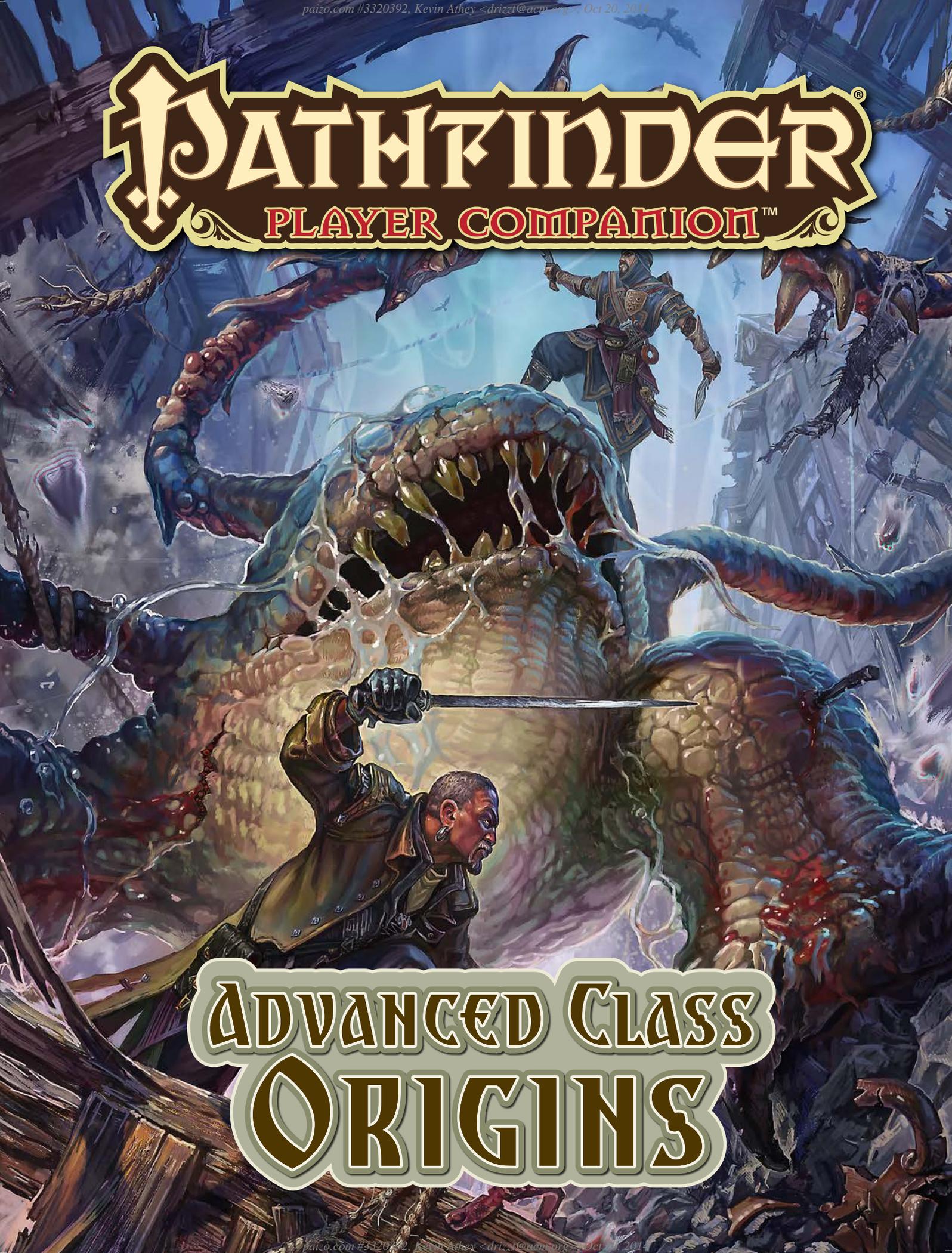


PATHFINDER[®]

PLAYER COMPANION[™]



ADVANCED CLASS ORIGINS

HYBRID CLASSES ON GOLARION

The icons on this map of the Inner Sea region correspond to locations where adventurers of one of the new hybrid classes presented in the *Pathfinder RPG Advanced Class Guide* might

be found. If an icon has a red circle around it, a new character trait or rules option (such as an archetype, bloodline, or other class-specific option) tying the class to that region can be found in this book.

-  ARCANIST
-  BLOODRAGER
-  BRAWLER
-  HUNTER
-  INVESTIGATOR
-  SHAMAN
-  SKALD
-  SLAYER
-  SWASHBUCKLER
-  WARPRIEST





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On the Cover



Igor Grechanyi's filthy otyugh is no match for the combined might of the iconic slayer Zadim and the iconic investigator Quinn!



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Reference

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Ultimate Equipment</i>	UE
<i>Inner Sea Gods</i>	ISG	<i>Ultimate Magic</i>	UM
<i>The Inner Sea World Guide</i>	ISWG		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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FOR YOUR CHARACTER

Focus Characters

This Player Companion highlights the 10 new “hybrid” classes introduced in the *Pathfinder RPG Advanced Class Guide*, featuring new rules options and additional flavor to bring these exciting new classes fully into the Pathfinder campaign setting and inform players about where their hybrid class PCs might fit in the world of Golarion.

Arcanist

Arcanists belonging to the order of the Twilight Sages in Geb are well-served by an archetype that grants them incredible powers over life and death, including the abilities to sacrifice an unconscious creature to save a dying ally (twilight transfer) and even overcome mortality itself (death's release). New arcane exploits allow these spellcasting savants to cast spells while shapeshifted (Lepidstadt shifter) and empower their divinations (third eye).

Bloodrager

Whether the magic in their blood can be traced back to fiendish kyton ancestry or the enigmatic influence of the foul Orvian substance known as black blood, bloodragers can find a variety of ways to connect their strange powers with the mysteries of Golarion. A sidebar on page 9 details a bundle of Golarion-specific spells from *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Inner Sea Gods* that are available to bloodragers.

Brawler

An expansive archetype for the brawler enables players to inhabit PCs who have mastered the physical demands of the Houses of Perfection, but whose restless spirit could not conform to the stifling strictures required by the monastic order. Now, these renegades wander Golarion in search of meaning—and the promise of further honing their deadly skills.

Hunter

Two new archetypes bring the hunter class to Golarion: the Uprooter scouts, elven agents sworn to repel the demonic scourge of the Tanglebriar, and the scarab stalkers, practiced desert wanderers who have overcome Osirion's environmental dangers time and again while in search of the lost treasures of that nation's storied pharaohs.

Investigator

Ustalav's preeminent detectives and monster hunters receive a bounty of new class options to make sure they survive their investigations into that gothic land's cryptic legends and infamous horrors. From the Lepidstadt inspector archetype to new talents that allow investigators to study their foes for extensive durations (prolonged study) or utterly cripple enemies (slowing strike), investigators of all stripes can find something to enjoy.

Shaman

Kellid shamans of the mammoth spirit possess preternatural powers that allow them to summon rampaging herds of ghostly mammoths (phantom stampede) or channel the might of the mammoth to trample their foes themselves (thunder foot). The shaman also receives a sidebar of new spells to add to her repertoire, which can be found on page 17.

Skald

Half-orc war drummers from Belkzen, proud horn-blowing Ulfen raiders, and Bekyar demon dancers all find a home in the Pathfinder campaign setting as skald archetypes.

Questions to Ask Your GM

Asking your Game Master the following questions can help you get the most out of *Pathfinder Player Companion: Advanced Class Origins*.

- 1 How common are adventurers of the new hybrid classes in our campaign? Will my character stand out if I choose a hybrid class?
- 2 As my hybrid class character goes up in level, which of the prestige classes listed on page 5 can she qualify for?
- 3 Would any of the new hybrid classes be particularly fitting for a character in our campaign?

Slayer

Aberration hunters from Numeria and beyond who take the Pureblade archetype make formidable slayers, while Varisian thugs who want to make their mark need look no further than the Sczarni executioner archetype. New slayer talents round out this class's selection.

Swashbuckler

The Shackles and Qadira represent their prowess on the winning end of a blade with the Shackles corsair and whirling dervish archetypes for the swashbuckler class.

Warpriest

Two new archetypes give warpriests from Andoran and Mediogalti Island a bevy of new options, while the scalykind and void blessings bring these brawling zealots in line with the rest of Golarion's divine casters.

DID YOU KNOW?

Crowe, the iconic bloodrager, was originally artist Wayne Reynolds' character from his personal *Curse of the Crimson Throne* campaign! Developer Adam Daigle then expanded the tale of Crowe's origins into a full-fledged backstory.

Rules Index

The following new rules options can be found on the indicated pages throughout *Pathfinder Player Companion: Advanced Class Origins*.

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CLASS IS IN SESSION



The *Pathfinder RPG Advanced Class Guide* features 10 new classes, as well as many new archetypes, feats, spells, and other options to enhance the existing classes. Each new class combines and builds upon two existing classes, merging separate themes into something that is at once familiar and original.

The new classes each have niches of their own in the Golarion campaign setting. Here's a quick run-down of these classes, with suggestions on how characters of each class can fit into Golarion.

Arcanist: The scholarly arcanist combines the versatility of a sorcerer with the knowledge and power of a wizard. Arcanists thrive in Geb, Nex, Nantambu, and other lands where wizardry and magecraft are widely practiced and highly regarded.

Bloodrager: The bloodrager incorporates the bloodline powers of sorcerer into the fury of a barbarian. Often fierce and tempestuous, bloodragers are common in the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, and the Mwangi Expanse, but they appear sporadically in every land where strange bloodlines run wild, from the aberrant bloodragers in the depths of the Darklands to the draconic bloodragers in the highest courts of Brevoy.

Brawler: The brawler merges the styles of the fighter and monk to form a dangerous, brutal close-quarters warrior whose fists are as deadly as swords. Brawlers

usually eschew the monk's ascetic surroundings and gravitate to lands with a history of conflict or violent struggle, like the Hold of Belkzen, the Shackles, and the River Kingdoms.

Hunter: The sly hunter ties a druid's strong bond to an animal companion with the fighting prowess and wilderness skills of a ranger. These wilderness fighters and spellcasters are found in the deep wilds of the Mwangi Expanse, the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, the dense forests of Nirmathas, and the remote parts of Kyonin and Varisia.

Investigator: The troubleshooting investigator mixes an alchemist's formulae, a rogue's skills, and his own unique inspirations. As thematically versatile as a rogue, investigators flourish in urban settings. The great cities of Absalom, Katapesh, Oppara, Quantum, and Westcrown are home to many investigators.

Shaman: The mystical shaman melds the mysteries of the oracle with the hexes of the witch. Shamans draw their power by communing with the spirits of the world, and they are commonly revered as spiritual leaders. In addition to being common in many humanoid tribes, shamans are found in rural Varisia, Qadira, and the Five Kings Mountains, as well as among the tribes of the Kellids, the Mwangi, and the Shoanti.

Skald: The fierce skald blends the fury of a barbarian with the inspirational talents of a bard. Skalds are most

common in the Lands of the Linnorm Kings. These natural leaders are also drawn to Andoran, Chelixa, Lastwall, Mendev, and Taldor, where they serve as elite military officers.

Slayer: The deadly slayer combines the stealth and fighting abilities of a ranger and a rogue to form the perfect bounty hunter and assassin. These skilled killers can be found tracking their quarry anywhere.

Swashbuckler: The swashbuckler ties a gunslinger's heroic flamboyance and a fighter's martial expertise together to create an audacious and spirited warrior. Noble-minded swashbucklers are common in Andoran, Galt, and Taldor, while swashbucklers with a penchant for lawlessness are found in the Shackles, the Sodden Lands, Mediogalti Island, and the River Kingdoms.

Warpriest: The fanatical warpriest fuses the divine spellcasting of a cleric with the martial ability of a fighter to create a powerful battlefield combatant. Warpriests are common in the war-torn lands of Belkzen, Lastwall, Nirmathas, Mendev, and Molthune, as well as any region where zealots with a penchant for slaying foes of their faith may thrive.

How to Use This Book

Advanced Class Origins is designed to be a guide for players and GMs interested in using any of the new classes presented in the *Advanced Class Guide* for their Golarion-specific campaigns. The new classes are presented in alphabetical order, and each follows a similar format.

After a brief paragraph or two describing the hybrid class's general place within the Pathfinder campaign setting, each entry provides with a section that offers specific examples of where members of that class may be found around Golarion.

Next, each entry presents brand new archetypes, blessings, bloodlines, talents, and other class options for the new class.

The last part of each class entry contains traits designed to thematically tie your character to Golarion. Many of these traits are regional traits, so they are available only to characters from the associated region of Golarion. Though designed with the new classes in mind, you can easily use most of these traits with other Pathfinder classes.

Following the individual sections on hybrid classes are three articles featuring new feats, magic items, and spells, respectively. These new options not only support the 10 new classes, but also offer possibilities for many of the other classes in the Pathfinder RPG.

The rules and background material presented in the following pages are fully capable of standing on their own in any campaign setting, but they're primarily intended for players and GMs who want to tailor their characters to fit into a campaign set in the world of Golarion. From the scholarly arcanist to the zealous warpriest, you can now explore a variety of innovative character options that are both mechanically entertaining and strongly tied to Golarion lore.

QUALIFYING FOR PRESTIGE CLASSES

The following table lists prestige classes from the *Pathfinder RPG Core Rulebook* or *Pathfinder Campaign Setting: Paths of Prestige* (marked with an asterisk [*]) that PCs can potentially gain access to by having levels in one of the listed hybrid classes. Your GM may also rule that the 'new classes' class features can substitute for similar features of existing classes for the purposes of qualifying for other prestige classes.

Prestige Class	Suitable Entry Classes
Aldori swordlord*	Slayer, swashbuckler
Arcane archer	Arcanist, bloodrager, hunter, slayer
Arcane trickster	Arcanist, slayer
Arclord of Nex*	Arcanist
Aspis agent*	Investigator, slayer
Assassin	Investigator, slayer
Bellflower tiller*	Slayer
Blackfire Adept*	Arcanist, warpriest
Brother of the Seal*	Brawler, warpriest
Daggermark poisoner*	Investigator (with the Daggermark Lore feat; see page 26), slayer
Dawnflower dissident*	Warpriest
Dragon disciple	Bloodrager
Duelist	Investigator, swashbuckler
Eldritch knight	Arcanist, bloodrager
Golden Legionnaire*	Hunter, warpriest
Gray Gardener*	Warpriest
Green Faith acolyte*	Hunter, shaman
Hellknight signifer*	Arcanist, bloodrager, warpriest
Knight of Ozem*	Warpriest
Lantern Bearer*	Hunter, slayer
Loremaster	Arcanist, shaman, skald, warpriest
Magaambyan arcanist*	Arcanist
Mammoth rider*	Hunter
Mystic theurge	Arcanist, shaman
Noble scion*	Investigator, swashbuckler
Pathfinder chronicler	Arcanist, investigator, skald
Pit fighter*	Bloodrager, brawler, slayer
Prophet of Kalistrade*	Investigator
Razmiran priest*	Arcanist
Riftwarden*	Arcanist
Shadowdancer	Hunter, investigator, slayer
Shieldmarshal*	Investigator, slayer, swashbuckler
Skyseeker*	Hunter, shaman, warpriest
Sleepless detective*	Investigator, slayer
Storm Kindler*	Shaman
Tattooed mystic*	Arcanist, bloodrager, shaman, skald
Umbral Court agent*	Hunter, shaman, warpriest
Veiled illusionist*	Arcanist
Winter Witch*	Shaman

ARCANIST

Arcanists can be found nearly everywhere wizards are found, but they're far less common—few outside the arcane circles even realize that there are significant differences in the way they practice magic. While many of Golarion's most famous (and infamous) arcane spellcasters were wizards, at least two famous Arclords of Nex from millennia past were arcanists: Zalinash of the Countless Eyes and Uluvar Kirn the Unweaver.

