a +1 bonus on damage rolls for each die of damage dealt. Against undead creatures, it deals +2 points of damage per die.

Third Style Ability (Su): The green mage can weave the vengeful might of the Green into all of his spells. When he casts a spell that deals damage of any sort, he can choose to remove the energy or elemental descriptors from it and replace them with plant damage. This benefit applies to half of the damage a spell inflicts. A *sorcerous blast*, for example, might become an explosion of razor sharp seed pods or thorns. The green mage can make this change once per round as a free action. He cannot combine the benefit of this ability with the second style ability above.

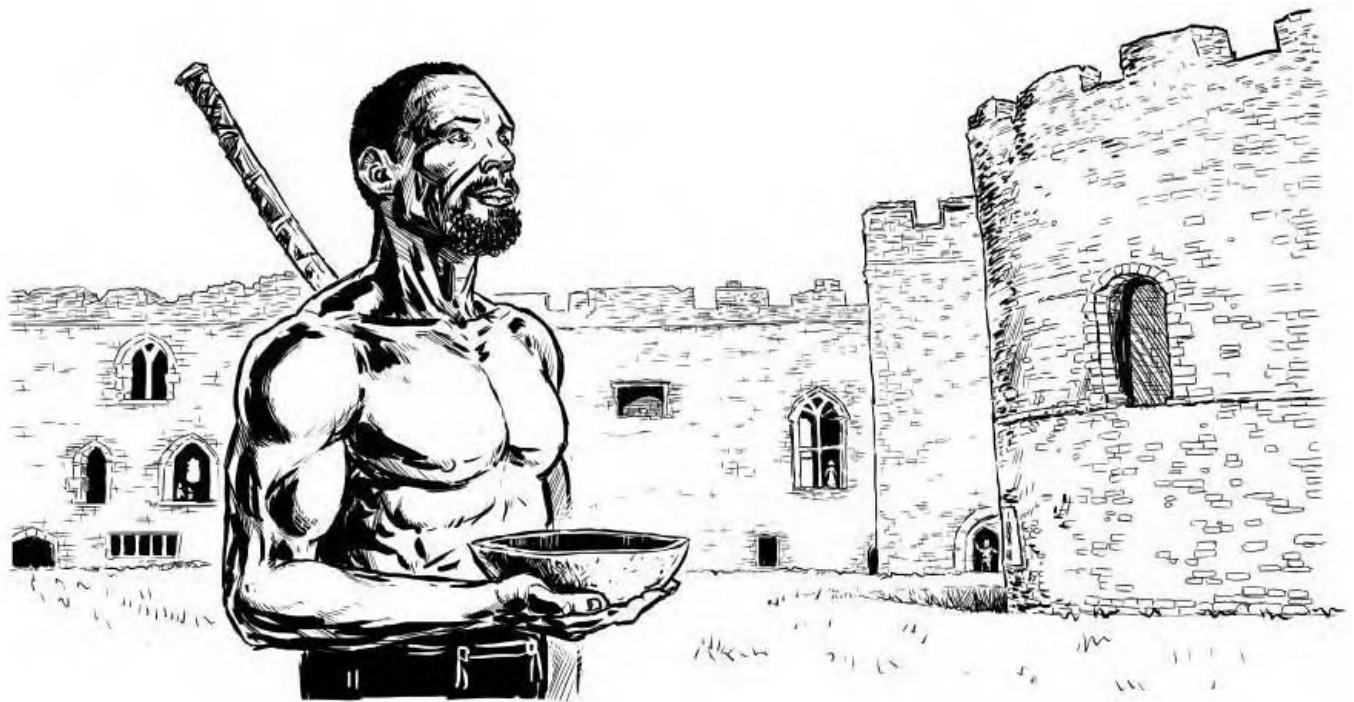
POSITIVE ENERGY CASTING STYLE

Prerequisite: Access to the blessed template

Positive energy is the raw essence of life. Every living thing draws upon it to sustain its existence, while magic driven by it mends wounds, drives away disease, and even returns creatures from death's cold grip. Positive energy spellcasters are commonly referred to as healers, and people throughout the land revere them for their ability and willingness to tend to the sick. Many healers wander the land in search of opportunities to make the most of their spellcasting talents.

