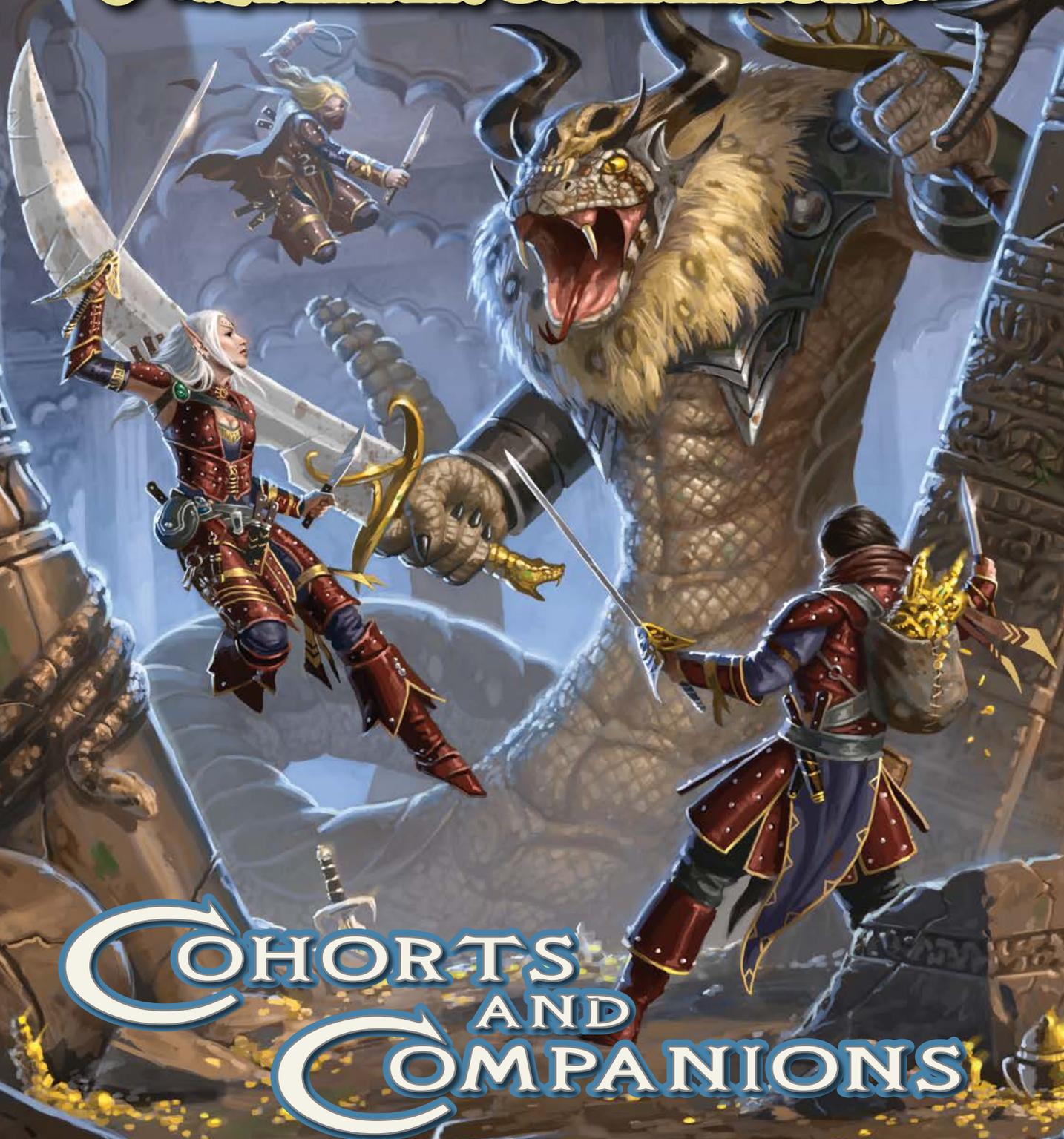


# PATHFINDER<sup>®</sup>

## PLAYER COMPANION<sup>™</sup>



# COHORTS AND COMPANIONS

# MONSTER COHORTS AND ALLIES

Humanoids make up the most common type of cohorts and followers, in large part because they're numerous throughout the Inner Sea region and most likely to be accepted in cities and settlements, but monster cohorts—and even hirelings and allies—are not unknown. Animal companions are also fairly common throughout the Inner Sea region, though some animals are more prevalent in specific regions

(such as badgers in Absalom and birds of prey in Andoran). Aberrations and vermin are rare as allies in surface kingdoms, but can be found as cohorts and companions in many regions of the Darklands. Oozes are almost never found as companions of any kind. The icons below indicate areas of the Inner Sea region where other creature types are more likely to serve as cohorts and allies.



Aberration



Construct



Dragon



Fey



Magical Beast



Monstrous Humanoid



Outsider



Plant



Undead



Vermin





# PATHFINDER

## PLAYER COMPANION

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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 online at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 3</i>	B3
<i>Advanced Player's Guide</i>	APG	<i>Bestiary 4</i>	B4
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM



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## ON THE COVER



During a complex caper, an aghasura catches Merisiel and two of her henchmen by surprise in this cover by Craig J Spearing.

## FOR YOUR CHARACTER

### FOCUS CHARACTERS

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

#### Alchemists

Alchemists interested in making new friends can build a construct mount (page 12), using a combination of their alchemical genius and studious research.

#### Bards

Bards have a broad range of powers that work with groups of allies but often have no incentive to work with another bard until higher levels. A new series of teamwork feats (pages 6–7) allow a bard to harmonize with a bardic cohort, gaining higher Perform check results, increasing save DCs, and granting higher bonuses to allies.

#### Cavaliers

The esquire archetype (page 30) grants the cavalier an aide-de-camp, a squire who serves as the cavalier's assistant, companion, and trainee.

#### Investigators

An investigator's work frequently requires co-conspirators. The dread investigator archetype (page 14) lets you make your own friends, while several new rogue talents (page 27) emphasize teamwork.

#### Wizards

Wizards looking for new options for allies have a number of archetypes with very different companions. The bonded wizard archetype (page 17) allows a wizard to focus on a bonded object, cultivating its power and gaining new abilities. The instructor archetype (page 31) allows a wizard to take an apprentice at 1st level, and grow alongside the apprentice, as both mentor and pupil encounter powerful magics and learn to use them together.

### FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. While everything in this volume is designed to work with characters focused on operating with companions, the following elements from this book work equally well for all Pathfinder RPG characters, regardless of type, motivation, or background.

#### Intelligent Item Cohorts

Intelligent items are a popular part of many character concepts, but it can be difficult for a GM to know how much time a talking sword should be in the limelight during a game session. It's also difficult for players to upgrade their intelligent items so that they remain relevant at higher levels. The intelligent item cohort rules (page 16) address both issues by having intelligent items exist in place of other NPCs.

#### Hirelings and Recruits

Characters who don't want to be saddled with a cohort can still benefit from specific rules covering paid help. Contingency services (page 28) allow characters to pay hirelings in advance to help when things get out of hand. Additionally, any PC interested in having a group of students to train can benefit from the Recruits feat (page 23), granting a broader selection of cohorts that aren't as powerful as those gained from Leadership, but can be swapped out as needed for specific adventures.

#### Downtime

A new series of crime-oriented downtime activities detailed on page 26 gives players new options when they're not retraining feats



### QUESTIONS TO ASK YOUR GM

Asking your Game Master the following questions before your game can help you get the most out of *Pathfinder Player Companion: Cohorts and Companions*.

1 Are we using the Leadership feat in this campaign? Are we allowed to select monster cohorts? Can monster cohorts also be used as mounts?

2 Are we using the downtime rules from *Pathfinder RPG Ultimate Campaign* in this campaign? Will it be possible to make contacts during downtime?

3 Is it possible to pay for the assistance of hirelings in this campaign? Are we likely to work from a location where hirelings are readily available?

or crafting magic items. Characters can recruit teams in secrecy, spread disinformation, conceal evidence of their actions, and even make advanced preparations that allow them to call upon the benefits of downtime activities retroactively (at a reduced rate).

### Expanded Monster Cohort Choices

Numerous themed tables found throughout the book greatly expand the number of monsters a character with the Leadership feat can take as a cohort. Characters can use these tables to gain cohorts that serve as undead minions, heroic helpers, dedicated mercenaries, religious zealots, and more!

#### DID YOU KNOW?

In James Jacobs's "Shadows Under Sandpoint" campaign, senior developer Rob McCreary played the iconic summoner (whom he had named) but decided he wanted a different eidolon. Rob's character had a purple, 6-legged badger with horns and a freezing breath weapon, who was illustrated through a [paizo.com](#) contest blog post in March of 2010.

## RULES INDEX

The following new rules options are located on the indicated pages throughout this book, along with downtime activities, item cohort gear, new magic items, and other options.

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<i>Daywalker</i>	Spell	15
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Rivalry	Trait	18
<i>Spore burst</i>	Spell	21
Tight Bonds	Trait	18



## THE MORE THE MERRIER



Bards sing epics of heroes who face dangerous journeys and impossible odds, only to overcome certain death through teamwork and unity. While such tales are equal parts dramatic embellishment and honest retellings of events, true adventurers know the benefits of steadfast allies. Such fellowships are often ragtag and disparate, but that variety is central to the most successful groups, the team drawing strength from each member's individual abilities, experiences, and outlooks.

In many ways this premise is built into the Pathfinder Roleplaying Game's core assumptions—most campaigns and adventures already featuring this dynamic to some degree. Numerous adventures assume a group of PCs has access to a mix of arcane, divine, combat, and skill-based class abilities. Players often design characters to fill these various roles, ensuring that the final adventuring party works well enough together that they don't require outside help.

However, certain situations call for an extra ally. A group of characters might lack some ability or resource important for the adventure ahead. A specific character concept might lend itself to having an apprentice or squire, or even an entourage of followers. Or maybe the party simply needs more characters than it has players who can reliably show up to every session or fit around the table. Whatever the reasons, this book offers options and ideas to players and groups who want to expand their party beyond the key protagonists, and give their game a supporting cast.

### REASONS TO FOLLOW

When considering adding a cohort to a game, both the GM and the player should consider why an NPC might join the party, and how the rules reflect their relationships. The most reliable way to bring other characters into the game is the Leadership feat (*Pathfinder RPG Core Rulebook* 129) and its variants from other books. This feat reflects ties of genuine loyalty; the cohort and followers it grants cost the PC no additional resources, except insofar as they need to be equipped for the PC's purpose and protected while in her service. However, that loyalty—while strong—isn't unconditional. It can be tested and eventually shattered by PC indifference or betrayal, and put into conflict. A GM may secretly have a cohort's infant son kidnapped to blackmail them into betraying a PC, or a vampire might dominate a key follower. Players usually get a chance to discover and overcome such skulduggery, but should never assume their cohorts are somehow immune to the sorts of magic and tactics that can cause an ally to turn against friends. The Leadership feat does guarantee that the NPCs it grants start out genuinely wanting to support the PC, but does not guarantee unquestioning or hassle-free service.

Players willing to forgo such straightforward commitment have other ways of finding the support or services they need, at the GM's discretion. Players may encounter NPCs with their own reasons for helping,

potentially even as long-term members of the group. Such NPCs might not be entirely honest about their motivations, or might find their goals are not worth the risks taken to travel with player characters. As in life, allies should not be taken for granted!

One sure way to secure support is to pay for it. If you benefit for a long time from an NPC's aid without developing a loyalty reflected by the Leadership feat, your GM will probably have even the kindest NPC demand compensation. If NPCs can see the party benefiting from their support, they should ask for something in return; their own goals require resources too.

For more information on hiring help, see pages 159 and 163 of the *Core Rulebook*, the updated information on page 98 of *Pathfinder RPG Ultimate Equipment* (which adjusts hiring costs from a starting wage of 1–3 sp per day to a minimum 1–3 gp per day); and the downtime rules on pages 88–114 of *Pathfinder RPG Ultimate Campaign*. These low wages only secure neophyte employees, too unskilled to directly face the challenges encountered by parties beyond first or second level. While it's up to you how you offer to pay them, any character contributing roughly equally to the party's success will likely feel entitled to an equal share of the spoils.

Another way to secure a character's aid is through magic. Several sections of this volume deal with building, growing, summoning, or binding non-humanoid servants to aid you, and discuss the particular twists on leading unusual NPCs with each specific origin.

Enabling extraordinary cohorts is a key feature of this book, and each of the sections to follow features a table of suggested options in each theme, outlining relevant new monstrous cohorts, and the effective cohort level of each monster. Remember that the rules for monster cohorts on page 316 of the *Pathfinder RPG Bestiary* specify that such cohorts should only be advanced with class levels.

If considering other creatures for monster cohorts, note that (as with monster PCs) some creatures may have innate abilities that are too powerful or unsuitable for routine player use. It's not uncommon that a creature's effective Cohort level is more than double its CR, and your GM is within her right to modify or veto any non-standard cohort, so be open to negotiation. Red flags include powerful abilities with frequent, costless uses—whether overpowered combat abilities or potentially story-breaking travel or divination abilities.

## OTHER FORMS OF LEADERSHIP

The standard Leadership feat is not the only rules option for introducing a loyal NPC. Variant feats include Squire (*Pathfinder Player Companion: Knights of the Inner Sea* 20) and Torchbearer (*Pathfinder Player Companion: Dungeoneeer's Handbook* 20) both of which allow lower-level characters to gain weaker cohorts, and which become the Leadership feat when the character reaches higher level. Evil characters have access to Vile Leadership

## WHO CONTROLS COHORTS?

Who controls cohorts' actions and advancement is a key point to settle when introducing them into the game. This is discussed in depth on pages 140–141 of *Pathfinder RPG Ultimate Campaign*, but it's worth reviewing a few important considerations.

**Story:** How independent are cohorts, and how good are they at knowing what their leader wants? Player-controlled cohorts sometimes intuit their leaders' intentions with telepathic accuracy. If this bothers the group, having different players controlling the characters will reduce the level of apparently perfect and instant communication.

Free-willed cohorts should sometimes disagree with their leaders, more or less often according to their natures. However, players roleplaying interactions with themselves can feel decidedly odd or showy (or done right, they can be hilarious and fascinating). Disagreement aside, cohorts may disobey out of self-preservation, principle, or different understandings of the situation. Of course since cohorts are loyal, they should require compelling reasons for any disobedience.

Whoever controls the cohort, they remain NPCs. The GM is free to modify or veto blatantly out-of-character behavior.