Arcanists on Golarion

The regions below contain significant numbers of arcanists or hold them in high renown.

Absalom: The Arcanamirium in Absalom hosts several noted arcanists amidst its members, including at least one professor. The current archdean, Lady Darchana of House Madinani, believes that arcanists and wizards should share research and compare effects in order to better commoditize magic and explore its effects on society.

Geb: Arcanists who are interested in the necromantic arts often travel to the undead nation of Geb to join the ranks of researchers known as twilight sages. Captivated by

the study of death, these obsessive arcanists make use of the academic resources available at the colleges of Yled (and the large population of local thralls) to further their knowledge.

Mwangi Expanse: At the legendary Magaambya, arcanists and wizards work together in harmony to preserve Old-Mage Jatembe's legacy. Some Zenj arcanists believe that as many as three of the Ten Magic Warriors were arcanists, though these claims continue to be heavily disputed.

Nex: The former kingdom of the archmage Nex holds one of the largest contingents of arcanists in the Inner Sea region. The magic-friendly government, abundant access to wizards, and huge collections of magical resources draw the innately magic-curious arcanists from all over. Some come to Nex to experiment in the Mana Wastes, believing that discovering the reasons magic has failed there could lead to a breakthrough regarding the underlying nature of magic.

Rahadom: With religious magic forbidden, residents of Rahadom place arcane spellcasters on an even higher pedestal than do the citizens of other nations. Arcanists find the libraries of Azir full of useful texts, as are those of the Occularium in Manaket, though some wizards at the latter look askance at arcanists' nontraditional casting.

New Archetype

Many arcanists of Geb choose the following archetype.

Twilight Sage

The twilight sages of Geb carry out experiments to solve the ultimate puzzle and unlock the secrets of life and death. While the twilight sages generally aren't actively malicious, most are willing to perform human experimentation in pursuit of knowledge with little regard for the casualties.

Consume Life (Su): By wresting a soul from life to death, a twilight sage gains a slightly deeper understanding of mortality, fueling her curiosity and eldritch power. As a full-round action, she can consume the life energy of a helpless living creature, killing it. This creature must have 2 or more Hit Dice and be below 0 hit points. The twilight sage adds 2 points to her arcane reservoir if the creature's Hit Dice equaled or exceeded the sage's character level, or 1 point if the creature's Hit Dice equaled at least 1/2 her character level. This ability is a death effect. This ability replaces consume spells.

Necromantic Focus (Ex): Twilight sages consider their research into life and death to be paramount, beyond all other concerns. Each day, a twilight sage must prepare at least one necromancy spell of each spell level she can cast.



Twilight Barrier (Ex): A twilight sage's arcane barrier differs from those of other arcanists, as it draws upon both negative and positive energy to protect the sage. At 1st level, a twilight sage must choose the arcane barrier exploit as her first arcanist exploit. Whenever an attack removes the last temporary hit point from the twilight sage's arcane barrier, the barrier's negative energy lashes back at the attacker, dealing an amount of negative energy damage equal to the barrier's maximum temporary hit point capacity. This ability alters the arcanist exploit gained at 1st level.

Twilight Transfer (Su): At 11th level, a twilight sage's mastery over life and death allows her to transfer life energy into a fading vessel. Once per day, she can expend 1 point from her arcane reservoir while touching a creature that died within the past round to affect that creature as if it had received a *breath of life* spell, using her arcanist level as the caster level. At the same time, a willing or unconscious living creature within 300 feet that has a number of Hit Dice equal to or greater than the recipient's instantly dies. This ability is a death effect, and if the victim doesn't actually die (such as if it was summoned or is immune to death effects), the recipient doesn't receive the *breath of life* effect. This ability replaces the arcanist exploit gained at 11th level.

Death's Release (Su): At 20th level, a twilight sage has mastered the relationship between death and arcane power, and has gained a limited ability to surpass her own mortality. Whenever she dies (but not if she becomes undead), if she still has points in her arcane reservoir she appears as an ephemeral spirit in the air above her corpse. She can still cast spells in this form, using her corpse as the origin point and determining whether she can see or target any creature or area as though she were alive in that square. To cast a spell, she must expend a number of points from her arcane reservoir equal to 1 + the spell's level. The spirit disappears if she has no points remaining in her arcane reservoir or she spends a round without casting a spell. The spirit can't move, deliver touch or ranged touch spells, or do anything that isn't part of casting a spell. Her spirit completes the verbal and somatic components of her spells, any material components are consumed from the supply on the corpse, and any focus components must be on the corpse. This ability replaces magical supremacy.

New Arcane Exploits

Arcanists can choose from the following exploits in addition to those in the *Pathfinder RPG Advanced Class Guide*.

Altered Shifting (Su): When the arcanist is under the effect of a spell of the polymorph subschool that she cast, she can expend 1 point from her arcane reservoir to change to another valid form allowed by the spell. This reduces the spell's caster level by 1, which can take the spell's caster level below the minimum caster level necessary to cast the spell, and reduces the spell's duration if applicable. The arcanist must have the Lepidstadt shifter exploit to select this exploit.

First-World Face Thief (Su): The arcanist can expend 1 point from her arcane reservoir to assume an illusory disguise as *disguise self*. If she expends 2 points from her arcane reservoir instead of 1, the duration of the effect increases to 10 minutes per level.

First-World Illusion Catcher (Su): The arcanist gains a +2 bonus on saving throws against illusions. If the arcanist successfully disbelieves an illusion, she can expend 1 point from her arcane reservoir to try to negate or steal control of the illusion. The arcanist attempts a caster level check as if she were dispelling the effect with *dispel magic*. If she succeeds, she can either end the effect or alter it as if she were the spell's caster. If the spell's duration is concentration, the arcanist must concentrate on the new effect or it ends. The arcanist must have the first-world face thief exploit to select this exploit.

Lepidstadt Shifter (Su): The arcanist can expend 1 point from her arcane reservoir to cast a spell while under the effects of a polymorph spell. This ability works like Natural Spell, except the arcanist uses the ability to cast while under the effects of a spell instead of wild shape.

Nidalese Shadow Veil (Su): By expending 1 point from her arcane reservoir, an arcanist can pull a veil of shadows around her, making her more difficult to spot and strike. The arcanist gains concealment (20% miss chance) and a +5 bonus on Stealth checks. This effect lasts a number of rounds equal to 1 + the arcanist's Charisma bonus.

Sonic Blast (Su): The arcanist can loose a deafening blast of sonic energy by expending 1 point from her arcane reservoir and succeeding at a ranged touch attack against any one target within 30 feet. The blast deals an amount of sonic damage equal to 1d6 + the arcanist's Charisma modifier, plus an additional 1d6 points of sonic damage for every 2 levels beyond 1st (to a maximum of 10d6 at 19th level). The target is also deafened for 1 minute. The target can attempt a Fortitude save to halve the damage and negate the deafness.

Third Eye (Su): The arcanist can open her eye of the Arclord one additional time each day by expending 1 point from her arcane reservoir. She can gain more uses, but each subsequent use costs 1 additional point from her reservoir (2 points for the second additional use, 3 points for the third use, and so on). The arcanist must have the Eye of the Arclord feat (*Pathfinder Campaign Setting: The Inner Sea World Guide* 286) to select this exploit.

New Regional Traits

The following regional traits are for spellcasters from either the Mwangi Expanse or Nex.

Scion of the Shory (Mwangi Expanse): The blood of a Shory aeromancer flows through your veins. You gain a +2 bonus on concentration checks when casting flight spells such as *levitate*, *fly*, or *overland flight*. Once per day, you can use *message* as a spell-like ability.

Nexian Corpse Hunter (Nex): After years spent fighting the undead legions of Geb, you have developed a knack for killing undead creatures with magic. You gain a +1 bonus on damage rolls from your spells against undead.

BLOODRAGER

For some, the arcane power of their blood doesn't whisper epiphanies of spell structure or esoteric secrets from beyond the pale—it boils inside of them. It rages in their veins, warps their flesh, and brings forth a manifestation of the power and fury of magic uncontrolled. In Golarion, bloodragers can be found in lands that produce many barbarians, like the Lands of the Linnorm Kings, the Realm of the Mammoth Lords, and the Mwangi Expanse. Bloodragers often become champions of superstitious humanoid tribes who don't fully comprehend the source of the bloodragers' awesome power. More unusual are those who appear in highly civilized lands; these bloodragers must learn discipline to control the magic within them, lest they become outcasts and renegades.

Bloodragers on Golarion

The regions below either have significant numbers of bloodragers or hold them in high renown.

Hold of Belkzen:

Among the savage orcs of Belkzen, undead is the most typical bloodrager bloodline, with this taint stretching all the way back to the blue dragon Kazavon and his army of orcs. Necromancers conducted foul tests on the weakest orc offspring, resulting in horrid abominations and in sorcerers and bloodragers infused with the power of the undead. These "lichbloods," as they are often called by the orcs, are treated with respect and fear by orc chiefs and shamans.

Mwangi Expanse: Natives of the Mwangi expanse view those bloodragers within the wilderness as lunatics of the wild—folk who let the strange magic of the land seep into their bones. Many bloodragers live in the wildest regions of

the Expanse, often hunting alongside beasts as if part of the pack. The arcane bloodline runs strong, though nearly any bloodline can manifest among these bloodragers.

Nidal: It's typical for a bloodrager to first manifest his power during a stressful or traumatic episode—and such experiences are all too common in the pain-worshipping realm of Nidal. Abyssal and infernal bloodlines are common, but those whose ancestors truly pleased Zon-Kuthon bear the kyton bloodline; such bloodragers usually discover their power during worship of the Dark Prince while serving as subjects of ritualistic torture.

Realm of the Mammoth Lords:

For centuries, the Kellid tribes in this land have told stories of ragers who grew to great sizes. For many years, such tales were dismissed as exaggerations, but recently Pathfinders have confirmed them and revealed that bloodragers have always been plentiful in the Realm of the Mammoth Lords. Many of the northern tribes' bloodragers have the white draconic bloodline. Near the Worldwound, the tainted land breeds abyssal bloodragers. Destined bloodragers can be found among the other Kellid tribes.

Varisia: The nomadic Shoanti typically see bloodragers as conduits for the wrath of the spirits around them. Bloodlines vary between quahs, but the destined and elemental bloodlines are most well-known among the warlike nomads.

New Bloodlines

On Golarion, bloodragers sometimes choose one of the following bloodlines.

Black Blood

Contact with the black blood of Orv—by you or one of your ancestors—transformed your bloodline. This necromantic taint in your blood mutates you into something peculiar.

Bonus Feats: Combat Reflexes, Diehard, Endurance, Great Fortitude, Improved Initiative, Iron Will, Toughness.

Bonus Spells: *Chill touch* (7th), *unshakable chill*^{UM} (10th), *elemental aura*^{APG} (cold only) (13th), *black tentacles* (16th).



Bloodline Powers: The insidious magic of black blood grants you profane powers and hideous resistances.

Black Blood (Su): At 1st level, your blood runs black with the blood of Orv. You are immune to the effects (both beneficial and destructive) of black blood. You have this benefit constantly, even while not bloodraging. When you take damage from a slashing or piercing attack while bloodraging, as an immediate action you can grant your melee attacks the *frost* weapon special ability for 2 rounds. You can use this ability three times per day.

Abnormal Reach (Su): At 4th level, the black blood pumping within you twists and elongates your limbs. Your reach increases by 5 feet.

Black Blood Resistance (Su): At 8th level, you gain resistance 5 to cold and a +2 bonus on saving throws against ability drain, death effects, disease, energy drain, paralysis, and poison. At 16th level, this resistance increases to 10 and the saving throw bonus increases to +4.

Retributive Spray (Su): At 12th level, whenever you're hit by an attack or spell that deals slashing or piercing damage, your black blood sprays up to 10 feet toward the opponent who attacked you, striking the first creature along its path. That creature takes 1d8 points of cold damage + 1 point of cold damage for every 2 bloodrager levels you possess. A successful Reflex save (DC = 10 + 1/2 your bloodrager level + your Constitution modifier) halves the damage.

Black Blood Transfusion (Su): At 16th level, when you confirm a critical hit, some of your black blood seeps into the target's wounds. The next time the target would be healed by positive energy, the healing burns away the black blood and ends this effect, providing no other benefit. This ability is not effective against creatures that have no blood. The black blood transfusion persists until it negates one positive energy healing effect, but it can be removed sooner with a successful DC 25 Heal check.

Black Blood Immunity (Su): At 20th level, you gain immunity to cold, nonlethal damage, critical hits, and sneak attacks. You have this benefit constantly, even when not bloodraging.

Kyton

In the shadowy land of Nidal, the influence of Zon-Kuthon and the Midnight Lord's favored servants—the kytons—taints the land and its inhabitants. Just as an eclipse drives animals wild, so too does the darkness unleash a madness from deep within you.

Bonus Feats: Alertness, Blind-Fight, Exotic Weapon Proficiency (spiked chain), Great Fortitude, Improved Dirty Trick^{APG}, Iron Will, Toughness.

Bonus Spells: *Persuasive goad*^{UM} (7th), *pain strike*^{APG} (10th), *deeper darkness* (13th), *fear* (16th).

Bloodline Powers: The sadistic power of the kytions flows through you, twisting you into a creature of pain and darkness when you bloodrage.

Painful Strike (Su): At 1st level, when you confirm a critical hit, the target is sickened for a number of rounds equal to 1/2 your bloodrager level (minimum 1). During this time,

BLOODRAGER SPELLS

The bloodrager spell list includes the following spells.

1st-level Bloodrager Spells: *Deadeye's arrow*^{ISG}, *face of the Devourer*^{ISG}, *firebelly*^{ISG}, *Gorum's armor*^{ISWG}, *ice armor*^{ISG}, *infernal healing*^{ISWG}, *touch of bloodletting*^{ISG}, *tracking mark*^{ISG}.

2nd-level Bloodrager Spells: *Arcane disruption* (see page 30), *Gozreh's trident*^{ISG}, *Rovagug's fury*^{ISG}.

3rd-level Bloodrager Spells: *Blade snare*^{ISG}, *blood salvation* (see page 30), *channel vigor*^{ISG}, *fractions of heal and harm*^{ISG}, *monstrous extremities*^{ISG}, *sky swim*^{ISG}, *vermin shape*^{ISWG}.

4th-level Bloodrager Spells: *Baphomet's blessing*^{ISG}, *caustic blood*^{ISG}, *sadomasochism*^{ISG}, *vermin shape II*^{ISWG}.

the creature must succeed at a concentration check (DC = 15 + the spell's level) in order to cast a spell.

Grasping Chains (Su): At 4th level, chains cover your body and extend from your arms, grasping at the air around you and granting you a +4 bonus on Climb skill checks. At 9th level, this bonus increases to +8 and you gain a Climb speed equal to 1/2 your base speed.

Armor of Chains (Su): At 8th level, you gain resistance 5 to cold and the chains covering your body provide a +4 armor bonus to AC with no armor check penalty, maximum Dexterity bonus, or additional weight. At 16th level, the resistance increases to 10 and the armor bonus increases to +8.

Agony's Embrace (Su): At 12th level, whenever you're hit by a critical hit, your morale bonus to Strength from your bloodrage increases by 2 for 1d6 rounds or until your rage ends. The bonus to Strength instead increases by 4 at 16th level and by +6 at 20th level.

Unnerving Gaze (Su): At 16th level, your foes begin to see flashes of the faces of dead loved ones when they look at your face. You gain a gaze attack with a range of 30 feet. All foes who fail a Will save (DC = 10 + 1/2 your bloodrager level + your Charisma modifier) become shaken for 1d3 rounds.