Healers rarely undergo any obvious physical changes due to their close association with and evolution by positive energy. The one noteworthy mark they acquire is sometimes difficult to note. A healer's hands are always smooth, clean, and free of blemishes, which serves as a symbolic flag of their healing ability.

First Style Ability (Su): When the healer casts a spell with the positive energy descriptor that cures points of damage, he cures 1 additional point of damage per die rolled. The healer can channel greater than normal quantities of positive energy, which allows him to knit injuries with greater skill.



Second Style Ability (Su): The healer not only deals with the aftermath of a villain's attacks, but also, in some cases, can use his magic to directly counter them. Three times per day, the healer can cast *dispel magic* to defeat or counter any spell with the negative energy descriptor. These uses of *dispel magic* are in addition to the healer's normal allotment of spells, and he can use them even if he does not have *dispel magic* readied for the day. When he uses *dispel magic* as part of this ability, it can counter or dispel only negative energy spells. It leaves other spells intact. The healer must ready an action as normal to counter the spell. He can use *dispel magic* in this manner even if he does not normally have access to it.

Third Style Ability (Su): The positive energy that a healer channels strengthens his body and allows him to continue his work despite the variety of ills and dangers he may encounter. The healer gains a +4 bonus on all saves against negative energy effects, poison, and disease. He also gains +1 hit point per level.

PSIONIC CASTING STYLE

Prerequisite: Access to the psionic template

The psionic caster turns his focus inward and roots through the passages of his mind to unlock the hidden potential that lies within. Just as he delves into his own potential, so too does he learn how to exert his will over the personalities and egos of other creatures. The psi mage, as some call him, is an enigmatic adversary or ally, since he seems to become more and more alien as he gains mastery over his form of magic.

The psi mage's eyes turn into pure white orbs as this magical style causes him to slowly evolve. A small tattoo, or a white pattern in his fur, of a third eye spontaneously appears on his forehead, signaling the emergence of his latent psionic potential.

First Style Ability (Ex): The psi mage slowly brings forth a new array of mental powers by unlocking the potential that lies within his mind. He can select one spell for each level he can cast that does not already have the psionic descriptor. It gains that descriptor in addition to others it may have.

Second Style Ability (Su): The psi mage unlocks the power of telepathy. He can now speak mentally to any creature within 60 feet that has a language, even if he does not share a language with it. The psi mage gains no special ability to ransack a creature's mind. Other beings must consciously decide to mentally speak with him to communicate.

The psi mage can combine this ability with his psionic spells. Any foe within 60 feet who has chosen to mentally communicate with the psi mage takes a -4 penalty on any saves against the next psionic spell the psi mage casts. This benefit persists for 1 round after the communication comes to an end.

Third Style Ability (Ex): The psi mage's body withers as he turns his thoughts inward to explore the ultimate powers of his mind. He takes a -1 penalty to Strength and Constitution but gains a +2 bonus to his choice of Intelligence, Wisdom, or Charisma. In addition, the psi mage gains mastery over his chosen form of magic. When



he is targeted with a psionic spell, he gains a +2 bonus on his saves against them. If he is the only target of the spell, he can attempt to reverse the effect against the caster. Should the psi mage succeed at his initial save, the caster must make a save or be affected by her own spell. In this case, the psi mage acts as the caster and gains any benefits or control over his opponent. If both the caster and the target are psi mages with this ability, it does not function. A psi mage is clever enough to avoid becoming entrapped in his own spells.

SONIC CASTING STYLE

Prerequisite: Access to the sonic template

Sonic energy is perhaps the most direct, dramatic method of battering an opponent into submission. Few creatures can resist sonic damage, making it a popular choice for casters who dedicate themselves to warfare or monster hunting. Most creatures will not survive for long without a sense of hearing. Sonic spells exploit that reliance by attacking a creature with a form of energy that it normally relies on to learn about its environment.

An evolved spellcaster who develops sonic abilities rarely undergoes any obvious physical changes. However, the pitch and tone of her voice change considerably. Whenever the sonic mage speaks, her voice crackles and hums with power. The merest word she speaks is invested with the tremendous power of her magic.