**Play:** How does the cohort affect the balance of attention, workload, and play speed? If having a cohort results in one player monopolizing the play time, the GM might take over the cohort (though most GMs are likely quite busy already), or consider having a player who is getting relatively little time in the spotlight do so (if they'd like more). Alternatively, temporary players or interested observers could use the cohort to jump in and play occasionally. This should always be negotiated between the GM and both players, and the cohort should remain loyal to the leader PC.

(*Pathfinder Player Companion: Champions of Corruption* 14) which models a more despotic command style, and this volume includes the Recruits feat (see page 30) which gives a character a revolving set of lower-level cohorts from which to choose.

Animal companions, familiars, eidolons, fiendish servants, and intelligent magic items can also be played as independent characters to great effect. While animal companions, cavaliers' mounts, and some fiendish servants are not sentient, they can still have their own personalities with animal-level Intelligence. The Monstrous Mount feat (*Pathfinder Campaign Setting: Inner Sea Combat* 14) allows various magical beasts (some sentient) to serve as mounts.

Pages 140–148 of *Ultimate Campaign* includes numerous rules and ideas for managing cohorts and companions and adds "contacts" as a new category of ally NPC. These remain GM-controlled characters, but are potentially willing—if cultivated appropriately—to take considerable risks for their PC friends.

## BAND TOGETHER

However extraordinary your achievements, you're only as legendary as the tales told about you. Who better than a professional storyteller to spread your fame and proclaim your glory? Even if you're a bard yourself, having a secondary chronicler tell your story and add details you might have missed lends credibility to your legend—and creates opportunities on both stage and battlefield that a lone bard simply doesn't have. This section offers ideas and rules for companions who act as heroes' heralds, publicists, and even partners in both art and adventure.

### RECRUITING A CHRONICLER

Hiring someone to record and spread word of your feats becomes easier as you grow in power and repute. Early in your career, you may struggle to attract poets' and songwriters' attention. You may even have to hire chroniclers to travel alongside you, which can backfire if it seems like vainglory. Conversely, by the time you reach higher levels, traveling openly without carefully maintaining a low profile could mean fending off hangers-on and gossipmongers seeking to make a name for themselves with new stories of your adventures and private life.

A well-paid chronicler-for-hire is loyal to his employer, but won't necessarily turn down better—or supplemental—offers. If you rely partly or entirely on your fame to motivate the storyteller to follow you into danger, don't be surprised

if he acts purely out of self-preservation in an emergency, portrays you in an unflattering light, or sells your secrets for extra income. Active attention to the relationship and the chronicler's interests will help, but as always, if you want to ensure a tale-spinner is driven by genuine loyalty, use the Leadership feat to select a bard or skald cohort. Not all chroniclers are necessarily performers. The Herald Squire archetype (*Pathfinder Player Companion: Knights of the Inner Sea* 21) serves many of the functions of a chronicler. Additionally, if the PCs are members of the Pathfinder Society, they might seek assistance from adventuring scholars more interested in research and historical documentation than personal glory.

A companion who acts as a chronicler can spread word of your great deeds to high courts and back alleys alike. In settlements primarily inhabited by citizens that share a common language with your chronicler, the companion can use Perform to aid another on your Diplomacy checks to alter an NPC's starting attitude.

### SUPPORT ACTS

Parties with a PC bard or skald have less need of an NPC follower to sing their praises, but there are many other incentives for recruiting a second performer. The greatest inducements for bardic characters are artistic. Assuming the partnership doesn't generate excessive drama, a performing partner vastly expands the creative possibilities. For bards and skalds working as a team, the following feats offer benefits to their collaborative endeavors.

#### Basic Harmony (Teamwork)

Your performance interweaves with and enriches your ally's skills.

**Prerequisite:** Bardic performance or raging song.

**Benefit:** You can attempt a DC 10 Perform check to aid the Perform check of an ally who also has this feat. If you succeed, your ally gains a +1 bonus for each 5 points of your check result; a check result of 10 grants a +2 bonus, a result of 15 grants a +3 bonus, and so on. If you fail, the discord applies a –5 penalty on your ally's check.

**Normal:** Aid another checks grant a +2 bonus.

#### Charming Performance

Your musical skill, dramatic timing, or mastery of language make you seem more personable.

**Prerequisites:** Cha 13, Perform (any) 1 rank, bardic performance or raging song.

**Benefit:** You can use Perform, rather than Diplomacy, to improve an NPC's starting attitude toward you.



Alternatively, by praising another character, you may use Perform to improve an NPC's starting attitude toward another character, though the DC for doing so is increased by 5. Either use of this feat requires at least 5 minutes of performance. You can't improve an NPC's attitude beyond friendly in this way, but if you would have made them helpful, you gain a +2 bonus on your next normal Diplomacy check against that NPC attempted within 24 hours.

If the campaign uses the contact rules (*Ultimate Campaign* 148), seeing you perform can count as up to four of the five positive interactions required to cultivate a contact.

### Compelling Harmonies (Teamwork)

Your harmonies reinforce and empower your allies' magic.

**Prerequisites:** Basic Harmony, Perform (keyboard, percussion, sing, string, or wind) 10 ranks, bardic performance or raging song.

**Benefit:** As a standard action, you may expend one round of bardic performance to boost the effectiveness of the bardic performance of an ally within 60 feet who also has this feat. Until the beginning of your next turn, if that ally uses a bardic performance that allows a saving throw, increase that saving throw DC by 2.

### Counterpoint to Inspiration (Teamwork)

As your allies' morale swells, your enemies falter.

**Prerequisites:** Basic Harmony, Compelling Harmony, Perform (keyboard, percussion, sing, string, or wind) 10 ranks, bardic performance or raging song.

**Benefit:** When an ally with this feat is within 60 feet and uses a bardic performance or raging song that grants allies a morale bonus or competence bonus, you may perform the same bardic performance or raging song to increase those bonuses by +1. This increase only lasts as long as you and your ally each maintain the same performance, and cannot be extended with effects like Lingering Performance<sup>APG</sup>. Additional bards with this feat beyond the second don't increase the bonuses further.

### Rouse Emotions

You can sway the hearts of an entire crowd with your art, or turn them against your enemies.

**Prerequisites:** Cha 13, Charming Performance, Perform (any) 5 ranks, bardic performance or raging song.

**Benefit:** You can use Charming Performance on all creatures within 60 feet. In addition to swaying the crowd's starting attitude toward a single person, you may choose to sway the crowd's attitude toward a well-defined group with which they are familiar (such as a specific nation, organization, or religion). An attempt to rouse emotions about a group takes a –5 penalty due to the difficulty of creating strong feelings toward an entire group rather than a specific individual. The DC for this check is 30 + 1 for every five people in the crowd to be affected. You can't use Rouse Emotions to change a crowd's attitude by more than one step, or to make it helpful or hostile.

## PERFORMER COHORTS

The following monster cohorts are appropriate choices for a character interested in having artistic performer allies.

Monster	Effective Cohort Level	Source
Azata, lyrakien	8th	<i>Bestiary</i> 2 38
Azata, lillend	15th	<i>Bestiary</i> 26
Siren	17th	<i>Bestiary</i> 2 247

## ENTHUSIASTS

Enthusiasts are NPCs you have won over with your art—a fanbase you have little direct control over, but who might be persuaded to grant you favors or small gifts. Pages 88–89 of the *Pathfinder RPG GameMastery Guide* provide sample favors typically offered by NPCs. These rules are available only at your GM's discretion, and only in communities of small or larger towns where you are well known for practicing a respected Perform skill.

To begin amassing enthusiasts in a given community, you must succeed at one DC 30 or higher Perform check per character level. Divide the results of your final public Perform check by 3 to determine an effective Leadership score in that community, providing a number “followers” as enthusiasts. You gain no cohort from this effective Leadership score, and have no direct control over your accumulated followers—they lead their own lives, but are well-disposed toward you and will attempt to attend more of your performances. If you also possess the Leadership feat, your followers are independent of this enthusiast pool.

Your effective Leadership fluctuates based on your public Perform check results, but cannot change more than once per week. Your score decreases by 1 for each week that passes without a public performance by you.

An NPC's enthusiast status is largely determined by your GM, but she may allow you to choose whether a certain character who could have heard you perform is an enthusiast. In general if you meet a new person in a settlement where you have unassigned enthusiasts, there is a chance that the new person is an enthusiast depending on your number of enthusiasts and the settlement's size.

Enthusiasts have helpful starting attitudes toward you, but if mistreated, placed at risk, or taken advantage of, their attitudes can change more dramatically than a typical NPC. If you roll a natural 1 (the d20 shows a “1”) on a Charisma check or on a Bluff, Diplomacy, or Intimidate check to ask an enthusiast for special favors, the enthusiast feels rejected and disillusioned. Not only does the ex-enthusiast refuse to grant the favor, his attitude toward you also becomes hostile. You take a –6 penalty on Diplomacy and Perform checks against former enthusiasts who are now hostile. Since you don't control your enthusiasts, it's also possible for your celebrity to grow out of hand, leading to your current enthusiasts stalking you or performing other disruptive activities in a misguided attempt to win your favor.

## BEASTLY ACCOMPLICES

Magical beasts are among the most common creature type, including many of the classic “monsters” of myth and legend. Many magical beasts are essentially animals with magical powers or magically mutated physiology, but others have minds the equal of any humanoid, and most possess legendary pride or vanity. Still, they may aid a hero in her adventures if she proves herself worthy.

### LEADING MAGICAL BEASTS

Many magical beasts are closely associated with real-world mythological creatures, often used allegorically to represent honor or purity, such as a unicorn being calmed only by the touch of a pure-hearted woman. Creatures of this nature being recruited as cohorts might require a vow of celibacy or other monk’s vow (*Pathfinder RPG Ultimate Magic* 50) or paladin oath (*Ultimate Magic* 60), even if their would-be leader isn’t a member of those classes.

Some magical beasts recognize such inherent virtue, while others require an explicit acknowledgment of respect to be willing to serve. Some may agree to serve because of a divine blessing, as with Bellerophon and Pegasus from Greek myth, though in such cases a hero may lose his monstrous ally if his hubris offends his deity.

For other beasts, valor is more important than virtue. An adventurer that saves a magical beast’s life may earn its undying gratitude. Such a life-debt can occur with any race, species, or lawfully-aligned culture. The creature could offer its service to an aggressor in exchange for sparing the

lives of its people, or as a gesture of appreciation for an act of heroism that saved its home and family from those same aggressors. A character that abuses this trust, however, might find once-loyal servants abandoning or betray him.

Some magical beasts are purely mercenary in nature. They have the same appetites as humanoids, including a thirst for adventure, greed for treasure, or desire to be well fed and taken care of. A PC able to convince such a creature that an alliance can provide these things can gain its loyalty.

**Friends from Birth:** Literature is full of tales of monsters taken in their youth and raised from hatchling or cub to become a hero’s sidekick. At the GM’s discretion, adding the young simple template (*Pathfinder RPG Bestiary* 295) reduces a magical beast’s effective cohort level by 1. When the cohort becomes fully grown, it can remove the template in place of gaining its next class level.

**Gaining Class Levels:** Magical beasts in your employ advance by gaining class levels just as humanoid cohorts do, and you may even be able to recruit an exceptional beast that already has such levels. Cohorts may follow their master’s class or serve a complementary role. Many become fighters with the savage warrior archetype (*Pathfinder RPG Advanced Player’s Guide* 107). Highly aggressive creatures like girallons make excellent barbarians or brawlers, while

natural hunters like griffons, giant owls, and worgs make exceptional rangers, rogues, and slayers.

### MONSTER HIRELINGS

Many magical beasts are intelligent enough to strike bargains for their services, and can be convinced to act as hirelings or contacts. A magical beast doesn’t work cheaply, however, and generally demands a minimum amount of gp per day equal to its Hit

Dice × its CR. Such monster hirelings also tend to demand at least a half share of any treasure earned while they travel with PCs—exceptional skills beggar exceptional prices.

Magical beasts with an Intelligence of 1 or 2 can be trained with the Handle Animal skill, though the DC of any skill checks to do so is 5 higher than normal.



## BESTIAL EIDOLON OPTIONS

The following evolutions and base forms are available for eidolons that mimic the shapes and abilities of magical beasts. The avian base form is birdlike in shape, while tauric eidolons appear as conjoined creatures with a humanoid upper body on a quadrupedal lower body.

**Avian:** **Size** Small/Medium (see below); **Speed** 30 ft., fly 30 ft. (good); **AC** +2 natural armor; **Saves** Fort (bad), Ref (good), Will (good); **Attacks** 2 claws (1d3); **Ability Scores** Str 12, Dex 16, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** claws, flight, limbs (legs).

**Size:** When summoned, an avian eidolon is Small unless it spends 2 points from its evolution pool. At 5th level, a Medium or larger avian eidolon's flight speed increases by 40 feet, as if it had 2 more points in the flight evolution.

**Tauric:** **Size** Small/Medium (see below); **Speed** 40 ft.; **AC** +2 natural armor; **Saves** Fort (good), Ref (bad), Will (good); **Attacks** 2 claws (1d4); **Ability Scores** Str 14, Dex 14, Con 13, Int 7, Wis 10, Cha 11; **Free Evolutions** claws, limbs (arms), limbs (legs) (2).

**Size:** When summoned, a tauric eidolon is Small unless it spends 2 points from its evolution pool.

### 2-Point Evolution

The following evolution costs 2 point from the eidolon's evolution pool.

**Rider Bond (Ex):** You and your eidolon share an empathic connection while you ride it. You gain a bonus on Ride checks equal to one-half your summoner level and you also gain Mounted Combat as a bonus feat when mounted on your eidolon. The eidolon must possess the mount evolution to take this evolution.

## MONSTROUS COMPANIONS

Many classes grant characters access to animal companions. When they reach 7th level such characters can also acquire a cohort through the Leadership feat. This may lead to a single character having both an animal companion and a cohort, which can significantly slow down gameplay and cause the character to be less important than the allies at her side. The Monstrous Companion feat allows a character to combine a monster cohort and an animal companion, gaining benefits over either without having to keep track of both.

### Monstrous Companion

You have formed a bond with a creature far more exotic than an animal.

**Prerequisites:** Handle Animal 7 ranks; class feature that functions as the druid animal companion ability (including animal companion, divine bond [mount], hunter's bond [animal companion], nature's bond [animal companion], and the mount class feature) with an effective druid level of 7.

**Benefit:** You can select a magical beast as a cohort in place of your animal companion class feature (for more information on monster cohorts see *Bestiary* 316). The

## BESTIAL COHORTS

The following monster cohorts are appropriate choices for characters interested in having magical beasts as cohorts.