Kyton Immunities (Su): At 20th level, you gain immunity to cold and DR 10/good and silver. You have this benefit constantly, even when not bloodraging.

New Regional Traits

The following regional traits are for characters from either the Hold of Belkzen or the Mwangi Expanse.

Lichblood (Hold of Belkzen): You are among the fabled lichblood orcs, and so you command respect among the orcs of Belkzen. You gain a +2 trait bonus on Diplomacy and Intimidate checks made against orcs of Belkzen. You must have the undead bloodrager bloodline to select this trait.

Wild Wanderer (Mwangi Expanse): You're a child of the wild, living on your own without need of others. Each time you attempt a Survival check to get along in the wild or resist severe weather, you can choose to gain a +4 trait bonus on that check. If you do so, you can't use that check to provide assistance to others, even if your result exceeds the DC.

BRAWLER

Though brawlers can learn the use of weapons, they specialize in bare-fisted fighting and wrestling. These bare-fisted combatants train every bit as rigorously as their monk counterparts, but their training is less structured and lacks the focus in mental discipline that monks revere so greatly. Instead, brawlers often face brutal training against multiple opponents in hostile conditions. In bigger cities, brawlers serve as private security, tavern or brothel bouncers, or gladiators in the great arenas. In the frontier regions, brawlers are found in cultures where displays of prowess and friendly competitions encourage training in the art of hand-to-hand combat.

Brawlers on Golarion

The regions below contain significant numbers of brawlers or hold them in high renown.

Absalom: Irori's faithful are generally more attracted to the way of the monk, which focuses on both physical and mental discipline, but worship of the Master of Masters is still common among brawlers. In Absalom, brawlers are drawn to the Irorium. Even if they don't worship Irori, they go to learn, train, and prove themselves against the greatest hand-to-hand fighters in the Inner Sea region in the gladiatorial arena.

Hold of Belkzen: Fighting—unarmed or otherwise—is part of daily life for orcs, and while most orcs prefer the ease of stabbing things with large sharp objects, a few focus exclusively on the vicious art of the brawler. Among those, the very best of orc brawlers come from a few brutal martial schools deep in Urgir. The greatest of these is run by Masha the Seven-Limbed, a one-eyed orc who kills as many students as she passes through her school. The survivors of these schools hire out as bodyguards or perform in savage pit fights to entertain the ruler of Urgir or other powerful orc chiefs.

Jalmeray: The center of Vudrani martial arts in the Inner Sea area is on the island of Jalmeray, which is home to three schools of martial arts known as the Houses of Perfection. These schools are exceedingly difficult to enter and require a level of mental and physical discipline that many martial artists lack. The schools act as a beacon, though, attracting a following of martial artists who don't follow the more spiritual elements of the monasteries, but nonetheless desire

to improve themselves and emulate the physical training and mental discipline that the schools espouse.

Katapesh: In the markets of Katapesh is one of the most notorious gladiatorial venues in Golarion: the Basement of the Golden Scarab. The goblin proprietor of this establishment dreams up all sorts of exotic tests for pugilists, and many brawlers embrace the challenge of fighting gnolls, zombies, or sometimes even more monstrous combatants. Fighting in the Basement provides relatively unknown brawlers a chance to gain a reputation, great wealth, or an ignominious death.

The Shackles: In the town of Falchion Point on Widowmaker Isle in the Shackles, gladiatorial gambling reigns supreme. While many unscrupulous types make their fortunes betting on its bloody bouts, the true spoils of a good fight always go to the victors of physical contests, which include bloody-knuckle boxing matches, free-for-all battles royale, and close-quarters duels with weapons ranging from broken glass to the manacles with which the combatants are attached to one another. Needless to say, brawlers flourish in Falchion Point, particularly shield champions, stranglers, and other less traditional archetypes.

Tian Xia: While the Tian regions are known for more formal martial arts, Tians revere heroic fighters of all types. The most legendary brawlers of the Inner Sea region occasionally train and test their skills against the greatest martial artists of the Tian continent.

Tymon: This tiny city-state of gladiators in the River Kingdoms is renowned across the Inner Sea for its fearless combatants, some of whom forsake armaments to become living weapons.

New Archetypes

Some of Golarion's brawlers have been known to choose the following archetypes.

Ulfen Beast-Wrestler

For these mighty grapplers, wrestling normal opponents has lost its challenge—they seek greater targets for glory. Ulfen beast-wrestlers challenge trolls to unarmed combat, and the greatest seek out the great linnorm their lands are known for and wrestle these primeval dragons into submission.



Beast Training (Ex): At 3rd level, an Ulfen beast-wrestler selects a creature type from the Ranger Favored Enemies table (*Pathfinder RPG Core Rulebook* 64). The only humanoid subtype the beast-wrestler can select is giant. She gains a +2 bonus on combat maneuver checks and to her CMD against creatures of the type she selected.

At 7th, 11th, 15th, and 19th levels, the Ulfen beast-wrestler can select an additional type of creature. In addition, at each such interval the bonuses against any one type of creature she's chosen (including the one just selected, if so desired) increase by 2. If a specific creature falls into more than one category, the beast-wrestler's bonuses don't stack; she simply uses whichever bonus is higher. This ability replaces maneuver training.

Beast Defenses (Ex): At 4th level, when facing enemies she selected with beast training, the beast-wrestler gains a bonus to AC equal to 1/2 her beast training bonus against that creature. This ability replaces AC bonus.

Winding Path Renegade

In *Unbinding the Fetters*, Irori teaches that the path to transcendence can be straight or twisted. Winding path renegades studied at the Houses of Perfection in Jalmeray, but while they grasped the mechanical aspects of the forms, they lacked the mental discipline required by the masters of the school. Thus, they withdrew from the monasteries—some peacefully, some not—to find their own paths.

School Focus (Ex): At 2nd level, a winding path renegade continues the training she left behind, gaining the benefits of the mystery taught at her old monastery. As the winding path renegade progresses in her self-guided training, she gains deeper understanding of her chosen monastery's mystery, which grants her new powers.

Mystery of Untwisting Iron (Su): At 2nd level, metal weapons and armor in the winding path renegade's possession are treated as masterwork unless they have the broken condition. At 8th level, the winding path renegade gains a bonus equal to 1/2 her level on Craft checks involving metal, and she gains the benefits of the Master Craftsman and Craft Arms and Armor feats when crafting items made of metal. At 14th level, any weapon the winding path renegade wields is treated as adamantine.

Mystery of Unfolding Wind (Su): At 2nd level, the winding path renegade adds 10 to the range increment of ranged weapons she wields and gains Deflect Arrows as a bonus feat. At 8th level, she can harness the power of the wind to make enormous leaps. As a move action, she can leap without attempting an Acrobatics check, jumping any distance up to her move speed (upward movement counts as double, as when flying). She can leap in this way once per day per brawler level. At 14th level, when using the Deflect Arrows feat, the winding path renegade can send one projectile back at her attacker, with the same attack and damage roll the attacker rolled against her. Even if the deflected attack had more than one projectile (as with Manyshot), the winding path renegade sends only one projectile back at the attacker. The others are deflected as normal.

Mystery of Unblinking Flame (Su): At 2nd level, the winding path renegade increases her land speed by 10 feet (this is treated as an enhancement bonus). If she uses her monk moves class ability to gain fast movement, the abilities stack with each other. At 8th level, if the winding path renegade begins the round with the grappled condition, she can deal 2d6 points of fire damage to all other creatures in the grapple as a free action. At 14th level, the winding path renegade becomes as difficult to contain as a flame. Once per day as a full-round action, she can transform into liquid flame, instantly escaping all bonds as if under the effect of *freedom of movement* and moving up to her speed. When moving as part of this ability, she can move through creatures' squares freely and doesn't provoke attacks of opportunity. She deals 10d6 points of fire damage to any creature whose square she enters during this movement. A successful Reflex saving throw (DC = 10 + 1/2 her brawler level + her Dexterity bonus) halves this damage. This ability replaces bonus feats gained at 2nd, 8th, and 14th levels.

Monk Moves (Ex): At 4th level, a winding path renegade can use her martial flexibility ability to gain the benefits of certain monk abilities as well as combat feats. Each ability counts as one combat feat for this purpose, and the winding path renegade is treated as a monk of a level equal to her brawler level for determining the effects of these abilities. The winding path renegade gains access to these abilities at the levels listed on the Monk Moves table below. She does not gain a ki pool, and can't use powers that require ki. The winding path renegade must be wearing light or no armor to benefit from this ability. This ability replaces AC bonus.

Monk Moves

Monk Ability	Level Gained
Evasion	4th
Fast movement	4th
Slow fall	4th
High jump	5th
Improved evasion	9th

New Combat Traits

The following combat traits are fitting for characters who learned to fight in unusual circumstances.

Absalom Bouncer: You learned to fight while serving as a bodyguard in the taverns of Absalom, where keeping the patrons alive through bloody bar brawls was just part of your job. When you make an attack that deals nonlethal damage with an unarmed strike, you gain a +1 bonus on your damage roll.

Failed Aspirant: You've failed the trials to gain entry to one of the Houses of Perfection. Though you are disappointed, you were able to pick up one trick from the monks. Choose a single combat maneuver. Once per day, you can perform that combat maneuver without provoking an attack of opportunity, and you gain a +2 bonus on that attempt.

HUNTER

Hunters are wilderness warriors, known for their trusted animal companions and their deep connection with the natural world. Hunters are more likely encountered in untamed lands like Iobaria, the Mwangi Expanse, the Realm of the Mammoth Lords, and Sargava, as well as the backwoods regions of more civilized realms like Andoran, Kyonin, the Lands of the Linnorm Kings, and Varisia.

Hunters on Golarion

The following detail the most significant groups of hunters in the Inner Sea region.

Elven Hunters (Kyonin, Varisia): Though elven hunters are more common in Kyonin, their numbers are growing in northern Varisia, especially in the elven communities

of Arsmeril and Crying Leaf. Many of these hunters roam the Mierani Forest and guard the approach to the ruins of Celwynvian. In Kyonin, many elven hunters dedicate themselves to eradicating Treerazer's demonic taint, or else belong to a variety of ancient lodges, including a secret organization known as the Lantern Bearers.

Fangwood Insurgents (Nirmathas): Hunters have supported the Nirmathi insurgency since the forest nation declared its independence from imperial Molthune. Nirmathi hunters tend to be even more independent and self-sufficient than normal for the notoriously free-spirited folk of Nirmathas, and most hunters prefer to act as solitary scouts rather than as part of a regular martial force. However, in the southernmost Fangwood, dozens of hunters have recently formed a loose brotherhood called the Foxclaws. These hunters operate almost exclusively south of the Marideth River, carrying out costly ambushes on military supply caravans.

Garundi and Mwangi Hunters (Garund): Hunters are found throughout western Garund, from Thuvia to the Mwangi Expanse to the far southern reaches of the continent. These hunters are masters of the deserts, plains, and jungles of their native lands, and are as varied as the terrains they roam. The southern Bekyar boast a large number of demon-bound hunters—terrifying predators who form bonds with fiendish creatures and stalk humanoid quarry to deliver into slavery or even worse fates. The seafaring Bonuwat usually form bonds with aquatic creatures, and can be found as far west as the Shackles. The taciturn Mauxi roam the barren plains and deserts of Thuvia, and they typically form bonds with desert creatures, especially venomous ones. Lastly, the ubiquitous Zenj of the Mwangi Expanse prefer different animal companions depending on where they live; jungle-dwelling Zenj typically choose apes and small dinosaurs, while plains-dwelling Zenj prefer baboons, lions, or other creatures of the savanna.

Kellid Tribes (Numeria, Realm of the Mammoth Lords): The tribes of the fierce Kellid people inhabit the rugged north, which is bordered by an empire of orcs, a land overrun with demons, and an ice-bound realm ruled by evil witches. These Kellid hunters and their animal companions are products of their harsh environment. Kellid hunters in Numeria often are at odds with the Technic League, and consider the Black Sovereign's embrace of alien technology nothing short of blasphemy. In the Realm of the Mammoth Lords, Kellid hunters must contend with the region's dangerous megafauna in addition to the cruel and unforgiving environment.

New Archetypes

Hunters from Osirion and Kyonin often choose the following archetypes.



Scarab Stalker

In Osirion, the desert heat blends with the mysteries of the past. The forgotten ruins in the sands have given rise to a breed of hunters who call upon the powers of the Osirian pantheon to protect and explore the ancient sites of their people.

Sacred Animal Focus (Su): A scarab stalker can select from the bull, falcon, and snake animal foci, as well as the following new animal foci.

Bee: The creature gains a +4 competence bonus on Fly checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Cat: The creature gains a +4 competence bonus on Acrobatics checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Cow: The creature gains a +1 competence bonus on Fortitude saving throws. This bonus increases to +2 at 8th level and +3 at 15th level.

Crocodile: The creature gains a +4 competence bonus on Swim checks. This bonus increases to +6 at 8th level and +3 at 15th level.

Ibis: The creature gains a +2 competence bonus on saving throws against disease. This bonus increases to +4 at 8th level and +6 at 15th level.

Jackal: The creature gains a +2 competence bonus on Survival checks. This bonus increases to +4 at 8th level and +6 at 15th level.

Kite: The creature recovers 1 additional hit point whenever it receives magical healing. This bonus increases to 2 at 8th level and 3 at 15th level.

Leopard: The creature gains a +4 bonus on Escape Artist checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Lion: The creature gains a +4 competence bonus on Intimidate checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Ram: The creature gains a +1 bonus on damage rolls with charge attacks. This bonus increases to +2 at 8th level and +3 at 15th level.

Scarab Beetle: The creature gains a +1 enhancement bonus to its natural armor bonus. This bonus increases to +2 at 8th level and +3 at 15th level.

Scorpion: The creature gains a +2 competence bonus on saving throws against poison. This bonus increases to +4 at 8th level and +6 at 15th level.

Sha: The creature ignores the Perception penalty from sandstorms, and can see twice as far in sandstorms. This increases to 3 times as far at 8th level and 4 times as far at 15th level.

Uraeus: The creature gains a +2 competence bonus on saving throws against breath weapons. This bonus increases to +4 at 8th level and +6 at 15th level.

This ability alters animal focus.

Desert Walker (Ex): At 5th level, a scarab stalker and her animal companion can move through desert terrain at normal speed without taking damage or suffering any other impairments unless that terrain has been

enchanted or magically manipulated. This ability replaces woodland stride.

Uprooter Scout

The Uprooters are an elite band of Kyonin elves skilled and brave enough to foray into the Tanglebriar and take the offensive in the fight against Treerazer. Uprooter scouts rely on their close bonds with their animal companions to survive such raids. One Uprooter scout who accompanied an expedition into the Worldwound to put his demon-fighting skills to work there has retired to Mendev to teach his techniques to others, so these skills are slowly being passed on to non-elves.

Lore of the Blight (Ex): At 6th level, an Uprooter scout and her animal companion gain a +2 bonus on initiative checks and on Knowledge (geography), Perception, Stealth, and Survival skill checks when she's in the Abyss or Abyss-tainted terrain (such as Tanglebriar or the Worldwound). When she travels through this terrain, she leaves no trail and can't be tracked (though she can leave a trail if she so chooses). This bonus increases to +4 at 11th level and +6 at 16th level. This ability replaces improved empathic link, speak with master, and greater empathic link.

Unnatural Stride (Ex): At 10th level, the Uprooter scout and her animal companion learn how to move through undergrowth (as woodland stride) that has been enchanted, corrupted, or magically manipulated. This ability replaces raise animal companion.

Demon's End (Ex): At 17th level, even demons must respect the number of their kindred an Uprooter scout has slain, and lesser demons quake before her. The Uprooter scout and her companion can attempt to demoralize a demon as a swift action, rolling 1d20 and adding the scout's level and her Charisma modifier to determine the Intimidate check result. This ability replaces one with the wild.