First Style Ability (Su): The sonic mage learns to deliver her magic in the form of a deadly whisper. She can weave her magic into a silent package that drifts through the air to explode in a furious screech at its destination. She delivers the full, traumatic force of her spell against a single foe by concentrating its energy into one powerful blast. The sonic mage can cast a spell with the sonic descriptor against a single target, even if the spell normally affects an area. The spell can target a single foe that falls within its normal range or area. For example, the sonic mage could use a spell with a cone area against any single opponent who stands within that area.

This ability has one of two effects on the spell. The sonic mage can either choose to add a 1-round stunning effect to the spell, since its focused energy can overwhelm the target if shaped properly, or she can use the concussive sonic force to knock her opponent prone. In either case, the target suffers this effect if he fails to save against the spell.

Second Style Ability (Su): A sonic mage can amplify her spells by allowing them to build up slowly over time. The sonic mage mutters her spell's verbal components, repeating them again and again at a slightly louder tone to weave the spell on top of itself. With each repetition of its formula, the spell grows stronger. The sonic mage can extend the casting of a spell with the sonic descriptor by 1 round for every

three caster levels. For each round she extends its casting time, she can choose to grant the spell a +1 bonus to its save Difficulty Class or add +1 point of damage for every two caster levels.

The sonic mage must use the cast a spell action each round she extends the spell. She provokes attacks of opportunity as normal and may have to make Concentration checks to maintain her focus on the spell. If the sonic mage fails a Concentration check at any point while casting her spell, she loses it as normal.

The sonic mage must decide how many rounds she wishes to spend casting the spell before she begins. These extra rounds are in addition to the spell's normal casting time, and the sonic mage must complete the additional casting time first. For example, a sonic mage decides to extend a spell's casting time by 2 rounds. The spell normally has a casting time of a standard action. The sonic mage must spend 2 rounds preparing the spell. On the 3rd round, she uses the standard action to cast the spell. It takes effect as normal on that action.

Third Style Ability (Su): As the sonic mage achieves mastery of this form and continues to watch her arcane talents evolve, she gains two new abilities.

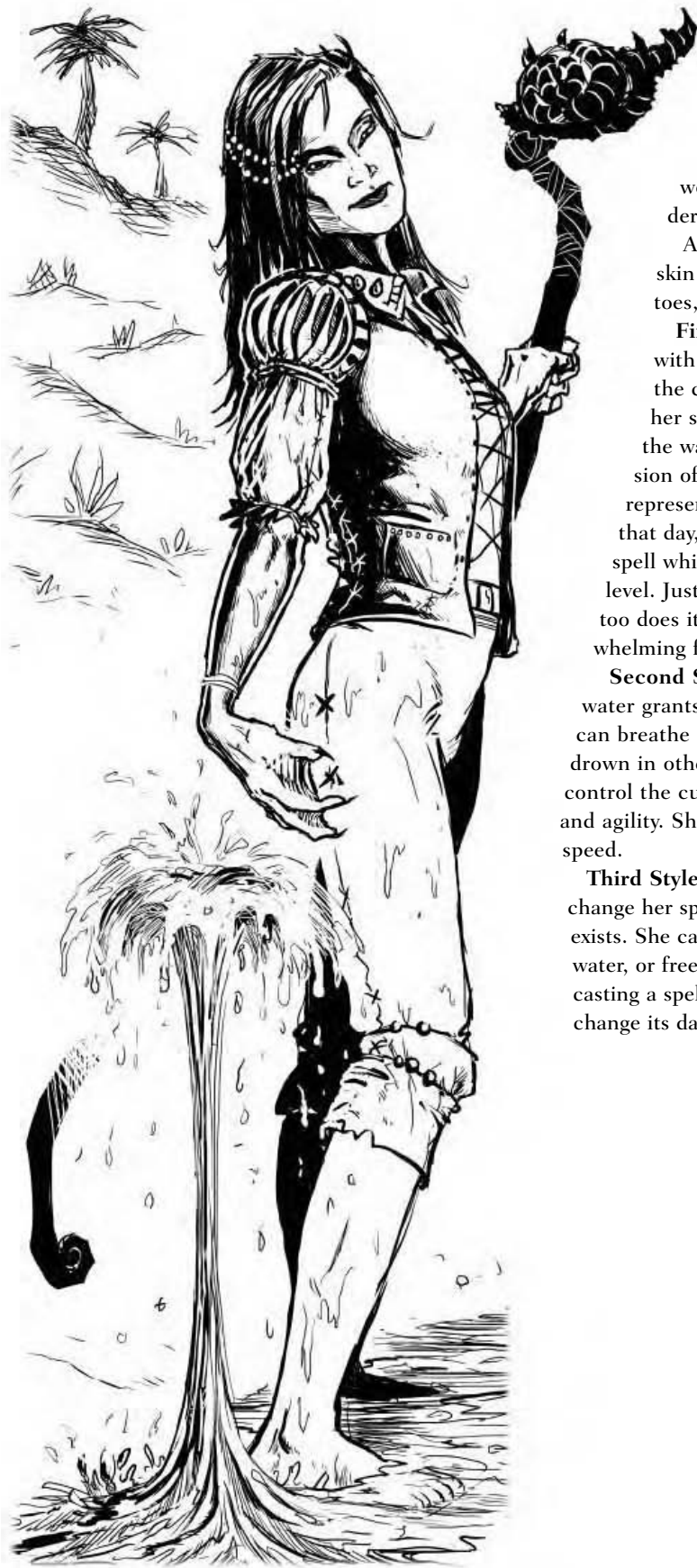
The sonic mage can alter and shift her voice after she speaks by changing how it echoes through an area. When she speaks, she can choose up to five targets who can hear her as normal, while others fail to hear her unless they succeed at Listen checks (DC 10 + half the sonic mage's caster level + her Intelligence modifier). For a creature that does not stand between the sonic mage and one of her targets, increase this Difficulty Class by 10. Apply the standard modifiers for the Listen check as normal.