Monster	Effective Cohort Level	Source
Hippocampus	5th	<i>Bestiary</i> 2 155
Hippogriff	6th	<i>Bestiary</i> 2 156
Worg, winter wolf	9th	<i>Bestiary</i> 260
Girallon	10th	<i>Bestiary</i> 154
Sphinx, hieracosphinx	11th	<i>Bestiary</i> 3 253
Sphinx, criosphinx	13th	<i>Bestiary</i> 3 252
Sphinx, gynosphinx	14th	<i>Bestiary</i> 257

following chart determines the effective cohort level for your monstrous companion based on your effective druid level.

Effective Druid Level	Effective Cohort Level
7	4
8	5
9	6
10	6
11	6
12	7
13	8
14	9
15	9
16	9
17	10
18	11
19	11
20	12

If the magical beast's effective cohort level is lower than what is allowed by your effective druid level, the cohort gains class levels equal to the difference. A cohort with 1 class level gains the link and share spells abilities of an animal companion. A cohort with 3 class levels gains the evasion animal companion ability. A cohort with 6 class levels gains the devotion animal companion ability. If the class feature you use as a prerequisite for this feat does not grant one of those abilities (such as a cavalier's mount, which does not gain share spells), your monstrous mount also does not gain the ability. The magical beast does not gain any abilities not listed here.

In addition to the magical beasts listed in the Bestial Cohorts sidebar, this feat can be used to gain an ahizotl<sup>B3</sup>, aranea<sup>B2</sup>, blink dog<sup>B2</sup>, dragon horse<sup>B2</sup>, dragonne<sup>B3</sup>, giant eagle, giant owl<sup>B3</sup>, giant vulture<sup>B3</sup>, griffon, kirin<sup>B3</sup>, leucrotta<sup>B2</sup>, manticores, pegasus, sea cat<sup>B4</sup>, shedu<sup>B3</sup>, sleipnir<sup>B3</sup>, worg, or xanthos<sup>B4</sup>. The rules for using each of these creatures as a monster cohort are presented in the appendices of their respective *Pathfinder RPG Bestiary* volumes.

**Special:** This feat counts as the Leadership feat for the purposes of prerequisites. A character cannot have both Leadership and Monstrous Companion.

## BOUND FROM BEYOND

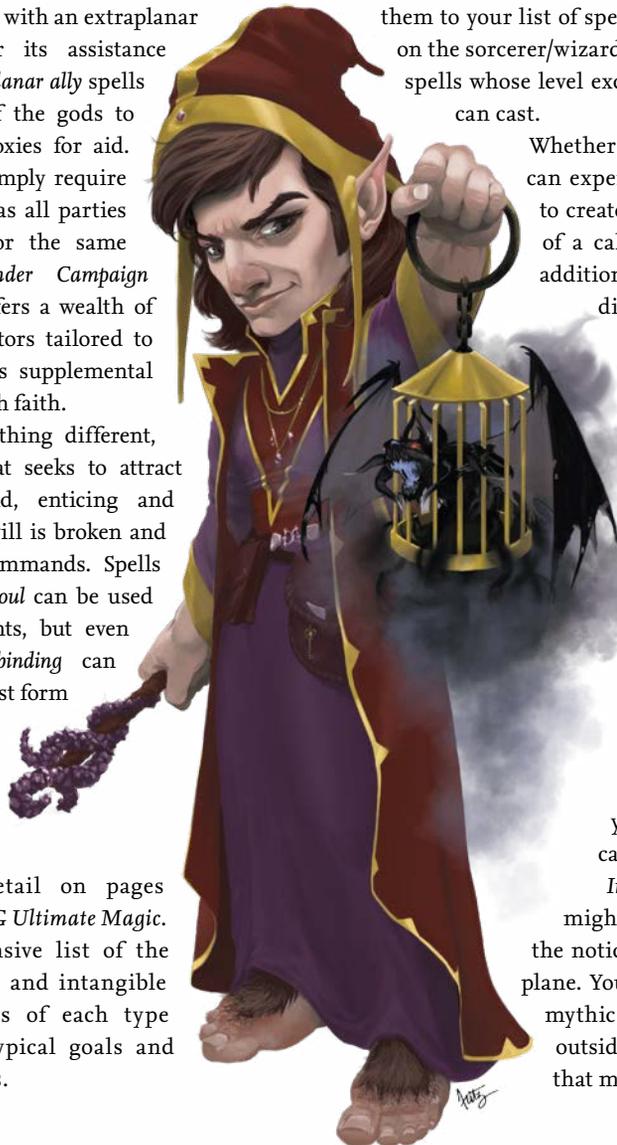
The planes are full of limitless possibilities, each being a separate reality of its own inhabited by creatures ranging from the puny to the powerful. Many outsider races are wholly alien from a mortal perspective, with little interest in the affairs of the Material Plane. Even within races generally unconcerned with such mundane matters, however, there may be individuals or clans of outsiders who feel a connection with the world the PCs call home, and who could be convinced to travel among heroes. Myths and literature are replete with tales of angels, demons, genies, and divine beings walking among mortals for the sake of curiosity or to forward a greater purpose. What starts as whimsy may grow into love and loyalty to the mortals they come to call friends. Alternatively, ambitious mortals might turn the tables on outsiders and inveigle them into outright bondage.

### BINDING

Many classes can temporarily summon extraplanar allies, but to actually treat with an extraplanar entity and bargain for its assistance requires calling magic. *Planar ally* spells allow mortal servants of the gods to implore their planar proxies for aid. Favors for the faithful simply require an appropriate offering, as all parties involved are working for the same divine masters. *Pathfinder Campaign Setting: Inner Sea Gods* offers a wealth of divine heralds and servitors tailored to every religion, as well as supplemental summons suitable for each faith.

*Planar binding* is something different, a hostile entrapment that seeks to attract a creature from beyond, enticing and imprisoning it until its will is broken and it does as its captor commands. Spells like *binding* and *trap the soul* can be used as threats or punishments, but even without them, *planar binding* can compel servitude, or at least form a basis for negotiation with the leverage decidedly in the binder's favor.

Bargaining with or binding outsiders is examined in great detail on pages 101–110 of *Pathfinder RPG Ultimate Magic*. This includes an extensive list of the kinds of tangible goods and intangible offerings that outsiders of each type favor, as well as the typical goals and desires of such creatures.



### MYTHIC BINDING

Interacting with extraplanar creatures as equals and allies rather than meek penitents is part of the heroic evolution in a PC's career. Many spellcasters have the ability to call upon powers from beyond, but mythic creatures of all kinds can tap otherworldly power sources. When these legendary beings call, the powers answer.

### 3rd-Tier Universal Path Abilities

A character must be at least 3rd tier to select these mythic path abilities.

*Binding Ritual (Su)*: You have learned the eldritch rituals required to draw creatures from the planes into your presence. If you are a spellcaster, you add the following spells to your list of spells known: *binding*, *dimensional anchor*, *magic circle against chaos*, *magic circle against evil*, *magic circle against good*, *magic circle against law*, *planar binding*, *planar binding (greater)*, and *planar binding (lesser)*. If these spells are not normally on your class list, you add them to your list of spells known at the level they appear on the sorcerer/wizard spell list, though you do not gain spells whose level exceeds the level of spells your class can cast.

Whether or not you are a spellcaster, you can expend one use of your mythic power to create a *magic circle* (of any type) as part of a calling diagram; if you expend an additional use of your mythic power, this diagram is fortified with *dimensional anchor*. If you are at least 9th level, you may also spend two uses of your mythic power to cast *lesser planar binding* as a spell-like ability. If you are at least 11th level and 6th tier, you can expend three uses of your mythic power to cast *planar binding* as a spell-like ability. If you are at least 15th level and 9th tier, you can expend four uses of your mythic power to cast *greater planar binding* as a spell-like ability. For all these effects, treat your mythic tier as your caster level, unless your own caster level is higher.

*Interplanar Prestige (Ex, Sp)*: Your mighty accomplishments have drawn the notice of creatures beyond your home plane. You gain a bonus equal to half your mythic tier on Diplomacy checks against outsiders with an alignment subtype that matches at least one portion of your

alignment, and on Intimidate checks against outsiders with an alignment subtype that opposes at least one portion of your alignment. If you have the Leadership feat, you add half your mythic tier to your Leadership score for the purpose of attracting an outsider cohort.

In addition, if you are at least 7th level, you can expend two uses of your mythic power to cast *lesser planar ally* as a spell-like ability, treating your mythic tier as your caster level. If you are at least 11th level and 6th tier, you can expend three uses of your mythic power to cast *planar ally*. If you are at least 15th level and 9th tier, you can expend four uses of your mythic power to cast *greater planar ally*. You must provide the required offering to bargain for your ally's service.

## MAGIC ITEMS

Magical vessels are a classic method for trapping an outsider and binding it to a mortal's will. Items such as *dimensional shackles* and *iron flasks* help to bind reluctant beings into service. Using imprisoning devices immediately sours the relationship between any conjured creature and her summoner, but gives mortal casters some hope of negotiating with the clever and immortal beings from the Outer Planes.

CAGE OF CAPTIVITY		PRICE 160,000 GP
SLOT —	CL 15th	WEIGHT 1 lb.
AURA strong enchantment		

This miniature cage of golden wire can be used to capture a weakened outsider once per day. The target outsider must be called or otherwise physically present; a *cage of captivity* has no effect on summoned outsiders. The target also must be unable to take actions continually throughout the entire process, whether cowering, dazed, dying, helpless, stunned, or unconscious.

The user can attempt to draw a subdued outsider into the *cage of captivity* by placing gemstones within and concentrating for 1 minute. These gems must be worth at least 100 gp per Hit Dice of the target. If the target fails a DC 20 Will save—this increases to DC 25 if the user speaks the target's true name (*Ultimate Magic* 101)—the target shrinks to a height of 1 inch and is drawn into the cage, as the minimum containment option of the *binding* spell. Any creature holding the cage can converse with the trapped outsider. The planar being cannot use any supernatural or spell-like abilities while trapped, but it can still interact with, lie to, and manipulate captors using appropriate skill checks.

Anyone holding the *cage of captivity* may attempt to open it as a standard action. If an outsider is trapped within, doing so requires a DC 22 Will save. If a creature fails this save, they cannot open the cage and are repulsed by it for 24 hours as per the *antipathy* spell. The user who originally captured the imprisoned outsider gains a +5 morale bonus on this save.

Any creature opening a *cage of captivity* can compel the trapped outsider to perform a service in exchange for

## COHORTS FROM BEYOND

The following monster cohorts are appropriate choices for characters interested in outsider cohorts.

Monster	Effective Cohort Level	Source
Nightmare	11th	<i>Bestiary</i> 216
Agathion, vulpinal	12th	<i>Bestiary</i> 2 22
Hellcat	13th	<i>Bestiary</i> 2 153
Daemon, ceustodaemon	14th	<i>Bestiary</i> 2 65
Genie, janni	14th	<i>Bestiary</i> 141
Demon, shadow	15th	<i>Bestiary</i> 67
Oni, ogre mage	16th	<i>Bestiary</i> 221
Angel, movanic deva	17th	<i>Bestiary</i> 2 28
Einherji*	17th	<i>Bestiary</i> 4 84
Valkyrie*	17th	<i>Bestiary</i> 3 277

\* Must have been slain in battle and returned to life at least once in order to attract an einherji or valkyrie as a cohort.

its release. The trapped creature is compelled to fulfill this request as *geas/quest* if the creature opening the cage of captivity knows the creature's true name. If not, this request functions as *lesser geas* if the trapped outsider has 7 or fewer Hit Dice, or as *suggestion* if it has more than 7 Hit Dice. These requests ignore any spell resistance of the trapped outsider, but a successful DC 20 Will save negates this effect. Once it performs this service, an outsider can never again be trapped by the same *cage of captivity*.

Variant *cages of captivity* may take the form of lamps, bowls, bottles, and similar containers.

CONSTRUCTION REQUIREMENTS	COST 80,000 GP
Craft Wondrous Item, <i>antipathy</i> , <i>binding</i> , <i>geas/quest</i>	

ELEMENTAL RING		PRICE 30,000 GP
SLOT ring	CL 15th	WEIGHT 1 lb.
AURA strong conjuration		

This ornate ring has a thick iron band covered in sigils of calling, and is set with a large glowing gemstone that appears to be an *elemental gem*. The ring serves as a gateway for a specific elder elemental (25% chance each for air, earth, fire, or water) that performs a narrow range of services when called.

When activated with a command word, the elemental is called (as by *greater planar ally*) and demands to know what service it is to perform. It can only be commanded to protect a specific creature or object, attack a specific creature, damage a specific object, or answer questions about its home plane. The wearer of the ring is able to communicate with the elder elemental as if they shared a common language. The elder elemental serves for no more than 24 hours, after which it returns to its home plane and the ring become a valueless hunk of lead.

CONSTRUCTION REQUIREMENTS	COST 15,000 GP
Forge Ring, <i>planar ally</i> , <i>planar binding</i>	

## CONSTRUCTED COMPANIONS

Whether you're an antisocial savant with impossibly high expectations, a bubbly genius obsessed with his greatest masterpiece, or a master of the biological, mechanical, and alchemical arts who loves her creations so much she breathes life into them, sometimes you make friends by literally *making* them. This section is for tinkers, experimental surgeons, and golemwrights who want to construct their own cohorts using clockwork, alchemy, or other means.

### CONSTRUCTS WITHOUT SPELLS

Magic permeates Golarion, empowering even individuals without spellcasting ability to undertake extraordinary feats of creation, including certain advanced artisans, such as those with the Master Craftsman feat. Through a hard-won appreciation of the mystical properties of their craft, they are able to create magical items even though they cannot cast spells.

Creating a construct without spellcasting ability, therefore, is not impossible. Some stitch together body parts, inject an alchemical catalyst, and jump-start the body from a lightning rod. Others trace runic alloys of magically potent metals into complex cogs and gears as they are forged, using the mystic resonances between the two to generate animating force. Such methods are certainly magical, just as magic items created with Master Craftsman are, they just don't require spells to produce that magic. These efforts take considerable skill and are often fraught with failed attempts, since they involve bypassing the normal creation requirements above and beyond the cost and item creation feat (See Magic Item Creation on page 548 of the *Pathfinder RPG Core Rulebook*, for more information on creating magic items when missing one or more prerequisites). Alternatively, given the expense involved in failing the skill check, it may be worth employing a caster-for-hire to provide the required spells (*Core Rulebook* 159, 163).

In addition to spells and masterful craftsmanship, it's possible to instill magic into magic items (including constructs) through alchemy.