New Regional Traits

The following regional traits are for characters from either Nirmathas or the Realm of the Mammoth Lords.

Fangwood Insurgent (Nirmathas): You have spent many years living under the canopy of the Southern Fangwood, during which you and your comrades clashed regularly with the soldiers of imperialist Molthune. After years of guerrilla warfare, you've learned to interpret the sounds of the forest to detect signs of enemies. You gain a +1 trait bonus on initiative checks when in a forest. Once per day when in a forest, you can designate yourself or an ally to roll twice for initiative and take either result.

Screaming Leap (Realm of the Mammoth Lords): The rocky foothills of your homeland are ideal for staging leaping ambushes that leave your victims battered and routed. You gain a +1 trait bonus on melee damage rolls when you make a charge attack from higher ground. Once per day, when you make a charge attack from higher ground, you can use the Intimidate skill to demoralize your target as a swift action.

INVESTIGATOR

Investigators are masters of observation and analysis, studying the laws of social interactions as well as the natural laws of the world around them. They're driven to ask "Why?" and are as interested in questioning religious dogma and the origins of local legends as in experimenting with combinations of rare and potent materials. Often, investigators choose not to work with others of their kind—instead preferring to operate alongside those whose areas of expertise complement theirs—but they sometimes form guilds and societies for the training and betterment of their own.

Golarion is a world filled with unsolved mysteries. While some might think that the ability of criminals to magically obscure the details of their crimes might make an investigator's life challenging, investigators know that even magic can be quantified, and divination spells can assist in closing even the most perplexing cases. Some investigators in Golarion serve as advisors to the wealthy and powerful, and many learn that just because you can find the answer to a mystery doesn't mean it's a good idea to share that knowledge too freely.

Investigators on Golarion

The regions below contain significant numbers of investigators or hold them in high renown.

Cheliax: Investigators can be found anywhere information is valued, and the politics of Cheliax play to their strengths. Investigators serve on both sides of the law in Cheliax, whether that means among the ranks of the *dottari*, the guards and wardens of Westcrown, or in the pay of shadowy groups like the Apsis Consortium or the Council of Thieves. The Thrune government also relies on investigators to ferret out dangerous traitors, while even ordinary nobles may hire them to uncover new and devastating gossip about their rivals.

Galt: Constantly in the throes of revolution, Galt is a hotbed of accusation and suspicion, and investigators are key to both the Gray Gardeners' machinations and the safety of those who would stay one step ahead of the government and its final blades.

Thuvia: Thuvia's prominence in the Inner Sea region is heavily based on the annual auctions for the sun orchid elixir. Because of the auction's policy of forcing even losing bidders to forfeit their bids, every year eager potential participants hire a slew of investigators to suss out the competition. Since knowing the right time to enter the bidding wars is so valuable, these investigators command a high price. Many also offer their services to protect against competitors' cloak-and-dagger tactics aimed at knocking their clients out of the auction.

Ustalav: Although Ustalav is a land of superstition, it's also home to a great bastion of rational thought: the University of Lepidstadt. Investigators among the professors, deans, and senior students of the University study and teach the "mortal sciences" (especially in the schools of history and science), or else travel the land uncovering the causes behind murder sprees, incurable plagues, disappearances, or widespread ill luck and calamity. In addition, Ustalav is also home to such information-gathering agencies and secret societies as the Sleepless Agency, Conference Z, the Bureau of Criers, the Anaphexia, the Esoteric Order of the Palatine Eye, and many others.



New Archetype

Many investigators who study in Ustalav choose the following archetype.

Lepidstadt Inspector

The ability of investigators trained at the University of Lepidstadt to get to the bottom of a mystery is legendary, and troubled settlements throughout the region often send petitions to the university requesting the aid of a formally trained inspector when some mystery threatens the community as a whole. These inspectors are tasked with assuming nothing and asking difficult and unpopular questions as necessary to get to the truth behind a problem. Inspectors are well-prepared to deal with mystical threats, but they are also mindful that what some claim are supernatural problems may well be just the result of more mundane threats such as bandits, wild beasts, or public hysteria.

Interrogation (Ex): A Lepidstadt inspector is a master of harrying others until they cooperate with his investigations, and knows instinctively when the answers he receives are falsehoods. He adds 1/2 his class level (minimum 1) to Intimidate checks made to influence a creature's attitude and to Sense Motive checks. This ability replaces trapfinding.

Keen Mind (Ex): At 3rd level, a Lepidstadt inspector's strong, analytical mind resists attacks and hazards that would muddy his clear thoughts. He gains a +1 bonus on Perception checks and Will saves. These bonuses increase to +2 at 9th level and +3 at 15th level. This ability replaces trap sense, poison resistance, and poison immunity.

Perceptive Tracking (Ex): At 3rd level, a Lepidstadt inspector must take the perceptive tracking talent as his investigator talent. He doesn't need to be trained in Perception to do so.

Relentless Pursuit (Ex): At 5th level, a Lepidstadt inspector can learn enough about a suspect through observation that he can deduce the most effective way to deal with the subject. Once per day, if a Lepidstadt inspector finds a creature's tracks using perceptive tracking, he gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against or about that creature, as well as on weapon attack and damage rolls against that creature. These bonuses last until the Lepidstadt inspector selects a new subject for relentless pursuit. This ability replaces swift alchemy and the investigator talent gained at 5th level.

New Investigator Talents

The following talents are common among investigators from Chelixa, Thuvia, and Ustalav, but can be taken by any investigator who meets their prerequisites.

Investigator talents marked with an asterisk (*) add effects to an investigator's studied combat or studied strike. Only one of these talents can be applied to an individual attack, but the decision can be made when the damage is dealt.

Applied Engineering (Ex): The investigator can leverage his knowledge of engineering to solve tasks that normally require brute strength or keen eyes. He can expend one use of inspiration as a full-round action to study an object or area and attempt a Knowledge (engineering) check. On his next turn, he can use the result of that Knowledge (engineering) check in place of a Strength check to break the object or in place of a Perception check to locate hidden doors or compartments in that area.

Domino Effect* (Ex): When the investigator uses studied strike, he uses his opponents against each other and sets himself up for his next move. Whenever he successfully deals damage to an opponent with studied strike, as a free action the investigator can apply the effects of studied combat to an opponent adjacent to the first. An investigator must be at least 5th level to select this talent.

Prolonged Study* (Ex): The investigator can study his opponents for long periods of time. The effects of his studied combat ability last for a number of rounds equal to twice his Intelligence modifier (minimum 2) or until he deals damage with a studied strike, whichever comes first. The investigator must be at least 13th level to select this talent.

Slowing Strike* (Ex): When the investigator deals damage with studied strike, the opponent must succeed at a Fortitude save (DC = 10 + 1/2 the investigator's class level + his Intelligence modifier) or be slowed by the crippling blow. A slowed opponent's movement speeds are each reduced by 5 feet (to a minimum of 5 feet) until the creature is healed through the application of any spell that cures hit point damage or with a successful DC 15 Heal check. Multiple slowing strikes stack, to a minimum of 5 feet. An investigator must be at least 7th level to select this talent.

Timed Strike* (Ex): The longer the investigator studies his opponent, the greater the damage he ultimately deals with his studied strike. When the investigator makes a studied strike, he deal a number of points of additional damage equal to the number of consecutive rounds he studied the target with studied combat.

New Regional Traits

The following regional traits are for characters from Lepidstadt in Ustalav.

Analytical (Ustalav): You have been trained in the analytical thought process preferred by the professors of mortal sciences at Lepidstadt University, allowing you to consider a question more carefully when you have time for calm contemplation. When you take 10 on a Knowledge check, add 1 to your result.

Lepidstadt Scar (Ustalav): You engaged in nonlethal duels at Fifthstones Hill so often that you gained a visible (though minor) scar on your face. Because of this experience, you're unflinching in the heat of combat, calmly analyzing how to lessen the impact of a foe's best attacks. You gain a +1 dodge bonus to AC against attack rolls made to confirm a critical threat against you.

SHAMAN

Shamans serve as religious leaders, spiritual guides, and protectors for many of the tribes and nations on Golarion. A shaman's power comes from the spirits and the land her people occupy, and shamans often take responsibility for maintaining the health of the lands and creatures around their home. Shamans use hexes and spells to protect themselves and influence those around them.

Shamans on Golarion

The regions below contain significant numbers of shamans or hold them in high renown.

Five Kings Mountains: The tradition of dwarven shamans has waxed and waned over the millennia, but recently a kind of spiritual reawakening is taking hold in the nation of the Five Kings Mountains. Dwarves who hear the whispers of the stones are once again taking up the mantle of the shaman, some of them embracing the ancient traditions of the rivethun—mighty shamans who once drew power from the disjunction between their bodies and souls.

Lands of the Linnorm Kings: Shamans are respected throughout the Lands of the Linnorm Kings, but nowhere as much as in the kingdom of Icemark. Some Varki tribes place the leadership of the entire tribe in the hands of shamans, while in others, shamans are seen more as religious leaders or protectors of the tribe.

Mwangi Expanse: Shamans heavily influence and often lead the Zenj tribes in the interior of the Mwangi Expanse. In tribes that aren't directly led by a shaman, leaders usually have shamanic advisors, who may be their parents, spouses, or lovers. In addition to spiritual guidance and protection, Zenj shamans are teachers who pass on knowledge of which animals the tribe should hunt or fish and when they should plant. A saying among the Zenj is "A tribe without a shaman is a tribe without a soul," and there are legends among the Zenj of tribes whose members lost their souls to demons and jungle spirits when their shamans were slain. Zenj legends speak of a time long past when the Bekyar were tricked by demons into slaying their shamans, after which the tribes of the Bekyar plunged into slaving and demon worship.

Realm of the Mammoth Lords: The mighty spirits of the megafauna that roam this land provide powerful allies for shamans of Kellid tribes. Forming a bond with a mammoth spirit is a great feat for a burgeoning shaman, but she must be careful lest she be overwhelmed by the spirit's animal ferocity.

Varisia: Shamans are well known among the Shoanti, though their talents or concentrations vary depending on the quah to which they belong or the region in which they reside. For instance, the skull shamans of the Skoan-Quah often bear mysterious powers over death and lore—useful for those assigned to escort the bodies of Shoanti heroes for interment in the Kallow Mounds or Life Falls. Shamans spend their time presiding over the rituals necessary to survive in the treacherous landscape of the Storval Plateau and encouraging clan members to challenge themselves. They also act as the clans peacemakers, settling disputes between individuals or clans.

New Spirit

Shamans from northern Avistan or Tian Xia often choose the following spirit.

Mammoth Spirit

A shaman who selects the mammoth spirit is abnormally tall and stocky, with thick shaggy hair. When she uses a special ability of this spirit, her muscles ripple and flex, and her stature seems greater than before.

Spirit Magic Spells: *Enlarge person* (1st), *bull's strength* (2nd), *rage* (3rd), *stoneskin* (4th), *beast shape III* (5th), *tar pool*^{UC} (6th), *summon nature's ally VII* (7th), *frightful aspect*^{UC} (8th), *polar midnight*^{UM} (9th).

Hexes: A shaman who chooses the mammoth spirit can select from the following hexes.

Burden of the Beast (Su): This ability works as the lodestone ability of the stone spirit.



Mammoth's Hide (Su): The shaman can touch a willing ally and cause its skin to thicken and sprout thick, shaggy fur. The creature gains a +2 enhancement bonus to natural armor and resistance 5 to cold for 10 minutes. At 9th level, the enhancement bonus increases to +3 and the cold resistance to 10. At 15th level, this enhancement bonus increases to +4 and this resistance to 15. The shaman can use this ability a number of times per day equal to 3 + her Charisma bonus.

Phantom Stampede (Su): The shaman summons a host of ghostly herd beasts to trample a single creature. These phantom beasts affect only the target creature, which is buffeted and pummeled by their passing. The creature takes no damage from the ability, but takes a -4 penalty to its CMD versus bull rush, overrun, and trip attempts. Additionally, spellcasters under the effect of this ability take a -4 penalty on concentration checks. The target receives no saving throw to negate this effect. This effect lasts a number of rounds equal to the shaman's level. The creature can't be the target of this hex again for 24 hours.

Primal Speaker (Ex): The shaman can speak with mammoths and any other megafauna or elephant creatures as if she were under the effects of *speak with animals*. At 5th level, the shaman gains a bonus on Handle Animal checks when dealing with those animals equal to 1/2 her shaman level. At 10th level, the shaman can affect one such animal within 30 feet as if she'd cast *charm animal*. A successful Will saving throw negates this effect. Whether or not the save is successful, the creature can't be the target of this hex again for 24 hours.

Thunder Foot (Ex): The shaman's body thickens and becomes more muscular. For the purpose of the overrun combat maneuver, she treats her shaman level as her base attack bonus when calculating her CMB and CMD. At 7th level, the shaman gains Improved Overrun as a bonus feat. At 11th level, the shaman gains Greater Overrun as a bonus feat. The shaman doesn't need to meet the prerequisites of these feats.

Spirit Animal: The shaman's spirit animal appears more primal and prehistoric than an ordinary animal of its kind. It gains a +2 inherent bonus to its Strength score. The spirit animal loses this bonus when it manifests as a megafauna companion.

Spirit Ability: A shaman who chooses the mammoth spirit as her spirit or wandering spirit gains the following ability.

Powerful Smash (Ex): As a standard action, the shaman can attack with unarmed strikes as if she had the Improved Unarmed Strike feat. If the shaman hits a creature in this way, that creature must succeed at a Fortitude save (DC = 10 + 1/2 the shaman's class level + her Charisma modifier) or be dazed for 1 round. The shaman can use this ability a number of times per day equal to 3 + her Charisma modifier.

Greater Spirit Ability: A shaman who selects the mammoth spirit using her greater spirit or greater wandering spirit class feature gains the following special ability.

Strength of the Beast (Ex): The shaman gains a +2 enhancement bonus to her Strength score. This bonus

SHAMAN SPELLS

The shaman spell list includes the following spells from *Pathfinder Campaign Setting: The Inner Sea World Guide* and *Pathfinder Campaign Setting: Inner Sea Gods*.

1st-Level Shaman Spells: *Aspect of the nightingale*^{ISG}, *dream feast*^{ISG}, *Gorum's armor*^{ISWG}, *hairline fractures*^{ISG}, *haze of dreams*^{ISG}, *poisoned egg*^{ISG}, *read weather*^{ISG}, *spirit call* (see page 17), *unbreakable heart*^{ISWG}.

2nd-Level Shaman Spells: *Secret speech*^{ISG}, *shared sacrifice*^{ISG}, *touch of bloodletting*^{ISG}.

3rd-Level Shaman Spells: *Harrowing*^{ISWG}, *lover's vengeance*^{ISWG}, *sky swim*^{ISG}, *waters of Lamashtu*^{ISWG}.

4th-Level Shaman Spells: *Transplant visage*^{ISG}.

5th-Level Shaman Spells: *Ancestral memory*^{ISWG}, *hunter's blessing*^{ISG}, *imbue hex* (see page 31), *vengeful stinger*^{ISG}.

7th-Level Shaman Spells: *Vision of Lamashtu*^{ISWG}.

8th-Level Shaman Spells: *Symbol of dispelling*^{ISG}.

increases by 2 every 4 shaman levels thereafter (at 12th, 16th, and 20th levels for her spirit, and at 16th and 20th levels for her wandering spirit).

True Spirit Ability: A shaman who selects the mammoth spirit using her true spirit class feature or true wandering spirit class feature gains the following special ability.