In addition, the sonic mage can echo spells that have the sonic descriptor. When she casts such a spell, its effects manifest as normal. On her next action, she may spend a spell slot as normal to create the effects of the spell's diminished version as a free action. The sonic mage can use this ability once per day, and she must choose to activate it when she first casts the spell. She cannot decide she wants to gain its benefits on the round after she casts the spell.

WATER CASTING STYLE

Prerequisite: Access to the water template

To the untrained eye, water is chaos given a physical form. It flows in great waves and powerful tides in seemingly random patterns. It drifts in light mists, comes down in driving sheets of rain, or exists in one of many other forms, depending on the conditions at the time. Sailors curse the weather and unpredictable seas, while land dwellers must cope with extended droughts, torrential rains, and destructive floods. Water seems to come and go at its own pace, regardless of the wants and needs of living creatures.



The water mage sees the lie behind this thinking. She knows that water works according to a complex and sometimes difficult to understand set of rules. Like a great living creature, it can be manipulated and commanded, but it can never be truly controlled. To work with the element of water is to learn to surrender control in favor of power.

A water mage develops a blue-green tinge to her skin or fur. Webbing grows between her fingers and toes, granting her a +2 bonus on all Swim checks.

First Style Ability (Su): A water mage learns to roll with the ebb and flow of aquatic energy. She can sense the changes that flow through it, at times weakening her spells but at others strengthening them. In battle, the water mage can choose to cast the diminished version of a spell using a spell slot equal to its level. This represents the shifting, low tides of water magic. Later that day, she can cast the heightened version of the same spell while using a slot of a level equal to the spell's normal level. Just as water magic experiences low, weak tides, so too does it roar with the power of a tremendous or overwhelming flow.

Second Style Ability (Su): The water mage's affinity for water grants her the ability to move through it with ease. She can breathe liquid water as if it were air, though she can drown in other substances as normal. While in water, she can control the currents and flow to move her with excellent speed and agility. She gains a swim speed equal to her normal land speed.

Third Style Ability (Su): The water mage can shift and change her spells to represent the different states in which water exists. She can burn an opponent with a searing jet of boiling water, or freeze him in place with a barrage of slushy ice. When casting a spell with the water descriptor, the water mage can change its damage to fire or cold as a free action.