### CONSTRUCT RIDER (ALCHEMIST ARCHETYPE)

A construct rider creates arcane devices to emulate and surpass weak flesh.

**Class Skills:** The construct rider gains Ride (Dex) and Knowledge (engineering) (Int) as class skills.

**Craft Mount (Su):** A construct rider assembles a construct mount shaped like a riding animal. A Medium alchemist can select a camel or a horse. A Small alchemist can select a pony or wolf, but can also select a boar or a dog if he's at least 4th level. The GM may approve other animals as mounts.

This construct mount acts in most ways as a druid animal companion, using the character's alchemist level as his effective druid level. A construct mount is a construct, but uses the appropriate animal companion's statistics, gaining Hit Dice, skills, feats, and Strength and Dexterity adjustments as the alchemist advances in level. A construct mount has no Constitution score, and instead gains bonus hit points appropriate for a construct of its size. It has an Intelligence score (and skill points), a lower base attack bonus, and better saving throws than a normal construct of its Hit Dice. The mount has all the immunities of a construct (except immunity to mind-affecting effects, since it has a mind). A construct rider can use Craft (alchemy) instead of Handle Animal for all purposes involving his construct mount, though the check still takes a –5 penalty due to the construct mount's unusual nature.

To create a construct with a mind and body that are constantly changing and improving, the construct rider must manufacture vast quantities of clockwork or



animating reagents. As such, the construct rider can never gain the mutagen or cognatogen<sup>UM</sup> ability, even from a discovery or another class.

At first, his mount is a singular masterpiece created during a momentary stroke of brilliance. At 4th level, the construct rider gains Craft Construct as a bonus feat and can use his extracts instead of spells to meet spell prerequisites when crafting other constructs.

This ability replaces Brew Potion, mutagen, and the discovery gained at 4th level.

**Diminished Extracts:** A construct rider may prepare one fewer extract of each level than normal. If this reduces the number to 0, he may prepare extracts of that level only if his Intelligence allows bonus extracts of that level.

**Construct Rider Discoveries (Su):** The construct rider can select from the following archetype-specific discoveries in place of an alchemist discovery.

**Internal Reservoir (Ex, Sp):** The construct mount contains a reservoir tank than the construct rider can fill with one dose of a potion or extract the construct rider created. As a move action that doesn't provoke an attack of opportunity, the construct mount can apply the potion or extract to itself. Refilling the reservoir is a complicated process that requires a DC 20 Craft (alchemy) check. Failure destroys the potion or extract. The process requires 1 minute, and provokes attacks of opportunity. A construct rider must be at least 6th level before selecting this discovery.

**Vaporizing Reservoir (Ex, Su):** The construct rider upgrades his mount's reservoir, adding a compartment near the mouth which stores a bomb. Loading the bomb requires the same process as loading an extract or potion. A construct mount loaded with a bomb can unleash it as a breath weapon in a 15-foot cone or a 30-foot line as a standard action, dealing damage as a direct hit against all targets in the area of effect. The alchemist selects a line or cone area when loading the reservoir. Because the construct mount lacks the alchemist's Throw Anything ability, the alchemist's Intelligence bonus doesn't apply to this damage. A construct rider must be at least 8th level and possess the internal reservoir discovery before selecting this discovery.

**Widened Vaporizer (Su):** When the construct mount uses its breath weapon from the vaporizing reservoir discovery, it can also unleash a 30-foot cone or a 60-foot line. A construct rider must be at least 10th level and possess the internal reservoir and vaporizing reservoir discoveries before selecting this discovery.

## NEW ALCHEMIST DISCOVERIES

Any alchemist who meets the prerequisites can select the following discoveries.

**Material Mastery (Ex):** Your superior knowledge of the nature of matter enables you to ignore spell requirements more easily when crafting magic items. By expending an extract of the same school and level as a spell prerequisite when crafting a magic item, you take only a -2 penalty for ignoring that requirement, instead of -5.

## CONSTRUCT COHORTS

The following monster cohort is an appropriate choice for characters interested in having a construct cohort. A homunculus taken as a cohort normally represents a homunculus that has survived the death of its creator, and comes to serve the character afterwards. The homunculus remains an independent character, rather than serving its new master as a familiar. If the character keeps a homunculus as a cohort long enough to advance a level, its telepathic link begins to function with its new master. Homunculus cohorts are always standard homunculi and never have additional HD or other modifications.

Monster	Effective Cohort Level	Source
Homunculus	3rd	<i>Bestiary</i> 176

**Spell Knowledge:** Your studies into how all things are interconnected have taught you to cast a very limited number of spells. Select a single spell from the sorcerer/wizard spell list that is at least 2 levels lower than your highest-level extract known. You can prepare and cast this spell as an arcane spell. Preparing the spell uses up an extract slot 1 level higher than the spell's level. Your caster level is equal to your alchemist level, and your save DCs and concentration checks are Intelligence-based. You're considered to have this spell on your spell list for purposes of prerequisites, spell completion items, and spell trigger items.

You may select this discovery more than once. Each time, it grants you access to another spell from the sorcerer/wizard spell list.

**Syringe Stirge (Su):** As a full-round action, you can expend two daily uses of bombs to create a syringe stirge, a tiny construct primed with a bomb (if you have multiple types of bombs, you must select which type the syringe stirge carries when created). Undirected, they take no actions except to flock around you in your square and follow you as best they can. They can be attacked normally, but gain cover while occupying your square. As a swift action, you can order one of your syringe stirges to attack an enemy it can see. Once ordered to attack that enemy, the syringe stirge will continue to attack every round, attempting to attach and deliver its payload.

A syringe stirge has all of the statistics of a stirge (*Pathfinder RPG Bestiary* 260) but lacks the blood drain ability. If it ends its turn attached to an opponent, it injects your bomb into the opponent's bloodstream, dealing damage as a direct hit plus the alchemist's Intelligence modifier (as the Throw Anything feat—this injection is a direct attack and doesn't deal splash damage. A syringe stirge dies immediately after injecting its bomb. A syringe stirge lasts for 1 minute per alchemist level or until destroyed; if it has not attached to an enemy before the end of its life span it and its bomb payload fall inert. An alchemist must be at least 6th level before selecting this discovery.

## COHORTS FROM THE CRYPT

For some leaders, a vow of loyalty unto death isn't good enough and so the chains that guarantee their followers' obedience endure beyond the grave and into unlife. Others bypass the unreliable independence of living minds entirely and seek to ensnare souls and mold corrupted flesh into relentless minions of unquestioning and literally undying obedience.

### DREAD INVESTIGATOR (INVESTIGATOR ARCHETYPE)

The dread investigator observes human behavior after the fact, honing their intuition by delving into the mysteries of death. They breach sealed tombs to recover research material rather than riches. Many join—or found—cults dedicated to Urgathoa, while others are simply researchers or Osirionologists who must become accustomed to undeath to pursue their work.



**Delayed Inspiration:** A dread investigator gains inspiration at 4th level instead of 1st and gains studied combat and studied strike at 7th level instead of 4th. A dread investigator's studied strike deals 1d6 fewer points of damage than normal. This alters inspiration, studied combat, and studied strike.

**Embalming Fluids (Ex):** A dread investigator adds the following spells to his class list of extracts: 1st—*hide from undead*, *sanctify corpse*<sup>UM</sup>; 2nd—*gentle repose*, *lesser animate dead*<sup>UM</sup>; 3rd—*animate dead*, *speak with dead*; 4th—*rest eternal*<sup>APG</sup>. A dread investigator can use these extracts to affect dead bodies as if using the infusion discovery to affect another creature. This ability replaces poison lore.

**Negative Energy Resistance (Ex):** At 2nd level, a dread investigator gains a +2 bonus on saving throws against death effects, energy drain, and negative energy. This bonus increases to +4 at 5th level and +6 at 8th level. At 11th level, effects created by undead that inflict ability drain, ability damage, or energy drain have only half their normal effect on a dread investigator (minimum 1 point of ability damage or ability drain, or 1 negative level). This ability replaces poison resistance and immunity.

**Investigator Talent:** When a dread investigator selects the alchemical discovery talent, he can select from the following additional discoveries: *alchemical zombie*<sup>UM</sup>, *mummification*<sup>UM</sup>, or *preserve organs*<sup>UM</sup>.

**Reanimation Fluid (Ex):** At 7th level, a dread investigator adds *undead anatomy I*<sup>UM</sup> to his formula book, and he can share this extract with an unconscious creature as if he had the infusion discovery. If the creature is dying when it receives the infusion, it stabilizes and gains temporary hit points equal to twice the dread investigator's level. Rather than having the extract take effect immediately, the dread investigator may choose for the extract to remain latent for up to 10 minutes per level. He can trigger the extract's effect at any point by touching the creature as a standard action, and it automatically triggers if the creature using it is reduced to 0 or fewer hit points. The dread investigator can also amplify the effect of the extract, allowing it to function as *undead anatomy II*<sup>UM</sup>, but this reduces the extract's duration to 1 round per level and at the end of its duration the creature using the extract is reduced to –1 hit points.

At 13th level, a dread investigator adds *undead anatomy II* to his formula book, and at 19th level *undead anatomy III*<sup>UM</sup>, which he can use in the same way, including amplifying the effect of the extract to the next-higher-level undead anatomy spell. This ability replaces the investigator talents gained at 7th, 13th, and 19th level.

## FEATS

The following feats are useful for leaders with undead cohorts, or those that oppose such leaders.

### Blazing Channel

Your holy power burns the undead like fire.

**Prerequisites:** Turn Undead, channel positive energy class feature.

**Benefit:** When you use your Turn Undead feat, undead failing their saving throw are engulfed in holy fire. This functions identically to catching on fire (*Core Rulebook* 444), but the damage dealt is divine (like the divine damage from *flame strike*) rather than fire. Water cannot extinguish this holy fire, but any negative energy effect that heals the creature of at least 5 points of damage extinguishes the flames instantly.

### Channel Surge

You are a mighty conduit of sacred or profane power.

**Prerequisite:** Channel energy or lay on hands class feature.

**Benefit:** When you channel energy or lay on hands, you may expend two uses of the ability as a full-round action to increase the amount of healing or damage you do by +50%.

### Charnel Soldiers

The mindless undead you command fight together like seasoned warriors.

**Prerequisites:** Any teamwork feat, ability to control or create undead.

**Benefit:** When you create undead, they gain one teamwork feat you know as a bonus feat, though they gain its benefits only when cooperating with you or with other undead that you have created. If you control undead with the Command Undead feat or a spell like *command undead*, they likewise gain one teamwork feat you know as a bonus feat as long as they remain under your control. Intelligent undead gain no benefit from this feat.

### Solar Spell (Metamagic)

Your spells erupt with the searing light of the sun, blinding or burning creatures of evil.

**Benefit:** Any spell you cast with the light descriptor is fortified with the cleansing energies of the sun. If the spell creates an area of light, all creatures are dazzled for as long as they remain within the spell's area. Oozes, fungal creatures, creatures from the Shadow Plane, and undead must also succeed at a Will save (DC 10 + the spell level + your Wisdom or Charisma bonus) or take a –2 penalty on attack rolls, damage rolls, saving throws, skill checks, and ability checks for as long as they remain within the spell's area. If the spell normally dazzles or blinds affected creatures with a duration other than instantaneous or permanent, the duration of that effect is increased by a number of rounds equal to the spell's original level. Saving throws to remove the effect early still apply and can bypass this increase.

## UNDEAD COHORTS

The following monster cohorts are appropriate choices for a character interested in having cohorts from beyond the grave.

Monster	Effective Cohort Level	Source
Festrog	6th	<i>Bestiary</i> 3 115
Draugr	8th	<i>Bestiary</i> 2 110
Ghul	9th	<i>Bestiary</i> 3 125
Shredskin	9th	<i>Bestiary</i> 4 243
Dullahan	15th	<i>Bestiary</i> 2 111

If the spell deals more damage against oozes, fungal creatures, creatures from the Shadow Plane, or undead with a specific vulnerability to sunlight, the spell deals 1 additional point of damage per die against such creatures.

A solar spell uses up a spell slot 1 level higher than the spell's actual level.

## SPELL

Spellcasters with undead minions often use spells to conceal their unsavory nature of their allies when in civilized settings. Evil auras can be hidden with *undetectable alignment*, and corporeal undead can be given lifelike appearance with *daywalker* (see below).

### DAYWALKER

**School** necromancy; **Level** antipaladin 4, cleric 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, M (a black glass vial containing unholy water)

**Range** touch

**Target** undead creature touched

**Duration** 24 hours (D)

**Saving Throw** none; **Spell Resistance** yes (harmless)

You reshape the substance of a willing undead creature to resemble a living, breathing creature of the same size. This is a physical change to the undead creature's bone, flesh, or incorporeal ectoplasm, adding new flesh or bone and even hair, teeth, and blood, all of which demonstrate false signs of life that mimic a living creature's breathing and other physiological processes. An incorporeal undead creature using *daywalker* ceases to be incorporeal for the duration of the spell, gaining a physical corpse body. Creatures interacting with the undead can attempt a Perception check (DC = 30 or DC = 21 + the undead's Disguise modifier, whichever is higher) to realize that the signs of life are false, and a close examination with a Heal check always reveals the truth of the dead flesh.

If the undead has the frightful presence, incorporeal, light blindness, light sensitivity, stench, sunlight powerlessness, or unnatural aura abilities, the spell suppresses them. An undead creature whose touch normally deals damage, ability drain, or energy drain doesn't do so while under the spell's effects. The target of this spell may end its duration at any time as a standard action.

## EQUIPMENT AS ALLIES

In a magical world, ordinary objects can take on lives of their own and become faithful sidekicks.

### INTELLIGENT ITEM COHORTS

Most adventurers generally consider intelligent items as just another form of treasure, albeit rare and memorable. However, intelligent items can also make interesting cohorts, using the following rules in place of the normal rules for cohort levels and advancement. A character with the Leadership feat can select an intelligent item as a cohort after receiving the item in the normal process of gaining treasure. Alternatively, a GM may choose to grant a character with Leadership and no cohort a bonus intelligent magic item to act as a cohort (rather than as an NPC), though such items should not be worth more than 25% of the character's normal wealth by level.

#### Creating an Intelligent Item Cohort

A PC with Leadership can bond with an intelligent item that has an alignment within one step of the PC's and treat the item as a cohort. This requires a 24-hour ritual with the item and a successful Will save (DC = the item's Ego). If the character's alignment is different from the item's, the character

takes a –2 penalty on the save. If the save fails, the character can attempt the ritual again, but the save DC increases by 2 for each attempt after the first. Once the save is successful, the item agrees to serve as the character's cohort.