Megafauna Companion (Su): The shaman's spirit animal transforms into a megafauna animal companion (*Pathfinder RPG Core Rulebook* 51), using the shaman's shaman level as her effective druid level. The shaman must choose an arsinotherium^{B2}, a mastodon, a megaloceros^{B2}, or another mammalian megafauna that has animal companion statistics. It retains its Intelligence score and the special abilities it gains from the spirit animal class feature, but it also has the statistics and abilities of an animal companion. If the animal companion is dismissed, lost, or dies, it can be replaced in the same way as a normal spirit animal.

Manifestation: At 20th level, the shaman can transform into any animal listed under the megafauna or elephant heading. This ability works as *beast shape IV*, but the shaman can activate and dismiss the ability as often as she likes and the duration is permanent.

New Regional Traits

The following regional traits are for characters from either the Crown of the World or Nidal.

Erutaki Sky Reader (Crown of the World): Born in the Crown of the World, you learned to read the aurora and the night sky for portents. Once per day, you gain a +2 luck bonus on a single saving throw. You can apply this bonus after the saving throw is rolled but before the results are revealed.

Shadow Shaman (Nidal): Shamans in the shadowy kingdom of Nidal learn to speak with the spirits that live in shadow. Add *silent image* and *blur* to your shaman spell list as 1st- and 2nd-level spells, respectively.

SKALD

Skalds are bards' more violent counterparts. They tend to come from cultures where life is violent and precarious. They are greatly valued as lore keepers and for the songs and entertainment they provide, but they're quite willing to resort to bloodshed to solve problems. Martial cultures value the raging song, spells, and other supernatural powers the skald offers—as well as their ability to smash heads. Tribal cultures see skalds as both protectors and chroniclers, and it's not uncommon for skalds to hold positions of honor nearly as high as a chieftain.

Skalds on Golarion

The regions below contain significant numbers of skalds or hold them in high renown.

Hold of Belkzen: Orcs have their own traditions of music that are deeply intertwined with fighting and passion among their people.



Belkzen battle-drummers and warchanters are respected among the tribes, and it's considered bad luck for a skald to die on a raid. The orc drummers usually beat crude kettles pounded out of scrap metal or hide covered barrels, pounding with the same clubs they use for smashing in the heads of enemies.

Lands of the Linnorm Kings: The Linnorm Kingdoms are known for the cultural importance they place on skalds. Ulfen skalds prefer epic sagas retold in song and accompanied by horns and pipes, but there are many skilled drummers among their ranks as well. It's considered good luck to have a skald among a crew on the great dragon boats. Would-be kings also seek out skalds when they go questing to find and slay a linnorm. In these cases, the skald serves a dual purpose: acting as the chronicler of the momentous event and joining in the battle.

Mwangi Expanse: Skalds are common among the warlike Bekyar. The drummers and demon dancers of the Bekyar often accompany or lead slaving raids preying on their more peaceful neighbors. Their music and magic often focuses on terror, fear, and degradation; warriors who accept the benefits from a Bekyar demon dancer's song feel compelled to conquer their foes in the name of their demonic masters.

Varisia: The war chants of Shoanti skalds strike terror into outsiders and strengthen the resolve and coordination of their fellow warriors. At the same time, life in Varisian caravans often revolves around music, and Varisian skalds both inspire and protect their people.

New Archetypes

Some of Golarion's skalds choose the following archetypes.

Bekyar Demon Dancer

While the twisted power of the demon-worshipping Bekyar's skalds is great, it comes at a terrible price.

Skills: A Bekyar demon dancer gains Perform (dance) as a class skill.

Versatile Performance (Ex): A Bekyar demon dancer can choose Perform (dance) for the versatile performance class feature. Its associated skills are Acrobatics and Fly. This ability alters versatile performance.

Fiendish Maw (Su): At 3rd level, whenever a Bekyar demon dancer inspires rage, all who accept his rage gain a bite attack dealing 1d6 points of damage (for Medium allies; 1d4 points of damage if Small). This damage increases to 1d8 (1d6 if Small) at 7th level, to 2d6 (1d8 if Small) at 12th level, and to 3d6 (2d6 if Small) at 17th level. These increases effectively treat the affected creatures as though their sizes had increased by one size category, and so don't stack with any similar damage increases (such as

the increase from the *strong jaw*^{APG} spell) other than those due to an actual increase in size. If used as part of a full attack action, the bite attack is made at the creature's full base attack bonus - 5. This ability replaces the rage power gained at 3rd level.

Abyssal Wrath (Su): At 6th level, the Bekyar demon dancer gains the fiend totem^{APG} rage power, even if he doesn't qualify for it. At 9th level, he gains the greater fiend totem^{APG} rage power, ignoring the prerequisites. This ability alters the rage powers gained at 6th and 9th levels.

Demonic Conquest (Su): At 7th level, the Bekyar demon dancer's dances warp the minds of those who accept them even further. Whenever anyone affected by his inspired rage makes an attack against a creature, the urge to dominate this foe rises within the affected ally. The ally can attempt to resist this urge with a Will save (DC = 10 + 1/2 the skald's class level + his Charisma modifier). If she fails the save or chooses not to attempt one, the Strength and Constitution bonuses of the demon dancer's inspire rage increase by 2, and she must continue to attack the same target each round. Once the target is defeated, she must burn or cut the symbol of a demon the Bekyar demon dancer worships into the target's flesh, which is a full-round action. The need to conquer and brand foes ends after this action or after the demon dancer stops performing, whichever comes first.

Belkzen War Drummer

These fierce drummers are equally adept at tapping out a driving rhythm and rapping enemies upside the head with the same massive clubs they use to beat the crude hide-covered drums they carry into battle.

Weapon Proficiency: A war drummer is proficient with all simple weapons and the greatclub.

Fearsome Mien (Ex): A war drummer adds 1/2 his class level (minimum 1) to all Intimidate and Bluff skill checks. This ability replaces bardic knowledge.

Deadly Rhythm (Ex): At 1st level, during his raging song, a Belkzen war drummer can draw clubs and greatclubs as a free action as if he had the Quick Draw feat. At 3rd level, the war drummer gains a +1 bonus on damage rolls for attacks made with clubs or greatclubs. At 7th level and every 4 levels thereafter, this bonus increases by 1 (to a maximum of +5). At 6th level, the war drummer gains Improved Critical with the club or the greatclub as a bonus feat. This ability replaces Scribe Scroll.

Weapon Master (Ex): At 7th level, a war drummer gains Craft Magic Arms and Armor as a bonus feat. This ability replaces lore master.

Raging Song (Su): A war drummer gains access to the following raging song.

Siege Drums (Su): At 7th level, the Belkzen war drummer can shatter massive walls, doors, and other inanimate obstacles using his war drums. This ability works as the *shatter* spell, except the drummer can increase the amount of damage and size of the object damaged by playing for

longer periods. The siege drummer can affect objects weighing up to 10 pounds per level, plus an additional 5 pounds per level for each additional round he plays. The damage dealt increases by 2d6 per round (to a maximum of 20d6 after 10 rounds). The damage is dealt only after the drummer ceases playing. This ability replaces the versatile performance gained benefit at 7th level.

Dragon Skald

The Ulfen prize skalds on sea raids and linnorm hunts. Dragon skald performances involve song, whistling, or blowing mighty horns, and viking sailors often talk about having a skald along to whistle up a wind or sing away the mists on the morning of a momentous raid.

Wind Whistler (Su): At 1st level, a dragon skald adds *alter winds*^{APG}, *fog cloud*, and *obscuring mist* to his class spell list, at the same levels the wizard gains them. He still must add these spells to his spells known as normal. This ability replaces Scribe Scroll.

Sea Legs (Ex): A dragon skald adds 1/2 his class level (minimum 1) on all Profession (sailor) checks, Survival checks while at sea, Acrobatics and Climb checks made while aboard a boat, and Swim checks. This ability replaces bardic knowledge.

Fearless Raider (Ex): At 2nd level, the dragon skald becomes resistant to fear effects. The dragon skald gains a +4 bonus on saving throws against fear effects, and DCs to affect the dragon skald with the Intimidate skill increase by 4. This ability replaces well-versed.

Raging Song (Su): A dragon skald gains access to the following raging song.

Glorious Epic (Su): At 3rd level, a dragon skald learns how to truly extol the virtues and prowess of the heroic figures in his epic tales. By performing for 10 minutes and expending 1 round of raging song, the dragon skald can influence opinions positively towards a heroic subject of the dragon skald's choice. If the subject of the epic attempts a Diplomacy or Intimidate check against anyone who listened to the full performance, he receives a circumstance bonus on that check equal to the Will save bonus granted by the dragon skald's inspired rage. This ability replaces song of marching.

New Race Traits

The following race traits are for humans of the Bekyar tribes (a Mwangi subgroup) or Shoanti clans. Only humans from the appropriate cultures can select these traits.

Bekyar Slave Maestro: You spent years using your magic to bend the will of captured slaves to suit your whims. You gain a +2 trait bonus on Diplomacy and Intimidate checks against anyone you have held captive for at least 24 hours.

Shoanti Spirit-singer: The spirit voices of your ancestors sing to you of the world around you. Once per day, you can act in the surprise round even if you aren't aware of your attackers; you can use this action only to start a bardic song or raging song, and you're still considered flat-footed until you act in the first normal round of combat.

SLAYER

Dedicated to the art of death, slayers are experts at pursuing sentient prey and killing them. On Golarion, slayers are found in virtually every culture. Whether stalking the streets and back alleys of great cities like Absalom or Katapesh, hacking their way through the trackless jungles of Garund, or trudging across the icy plains of Avistan's far north, slayers are relentless in the pursuit of their quarry.

Slayers on Golarion

The regions below contain significant numbers of slayers or hold them in high renown.

Andoran: Slayers are a key part of Andoran's covert war on slavery, slipping into places the country's military can't officially go and doing unsavory deeds that need to be done. Many can be found among the Twilight Talons, operating throughout the Inner Sea to slit the throats of slavers and break the chains of the oppressed. In addition to these militant abolitionists, slayers also operate in other wings of Andoran's covert operations, playing deadly cat-and-mouse games with agents of House Thrune and making sure that democracy's flame isn't blown out by foreign powers.

Isgar: In Isgar and the surrounding nations, the Goblinblood Wars are all too recent a memory. Despite the war's official end, passions still run high, and goblinoid outbreaks are still common enough that few settlements rest truly easy. Because of this, a loose organization of rangers and slayers specialized in hunting and killing goblins, calling itself the Greenskin Stalkers, has dedicated itself to protecting the populace. Originally formed in Isgar during the chaos of the Goblinblood Wars, the Greenskin Stalkers have earned a name for themselves for their use of guerrilla

tactics and their sometimes suicidal dedication to the eradication of goblinkind. Since the end of the wars, the Greenskin Stalkers have continued to recruit and spread throughout the Inner Sea region, moving beyond Isgar and its neighbors and into such goblin-infested regions as the River Kingdoms and Varisia.

Mediogalti Island: A large number of slayers who specialize in hunting down and killing humanoids belong to the cult of professional assassins known as the Red Mantis. In fact, many of its high-ranking assassins began their careers as slayers. Some believe that nearly a third of the current ruling Vernai are slayers, and at least two former Blood Mistresses were slayers.

Mende: Nowhere is the need for righteous executioners greater than in Mende, where a single demon cultist or possessed victim inside a city's walls can spell doom for thousands of innocents.

Thus, many churches and secular organizations in the crusader nation quietly recruit cold-blooded slayers capable of excising demonic corruption regardless of where it may be found or what face it might wear.

Numeria: The alien technology scattered across Numeria is a source of fear for some, and the slayers who call themselves the Pureblades see it as their duty to defend their land from whatever extraterrestrial aberrations threaten their people.

Varisia: While ethnic Varisians are often discriminated against by residents of other heritages, the rumors about the deadly Sczarni aren't without merit; these secretive gangs sometimes train streetwise slayers from a young age to settle scores.



New Archetypes

Numerian and Sczarni slayers often choose the following archetypes.

Pureblade

First known in Numeria, these aberration hunters have spread to other regions of Golarion, even as far as the lands bordering the Mana Wastes. In Numeria, Pureblades are skilled at slaying naturally arising aberrations and any creatures that have been

mutated by exposure to the bizarre alien technology that pervades the land. Pureblades from Alkenstar and Nex lead forays into the magic-starved Mana Wastes to eliminate aberrations before the creatures can threaten their lands.

Aberration Hunter (Ex): If a Pureblade deals damage to an aberration, as an immediate action he can apply his studied target bonus against that target even if he didn't sneak attack it. In addition, a Pureblade can attempt Knowledge (dungeoneering) skill checks untrained when trying to identify aberrations. This ability replaces track.

Alien Prescience (Sp): At 2nd level, as a standard action a Pureblade can detect aberrations. This works like *detect undead*, except it detects aberrations instead of undead. This ability replaces the slayer talent received at 2nd level.

Discern Weakness (Ex): At 7th level, a Pureblade becomes an expert at locating an aberration's weak points. The Pureblade rolls twice to confirm critical hits against aberrations and keeps the higher roll. This ability replaces stalker.

Steely Mind (Ex): At 8th level, a Pureblade gains a +2 resistance bonus on saving throws against mind-affecting spells and effects. This bonus increases to +4 at 12th level and +6 at 16th level. In addition, once per day as a standard action, a Pureblade can shed a magical effect placed on him by an aberration as *break enchantment*, using his slayer level as his caster level. A Pureblade can use this ability twice per day at 12th level and three times per day at 16th level. This ability replaces the slayer talent received at 8th level.

Aberration Slayer (Ex): At 20th level, a Pureblade can use his master slayer ability on any aberration, even if it's not his studied target. This ability alters master slayer.

Sczarni Executioner

These professional killers are trained and used almost exclusively by the various Sczarni crime families. Streetwise and ruthless, they operate independently, often making their talents available to the highest bidder. Though a few unscrupulous Sczarni executioners exploit this arrangement and force families to pay higher rates for their services, most of these assassins follow a strict personal code and maintain absolute transparency with their employers.

Talents marked with an asterisk (*) add effects to a slayer's sneak attack. Only one of these talents can be applied to an individual attack, and the decision of which to use must be made before the attack roll is made.

Class Skills: A Sczarni executioner doesn't receive Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Ride (Dex), or Survival (Wis) as class skills. Instead, he receives Appraise (Int), Diplomacy (Cha), and Escape Artist (Dex) in addition to the other standard slayer class skills.

Bloodstained Hands (Ex): A Sczarni executioner must be evil. If he ever becomes nonevil, he loses this archetype and becomes a regular slayer.

Focused Killer (Ex): At 1st level, a Sczarni executioner's studied target bonuses and the DCs of his slayer abilities

increase by 1 against humanoid opponents, but decrease by 1 against non-humanoid targets. This ability alters studied target.

Painful Strike* (Ex): At 4th level, a Sczarni executioner automatically gains this talent. Sczarni executioners are trained to cause excruciating pain when striking targets, often leaving them reeling in agony or completely incapacitated as they slowly bleed out. A creature that takes sneak attack damage from a Sczarni executioner must make a successful Fortitude save (DC = 10 + 1/2 the Sczarni executioner's class level + his Intelligence modifier) or become sickened for 1d4 rounds. This ability alters the slayer talent received at 4th level and replaces swift tracker.

Assassinate (Ex): At 10th level, a Sczarni executioner must select the assassinate advanced slayer talent.

Swift Death (Ex): At 14th level, once per day a Sczarni executioner can attempt to assassinate a foe without studying his foe beforehand. He must still succeed at a sneak attack against the target. At 19th level, he can make two such attacks per day. This ability replaces quarry and improved quarry.

New Slayer Talents

Slayers can select from the following new slayer talents.

Blood Reader (Ex): While able to see a studied target, a slayer with this talent knows exactly how many hit points his opponent has remaining. This only works against living targets.