Feat Index

The appendix collects the feats introduced throughout the chapters of this book and presents them all alphabetically for your convenience.

FEATS (ALPHABETICAL)				
Feat Name	Page	Categories	Prerequisites	Benefits
Agile Charge	59	Unfettered	Dexterity 13, Tumble 6 ranks	You can make a Tumble check to charge around a corner and through difficult terrain.
Arcane Strike	34	Mage Blade	None	Damage a foe's SR with athame.
Arm Lock	42	Oathsworn	Base attack bonus +3, Expert Wrestler, Trained Wrestler	Inflict a –2 penalty on all attacks, checks, saves, and grapple checks against grappled foe.
Armor Mastery	61	Warmain	Armor specialization class feature, Heavy Armor Proficiency	Increase heavy armor speed by 5.
Armored Fist	61	Warmain	Base attack bonus +3, Heavy Armor Proficiency	Gain punch as an off-hand attack.
Armored Wrestler	61	Warmain Stance	Improved Unarmed Strike	Add armor bonus on grapple checks.
Athame Retort	34	Mage Blade	Caster level 10th, athame defense class ability, Combat Reflexes	An athame strikes those who take attacks of opportunity against you.
Beguiling Glance	52	Totem Warrior	Charisma 13, totem animal must be a reptile or insect	Daze your foe with your stare.
Blood Frenzy	52	Totem Warrior	Totem animal must be carnivorous	Gain a bonus on damage rolls when you deal grievous injury.
Bone Crushing Stance	62	Warmain Stance	Armor specialization class feature, base attack bonus +10, Power Attack	Take an AC penalty plus gain a bonus on damage.
Born Champion	27	Champion, Talent	Character level 1st only	Champion class abilities function with a +1 bonus.
Born of the Wild	52	Totem Warrior, Talent	Character level 1st only	Gain a +2 bonus on Handle Animal checks plus gain a superior totem companion.
Born to Iron	62	Talent	Character level 1st only	Reduce heavy armor check penalty by 2, and increase maximum Dexterity bonus by 1.
Born to the Blade	34	Mage Blade, Talent	Character level 1st only	Gain a +2 bonus on initiative and +1 bonus on save DCs
Bulwark of Indomitable Defense	62	Warmain Stance	Base attack bonus +3	Attack charging foe as she closes and gain double damage.
Call Shield Bearer	27	Champion	Call shield class ability	A summoned shield defends you of its own accord.
Call Weapon Wielder	27	Champion	Call weapon class ability	A summoned weapon can fight on its own.
Canny Wrestler	42	Oathsworn	Base attack bonus +3, Trained Wrestler	You reduce your foe's size bonus on grapple checks.
Convincing Memory	22	Akashic	Any lesser akashic ability	Place a memory into an opponent's mind,
Cornered Beast	53	Totem Warrior	Constitution 13	Gain +4 Strength bonus, +2 bonus to saves, and a bonus on attack rolls with your sustained effort.
Counsel of the Green	29	Greenbond	Wisdom 13, percipience class ability	Gain a +2 bonus on Sense Motive and Gather Information checks, plus use Gather Information in remote areas.
Craft Akashic Item	22	Akashic	Any lesser akashic ability	Create akashic items using daelren.
Crushing Weight	62	Warmain	Base attack bonus +3, Strength 15	Pin a prone foe with your foot.
Death Oath	43	Dedication	See description	Gain a +1 bonus on damage, and coup de grace as a standard action.
Debt of Spirits	30	Greenbond	Charisma 13, percipience class ability	In return for a small sacrifice, gain a minor benefit from spirits each day.