As long as a character's Leadership score exceeds an item cohort's Ego, the item never attempts to take control of the character it serves. A character with an intelligent item cohort can enhance and improve the item's magical abilities as if possessing the appropriate item creation feat for creating an item of its type. For additional information on improving existing magic items, see page 553 of the *Pathfinder RPG Core Rulebook*.

### Cohort Item Advancements

Over time, a cohort item becomes more tightly bound to the character it serves. Each time the character gains a level, her item cohort gains an item advancement. When a character first completes her bond, if her character level is greater than 7th, her item cohort instantly gains an item advancement for every level above 7th. The character can select each item advancement up to 5 times, and their effects increase as outlined for each ability.

If an item cohort is separated from the character it serves for a number of days exceeding the character's Leadership score, it loses these item advancements until the character spends 24 hours re-bonding with the item.

**Called:** The item gains the *called* magical weapon special ability (*Pathfinder RPG Ultimate Equipment* 137). This functions identically for an item of any kind, not just weapons. Each time the character selects this advancement after the first, the range of the ability increases by 1 step on the following progression: 1 mile, 100 miles, anywhere on the same plane, anywhere on any plane.

**Empathic:** The item establishes a permanent empathic link with its owner as the familiar ability of the same name (*Core Rulebook* 83). If the character selects this advancement a second time, the bond strengthens to provide the benefits of a permanent *status* spell between item and master. If selected a third time, the advancement provides the character and item the benefit of a permanent *telepathic bond*. If selected four times, this advancement grants the character the ability to scry on his companion, as per the scry on familiar ability (*Core Rulebook* 83). If the character selects this advancement a fifth time, both the character and item gain the ability to cast *discern location* as a spell-like ability once per day, only to find each other.



**Indestructible:** The item's hardness increases by 1, its hit points increase by 3, and it gains a permanent +1 bonus on its saving throws. If the character selects this advancement multiple times, these effects stack.

**Perfection:** The item gains a +1 inherent bonus to one ability score. If the character selects this advancement multiple times and selects the same ability score, the inherent bonuses from this advancement stack.

## BONDED WIZARD (WIZARD ARCHETYPE)

Many wizards form an arcane bond with an item, but for some this bond becomes a powerful mystic union.

**Arcane Bond (Ex):** A bonded wizard must select an item as her arcane bond. The bonded object's hit point and hardness increase by +1 per level the bonded wizard possesses.

**Hidden Bond (Sp):** A bonded wizard can change the appearance and magical aura of her bonded item at will, as if using *disguise self* and *magic aura*, but affecting only the item; for the purpose of *disguise self*, the item's item type (such as weapon or ring) is its creature type. This ability replaces Scribe Scroll.

**Bonded Force (Su):** At 5th level, a bonded wizard wearing or wielding her bonded object can channel magical energies through it to create tools, armor, and weapons from pure force. She gains a pool of force points equal to half his wizard level. She can expend 1 point from his force pool as a standard action to create an effect that acts as *mage armor* (lasting 1 hour), *shield* (lasting 1 minute), or *spiritual weapon* (any simple or martial weapon, using her Intelligence modifier to determine its attack bonus rather than Wisdom and lasting 1 round per wizard level). These effects are visible; they take the appearance of armor, shields, or weapons as appropriate, and they always have some visual detail reminiscent of the wizard's bonded item (such as the pattern of a bonded ring appearing as decoration on a *mage armor* or *shield* effect).

At 9th level, when the bonded wizard uses bonded force for *mage armor*, the armor bonus increases by 1; when she uses bonded force for *shield*, the shield bonus increases by 1; and she gains a +1 enhancement bonus on attack and damage rolls when using bonded force for *spiritual weapon*. The increases for *mage armor* and *shield* and the enhancement bonus for *spiritual weapon* improve by an additional 1 at 13th level and again at 17th level. When she uses bonded force for *spiritual weapon*, the bonded wizard can choose to reduce this enhancement bonus by 1 to double the *spiritual weapon*'s critical threat range as the *keen* weapon property, and for *mage armor* or *shield*, she can choose to reduce the armor or shield bonus by 1 to protect herself from critical hits and sneak attacks as the *light fortification* armor property.

Alternatively, the bonded wizard can expend a point from her force pool to create a tool of force, which functions as a masterwork version of a simple tool of her choice that could be reproduced by a *traveler's any-tool* (*Ultimate Equipment* 323). The tool has the same AC and durability as a

## EQUIPMENT COHORTS

The following monster cohorts are appropriate choices for a character interested in an equipment theme.

Monster	Effective Cohort Level	Source
Angel, cassisian	4th	<i>Bestiary</i> 2 26
Kami, shikigami	4th	<i>Bestiary</i> 3 163
Pipefox	4th	<i>Bestiary</i> 4 215
Rakshasa, raktavarna	4th	<i>Bestiary</i> 3 229
Jack-o'-lantern	7th	<i>Bestiary</i> 4 160
Mimic	9th	<i>Bestiary</i> 205
Cloaker	11th	<i>Bestiary</i> 47

*spiritual weapon* and lasts for 10 minutes. The circumstance bonus the tool of force grants to appropriate skill checks starts at +2 (as masterwork tools) and increases to +3 at 9th level, and by an additional +1 every 4 levels thereafter, to a maximum of +5 at 17th level.

A bonded wizard can only have one instance of bonded force active at a time. If she uses this ability again, any previously created force construct immediately ends.

This ability replaces a wizard's bonus feats normally gained at 5th and 15th level.

**Reshape Bond (Sp):** At 10th level, a bonded wizard can repair her bonded item or turn it into another object once per day as a full-round action. Transforming it functions as *polymorph any object*, but does not alter the item's magical properties (including its item slot), while repairing it functions as *make whole*. The wizard may also sacrifice a prepared spell in order to repair an additional 1d6 points of damage per level of the sacrificed spell. This replaces the wizard's bonus feat normally gained at 10th level.

## CARING FOR ITEM COHORTS

Item cohorts have different needs and wants than those of flesh and blood. Lacking a body, their care falls primarily on their owner's shoulder.

Item	Price	Weight
Mending Kit	5 gp	10 lbs.
Rust Repellent	25 gp	2 lbs.

**Mending Kit:** This leather packet contains tools and materials for repairing items created with one specific Craft skill. Using a mending kit grants a +2 circumstance bonus on Craft checks made to repair a damaged item of the appropriate type. By spending 1 hour, the user can make a Craft check, dividing the result by 10 to determine how many points of damage are repaired. A mending kit can be used 10 times before needing replacement.

**Rust Repellent:** This waxy paste preserves metal objects against rust. One application coats a Medium or smaller metal object or creature and lasts 24 hours, granting it a +2 circumstance bonus on saving throws against rusting effects and reduces amount of damage dealt by rusting attacks by 5. A jar of rust repellent contains 5 applications.

## FAMILY MATTERS

Whether you're laughing breathlessly as you flee the city guard, fighting mysterious assailants with your back to the wall, or trekking into an ancient tomb to put down a long-dead evil, having family by your side can be a tremendous source of strength.

### FAMILY TRAITS

This new trait type allows you to inject a mechanical edge into the dynamics of your family. Unlike other trait types, you are not limited to a single family trait per character.



Many of these traits work only on a member of your family, or require another character with the same trait to be nearby for the benefits to apply. For a character to count as having the same trait, they must be your family member. At the GM's discretion, the "family" for some of these traits could in fact be another group with strong interpersonal ties and common interests, such as a martial arts school, army unit, mutual protection society, or criminal gang. In this case, however, they become Social traits, which limits the character to one trait.

**Betrayal of Trust (Family):** If you have the trait Tight Bonds, you swap it for this trait at the moment you decide to betray the relationship. (You need not wait until you have actually committed an act of betrayal.) You gain a +2 trait bonus on Bluff checks, increasing to +4 on checks specifically made to conceal or deny your infidelity.

It is possible to regain the Tight Bonds trait, for either the same or a different relationship, but it requires substantial in-character work. The GM decides when this trait reverts back to the original one.

**Blood Resonance (Family):** Select one racial, inherited template (such as half-dragon), or bloodline ability you can currently use at least three times each day. Once per day when you are within 60 feet of another character with this family trait who shares the race, template, or bloodline, you can use the selected ability without it counting against your normal daily limit.

**Family Resemblance (Family):** You have some of the common, recognizable features of your family. You gain a +4 trait bonus on Diplomacy checks made to improve the attitude of a creature that has a friendly or helpful attitude toward another member of your family, and a +2 bonus on Disguise checks to look like a specific member of your family. You also take a -2 penalty on Disguise checks to look like anyone who is not a member of your family.

**Family Trade (Family):** Choose one skill. All family members with this trait must choose the same skill and it is always a class skill for you. When you are within 60 feet of a family member with this trait, you gain a +2 trait bonus on checks with this skill.

**Honor-Bound (Family):** The family's honor is tied to a shared goal binding you all together. With the aid of the GM, choose a task that your family is bound to accomplish. Once per day, when you are within 60 feet of another character with this trait, you can gain a +1 trait bonus on a single saving throw or skill check when progress toward the goal is directly at stake (at the GM's discretion).

**Rivalry (Family):** If you see a family member with this trait within 60 feet of you fail a combat maneuver check or a skill check, you gain a +1 trait bonus on checks to perform the same combat maneuver or use the same skill for 1 round.

**Tight Bonds (Family):** Whether siblings, spouses, or dedicated members of the same clan, characters who

take this trait are an inseparable pair committed to each other. Your partner or partners must also have this trait. You gain a +1 trait bonus on Will saves against charm and compulsion effects if a partner is within 60 feet, increasing to +3 against a command to compromise your relationship or harm a partner.

## ANCESTORS (SHAMAN SPIRIT)

A shaman that selects the ancestors spirit has wise eyes and thick white or silver hair. Fine wrinkles line the shaman's face, becoming more obvious when she smiles or glowers. When she calls upon one of this spirit's abilities, her hair glows as though lit from within, rustling of its own accord.

**Spirit Magic Spells:** *unseen servant* (2nd), *spiritual weapon* (4th), *heroism* (6th), *spiritual ally*<sup>APG</sup> (8th), *telekinesis* (10th), *greater heroism* (12th), *ethereal jaunt* (14th), *vision* (16th), *astral projection* (18th).

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

**Ancestral Blessing (Su):** The shaman can grant the blessings of her ancestors to any ally within 30 feet. The blessed creature receives a +1 competence bonus on attack and damage rolls. This blessing lasts until the blessed creature hits with an attack or deals damage to a target. The shaman can have only one ancestral blessing active at a time. If the shaman uses this ability again, the previous blessing immediately ends. At 8th level and 16th level, the bonuses provided by this blessing increase by 1.

**Ghost Blade (Su):** The shaman can touch a creature to grant all of her weapons the *ghost touch* weapon property for a number of rounds equal to her Charisma bonus. Once a creature has been the target of this ability, it cannot be the target of this ability again for 24 hours.

**Intercessor (Sp):** The shaman can invoke an ancestor spirit into an intact, humanoid or monstrous humanoid corpse to learn what the body knew in life. The acts as *speak with dead*, but the shaman may ask only a single question. If an animated corpse or undead is targeted with this ability, the hex immediately fails. Once a corpse has answered a single question, it cannot be targeted with this ability again.

**Might of the Fallen (Su):** The shaman can call upon the ancestral heroes of her family to bolster ailing allies. As a standard action, the shaman can cure 1 point of temporary ability damage affecting the creature touched. At 7th level, this increases to 1d4 points of temporary ability damage. Once a creature has been the target of this hex, it cannot be the target of this hex again for 24 hours.

**Wisdom of the Ages (Su):** The shaman can call upon her ancestors for lore and guidance. She can use her Wisdom modifier instead of her Intelligence modifier on all Intelligence-based skill checks.

**Spirit Animal:** The shaman's spirit animal has streaks of gray or silver hide, hair, or fur, and long facial hair that appears similar to a wispy mustache or bushy eyebrows. The spirit animal can speak and understand a number of bonus languages equal to the shaman's Charisma bonus.

## FAMILIAL COHORTS

The following monster cohorts are appropriate choices for a character interested in having cohorts from a distant branch of their family tree.

Monster	Effective Cohort Level	Source
Faun	5th	<i>Bestiary</i> 3 114
Soulbound doll	8th	<i>Bestiary</i> 2 255
Soulbound mannequin	11th	<i>Bestiary</i> 4 248
Demon, incubus	14th	<i>Bestiary</i> 3 73
Half-dragon relative	NPC's CR + 6	<i>Bestiary</i> 170

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

**Ancestor's Council (Su):** As a standard action the shaman can call upon her ancestors to provide advice and assistance to one ally within 30 feet. The ally gains a +2 bonus on any attack roll, saving throw, ability check, or skill check made before the beginning of the shaman's next turn. The shaman can use this ability a number of times per day equal to 3 + her Charisma bonus.

**Greater Spirit Ability:** A shaman who chooses the ancestors spirit as her spirit or wandering spirit gains the following ability upon having access to the greater version of that spirit.

**Ancestral Weapon (Su):** As a standard action, the shaman can summon an appropriately-sized simple or martial weapon with a +1 enhancement bonus from her family's history. She is always considered proficient with this weapon. At 15th level and 19th level, the weapon's enhancement bonus increases by 1. At 11th level, the weapon gains the *ghost touch* weapon property. The shaman can use this ability for a number of minutes per day equal to her shaman level. This duration does not need to be consecutive, but it must be used in 1-minute increments. The weapon disappears 1 round after leaving the shaman's grasp.

**True Spirit Ability:** A shaman who chooses the ancestors spirit as her spirit or wandering spirit gains the following ability upon having access to the true version of that spirit.

**Ancestral Guardian (Sp):** The shaman can call on the ancient allies of her ancestors to physically appear and assist her, even if they have moved on to new roles in the cosmos. Once per day as a standard action, the shaman can cast *planar ally*. Although there is no cost to use the spell-like ability, the planar ally demands payment for services it performs as normal for the spell.

**Manifestation:** Upon reaching 20th level, the shaman becomes one with the spirits of her ancestors. She gains a bonus on Will saving throws equal to her Charisma modifier, blindsense out to a range of 60 feet, and a +4 bonus to her caster level for all divination spells. She can cast *astral projection* as a spell-like ability once per day without requiring material components.

## VERDANT FOLLOWERS

Plant creatures are the living embodiment of nature's fury, with crushing vines, deadly thorns, and enigmatic motivations. It is only a fortunate few who are able to befriend them. Rather than rely upon fickle fate to supply them with companions, however, some druids, rangers, and others grow their own allies instead.