Studied Ally (Ex): The slayer can study an ally or friendly creature he can see as a move action. The slayer gains a +1 bonus on checks and attack rolls to use the aid another action to help with that ally's skill checks, attacks, or AC. This bonus increases at the same rate as a slayer's studied target bonus. At 7th level, a slayer can study an ally as a move or swift action. A slayer's studied ally counts against the number of studied targets he can have active at once.

New Regional Traits

The following regional traits are for characters from Mediogalti Island, Isger, the River Kingdoms, or Varisia.

Cultist Lineage (Mediogalti Island): Your parents were both Red Mantis assassins and your family has a long tradition of service in the Red Mantis cult. Your strict, fanatical upbringing and familiarity with murder have bestowed upon you an air of confidence and menace. This grants you a +1 trait bonus on Intimidate checks. If you act during the surprise round, as a free action during that round you can draw a light weapon (or two if you have the Two-Weapon Fighting feat).

Greenskin Stalker (Isger, River Kingdoms, or Varisia): You're a member of the Greenskin Stalkers. Due to your affiliation with this brotherhood of goblin slayers, you've learned to think and act like a goblin, as disturbing as that sounds. You receive a +1 trait bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against or concerning goblinoids. You can also attempt Knowledge checks concerning goblinoids untrained.

SWASHBUCKLER

Relying on speed, agility, and panache, swashbucklers are lightly armored warriors who carve a place for themselves in the world with an equal measure of audacity and discipline. Though swashbucklers are seen more in larger cities like Absalom, Westcrown, and Oppara, and in the more civilized lands of Andoran, Galt, and Taldor, swashbucklers can also be found in less civilized places, like the lawless islands of the Shackles, the River Kingdoms, and the wilds of Brevoy.

Swashbucklers on Golarion

The regions below contain significant numbers of swashbucklers or hold them in high renown.

Brevoy: For those obsessed with swordplay, there are few better masters with whom to study than the fabled Aldori swordlords. While swashbucklers normally gravitate toward rapiers and other piercing weapons, the Slashing Grace feat allows them to master the Aldori dueling sword.

Mediogalti Island: The island home of the Red Mantis houses an unusually high number of swashbucklers, even though few Red Mantis are swashbucklers themselves—the swashbuckling style doesn't lend itself well to fighting with twin saw-toothed sabers. In Ilizmagorti, several prominent members of the Bloodwatch are swashbucklers, as are some of the top performers at the Blood Circus. Retired pirate captain and master swordsman Sardan Six Steps runs a school of swordplay and swashbuckling derring-do in the Mainmast District.

Qadira: Swordplay instructors all across Golarion encourage their students to think of combat as a kind of dance, but the whirling dervishes of Qadira have made this lesson literal. These followers of Sarenrae are graceful and deadly, but still prefer to redeem their foes rather than kill them.

The Shackles: The Shackles Pirates established their quasi-nation as a place where the disaffected can rise to glory and revel in a life of freedom and wild adventure. This has made the Shackles a ripe breeding ground for some of Golarion's most flamboyant swashbucklers, for these lithe and spry warriors are well-suited to shipboard life. Swashbucklers in the Shackles use their special skills to raid and plunder, and they impetuously throw themselves into danger and adventure for any chance at gold and glory.

Taldor: Many Taldans are decadent, extremely style-conscious folk who believe that a keen sense of fashion is indicative of an equally keen mind.

The noble practice of dueling is extremely popular in Taldor, which is known for its many schools, guilds, and exclusive clubs devoted to the art of sword fighting. Several of these institutions focus entirely on training swashbucklers.

New Archetypes

Swashbucklers from the Shackles and Qadira often choose one of the following archetypes.

Shackles Corsair

While it doesn't take much more than a ship and a crew in the Shackles to become a pirate, Shackles corsairs are a finer breed of freebooter. A Shackles corsair's debonair



charm and style make her a paradoxical celebrity even among the nations whose ships she plunders.

Swagger (Ex): At 3rd level, a Shackles corsair's confident swagger unnerves her foes and inspires her crew. She gains a +1 bonus on Intimidate checks, and the DC of Intimidate checks made against her increases by 1. She and her allies gain a +1 morale bonus on Profession (sailor) checks. These bonuses and her Intimidate DC increase by 1 for every 4 levels beyond 3rd.

At 7th level, a Shackles corsair's swagger gives her an additional benefit when she uses charmed life. If she succeeds at a saving throw against an opponent's attack or ability while using charmed life on that save, she can attempt an Intimidate check to demoralize that opponent without using an action. This ability replaces nimble.

Deeds: A Shackles corsair gains the following deeds.

Eyes of Abendego (Ex): Every true Shackles captain dreams of winning the Free Captain's Regatta, and the wise begin training for it early. At 3rd level, whenever she has at least 1 panache point, a Shackles corsair can see three times as far as normal in nonmagical fog. In magical fog, she can see normally for 10 feet; after that, creatures and objects have partial concealment for the next 10 feet and total concealment thereafter. This deed replaces swashbuckler initiative.

Plunder (Ex): A Shackles corsair knows she doesn't always need to win the fight—she just needs to get what she came for. At 7th level, as a full-round action she can make a single attack with a light or one-handed piercing melee weapon against a foe that is either shaken or denied its Dexterity bonus to AC. If the attack hits, the Shackles corsair also pilfers a small, loose item from her target as if she had succeeded at a Sleight of Hand or steal combat maneuver check. She doesn't need to attempt a Sleight of Hand check, but if she does so and surpasses the target's opposed Perception check, the target is unaware that the item is stolen. This deed replaces targeted strike.

Whirling Dervish

In Qadira and throughout the Padishah Empire, Sarenrae's worshipers praise the Dawnflower through dance. Her more warlike followers adapted these dances into graceful martial forms, and their swashbuckling style is feared throughout the Inner Sea region and beyond for its ability to devastate foes with a scimitar through motion and agility regardless of strength of arms.

Dervish Finesse (Ex): A whirling dervish can treat a scimitar as a one-handed piercing melee weapon for the purposes of the swashbuckler's finesse and all feats and class abilities that refer to such a weapon. She must not be carrying a weapon or shield in her off hand to gain this benefit. This ability alters swashbuckler finesse.

Dawnflower's Mercy (Ex): While violence is sometimes necessary to cleanse evil, Sarenrae's desire for redemption prevents her dervishes from reveling in a foe's defeat. A whirling dervish does not gain any panache for dropping a foe below 0 hit points unless that foe is an evil outsider

or undead, or if the damage she dealt was nonlethal. Additionally, she gains 1 panache point if she causes an evildoer with a number of Hit Dice equal to at least 1/2 her character level to surrender to her. She can gain this benefit no more than once per round, even if multiple enemies surrender. This ability alters panache.

Dervish Dance (Ex): At 4th level, a whirling dervish can use her Dexterity modifier instead of her Strength modifier on melee damage rolls when using her swashbuckler finesse. She counts as having the Dervish Dance^{15WG} feat for purposes of meeting feat prerequisites.

Deeds: A whirling dervish gains the following deeds.

Whirlwind Dance (Ex): At 7th level, a whirling dervish can sweep through her opponents' lines like a cyclone. As a full-round action, she can spend 1 panache point to move up to her speed. She can make attacks against creatures with her reach during this movement, up to the number of attacks she's entitled to with a full attack. Each attack is made at her highest attack bonus, and must target a different creature. This movement provokes attacks of opportunity as normal. This deed replaces superior feint and targeted strike.

Dance of Dawn (Ex): At 11th level, whenever a whirling dervish is in conditions of dim light or brighter and hits with a melee attack, she can spend 1 panache point to reflect the light off her blade into the eyes of her target. That opponent is blinded for 1 round. A successful Fortitude save (DC = 10 + 1/2 the whirling dervish's class level + her Dexterity modifier) negates this effect. This deed replaces bleeding wound.

Dance of Mercy (Ex): At 19th level, when a whirling dervish confirms a critical hit with a light or one-handed piercing melee weapon, in addition to the normal damage, she can spend 1 panache point to inflict a deadly stab. The target must succeed at a Fortitude saving throw (DC = 10 + 1/2 the dervish's class level + her Dexterity modifier) or take an amount of nonlethal damage equal to its current hit points + 1, as well as becomes paralyzed for 1 hour. Performing this deed doesn't grant the swashbuckler a panache point. This deed replaces deadly stab.

New Regional Traits

The following regional traits are for characters from Taldor or the Shackles.

Lion's Audacity (Taldor): You attack life with the ferocity of a charging lion and inspire others with your audacious deeds. Once per day when you make a charge attack, you can inspire allies within 30 feet. They gain an additional +2 trait bonus on attack and damage rolls when they make a charge attack before the beginning of your next turn.

Scourge of the Seas (The Shackles): You have long appreciated the flamboyance and versatility of the whip, both as a weapon and a tool for enforcing discipline. When you wield a whip or scourge, you gain a +1 trait bonus on Intimidate checks. Additionally, once per day when you use a whip or scourge to perform a successful disarm or trip combat maneuver against an opponent, you regain 1 point of grit or panache.

WARPRIEST

To a warpriest, a battlefield is a chapel, and an army is a humble flock. Warpriests are divine servants who take an active role in reshaping the world to better fit their beliefs. Where a cleric might be willing to spend her days in contemplation of divine mysteries, preaching to the masses, and assisting the ill, a warpriest's purpose is to enact the will of his patron deity by force. In return, the warpriest is granted priestly magic and powerful blessings to turn the tide of a battle.

Deities of all varieties have warpriest followers, though the proportion is highest for martial or aggressive deities such as Gorum, Irori, Rovagug, Torag, and Urgathoa. Iomedae is an exception; her role as goddess of paladins ensures that the majority of her followers follow that knightly path instead. Even gods not associated with warfare at all can have warpriest followers

who see combat as an extension of the deity's teachings or who seek mastery of the deity's favored weapon as a form of worship. A warpriest in the service of Shelyn, for instance, may find dueling with the glaive to be a form of art all its own, not unlike performing a choreographed dance.

Warpriests on Golarion

The regions below contain significant numbers of warpriests or hold them in high renown.

Andoran: Andoren warpriests often find themselves drawn toward service with the Eagle Knights. Warpriests of Erastil and Torag are ideal servants for the Golden Legion, while warpriests of Cayden Cailean and Desna more often work with the Steel Falcons, fighting slavery and tyranny abroad.

Hold of Belkzen: Warpriests perfectly blend two of orcs' favorite things: bloodshed and the worship of fearsome gods. Among some orc hordes, warpriests are even more common than clerics, calling the wrath of the divine down on their foes.

Cheliah: Warpriests of lawful deities can be found among the ranks of the various Hellknight orders. In particular, the Order of the Godclaw trains many warpriests of their unique pantheon. These serve both as signifers and as conventional knights. Outside of the Hellknights, warpriests are less common in Cheliah, as the state-sponsored Asmodean church generally prefers the relative subtlety of inquisitors.

Lastwall: It's far from surprising that Lastwall's crusaders would recruit those few warpriests of Iomedae into their ranks. However, many outsiders would be shocked to learn how many Pharasmin warpriests serve the nation's crusade in its vigilance against the undead. Since the death of Aroden, this Pharasmin faction has grown more prominent, as warpriests of more traditional crusader deities depart to serve at the Worldwound.

New Archetypes

Warpriests from Andoran or who worship Achaekel often choose the following archetypes.

Liberty's Blade

There are some who find in the call to freedom something primal and spiritual, even more so than other Andorens. These liberty's blades become warpriests of deities who spread freedom, and they head to lives of adventure as Eagle Knights or adventurers, championing liberty wherever they go.

Freedom's Focus (Su): A liberty's blade must worship a good deity who grants the Liberation blessing, and he must



select the Liberation blessing. He does not gain a second blessing. This ability alters blessings.

Devilslayer (Su): At 4th level, a liberty's blade adds *devilbane* to the list of enhancements he can add to his sacred weapon. This ability alters sacred weapon.

Channel Liberty (Su): At 4th level, when a liberty's blade channels energy to heal, the effects of his healing is halved, but all creatures affected by his healing instantly benefit as if from a *liberating command*^{UC} spell at the liberty's blade's caster level. When channeling to harm, the liberty's blade harms devils as if using Alignment Channel instead of harming undead, and she deals double the normal amount of damage. This ability alters channel energy.

Shield Against Hellspawn (Su): At 7th level, a liberty's blade adds *devil-defiant*^{UE} to the list of enhancements that he can add to his sacred armor. This ability alters sacred armor.

Mantis Zealot

Among the Red Mantis worshipers of Achaek, some hold such strong faith in their assassin god that they gain divine power. They forge themselves into perfect killers in honor of He Who Walks in Blood.

Mantis Sworn (Ex): A mantis zealot must choose Achaek as his deity. If he ever changes his deity, he loses this archetype and becomes a normal warpriest.

Weapon and Armor Proficiency: Mantis zealots are proficient with all simple and martial weapons, as well as with the sawtooth sabre, and with light armor. They are not proficient with shields. This replaces the warpriest's weapon and armor proficiencies.

Sneak Attack (Ex): At 4th level, a mantis zealot can make a sneak attack. This ability functions as the rogue ability of the same name. At 4th level, his sneak attack damage is +1d6. This damage increases by 1d6 at 8th level and ever 4 levels thereafter. If the zealot gets a sneak attack bonus from another source, the bonuses on damage stack. This ability replaces sacred weapon.

Sacred Reflexes (Su): At 7th level, a mantis zealot can emulate Achaek's grace. As long as he is wearing light or no armor, as a swift action he can gain uncanny dodge. He can use this ability for a number of minutes per day equal to his warpriest level, but it must be spent in 1-minute increments. If he already has the uncanny dodge ability from another source, he instead gains improved uncanny dodge while this ability is active. At 10th level, when he uses this ability, he gains evasion (or improved evasion if he already has evasion from another source). At 13th level, he gains improved uncanny dodge instead of dodge. At 16th level, he can activate this ability as part of making an initiative check, before rolling the die. At 19th level, he gains improved evasion instead of evasion. This ability replaces sacred armor.

Aspect of the Mantis (Su): When using aspect of war, instead of moving at full speed regardless of his armor or encumbrance, a mantis zealot deals a number of points of bleed damage equal to his Dexterity modifier on each attack. This ability alters aspect of war.

New Blessings

The following new blessings match the additional domains that appear in *Pathfinder Campaign Setting: The Inner Sea World Guide*.

Scalykind Blessing

Deities: Apsu, Dahak, Ragadah, Ydersius.

Scaly Touch (minor): At 1st level, you can touch an ally as a standard action to grant it reptilian scales. For 1 minute, the ally gains a +1 enhancement bonus to its natural armor. At 5th level and every 5 levels thereafter, this bonus increases by 1 (to a maximum of +5 at 20th level).

Serpent Fang (major): At 10th level, as a standard action you can manifest venomous fangs for 1 minute. These fangs grant a bite attack that deals 1d4 points of damage (for a Medium warpriest, 1d3 if Small). A successful bite also afflicts the opponent with a debilitating venom. The poison's save DC is equal to 10 + 1/2 your warpriest level + your Constitution modifier.

Serpent Venom (Ex): Bite—injury; *save* Fort negates; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 1 save.

Void Blessing

Deities: Great Old Ones, Groetus.

Airless Touch (minor): At 1st level, with a successful melee touch attack you can steal the breath from an opponent's lungs, leaving it unable to speak, use breath weapons, cast spells with verbal components, or do anything else requiring breath for 1 round. If the target fails at a Fortitude saving throw, it's also staggered for 1 round as it catches its breath. If the target was attempting to hold its breath, it can no longer do so: it must breathe on its turn or risk suffocation and unconsciousness. Creatures that don't need to breathe are unaffected. Regardless of whether it succeeds at its saving throw, the target is immune to further uses of your airless touch for 24 hours.