Feat Name	Page	Categories	Prerequisites	Benefits
Delve Into Creation	22	Akashic	Any lesser akashic ability	Gain a bonus on saves and on attacks against an item you research.
Delve Into Truth	22	Akashic	Any lesser akashic ability	Sense illusions and lies.
Exercise of the Enduring Mind	45	Ritual Warrior	Ability to use rank 2 combat rites	Extend a combat rite by 1 round.
Exotic Combat Rite	45	Ritual Warrior	Ability to use rank 1 combat rites	Gain 2 exotic combat rites.
Expert Wrestler	43	Oathsworn	Trained Wrestler	Gain a +4 bonus on all grapple checks.
Fell-Handed	62	Warmain	Weapon size increase class ability, Weapon Specialization	Deal 1.5 times Strength bonus with your weapon.
Flesh Tearer	53	Totem Warrior	Bite attack	You heal when your bite attack scores a critical hit.
Focused Effort	27	Champion	Constitution 13, Wisdom 13	Ignore penalties on attacks and damage.
Fortify With Life	30	Greenbond	Infuse with life class ability	Heal ability score damage and grant an ability bonus.
Friend of Beast and Being	53	Totem Warrior	Charisma 13	Gain a +2 bonus on Diplomacy and Intimidate checks, plus gain these skills as class skills.
Guarded by Nature	30	Greenbond	Dexterity 13, percipience class ability	Spirits warn you, making it impossible to catch you flat-footed.
Icon of the Cause	27	Champion	Base attack bonus +5	Gain a benefit based on your cause.
Improved Athame Defense	34	Mage Blade	Athame Defense	Cast without provoking attacks of opportunity while using athame.
Improved Spell Parry	34	Mage Blade	Spell parry class ability	Deflect a parried spell to hit your foe.
Improved Sprightly Step	35	Mage Blade	Sprightly step class ability	Use abilities that function in no armor or light armor in medium armor.
Iron Wall	62	Warmain Stance	Armor specialization class ability, Shield Specialization	Gain +2 bonus on attack and damage rolls as you slowly wear down your foe.
Linebreaker	62	Warmain Stance	Crushing blow class ability, Cleave, Heavy Armor Proficiency, Improved Bull Rush	Gain a +4 bonus on attack rolls with your charge, plus deal double damage and bull rush, but you become vulnerable.
Litany of Retribution	45	Ritual Warrior	Ability to use rank 3 combat rites	Gain bonus damage with a combat rite against a foe who injures allies.
Mage Blade Strike	35	Ceremonial, Mage Blade	None	Store a spell within your athame.
Mage Blade's Torrent	35	Ceremonial, Mage Blade	Caster level 10th, Mage Blade Strike	Replace one attack with a spell.
Mark of Ages	48	Runic Evolution	Runethane level 5th	Gain a +5 bonus to your level to determine a rune's duration.
Mark of Deception	48	Runic Evolution	Runethane level 1st	The DC to identify this rune increases by 5.
Mark of Duplication	48	Runic Evolution	Runethane level 10th	Touch-trigger activates twice before disappearing.
Mark of Focus	49	Runic Evolution	Runethane level 3rd	Gain a +2 bonus on a save DC.
Mark of Mobility	49	Runic Evolution	Runethane level 15th	Grant a rune the ability to move and apply its effects to new targets.
Mark of Power	49	Runic Evolution	Runethane level 1st	Add Int bonus to any random value attached to a rune.
Mark of Sustained Power	49	Runic Evolution	Runethane level 12th	Scribe any rune twice each hour.
Mark of Unity	49	Runic Evolution	Runethane level 12th	Scribe two touch-trigger runes into the same place or the same object.
Nature's Wrath	30	Greenbond	Plant creature type	Call upon plants to grasp and hinder foes.
Oath of Debt	43	Dedication	See description	Gain a +2 bonus on Will saves, plus gain immunity to fear.
Oath of Friendship	43	Dedication	See description	Gain a +1 bonus on attacks and a +2 bonus on damage against foes who injure your friends.
Oath of Fury	44	Dedication	See description	Brutish state confers +2 bonus to Strength and Constitution but -2 penalty to Intelligence and Wisdom.
Oath of Life	44	Dedication	See description	Absorb damage from others, plus take half of it.
Oath of Remembrance	44	Dedication	See description	Once per day gain a +4 bonus on attacks, checks, saves, and damage.
Oath of Service	44	Dedication	See description	Gain a +1 bonus on Fortitude saves, plus gain +1 hp/level.