### FEATS

The following feats can help characters who wish to work more closely with—or even raise—plant creatures.

#### Grow Plant Creature (Item Creation)

Through careful study and communion with nature, you have learned how to cultivate and raise plant creatures.

**Prerequisites:** Train Plants, Handle Animal 5 ranks, Knowledge (nature) 5 ranks.

**Benefit:** You can grow plants and perform rituals to invest them with animating spirits, becoming assassin vines, treants, or viper vines<sup>B2</sup>. Each plant creature has a list of additional prerequisites, costs, and skill checks required to grow them (see Growing Plant Creatures below). At the GM's discretion, characters with this feat may grow other plant creatures as well.

#### Train Plants

After years of practice, cautious experiments, or sheer stubbornness, you have gained the ability to teach unintelligent plant creatures to follow simple commands.

**Prerequisites:** Handle Animal 5 ranks, Knowledge (nature) 5 ranks.

**Benefit:** A character with this feat treats creatures of the plant type with Intelligence scores of 3 or lower as animals for the purposes of the Handle Animal skill. Plant creatures without an Intelligence score are treated as animals with an Intelligence of 1 for these purposes. Ordinary plants lack Wisdom and Charisma scores—they aren't creatures and can't be trained.

### GROWING PLANT CREATURES

The process of growing a plant companion is very similar to the process of growing a leshy (*Pathfinder RPG Bestiary* 3 176). The creator begins by growing an array of especially verdant plants, and then performs rituals to have a spirit of nature inhabit it. Typically, the creator is a powerful druid, but

anyone capable of making the required Knowledge checks and casting the required spells may attempt the process.

Cultivated minions closely resemble more familiar plant creatures—and share the same stat blocks—but are approximated copies woven from horticulture and magic. An “assassin vine” cultivated by a druid using the Grow Plant Creature feat isn't a true assassin vine, and the seeds it produces would sprout into mundane ivy, grape vines, or similar vines originally used to construct it. At the GM's discretion, this may allow druids to grow plant minions with special abilities, such as a peach treant who produces fruit or a viper vine woven from stinging nettles whose touch causes burning welts. Such adjustments should always increase the cost to create a plant creature, and should adjust their challenge rating if they greatly expand the minion's combat abilities or utility.

Growing a plant creature takes 2 weeks per Hit Die, during which the creator must fertilize, water, and protect the growth. During this period, the creator

must use certain rare nutrients and fertilizer

to prime the transformation from a normal plant into a plant creature—the cost of these components varies according to the type, but is never less than 1,000 gp per Hit Die.

The cultivator must succeed at a Knowledge

(nature) check at this time in order to

properly form the plant body—the

exact check as well as the required DC

varies according to the creature. If the

check fails, the plant withers and dies

and the cultivator must begin anew.

If the skill check is successful, the

cultivator must then perform a 24-hour

awakening ritual. During this ritual,

the cultivator must cast the spells

detailed in each individual creature's

entry. At the awakening ritual's

climax, there is a flat 50% chance

that the attempt to create the

creature succeeds—if this final

check fails, no appropriate spirit is

close enough to answer the call. The

plant body becomes dormant, and

remains so for 3 months. After this

time, another awakening ritual can

be performed (requiring another

1,000 gp of materials); this new

ritual also has a flat 50% chance of

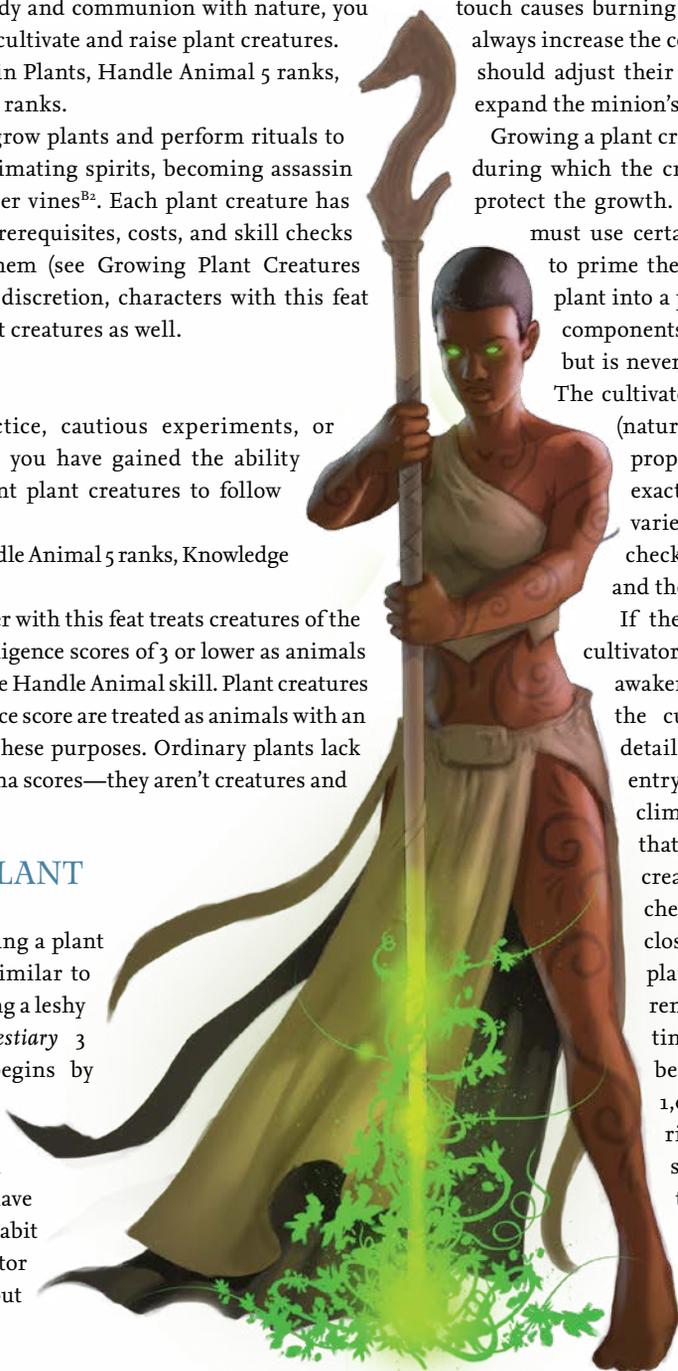
success. At the GM's discretion,

the awakening ritual's chance

for success might increase to

75% or even 100% in natural

and unspoiled environments



appropriate to the individual creature. Discovering such a rare and magical site should be the focus of its own adventure. If the awakening ritual is successful, the creature awakens fully formed. A freshly created plant creature is under no particular compulsion to obey its creator, but most regard their makers as friends and allies.

Plant creatures are particularly adept at growing other plant creatures of the same type. Sentient creatures of the plant type gain a +5 racial bonus on their Knowledge (nature) checks to cultivate other plant creatures, halve the time required to grow the creature, and reduce the materials cost by 25%. A plant creature improves the success chance of any awakening ritual it personally performs by 5% per Hit Die it possesses.

At the GM's discretion, it may be possible to create plant creatures with more Hit Dice than normal. Each additional Hit Die adds 2,250 gp to the cost of creating it (and thus 4,500 gp to the overall price), increases the DC of the Knowledge check by 2, and requires an additional 2 weeks of growth.

## Assassin Vine

An assassin vine is usually grown deep in a forest or swamp, although it's possible to cultivate an assassin vine among overgrown grape vines if the area is shaded from direct sun.

### ASSASSIN VINE

**Price** 7,750 gp

#### RITUAL

**Requirements** Grow Plant Creature, Knowledge (nature) 5 ranks, *entangle*, *summon nature's ally IV*; **Skill Check** Knowledge (nature) DC 16

## Treant

The ancient knowledge and wisdom possessed by the spirit of a treant is unmatched. A treant is usually grown in a grove of ancient trees of the predominant local variety.

### TREANT

**Price** 25,750 gp

#### RITUAL

**Requirements** Grow Plant Creature, Knowledge (nature) 10 ranks, Knowledge (geography or history) 4 ranks, *liveoak*, *speak with plants*; **Skill Check** Knowledge (nature) DC 24

## Viper Vine

Terrifying and deadly, viper vines (*Pathfinder RPG Bestiary 2 279*) make excellent guardians. A viper vine is usually grown in jungles or swamps.

### VIPER VINE

**Price** 43,750 gp

#### RITUAL

**Requirements** Grow Plant Creature, Knowledge (nature) 12 ranks; *entangle*, *summon nature's ally VII*; **Skill Check** Knowledge (nature) DC 32

## PLANT COHORTS

The following monster cohorts are appropriate choices for a character interested in having cohorts made of bark and sap, rather than flesh and blood.

Monster	Effective Cohort Level	Source
Leshy, gourd	4th	<i>Bestiary 3 178</i>
Leshy, fungus	5th	<i>Bestiary 3 177</i>
Assassin vine	8th	<i>Bestiary 22</i>
Treant	14th	<i>Bestiary 266</i>
Viper vine	17th	<i>Bestiary 2 279</i>

## SPELLS

The following spells can prove useful to characters with plant allies.

### PLANT VOICE

**School** transmutation; **Level** cleric 3, druid 2, shaman 2, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a small root cutting)

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

**Target** one plant creature

**Duration** 10 minutes/level

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

You grant one plant creature the ability to speak, hear, and understand any of the languages you know. If you know more than one language, you may grant the plant creature up to one language per 2 caster levels and you decide which languages to grant when the spell is cast. This spell does not cause the plant creature to be predisposed toward you in any way, but allows you to interact with them with Charisma-based skills normally. Plant creatures with an Intelligence score of 2 or lower can communicate and understand only the simplest of concepts, such as "friend," "food," and "danger." This spell has no effect on ordinary plants and fungus.

### SPORE BURST

**School** conjuration [poison<sup>UM</sup>]; **Level** druid 2, ranger 3, shaman 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a tiny puffball mushroom)

**Range** touch

**Target** one plant creature; see text

**Duration** see text

**Saving Throw** special; see text; **Spell Resistance** no

You cause a willing plant creature's body to sprout small, puffy mushrooms that remain for 1 round per caster level or until the creature uses them. As a standard action, the target can cause these mushrooms to burst open, releasing a cloud of toxic spores that affect all creatures in a 20-foot-radius spread. Those in the area must succeed at Fortitude saves or be sickened for 1d6 rounds as they are overcome by sneezing and coughing. The caster is immune to this poison effect, as are all creatures of the plant type.

## HEROIC HIRELINGS

Where some cohorts seek out masters for fame, fortune, and personal advancement, others have a pure and undying zeal for heroics that drives them to find worthy heroes who embody charity, civility, and gentility. Some groups even write a formal charter, to codify their united goals.

### CHARTERS

Adventuring parties may start as childhood friends, casual companions, or total strangers thrown together by chance. Dedicated comrades-in-arms, however, may decide to formalize their partnership by establishing a charter. Players may even choose to write down their charter and display it during gaming sessions, to help cement the importance of

the team in their minds. Truly dedicated groups can choose to establish a charter—a private contract and code of conduct.

**Establishing a Charter:** A charter denotes mutual dedication to a cause and trust in allies, but it also codifies practical matters like group standards, tactics, and procedures.

**Cost:** In some regions, such as Absalom, Cheliax, and Molthune, characters can pay a fee of 100 gp per level for each member to register their charter with the local government, exempting them from salvage taxes on treasure and mitigating fines for collateral damage to property and buildings. This registration also recognizes the name of the chartered group and prevents other groups from taking a name that is too similar. Players who opt to take the Chartered Adventuring company feat are not required to pay this cost to benefit from the feat, but their charter is not recognized in areas that require the fee until it is paid.

**Values:** A chartered group should choose a core alignment that encompasses their shared values. All members of the group should have an alignment within one step of the group's alignment, though this is not an absolute requirement. Players should also discuss some important questions when forming a charter, such as what happens when a character dies (or is permanently incapacitated). Are the costs of healing or *resurrection*

borne by the individual or the group? Likewise, how will they divide wealth?

Are shares equal or is level a factor? Do cohorts or hirelings get some portion of the wealth, or is their master responsible for rewarding them? Will some magical items be held in common by the party, for the general use of those who need them? Should the party pay for members' cost of living (*Pathfinder RPG Core Rulebook* 405), and if so at what level? Should the party invest in a shared building or business (see Chapter 2: Downtime in *Pathfinder RPG Ultimate Campaign*) as their base of operations? Are characters with item creation feats, Craft skills, or other abilities that could be used on behalf of others obliged to use them for the benefit of their fellows, and if so are they owed any remuneration for doing so? What are the consequences if a member withholds their services from another, whether in combat or during downtime?

One of the advantages of a charter is that once a group addresses these issues, they can write down the answers and use them to solve similar situations that arise later. Also if new members are interested in joining a group they can inspect the group's charter before joining forces.

**Contacts:** The stability and forethought a charter represents attracts the interest of other competent individuals. The party begins its charter with one reliable contact (*Ultimate Campaign* 148–153), and each time the



average party level of its members increases, the group may choose to acquire a new reliable contact or improve their trust level with an existing contact by 1.

**Goals:** Setting group goals and accomplishing shared glory earns fame and respect for all members of the charter. Whether defeating a chosen foe, founding a stronghold, or completing an adventure, each time your group achieves a goal its honor and reputation (see Reputation and Fame on pages 180–185 of *Ultimate Campaign*) increase. As your group completes goals, you should continue to set new ones.

**Secret Signs:** A group with a contract can agree upon specific code phrases and secret hand signs they use to communicate important messages to one another. A group with a contract receive a +2 circumstance bonus on Bluff checks made to pass secret messages to each other, and the DC for creatures who have not read the contract to decipher such messages with Sense Motive increases by 2. Groups wishing to codify a more advanced secret language can do so with the Secret Language feat.

**Shared Reputation:** The actions and reputation of one member of a charter can impact the reputation of other members. Charter members can share honor points (*Ultimate Campaign* 160–163) and prestige points (see Reputation and Fame, *Ultimate Campaign* 180–185) with other charter members by spending 1 honor or prestige point to transfer a number of honor or prestige points up to half the character's level (so for example, a 12th level character could spend 1 prestige point to transfer 6 prestige points to her colleague; she loses a total of 7 prestige points and her colleague gains 6).

**Story Feats:** The common goals of a charter allow multiple characters to become part of the same story. If one character takes a story feat, other characters in the charter may choose to take the same feat (with GM approval) even if they do not meet its prerequisites. In this case none of the characters gain the completion benefit until all the characters qualify for the completion benefit.

## SECRET LANGUAGE (TEAMWORK)

You and your allies have worked out a complex set of codes and phrases that allow you to secretly pass information back and forth.