Deny Gravity (major): At 10th level, as a standard action you can touch an ally to allow her to ignore the effects of gravity for 1 minute (*as fly*). The ally gains a fly speed of 40 feet with average maneuverability. The ally is also immune to dangerous environmental conditions (*as life bubble*^{APG}) for 1 minute.

New Combat Traits

The following combat traits are for characters who follow the proud Hellknight and Lastwall defender traditions.

Hellknight Devotion: Your family has strong ties to a Hellknight order, and you harness this belief as a weapon. Once per day as a swift action, you can empower the next single melee attack you make to be treated as lawful-aligned for the purpose of overcoming damage reduction.

Lastwall Defender: Your military service in Lastwall taught you how to identify undead creatures, changing them in your mind from mysterious terrors to concrete foes you know how to deal with. You gain a +1 trait bonus on attack and damage rolls against undead creatures that you have personally identified using the Knowledge (religion) skill.

FEATS

The following feats are common among characters in Golarion that have taken levels in the classes from the *Pathfinder RPG Advanced Class Guide*, though some can also be used by members of other classes.

Ambush Sense (Combat)

You live in dangerous times, and are alert for betrayal or unexpected attack.

Prerequisites: Int 13, trap sense class feature.

Benefit: You gain a bonus on Perception checks made to determine awareness for the surprise round of combat, and a dodge bonus to AC in any surprise round in which you get to act. These bonuses are equal to the bonus you gain from trap sense.

Amplified Hex

You have learned to augment your hexes with the energy of your spells.

Prerequisite: Hex class feature.

Benefit: You can augment the power of a hex by expending a spell slot or prepared spell of at least 1st level. Each additional time you use this ability in the same day, it requires a prepared spell or spell slot 1 level higher (a 2nd-level spell the second time, a 3rd-level spell the third time, and so on). When you amplify a hex, you can choose one: increase its saving throw DC by 1, increase its range by 30 feet (if it already has at least a 30-foot range), or increase its duration by 1 round (if it already has a duration of at least 1 round).

Daggermark Lore

You understand the exclusive poisons brewed by your guild far better than the buyers you sell to, and you can deliver them so they are more difficult to weather.

Prerequisites: Craft (alchemy) 5 ranks, member of the Daggermark Poisoner's Guild, poison lore or poison use class feature.

Benefit: Choose one poison. When you deliver that poison, the number of saves needed to cure it increases by 1, and the DC to cure it with *neutralize poison* increases by 5. Succeeding at the

initial save still negates the poison. Typical poisons used by Daggermark poisoners are listed in *Pathfinder Player Companion: Alchemy Manual* and *Pathfinder Chronicles: Guide to the River Kingdoms*.

Additionally, if you have the poison lore class feature, you're considered to have the poison use class feature for the purpose of meeting prerequisites.

Eldritch Aid

You have been trained to expend your own spell energy to boost the effects of an ally's spell.

Prerequisite: Caster level 1st.

Benefit: As a standard action, you can expend a 1st-level or higher prepared spell or spell slot to grant additional magic energy to an allied spellcaster within close range (25 feet + 5 feet/2 levels). If that ally casts an instantaneous spell of an equal or lower level before the beginning of your next turn, all level-dependent calculations and caster level checks the spell requires are made as if the ally's caster level were 2 higher. If the prepared spell or spell slot you expended is at least twice the level of the spell your ally casts, your ally's caster level is treated as 4 higher instead. If your ally is able to cast more than one spell before the beginning of your next turn, only the first spell cast gains this bonus.

Special: An arcanist can select this feat as an exploit. A wizard can select this feat as a bonus feat.

Expanded Spell Kenning

You are learned in a broader range of spell traditions than most.

Prerequisite: Spell kenning class feature.

Benefit: When you use your spell kenning class feature, you can select a spell from either the druid or the witch spell list.

Expanded Studies

You're part of a group or organization with access to greater magical mysteries than you understand yourself, and you have learned from your colleagues' eldritch expertise.



Prerequisites: Wis 17, hunter or warpriest level 16th.

Benefit: You add 7th-level spells to your spell list for purposes of using spell completion and spell trigger magic items. If you're a hunter, you add 7th-level druid spells to your list. If you're a warpriest, you add 7th-level cleric spells to your list. This doesn't give you the ability to cast spells of this level, only to act as though your spell list included them when using appropriate magic items.

For example, a 16th-level hunter has access to druid spells of only 1st to 6th levels. Thus, the hunter can't use spell completion or spell trigger magic items of druid spells of 7th level or higher without succeeding at a Use Magic Device check. If the hunter takes Eldritch Studies, she doesn't gain the ability to cast 7th-level druid spells, but she could use a *scroll of heal* or a *wand of summon nature's ally VII* without needing to attempt a Use Magic Device check.

Fencing Grace (Combat)

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (rapier).

Benefit: When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size.

In addition, if you have the panache class feature, you gain a +2 bonus to CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

Fighting Frenzy (Combat, Teamwork)

You feed off the rage of your allies.

Prerequisites: Cha 13, rage class feature.

Benefit: When you are in a rage and an ally with this feat within 60 feet is in a rage, you don't take the normal –2 penalty to AC for being in a rage. If you would take a larger penalty to AC for being in a rage, reduce that penalty by 2.

Know Weakness (Combat)

You are well versed in the susceptibilities of your foes.

Prerequisite: Bardic knowledge class feature.

Benefit: When you successfully identify a creature with the appropriate Knowledge check, you gain a +1 bonus on attack and damage rolls against that creature for 1 round.

Mad Magic (Combat)

Magic is in your blood, allowing you to cast spells no matter how furious you become.

Prerequisite: Bloodrage class feature or perfect clarity rage power.

Benefit: You can cast spells from any class that grants you spells while in a bloodrage, and you keep your rage benefits when using moment of clarity during a rage. If you have the greater bloodrage class feature, you also gain a +1 bonus to the save DCs of spells you cast while in a bloodrage.

Onslaught (Combat)

No one is prepared for how hard you strike until they see it firsthand.

Prerequisites: Str 13, Power Attack, base attack bonus +1, sneak attack class feature.

Benefit: If you use Power Attack with the first melee attack you make during a surprise round, you can sneak attack even if you are not flanking your target and it's not denied its Dexterity bonus to AC.

Pack Tactics

You have trained your animal companion to fight using your tactics.

Prerequisites: Int 13, animal companion class feature.

Benefit: Your animal companion is treated as having all the same teamwork feats that you do for the purpose of determining whether you or your allies receive a bonus from teamwork feats. Your animal companion doesn't receive any bonuses from these feats unless it actually possesses the teamwork feats. Your and all allies' positioning and actions must still meet the prerequisites listed in a teamwork feat's description in order to receive the teamwork feat's listed bonus.

Totem Beast

Your animal companion becomes spiritually connected to an animal totem that has a spiritual significance for you or your background, such as a Shoanti clan's animal totem.

Prerequisites: Wis 13, animal companion class feature.

Benefit: Select one animal aspect from the list presented in the hunter class's animal focus class feature. Your animal companion has natural coloration suggestive of this aspect—a bear might have a dark spot in the shape of a bat, or a hawk might have unusual tiger striping in its feathers. Your animal companion gains the benefits of the selected animal aspect, treating its Hit Dice as its effective hunter level for this ability. This bonus doesn't stack if the animal companion is already under the benefit of the same animal aspect because of the actual class feature.

For example, an animal companion with Totem Beast (snake) under the effect of the snake aspect from its hunter owner would get a +2 bonus on attack rolls when making attacks of opportunity, not a +4 bonus.

Unfair Grip (Combat)

You learned to fight in places that have no rules of engagement, such as the back alleys of Absalom or the fighting pits of the Sudden Lands, and you can grab foes in ways that are difficult to escape.

Prerequisites: Str 13, Dex 13, Improved Grapple, Improved Unarmed Strike, Power Attack, base attack bonus +1.

Benefit: When you perform a grapple combat maneuver, you gain a +1 bonus on checks to maintain your grapple, and your grappled foes take a –1 penalty on checks to escape your grapple.

MAGIC ITEMS

These magic items are intended primarily for members of *Pathfinder RPG Advanced Class Guide* classes, but many are useful for other classes as well.

New Armor Special Abilities

Whether a nimble renegade or a devout defender of Iomedae's faith, any character can find an armor ability that enhances his preferred battle tactics.

CORSAIR		PRICE +5,000 GP
SLOT none	CL 5th	WEIGHT —
AURA faint transmutation		

Armor with this special ability is designed to enhance mobility in combat. The armor grants a +5 competence bonus on Acrobatics checks. Any time the wearer regains a grit or panache point, the armor's bonus on Acrobatics checks doubles until the beginning of her next turn.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP
Craft Wondrous Item, <i>cat's grace</i>	

CRUSADING		PRICE +1 BONUS
SLOT none	CL 5th	WEIGHT —
AURA faint abjuration		

Armor with this enhancement is specially designed for the holy warriors of Iomedae. As a swift action, a paladin or good warpriest wearing this armor can expend one use of the lay on hands or fervor ability to activate the armor's protective aura for 1 minute. This protective aura grants the wearer a +2 sacred bonus to AC. This bonus increases to +3 against evil dragons, evil outsiders, and undead.

CONSTRUCTION REQUIREMENTS	COST +1 BONUS
Craft Wondrous Item, <i>protection from evil</i>	

New Weapon Special Ability

Swashbucklers prefer the following weapon special ability.

SKEWERING		PRICE +1 BONUS
SLOT none	CL 5th	WEIGHT —
AURA faint divination		

This special ability can be placed only on light or one-handed piercing melee weapons. Weapons with this enhancement are particularly devastating in the hands of a swashbuckler. Anytime the weapon threatens a critical hit, the wielder can spend 1 panache point as an immediate action to automatically confirm the critical hit. When the swashbuckler confirms a critical hit in this fashion, she doesn't regain panache for confirming the critical hit, though she can regain panache normally if the attack is a killing blow.

CONSTRUCTION REQUIREMENTS	COST +1 BONUS
Craft Wondrous Item, <i>true strike</i>	

New Magic Items

The following staves and wondrous items are well known in certain areas or within specific groups around the Inner Sea region.

BEAST WRESTLER'S GAUNTLETS		PRICE 7,500 GP
SLOT hands	CL 5th	WEIGHT 1 lb.
AURA faint conjuration		



These gauntlets grant a +1 enhancement bonus on grapple checks. Each pair of gauntlets is created to fight a specific type or subtype of creature from the list of creature types in the *bane* weapon special ability. While the wearer is grappling a creature of the designated type, the gauntlets' enhancement bonus increases by 2 and the wearer deals an additional 2d6 points of nonlethal damage when dealing damage as part of a successful grapple check.

CONSTRUCTION REQUIREMENTS	COST 3,750 GP
Craft Wondrous Item, <i>summon monster I</i>	

DAGGERMARK BLADE		PRICE 8,302 GP
SLOT none	CL 10th	WEIGHT 2 lbs.
AURA moderate divination and enchantment		

This +1 *dagger* is forged for Daggermark assassins by Lady Smilos's orders alone. It allows slayers, rogues, and assassins who work for the Daggermark Assassins' Guild the chance to finish the job if their initial strikes prove less than successful. If the wielder of this blade studies his target for 3 rounds (which can be the same 3 rounds of study for a death attack) either unseen or without being recognized as an enemy, he can sneak attack with all attacks he makes with this dagger against that target for the next 3 rounds. If his target has improved uncanny dodge, the wielder of the *Daggermark blade* must be 4 levels higher than the target in order to sneak attack.

CONSTRUCTION REQUIREMENTS	COST 4,302 GP
Craft Magic Arms and Armor, <i>guidance</i> , <i>instant enemy</i> ^{APG}	

FANGWOOD CLASP		PRICE 14,000 GP
SLOT neck	CL 5th	WEIGHT 1 lb.
AURA faint illusion		

This forest green clasp is engraved with a stylized version of the tree and blade of Nirmathas. If the wearer has the woodland stride ability, she gains the ranger's camouflage ability in forest terrain. If the wearer has an animal companion that also benefits from her woodland stride ability, the companion gains the camouflage ability as well.

CONSTRUCTION REQUIREMENTS	COST 7,000 GP
Craft Wondrous Item, <i>disguise self</i> , <i>invisibility</i>	

FLAME OF BAKRAKHAN

		PRICE 10,000 GP
SLOT head	CL 3rd	WEIGHT 1 lb.
AURA faint evocation		

This ancient Thassilonian diadem is crafted in the shape of an enraged face with an enormous ruby in the center. The gem allows its wearer to channel her rage into pure flame. While under the effects of rage, as a standard action the wearer can expend 1 round of rage or raging song to cause the ruby to release a beam of fire like a miniature hellfire flume. If the wearer succeeds at a ranged touch attack against a creature or object within 30 feet, the beam deals 2d6 points of fire damage to that target. If the wearer instead expends 3 rounds of rage, bloodrage, or raging song, the beam becomes a 60-foot line instead, dealing 5d6 points of fire damage to all creatures and objects along that line (Reflex DC 14 negates).

CONSTRUCTION REQUIREMENTS	COST 5,000 GP
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Craft Wondrous Item, *scorching ray*

LEPIDSTADT INVESTIGATOR'S HAT

		PRICE 7,000 GP
SLOT head	CL 8th	WEIGHT —
AURA moderate divination		



This black deerstalker cap features a subtle, sinister, eye-like design stitched on the front flap. The hat grants a +2 competence bonus on all Knowledge checks to identify monsters.

If the wearer is an investigator, the hat allows him to take advantage of his deductions in combat. Whenever he uses inspiration to identify a non-humanoid creature, he can record the result of the inspiration die and use it again later. Within the next minute, before rolling an attack roll against that creature, a skill check against that creature, or a saving throw against one of that creature's attacks, he can add the recorded inspiration die result to his roll—if he does so, he can't use inspiration to apply another inspiration die to the roll. Using the recorded result doesn't require the investigator to spend a use of inspiration, and the recorded result goes away once it's used. He can have only one inspiration die result recorded in this way. If he uses inspiration to identify another monster before using his recorded inspiration die, he must decide whether to replace the old result before rolling.

CONSTRUCTION REQUIREMENTS	COST 3,500 GP
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Craft Wondrous Item, *know the enemy*^{UM}

SHORY ACOLYTE'S STAFF

		PRICE 21,600 GP
SLOT none	CL 8th	WEIGHT 1 lb.
AURA moderate varies		



These slender crystal shafts span 4 to 5 feet in length, with facets covered in deeply etched white runes of unknown make.

Since the only known examples of these staves were discovered near Mount Dowama in the Mwangi Expanse, most scholars

conjecture that they are relics of the Shory. The staff's holder is protected by a continuous *feather fall* effect. Additionally, the staff contains the following spells:

- *Shocking grasp* (1 charge)
- *Levitate* (2 charges)
- *Fly* (4 charges)

CONSTRUCTION REQUIREMENTS	COST 10,800 GP
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Craft Staff, *fly*, *levitate*, *shocking grasp*

SIGNIFER'S FIST

		PRICE 10,305 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint conjuration and transmutation		



This +1 *light mace* is crafted of forged black iron topped with what appears to be a clenched fist pierced with spikes protruding from between the fingers. As a standard action, the wielder can expend 1 point from his arcane pool, 1 point from his arcane reservoir, or one use of fervor to make a single melee attack with the *signifer's fist*. If the attack deals damage to a creature,

the signifer's fist gains the *bane* weapon special ability against that creature's type (or subtype if the creature is a humanoid or outsider) for 1 minute. This benefit doesn't apply if the target is immune to bleed, though the attack deals damage normally.