Feat Name	Page	Categories	Prerequisites	Benefits
Oath of Vengeance	45	Dedication	See description	Track your sworn enemy plus gain a vision of his location.
Overreaching Stance	63	Warmain Stance	Dexterity 13, base attack bonus +3	Increase your reach by 5 feet, but lose threat against adjacent spaces.
Overwhelming Charge	54	Totem Warrior	Base attack bonus +6, Improved Bull Rush, Large or greater totem animal	Combine your charge attack with a bull rush.
Read the Thread of Life	23	Akashic	Wisdom 13, any lesser akashic ability	Learn the basics of a target's past.
Rebuke Nature	31	Greenbond	Charisma 13, plant creature type	Rebuke plants, plus gain SR against plant spells.
Rending Strike	54	Totem Warrior	Base attack bonus +10, Two-Weapon Fighting or claw, totem animal fights with claws	Inflict rending damage with two weapons.
Rite of Blood-letting	45	Ritual Warrior	Ability to use rank 2 combat rites	Gain bonus damage when using a combat rite against a chosen creature.
Ritual Weapon Focus	46	Ceremonial, Ritual Warrior	Weapon Focus, base attack bonus +6	Gain a +1 bonus on combat rite benefits.
Runic Air	68	Ceremonial, Runic Affinity	Truename	Winds protect you from ranged attacks.
Runic Beast	68	Ceremonial, Runic Affinity	Truename	Gain an animal companion.
Runic Earth	70	Ceremonial, Runic Affinity	Truename	A cone of dirt and sand surrounds and protects you.
Runic Fire	70	Ceremonial, Runic Affinity	Truename	Gain bonus fire damage on attacks.
Runic Moon	70	Ceremonial, Runic Affinity	Truename	You see in moonlight, plus you gain bonuses.
Runic Sun	71	Ceremonial, Runic Affinity	Truename	You shed light, and you inflict an attack penalty with the light you generate.
Runic Water	71	Ceremonial, Runic Affinity	Truename	You can breathe under water, and you gain a +1 bonus on saves against fire.
Runic Wood	71	Ceremonial, Runic Affinity	Truename	Gain a skill bonus in forests and also gain an attack bonus with wooden weapons.
Savage Roar	54	Totem Warrior	Totem animal roars/howls	Inflict -4 initiative penalty, foes might not attack you.
Searing Shield	35	Ceremonial, Mage Blade	Shimmering shield class ability	A shimmering shield damages foes.
Shield Guard	63	Warmain Stance	Base attack bonus +6, Dodge	Grant an AC bonus to an ally, but you take a penalty.
Shield Mastery	64	Warmain	Base attack bonus +6, Shield Specialization	Take a penalty on attack rolls, but gain this penalty as a bonus to AC.
Steel-Jawed Grip	54	Totem Warrior	Base attack bonus +6, totem animal uses a bite attack	Inflict double damage on a failed Fortitude save.
Superior Athame Defense	36	Mage Blade	Improved Athame Defense	You cannot be flanked while holding your athame.
Superior Parry	59	Unfettered	Base attack bonus +3, parry class ability	Gain a parry against 3 foes rather than 1.
Superior Ranged Parry	59	Unfettered	Base attack bonus +9, parry ranged attacks class ability, Defensive Stance	Gain a ranged parry against all missile attacks.
Swooping Charge	54	Totem Warrior	Base attack bonus +10, flying totem animal	Gain triple movement, a +4 bonus on attacks, plus a -4 penalty to your AC when you charge.
Tactical Study	23	Akashic	Any lesser akashic ability	Gain +1 bonus on attack and +2 bonus on damage and to AC against foe you study.
Track the Thread of Time	23	Akashic	Intelligence 15, any greater akashic ability	Learn details of a creature's life and gain +1 on attacks and saves against it.
Trained Wrestler	43	Oathsworn	Strength 13	Your foe cannot make an attack of opportunity when you attempt to grapple it.