**Prerequisites:** Bluff 1 rank, Linguistics 1 rank, Sense Motive 1 rank.

**Benefit:** You gain a +5 circumstance bonus on Bluff checks made to pass secret messages to other characters that have this feat, and can communicate as much information as you could normally say in one round as a swift action.

## DIVINE GUARDIAN (PALADIN ARCHETYPE)

The divine guardian devotes herself to the protection and guardianship of one creature at a time, be that her liege lord, an allied cleric, or an innocent facing overwhelming danger at the hands of evil.

## HEROIC COHORTS

The following monster cohorts are appropriate choices for characters interested in having cohorts motivated by the desire to accomplish more good in the world.

Monster	Effective Cohort Level	Source
Pseudodragon	3rd	<i>Bestiary</i> 229
Archon, harbinger	4th	<i>Bestiary</i> 3 18
Flumph	5th	<i>Bestiary</i> 3 119
Triton	7th	<i>Bestiary</i> 2 270
Unicorn*	9th	<i>Bestiary</i> 269
Giant, wood	14th	<i>Bestiary</i> 2 132
Archon, legion	15th	<i>Bestiary</i> 3 19
Archon, shield	17th	<i>Bestiary</i> 2 31
Shedu	17th	<i>Bestiary</i> 3 243

**Martial Focus:** The divine guardian devotes herself to the concerns of the material world, eschewing some divine studies. She does not gain access to divine spellcasting and cannot use spell-completion magic items.

**Divine Troth (Sp):** Once per day the divine guardian pledges her protection to a willing creature for the day. This is done at the same time she prepares her spells. When the paladin first selects a creature for divine troth, that creature must be present and agree to receive the paladin's protection, but if the paladin already has a creature selected for divine troth, she can maintain that selection each day without her charge being present. Once per day, the divine guardian can cast *locate creature* to find the current target of her divine troth. This ability replaces *detect evil*.

**Guarding Hands (Su):** The paladin can use lay on hands to heal herself or her divine troth as a move action, but cannot use lay on hands to heal herself as a swift action. The divine guardian cannot use lay on hands more than once per round. This modifies lay on hands.

**Courageous Defense (Ex):** At 3rd level a divine guardian can intercept attacks directed at the target of her divine troth as if she had the Bodyguard<sup>APG</sup> and In Harm's Way<sup>APG</sup> feats. The divine guardian's aura of courage does not grant a bonus to allies within 10 feet, but still grants her immunity to fear effects. This ability modifies aura of courage.

**Bonus Feat:** A divine guardian gains a bonus feat at 7th level, and additional bonus feats at 10th and 13th level. These bonus feats must be chosen from the following list: Diehard, Endurance, Greater Shield Focus, Greater Shield Specialization<sup>APG</sup>, Heroic Defiance<sup>APG</sup>, Heroic Recovery<sup>APG</sup>, Missile Shield<sup>APG</sup>, Ray Shield<sup>APG</sup>, Saving Shield<sup>APG</sup>, Shield Focus, Shield Specialization<sup>APG</sup>, or Tower Shield Proficiency. She must meet these feats' prerequisites, but for purposes of meeting the prerequisites of these bonus feats, she treats her paladin level as her fighter level, may use her Charisma score as her Dexterity score, and is considered to have the Spellbreaker feat.

## LEADER OF THE FAITH

Characters of deep religious conviction can inspire a fervent—even zealous—loyalty. They and their followers do not merely stand together in the face of danger and death, as brothers and sisters in the faith, they see a future together culminating in an afterlife of eternal glory.

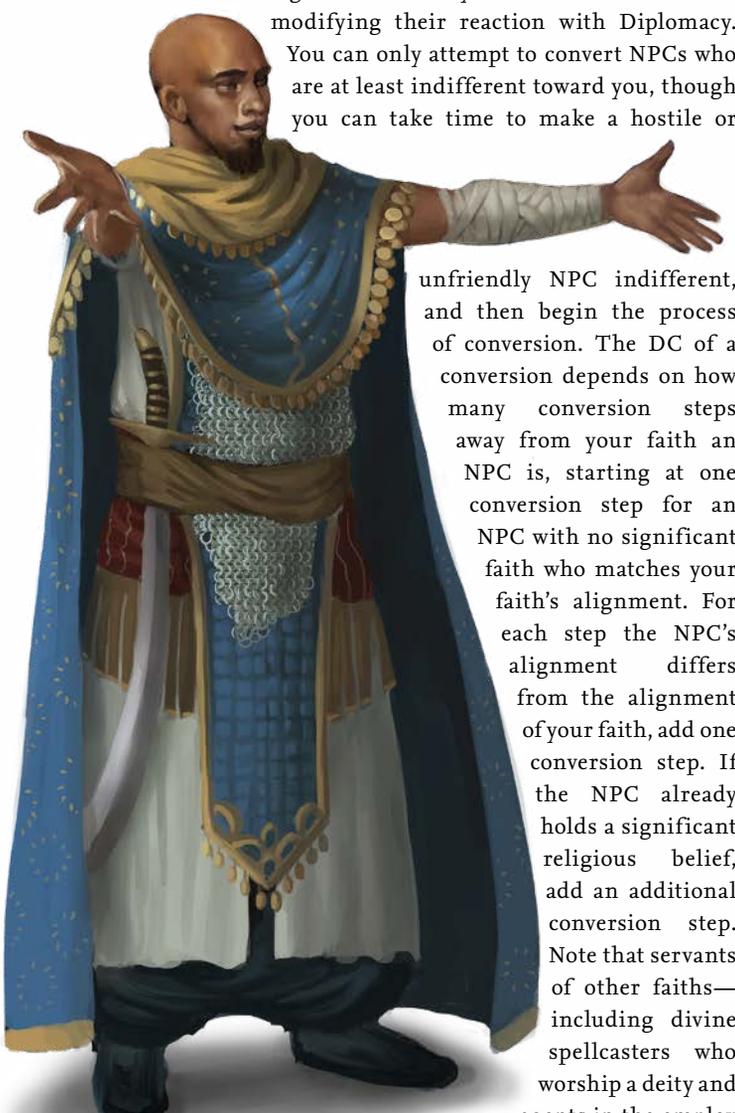
### CONVERTING NPCs

Cohorts and their masters often share alignment, but a common religion can be just as important. A cohort may share a leader's faith when first recruited, or a PC may seek to convert a cohort as their relationship develops.

While PCs may choose to change alignment, such changes for NPCs may require magical assistance (see the *atonement* spell). Alternatively, you can proselytize for your patron deity, using your powers of persuasion and social influence to indoctrinate an NPC in the dogma of the faith while inspiring their fealty.

Converting an NPC to your faith is similar to modifying their reaction with Diplomacy.

You can only attempt to convert NPCs who are at least indifferent toward you, though you can take time to make a hostile or



unfriendly NPC indifferent, and then begin the process of conversion. The DC of a conversion depends on how many conversion steps away from your faith an NPC is, starting at one conversion step for an NPC with no significant faith who matches your faith's alignment. For each step the NPC's alignment differs from the alignment of your faith, add one conversion step. If the NPC already holds a significant religious belief, add an additional conversion step. Note that servants of other faiths—including divine spellcasters who worship a deity and agents in the employ

of a formal religion—normally can never be converted to a new faith. The GM has final discretion over whether an NPC will ever convert to your beliefs.

If the GM rules that an NPC can be converted, the DC to convert that NPC is 10 + the NPC's Hit Dice + the NPC's Wisdom or Charisma modifier (whichever is higher) + 5 per conversion step. For example, a 5th level warrior with a Wisdom of 12 and no existing significant faith and who is the same alignment as your deity has a conversion DC of 21. Each conversion attempt requires at least an hour of proselytizing, and you can attempt no more than one conversion check per week. For your conversion attempt, roll a Diplomacy check and a Knowledge (religion) check at the DC determined above. If you succeed at both checks, decrease the number of conversion steps for that NPC by one. If you fail either check, you reinforce the NPC's existing faith and add one to the number of conversion steps for that NPC. If you fail three checks over the course of a conversion effort, the NPC rejects your faith and you cannot attempt another conversion for a year. However, if the number of conversion steps ever reaches 0, you convince the NPC to adopt your religion. Note that this does not necessarily change the NPC's alignment, so you could manage to convince a chaotic evil harpy to worship her own very odd form of Shelyn.

While proselytizing is a reasonable activity for a religious adventurer, it should be handled with sensitivity, both in character and at the gaming table. Having a PC repeatedly attempt to convert NPCs who aren't interested is likely to result in worsening their attitude toward the character, and significant effort may be required to restore those relationships. Some players may be uncomfortable with too much time being spent on religious talk, in which case a GM is free to simply treat the conversion as a skill check, without actually roleplaying the talks that allow the conversion check to take place.

### Successful Conversion

Characters that successfully convert others to their faith can gain divine blessings for adding new members to their religion. The first time at each character level a PC converts an NPC, they gain a conversion bonus for a number of days equal to the level of the NPC converted. Typical conversion bonuses for various faiths, and examples of classes likely to be interested in converting, are listed on the following page. In the case of Neutral deities, the bonus may be a sacred or profane bonus as most appropriate for the PC who gains it.

### PROSELYTIZER (WARPRIEST ARCHETYPE)

The proselytizer is the perfect militant missionary. He seeks to win the hearts and lay claim to the souls of those

he meets, and—failing that—spreads the word of his deity at the edge of the sword.

**Weapon and Armor Proficiencies:** A proselytizer does not gain proficiency with heavy armor or with all martial weapons, though he does gain proficiency in his deity’s favored weapon. If his deity’s favored weapon is unarmed strike, he gains Improved Unarmed Strike as a bonus feat. This ability alters the warpriest’s weapon and armor proficiencies.

**Emotional Appeal:** A proselytizer has great power over the emotions of others, wielding his voice like a weapon to pierce the heart of listeners and bring them closer to communion with his deity’s power. The warpriest adds the following spells to his warpriest spell list at the indicated levels. He casts these as divine warpriest spells: 1st—*charm person*, *rally point*<sup>APG</sup>, *wrath*<sup>APG</sup>; 2nd—*castigate*<sup>APG</sup>, *heroism*, *suggestion*; 3rd—*charm monster*, *geas (lesser)*; 4th—*forced repentance*<sup>APG</sup>, *serenity*<sup>UM</sup>; 5th—*castigate (mass)*<sup>APG</sup>, *suggestion (mass)*; 6th—*antipathy*, *sympathy*.

This ability replaces sacred armor and the bonus feat gained at 3rd level.

**Sacred Subdual (Su):** When a proselytizer uses his sacred weapon damage in place of his normal weapon damage, all damage he deals with that weapon is nonlethal damage. This ability modifies sacred weapon.

## COHORTS OF THE FAITH

The following monster cohorts are appropriate choices for a character interested in having cohorts with strong ties to religion.

Monster	Effective Cohort Level	Source
Huecuva	8th	<i>Bestiary</i> 3 150
Daemon, vulnudaemon	10th	<i>Bestiary</i> 3 63
Divine servitor (any)	10th	<i>Inner Sea Gods</i> 274
Lammasu	16th	<i>Bestiary</i> 3 175
Naga, guardian	16th	<i>Bestiary</i> 212
Couatl	17th	<i>Bestiary</i> 49

**Blessing of Conversion:** The proselytizer always gains the conversion bonus upon converting an NPC, rather than only the first time he does so each level. The bonuses overlap their durations, and do not stack. The proselytizer does not gain access to the minor blessings granted by his blessing class feature until 3rd level. This ability modifies blessings.

**Voice of the Faithful (Ex):** A proselytizer of 10th level or higher can expend a use of his major blessing to be able to speak to and understand any creature with a language for 1 hour. This ability modifies blessings (major).

Deity	Alignment	Likely Converts	Conversion Bonus
Abadar	LN	Alchemist <sup>APG</sup> , cleric, investigator <sup>ACG</sup>	Leader gains +2 sacred/profane bonus on Appraise checks
Asmodeus	LE	Inquisitor <sup>APG</sup> , investigator, slayer <sup>ACG</sup>	Leader gains +2 profane bonus on Intimidate checks
Calistria	CN	Bard, slayer, witch <sup>APG</sup>	Leader gains +2 sacred/profane bonus on Bluff checks to feint
Cayden Cailean	CG	Brawler <sup>ACG</sup> , skald <sup>ACG</sup> , swashbuckler <sup>ACG</sup>	Leader gains +2 sacred bonus on saves vs. fear and ingested poison
Desna	CG	Bard, oracle <sup>APG</sup> , witch	Leader gains a +2 sacred bonus on saves vs. curses, divinations, and sleep effects
Erastil	LG	Hunter <sup>ACG</sup> , ranger, shaman <sup>ACG</sup>	Leader gains a +1 sacred bonus on damage rolls with a longbow
Gorum	CN	Bloodrager <sup>ACG</sup> , fighter, warpriest <sup>ACG</sup>	Leader gains a +1 sacred bonus on damage rolls with a greatsword
Gozreh	N	Druid, ranger, shaman	Leader gains +2 sacred/profane bonus on Profession and Survival checks
Iomedae	LG	Cavalier <sup>APG</sup> , paladin, warpriest	Leader gains +2 sacred bonus on Diplomacy checks
Irori	LN	Alchemist, brawler, monk	Leader gains a +1 sacred bonus on damage rolls with unarmed strikes
Lamashtu	CE	Antipaladin <sup>APG</sup> , bloodrager, summoner <sup>APG</sup>	Leader gains a +1 bonus on damage rolls with natural weapons
Nethys	N	Arcanist <sup>ACG</sup> , sorcerer, wizard	Leader gains a +2 sacred/profane bonus on Spellcraft checks
Norgorber	NE	Alchemist, rogue, slayer	Leader gains a +2 sacred bonus on Stealth checks
Pharasma	N	Arcanist, cleric, oracle	Leader gains a +2 sacred/profane bonus on Knowledge (religion) checks
Rovagug	CE	Barbarian, brawler, fighter	Leader gains a +1 profane bonus on sunder combat maneuvers and attack and damage rolls and Strength checks against objects
Sarenrae	NG	Bard, cleric, swashbuckler	Leader gains a +1 sacred bonus to caster level for conjuration (healing) spells and spells with the light descriptor
Shelyn	NG	Bard, skald, sorcerer	Leader gains a +1 sacred bonus to caster level for effects with the emotion descriptor (except fear effects)
Torag	LG	Cavalier, fighter, paladin	Leader gains a +2 sacred bonus on Craft checks dealing with metal and on Profession (soldier) checks
Urgathoa	NE	Cleric, witch, wizard	Leader gains a +1 profane bonus to caster level for disease and death effects
Zon-Kuthon	LE	Alchemist, inquisitor, magus <sup>UM</sup>	Leader gains a +1 profane bonus to caster level for effects with the darkness or pain descriptor

## PARTNERS IN CRIME

Nowhere is loyalty more important and more fleeting than in the criminal world. On the one hand, a team of cunning, talented individuals can achieve extraordinary things. On the other, knowing that the defining characteristic of your group is unscrupulousness makes life decidedly uncertain. Disloyalty is common among criminals who wish to advance over the bodies of ex-allies—especially when captured scoundrels are offered opportunities to escape punishment in return for betraying associates still at-large. As a result, recruiting and equipping a team for a

criminal score so big you can't pull it off without them must be done with caution and finesse.