CONSTRUCTION REQUIREMENTS	COST 5,305 GP
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Craft Magic Arms and Armor, *haste*, *summon monster I*

ZENJ TOTEM STAFF

		PRICE 24,800 GP
SLOT none	CL 8th	WEIGHT 2 lbs.
AURA moderate varies		



A creature that willingly grasps a *zenj totem staff* is affected as though it were in a *zone of truth*. This effect has no saving throw, lasts as long as the creature remains in contact with the staff, and can simultaneously affect as many creatures as can hold the staff at one time. This power is always on, and doesn't need to be activated.

The staff also acts as a normal magical staff and contains the following spells:

- *Protection from evil* (1 charge)
- *Summon nature's ally II* (animals only, 2 charges)
- *Aura sight* (3 charges)
- *Summon nature's ally IV* (animals only, 4 charges)

A shaman who wields the staff can cast *summon nature's ally II* and *summon nature's ally IV* from the staff even though those spells are not on her spell list. Additionally, once per day when a druid or shaman uses the staff to cast either of those spells, she can instead summon the creature to perform a single task for her with a duration of up to 1 hour per level. If summoned in this fashion, the summoned creature refuses to enter combat and is immediately dismissed if it takes damage from any source.

CONSTRUCTION REQUIREMENTS	COST 12,400 GP
----------------------------------	-----------------------

Craft Staff, *aura sight*, *protection from evil*, *summon nature's ally I*, *summon nature's ally II*, *zone of truth*

SPELLS

The following are a selection of new spells employed by some of the classes discussed in this book, among others.

ACID MAW

School transmutation [acid]; **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range close (25 ft. + 2 ft./level)

Target your animal companion

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

Your animal companion's bite attack deals an additional 1d4 points of acid damage, and the acid deals another 1d4 points of acid damage to the target on the next round. The acid continues to deal damage for 1 additional round per 4 caster levels (to a maximum of 6 total rounds at caster level 20th). This ongoing acid damage doesn't stack from multiple attacks, but the duration resets if a newer bite would cause the ongoing damage to last longer than the duration remaining from a previous one. The acid does not harm the animal companion.

ARCANE DISRUPTION

School enchantment (compulsion) [curse, mind-affecting];

Level bard 2, bloodrager 2, magus 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, M (a pinch of pepper)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

This spell makes it difficult for the subject to cast arcane spells, use spell-like abilities, and use some abilities granted by arcane spellcasting classes. The subject must succeed at a concentration check (DC = 10 + 1/2 its caster level) in order to cast an arcane spell, use any spell-like ability (even those that come from a divine source), use arcane spell completion or spell trigger magic items, or use any of the following class features that come from an arcane spellcasting class: arcane school powers, arcanist exploits, bardic performances, magus arcana, or witch hexes. Spells, spell-like abilities, or class features that take a free, swift, or immediate action aren't affected by this spell, nor are mythic spells or mythic powers.

While under the effect of this spell, if the subject must attempt a concentration check to cast an arcane spell or use an arcane spell-like ability for any reason other than the effect of this spell (such as casting defensively, being injured while casting, and so on), it takes a penalty on that check equal to 1/2 its caster level.

BLOOD SALVATION

School abjuration; **Level** bloodrager 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 round/level (D; see below)

While under the effect of this spell, you're immune to any damaging area spells you cast. You can dismiss this spell as an immediate action when you are caught within the area of someone else's damaging area spell; if you do, you're immune to that particular casting of that spell as well. If you have the blood casting class feature, you can cast this spell as a swift action instead of a standard action while you're in a bloodrage.



DEFENSIVE GRACE

School transmutation; **Level** investigator 5

Casting Time 1 standard action

Components V, S, M (a living fly)

Range personal

Target you

Duration 1 round/level (D; see below)

Each round you can roll an inspiration die without expending a use of inspiration and gain the result as a dodge bonus to AC for that round. You are immune to precision damage (including the extra damage from the precise strike deed, sneak attack, studied combat, and studied strike).

If a critical hit is confirmed against you, you can dismiss this spell as an immediate action to negate the critical and make the attack instead deal normal damage.

ENERGY HACK

School transmutation [acid, cold, electricity, or fire; see below];

Level sorcerer/wizard 4

Casting Time 1 immediate action

Components V

Range personal

Target you

Duration 1 round/level (see below)

You can cast this spell only when you take 10 or more points of acid, cold, electricity, or fire damage from a spell or spell-like ability—this spell has the same energy descriptors as the damaging effect. When you use a spell or spell-like ability with the acid, cold, electricity, or fire descriptor or use an arcanist exploit, arcane school power, bloodline power, magus arcana, or hex that deals acid, cold, electricity, or fire damage, you can choose to change the energy type and descriptor to match one of the descriptors of *energy hack*. Any other effect of that spell or power remains the same.

If you have the arcane reservoir class feature, if you take another 10 points of acid, cold, electricity, or fire damage while under the effect of *energy hack*, as a free action you can expend 1 point from your arcane reservoir to reset the duration of *energy hack* to 1 round per level and add the new type of damage you took to the list of energy types you can choose to substitute. You can expend points in this way multiple times as long as you do so before the duration expires.

IMBUE HEX

School evocation; **Level** shaman 5, witch 5

Casting Time 10 minutes

Components V, S, DF or M (a hag's whisker)

Range touch

Target creature touched; see text

Duration permanent or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes

You transfer a single hex you know to the target, and give that target the ability to use the hex. The transferred hex's variable characteristics function according to your level, not the level of the recipient. Only a creature with Intelligence and Wisdom scores of at least 9 can receive this effect. To use this hex, the target must be able to speak and move freely. Once it uses the hex, the spell ends (though any effects of the hex still last for

the full duration). You can transfer only a hex—not a major or grand hex—with this ability.

Once you cast *imbue hex*, you cannot use the transferred hex until the spell is discharged, dispelled, or dismissed.

PHANTOM HUNT

School transmutation; **Level** druid 4, ranger 4

Casting Time 1 standard action

Components V, S, DF

Range personal (see text)

Target you and one animal companion within 30 ft.

Duration 1 hour/level (D)

You affect yourself and a single animal companion within 30 feet of you. Both you and the animal companion gain darkvision to 100 feet, tremorsense to 20 feet, and a 40-foot enhancement bonus to movement. Furthermore, you can track while moving at full speed without taking any penalty. If you already have the ability to track at full speed, you gain a +4 bonus on Survival checks while tracking instead.

The duration of this spell immediately ends if you or the animal companion attack another creature or are attacked by another creature.

SPIRIT CALL

School enchantment; **Level** druid 1, shaman 1

Casting Time 1 full round

Components V, S, DF

Range 100 ft.

Effect 100-ft.-radius spread centered on you

Duration 1 minute/level

You call out to nature spirits associated with your spirit (not your wandering spirit) if you are a shaman, or your domain if you are a druid, beckoning them forth to pay attention to your current location. For the duration of the spell, all spells from your spirit magic list or domain list that are cast within the affected area have their caster level increased by 1, and all spellcasters casting such spells receive a +4 insight bonus on their concentration checks for those spells only.

WRATHFUL WEAPON

School transmutation [see text]; **Level** cleric 4

Casting Time 1 standard action

Components V, S, DF

Range touch

Target melee weapon touched (see text)

Duration 1 minute/level

Saving Throw Will (harmless, object); **Spell Resistance** yes (object)

You grant the targeted weapon one of the following weapon special abilities: *anarchic*, *axiomatic*, *holy*, or *unholy*. If *anarchic*, this spell has the chaos descriptor; if *axiomatic*, the law descriptor; if *holy*, the good descriptor; and if *unholy*, the evil descriptor. If the caster attempts to place a special ability on a weapon that already has that special ability, the spell fails.

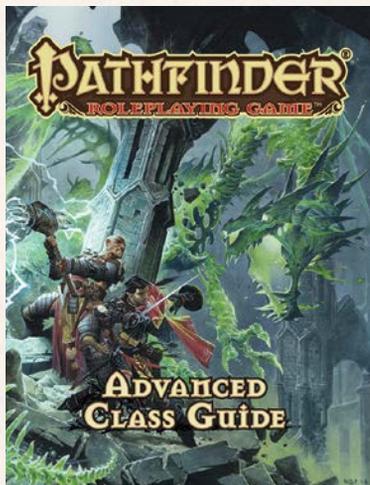
If a warpriest casts this spell on his sacred weapon, the duration doubles. Warpriests with unarmed strike as a sacred weapon can cast this spell on their unarmed strike.

NEXT MONTH!

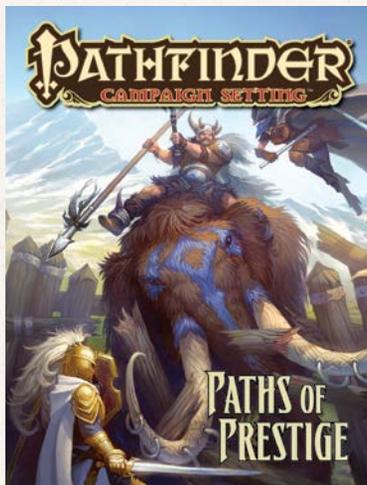
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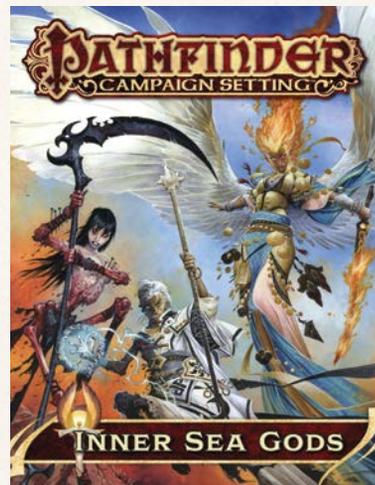
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HYBRID ARCHETYPES

The following table lists all of the archetypes currently available to the 10 hybrid classes introduced in *Pathfinder RPG Advanced Class Guide*, the page of the *Advanced Class Guide* (ACG) or this

Arcanist

Archetype	Source	Regions
Blade adept	ACG 76	Brevoy, River Kingdoms
Blood arcanist	ACG 77	Any
Brown-fur transmuter	ACG 77	Linnorm Kingdoms, Mwangi Expanse
Eldritch font	ACG 77	Nex
Elemental master	ACG 78	Osirion
Occultist	ACG 78	Ustalav
School savant	ACG 78	Absalom, Cheliax
Spell specialist	ACG 78	Absalom, Nex
Twilight sage	See page 6	Geb
Unlettered arcanist	ACG 79	Any
White mage	ACG 79	City of Brass (Plane of Fire)

Bloodrager

Archetype	Source	Regions
Blood conduit	ACG 82	Kaer Maga (Varisia)
Bloodrider	ACG 82	Belkzen, Storval Plateau (Varisia)
Crossblooded rager	ACG 83	Any
Greenrager	ACG 83	Kyonin, Mwangi Expanse
Metamagic rager	ACG 83	Absalom, Katapesh
Primalist	ACG 84	Mana Wastes, Sargava
Rageshaper	ACG 84	Linnorm Kingdoms
Spelleater	ACG 85	Mana Wastes
Steelblood	ACG 85	Mendev
Untouchable rager	ACG 85	Mana Wastes

Brawler

Archetype	Source	Regions
Exemplar	ACG 86	Molthune, Taldor
Mutagenic mauler	ACG 86	Absalom, Ustalav
Shield champion	ACG 86	Lastwall, Molthune
Snakebite striker	ACG 88	Jalmeray
Steel-breaker	ACG 88	Jalmeray, Qadira
Strangler	ACG 88	Galt
Ulfen beast-wrestler	See page 10	Linnorm Kingdoms
Wild child	ACG 89	Realm of the Mammoth Lords
Winding path renegade	See page 11	Jalmeray

Hunter

Archetype	Source	Regions
Divine hunter	ACG 95	Mendev, Worldwound
Feral hunter	ACG 95	Linnorm Kingdoms, Mwangi Expanse
Packmaster	ACG 96	Crown of the World, Sargava
Primal companion hunter	ACG 97	River Kingdoms
Scarab stalker	See page 13	Osirion
Uprooter scout	See page 13	Kyonin
Verminous hunter	ACG 98	Any

Investigator

Archetype	Source	Regions
Empiricist	ACG 100	Absalom, Alkenstar (Mana Wastes)
Infiltrator	ACG 100	Cheliax, Taldor
Lepidstadt inspector	See page 15	Lepidstadt (Ustalav)
Mastermind	ACG 101	Riddleport (Varisia)
Sleuth	ACG 101	Varisia
Spiritualist	ACG 102	Ustalav
Steel hound	ACG 103	Alkenstar (Mana Wastes)

volume on which the archetype is described, and regions around the Inner Sea where characters of that archetype might commonly be found.

Shaman

Archetype	Source	Regions
Animist	ACG 110	Mwangi Expanse
Possessed shaman	ACG 111	Geb, Ustalav
Speaker for the past	ACG 111	Galt, Sodden Lands, Thuvia
Spirit warden	ACG 112	Nex, Ustalav
Unsworn shaman	ACG 112	River Kingdoms
Visionary	ACG 112	Hyranium (Sodden Lands), Nex
Witch doctor	ACG 113	Mwangi Expanse

Skald

Archetype	Source	Regions
Bekyar demon dancer	See page 18	Mwangi Expanse
Belkzen war drummer	See page 19	Belkzen
Dragon skald	See page 19	Linnorm Kingdoms
Fated champion	ACG 114	Linnorm Kingdoms, Osirion
Herald of the horn	ACG 115	Linnorm Kingdoms
Spell warrior	ACG 116	Irrisen, Nex
Totemic skald	ACG 117	Numeria, Realm of the Mammoth Lords

Slayer

Archetype	Source	Regions
Bounty hunter	ACG 118	Galt, Mediogalti Island
Cleaner	ACG 118	Galt, Rahadoum
Cutthroat	ACG 119	Katapesh
Deliverer	ACG 119	Mendev, Qadira
Grave warden	ACG 120	Ustalav
Pureblade	See page 20	Numeria
Sczarni executioner	See page 21	Varisia
Sniper	ACG 120	Any
Stygian slayer	ACG 120	Nidal
Vanguard	ACG 121	Belkzen, Molthune

Swashbuckler

Archetype	Source	Regions
Daring infiltrator	ACG 124	Any
Flying blade	ACG 124	Jalmeray
Inspired blade	ACG 125	Brevoy, The Shackles
Mouser	ACG 125	Cheliax, Five Kings Mountains
Musketeer	ACG 126	Alkenstar (Mana Wastes)
Mysterious avenger	ACG 126	Druma, Galt
Picaron	ACG 127	Alkenstar (Mana Wastes)
Shackles corsair	See page 22	The Shackles
Whirling dervish	See page 23	Qadira

Warpriest

Archetype	Source	Regions
Champion of the faith	ACG 128	Any
Cult leader	ACG 128	Nidal, Worldwound
Disenchanter	ACG 129	Geb, Mana Wastes
Divine commander	ACG 129	Mendev, Molthune
Forgepriest	ACG 130	Five Kings Mountains
Liberty's blade	See page 24	Andoran
Mantis zealot	See page 25	Mediogalti Island
Sacred fist	ACG 130	Jalmeray



TOP OF CLASS

Unlock your character's potential and become a master of the hybrid classes with *Pathfinder Player Companion: Advanced Class Origins*! Featuring never-before-seen rules options for the 10 new classes from the *Pathfinder RPG Advanced Class Guide*, this volume is the ultimate companion for bringing your hybrid class adventurer into the Pathfinder campaign setting. Whether your character is one of Geb's enigmatic Twilight Sage arcanists, an investigator trained at Lepidstadt Academy in gothic Ustalav, or a scimitar-wielding swashbuckler dervish from Qadira, *Advanced Class Origins* makes sure her connection to Golarion is as powerful as her unique new skills and abilities.

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