Feat Name	Page	Categories	Prerequisites	Benefits
Tumbling Attack	59	Unfettered	Base attack bonus +6, Tumble 9 ranks	Use Tumble to flank a foe by yourself.
Tumbling Defense	59	Unfettered	Base attack bonus +6, Tumble 9 ranks	Replace AC with a Tumble check using a full-round action.
Tylonian Weapon Mastery	78	Ceremonial	Charisma 13, base attack bonus +5, Tylonian Weapon Proficiency	You gain 2 additional weapon points.
Tylonian Weapon Proficiency	78	Ceremonial	Charisma 13, base attack bonus +1	You gain proficiency with Tylonian weapons and gain 3 weapon points.
Vexing Defense	43	Oathsworn	Wisdom 13, Concentration 8 ranks, Defensive Stance	You deny your foe its Strength bonus on damage.
Ward of Nature's Child	31	Greenbond	Bond with the Green class ability	Gain a +4 bonus to AC against wooden and bone weapons.
Warding Stance	64	Warmain Stance	Combat Reflexes, Combat Expertise	Gain an attack of opportunity against anyone who moves near you.

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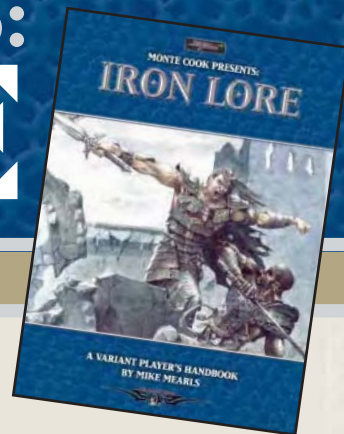
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Welcome to MONTE COOK PRESENTS: IRON LORE

A variant player's handbook of heroic action fantasy by Mike Mearls.



Meet Karrak Bloodtooth

THE 6TH-LEVEL BERSERKER.

If you're polite,
you won't have to face his axe.

TRAITS:
MOUNTAIN FOLK (TOUGH AS STONE),
RESILIENT TOUGHNESS.

In *Iron Lore*, a character's traits represent his background and his defining qualities. Karrak hails from the rugged northern mountains, granting him more hit points than usual. Long years on the barren, forbidding slopes also allow him to recover quickly from injuries.

DEFENSE:
16 (ACTIVE +6, PASSIVE +0)
DAMAGE REDUCTION: ID4

Karrak may shun armor, but he isn't defenseless. In *Iron Lore*, your character's fighting style determines his ability to avoid attacks. Karrak isn't very good at avoiding them, so he focuses on smashing his foes into bloody pulps. Other classes wear armor to gain damage reduction, but Karrak's battle madness allows him to partially shrug off most attacks.

SKILLS:
CLIMB +13, INTIMIDATE +9, JUMP +13, MOVE
SILENTLY +11, SURVIVAL +9, SWIM, +13.

Berserkers gain 4 skill points per level, yet Karrak has six maxed-out skills and an average intellect. Thanks to *Iron Lore's* rules for skill groups, a small investment gives you mastery in all the core skills your class needs. Each point Karrak spends on the Athletics skill group grants him a rank in Climb, Jump, and Swim. No more cross-class skills!



HIT POINTS: 90
RESERVE POINTS: 90

That sure is a lot of hit points, isn't it? You'll need them in *Iron Lore*, and Karrak doubly so, since there aren't any clerics around to take care of you. Luckily, the reserve pool allows you to heal up between fights. Just don't count on it in the middle of a battle.

FURY TOKENS: 0
Remember Karrak's
90 hit points? Berserkers

have more hit points than
anyone else in *Iron Lore*

because the more you hit them, the angrier they get. When Karrak suffers damage, he builds up fury tokens. He can spend those tokens to transform from a bloodthirsty warrior with a big axe into a screaming, frothing, unstoppable warrior with a big axe.

FEATS:
POWER ATTACK (MASTERY 1, 2, AND 3),
QUICK DRAW.

Characters in *Iron Lore* gain more feats, while the rules for mastery allow you to grow your favorite feats along with your character. Not only can Karrak use Power Attack to inflict more damage, his vicious, wild attacks might knock an opponent prone.

EQUIPMENT:
GREAT AXE, BEARSKIN CLOAK, 240 LBS. OF MUSCLE,
A MADMAN'S BLOODLUST.

Who needs magic items when you're one of the greatest warriors in the world? From the deadly executioner to the crafty hunter, *Iron Lore* characters rely on their talents rather than arcane gizmos. Fight all the same cool monsters without all of the budgeting and bookkeeping.

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