### CRIME IN DOWNTIME

Most inexperienced thieves think that a job has three parts: get in, get the goods, get out. But there's a fourth part that's most important of all: get away with it. Any worthwhile haul leaves behind a furious former owner scouring the area for the culprit. That means you might need an alibi, and allies to divert their attention.

If you're using downtime (*Pathfinder RPG Ultimate Campaign* 84) to plan a heist, the Scheme for an Upcoming Adventure action is your best friend, but you can also use the following modifications and additions to the downtime rules in your preparations—and to cover your tracks.

**Manipulate Evidence:** A stealthy thief may never be seen, but she still leaves evidence of her criminal activities. This activity enables you to attempt to remove genuine clues that you left during the crime, and set up false ones to misdirect investigations. These are two related but separate activities—you can set up some false clues before the actual crime is committed, but can erase evidence only during or after the act.

Manipulating evidence works like spending capital to boost skill checks (*Ultimate Campaign* 81), expect you spend capital to impose penalties on a specific kind of check attempted by other characters. You select one skill and one event that skill might be applied to: for the next 1d6 days, anyone using that skill to gain information about the event in question takes a –1 penalty for each point of capital spent. As with spending capital to boost skill checks, the GM must agree your proposed use of capital is reasonable for the task at hand.

For example, a rogue sneaks into a baron's keep and steals jewelry. He sells the jewelry on the black market, and now wants to make it difficult for anyone to use Diplomacy to gather information about the sale that points back to him. His player tells the GM he wants to spend 5 points of Influence to get word out to his underworld contacts that if he is implicated for the crime, anyone who helped handle the stolen goods is likely to be arrested as well. The GM agrees the subtle reminder of the cost of being a snitch is effective, and for 1d6 days anyone using Diplomacy to attempt to gain information about the sale of the stolen jewelry takes a –5 penalty.

**Prepare Resources:** You form a brilliant but unrevealed plan for upcoming contingencies, spending two days of downtime to effectively bank one day to use later. During



an encounter, you can explain how you foresaw the current circumstances and what simple steps you took to prepare for them. Roll an Intelligence or Wisdom check against DC 20—if your goals in this adventure are actively opposed to another character, instead make an opposed check against your opponent's respective attribute. If you succeed, the time you spent planning ahead means that you foresaw this situation and can retroactively spend 1 day of banked downtime in any normal downtime activity. Alternatively, you ensure that any party member has brought along any small, portable item that the party has easy access to but which does not currently appear to be in your possession (paying the cost of that item normally).

You cannot use this ability to retroactively know something you could not possibly have known. You must be able to show how you might have deduced the need for your preparations based on the information available at the time. The GM is the sole arbiter of whether this is plausible. If she rules that you cannot use the banked downtime in a particular way, you retain the downtime. You can bank a maximum number of days of downtime equal to 1 + your Wisdom modifier (minimum 0), and can never use more than 1 banked day in a single encounter.

**Recruit Discreetly:** The recruit for an organization downtime activity (*Ultimate Campaign* 86) is a public process as appropriate for your organization—while a rogue recruiting for a gang of cutpurses obviously doesn't advertise the activity among law-abiding citizens, the recruitment is common knowledge among nearby criminals and underground organizations. You may instead recruit discreetly, allowing you to create teams and rooms in secret. To do so, attempt a DC 25 Knowledge (local) check or Diplomacy check to gather information followed by a DC 25 Sense Motive check to carefully consider who you tell about your recruitment. Alternatively, you can recruit discreetly by paying double the normal cost to create a team—this accounts for paying for people's silence and going the extra mile to research recruits before speaking to them. Teams and rooms recruited in this way are not common knowledge even among groups from which you recruited, and the DC of any skill check to learn information about them (including their existence) is increased by your character level.

## Rogue Talents

Rogues can take any of the following rogue talents to increase their ability to aid and work with allies. Investigators can select the acrobatic assist, demand attention, and got your back rogue talents using their rogue talent option. Slayers can take the demand attention rogue talent using the rogue talent option for slayer talents.

**Acrobatic Assist (Ex):** You can expend an attack of opportunity to perform an aid another action to assist an adjacent ally's Acrobatics check, so long as he makes the check as part of movement that passes through your space or an adjacent space. Additionally, whenever you

## COHORTS IN CRIME

The following monster cohorts are appropriate choices for a character interested in having cohorts with the skill or inclination to misbehave.

Monster	Effective Cohort Level	Source
Haniver gremlin	3rd	<i>Bestiary</i> 4 143
Darkfolk, dark dancer	5th	<i>Bestiary</i> 4 43
Darkfolk, dark stalker	9th	<i>Bestiary</i> 54
Shadow drake	6th	<i>Bestiary</i> 4 80
Oni, kuwa	10th	<i>Bestiary</i> 3 208
Invisible stalker	15th	<i>Bestiary</i> 181

use the aid another action to assist an ally in making an Acrobatics check and you succeed, your ally gains a +1 dodge bonus to AC against attacks of opportunity caused when he moves out of or within a threatened area, until the end of his turn.

**Demand Attention (Ex):** The first time each round that you deal sneak attack damage to an opponent, you can forgo sneak attack damage to distract the creature. The target must succeed at a Will save (DC = 10 + the number of sneak attack dice sacrificed + your Charisma modifier) or become distracted until the start of your next turn. Distracted opponents are entirely focused on you, and pay little attention to their surroundings; they are not considered to be observing other characters within 30 feet, allowing them to attempt Stealth checks to hide. A distracted opponent automatically fails Perception checks against creatures more than 30 feet away.

**Got Your Back (Ex):** Once per round as an immediate action, you may expend an attack of opportunity to attempt an aid another check to improve an ally's attack. You and your ally must both be flanking the same opponent. This counts as an attack of opportunity.

**Heads Up (Ex):** When you make a Perception check, as an immediate or swift action you can allow one adjacent ally to act as if they had also made a Perception check with the same result.

**Set-Up (Ex):** When you successfully hit a target with a sneak attack in melee, you can choose to forgo your additional sneak attack damage to make the target more vulnerable to one of your allies adjacent to it. The first melee attack that ally makes against the target before the beginning of your next turn treats the target as flanked, even if your ally is not flanking the target. This has no effect on creatures you could not flank with that ally, even if the ally was properly positioned.

**Shove Aside (Ex):** When you and an adjacent ally are both in the area of an attack that requires a saving throw, you can take a -4 penalty on your saving throw to grant your ally a +4 bonus on his saving throw. You lose the evasion ability against this attack. If you have improved evasion, it is reduced to evasion for this attack instead. A rogue must have evasion to select this rogue talent.

## SOLDIERS OF FORTUNE

Sometimes you need a job done. Some jobs are unsavory, one-time arrangements, or just aren't important enough to justify your full attention. That's when loyalty gives way to professionalism and cold, hard cash.

### CONTINGENCY SERVICES

Contingency services are similar to contacts (*Pathfinder RPG Ultimate Campaign* 148–153), but represent paying hirelings in advance for future services that begin after a specified signal or time limit. Unlike contacts, most contingency services are arranged as a single transaction, buying one service performed in case of a specific event. The first step to arranging for such services is finding appropriate hirelings to pay for the job. With a successful DC 15 Diplomacy check, a character locates 1st-level commoners, experts, or warriors in a small town or larger settlement. At the GM's discretion, you can recruit

higher-level hirelings by increasing the DC by 5 per level above 1st. Enlisting hirelings with PC classes or rare skills increases the DC by 5. The highest-level hireling you can find in a settlement is at most twice the level of spellcasting available in that settlement. The modifiers for settlement size also apply on Diplomacy checks to hire contingency services (*Pathfinder RPG GameMastery Guide* 205). A successful check locates 1d6 skeptical or 2d6 wary hirelings. Exceeding the DC by 5 allows you to add 1d6 hirelings or increase the Trust of your hirelings by 1.

Characters with Leadership can use followers to perform contingency services. Though followers wish to help their leader, they can still decide a specific task is too dangerous or questionable for them, and refuse to undertake it. Followers have a base Trust of 4 and charge one-tenth the normal wages.

**Negotiation:** When hiring contingency services, you need to outline what you want your hirelings to do, and under what circumstances you want them to do it. Examples include watching over an ally (or animal companion or mount) or business and defending it if attacked, attempting to recover your body from a dungeon and have you raised from the dead if you don't return to town in 2 weeks, paying your fines to get you out of jail if you send word you've been arrested, or sending reinforcements to a specified location if contacted by carrier pigeon.

Negotiation checks work as for contacts (*Ultimate Campaign* 150), though the Risk of contingency services comes from the danger involved in performing the task (should it prove necessary), even if the task is perfectly legal and moral. While you can arrange for illegal contingency services (such as paying an assassin to murder anyone who kills you), the risk of the task is more important than the legality. If Risk exceeds a hireling's Trust, a hireling will not automatically refuse the job, but this adds 5 to the result of her opposed Diplomacy check per category of difference. Tasks generally have a Risk of 1, adjusted as follows.

Danger Modifier	Condition
+1	Challenging wilderness terrain (coastal waters, hills, plains, forests)
+1	Hostile nonsentient inhabitants (CR equal to or less than hireling's level)
+1	Unfriendly sentient inhabitants (CR exceeding hireling's level)
+2	Harsh climate/terrain (arctic, cavern, deep water, desert, mountain, swamp)
+2	Hostile sentient inhabitants (CR exceeding hireling's level)

**Cost:** You must pay hirelings up front for all the work you expect them to do. Hireling wages are based on the most dangerous work they perform each day—if you arrange



for a group of mercenaries to watch over your horses and defend the horses if attacked, you must pay them both for the amount of time you wish them to watch over the stable, and for engaging in a fight. Securing service requires at least one week's wages paid in advance, though you can put more into this retainer fund. Once service begins, hirelings deduct their wages from the fund automatically.

Risk Level	Category	Base Cost per Hireling*
1	Harmless	3 sp/day
2	Questionable	6 sp/day
3	Hazardous	1 gp/day
4	Deadly	3 gp/day
5	Suicidal	3 pp/day

\* Multiply cost by the level of each hireling squared.

When funds run out, hirelings may remain on duty. Attempt a new negotiation check (even if you are not physically present) each day or your hirelings abandon their task. Hirelings who remain expect double pay for unpaid days worked. Failure to pay immediately reduces the hirelings' Trust to 1.

Trust Modifier	Condition
+1	Retainer exceeds one month's wages
-1	You are absent over a month
-1	Retainer runs out of money

**Emergency Funds:** You may entrust emergency funds to your hirelings for spellcasting, bribes, etc. If their Trust is below 4, make an opposed Diplomacy check each month with a -5 penalty per Trust level below 3. Failure results in embezzlement squandering 10x10% of your emergency funds.

**Success:** Determining if hirelings can successfully carry out the contingency service you pay them for is handled with a skill or ability check, as it is with contacts (for more information see Negotiation Checks on page 151 of *Ultimate Campaign*). A failed check can be retried 1d6 hours later, with a -1 penalty per failed check that day. Failure by 5 or more typically results in a failure so severe the hirelings give up or are incapable of trying again. The GM is the ultimate arbiter of what skill checks are appropriate, with a few examples given below as guidance.

Relevant Check	Task
Bluff, Diplomacy, or Intimidate	Negotiate ransom for hostages or corpses
Disable Device or Strength check	Break into locked building
Perception	Guard against ambush or theft
Disguise or Stealth	Sneak into or out of enemy camp or lair
Survival	Find creature or body in wilderness, move safely through wilderness
Strength check (+BAB)	Fight past enemy guards to reach PCs

## MERCENARY COHORTS

The following monster cohorts are appropriate choices for characters interested in having a mercenary ally who is loyal to both gold (or other currencies such as souls) and a leader.

Monster	Effective Cohort Level	Source
Demon, dretch	6th	<i>Bestiary</i> 60
Mercane	10th	<i>Bestiary</i> 2 188
Devil, bearded	13th	<i>Bestiary</i> 73
Asura, upasanda	17th	<i>Bestiary</i> 3 27
Daemon, piscodaemon	17th	<i>Bestiary</i> 2 72

## MAGIC ITEMS

Mercenaries and those who hire them make use of the following rings to secure loyalty and insure investments.

CONTRACT RINGS		PRICE 8,500 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate enchantment		

*Contract rings* are crafted in pairs (the price is for both rings), establishing a connection between the wearers. Each wearer must wear their ring for 24 hours before they begin to work. *Contract rings* grant a +10 competence bonus on Sense Motive checks made against the other wearer, and creatures wearing linked *contract rings* can understand each other's language.

Once per day, *Contract rings* can seal a contract. The two wearers join hands and willingly state what each is agreeing to. Once both agree, each wearer accepts a *lesser geas* (no save) to fulfill the terms of the contract. This function does not occur if either character is under a mind-affecting effect or threat that forces her agreement. This compulsion lasts 7 days, starting immediately. While the *lesser geas* remains in effect, neither wearer can remove her ring, and neither ring can establish another *lesser geas*. If either ring is destroyed, the effects of any active *lesser geas* remain for both creatures, but the surviving ring becomes nonfunctional once the *lesser geas* expires until the missing ring is repaired or replaced. If one wearer's *lesser geas* is broken, the other wearer's is removed.

CONSTRUCTION REQUIREMENTS	COST 4,250 GP
Forge Ring, <i>detect thoughts</i> , <i>lesser geas</i> , <i>share language</i> <sup>APG</sup>	

RINGS OF FRIEND-FINDING		PRICE 9,000 GP
SLOT ring	CL 7th	WEIGHT —
AURA moderate enchantment		

These specialized rings are sold in pairs and help allies find one another. Each of the wearers must wear the rings for 24 hours before they function, after which each wearer can activate her *ring of friend-finding* as a standard action, enabling her to determine the direction, distance, and general condition of the wearer of the other ring as a *status* spell.

CONSTRUCTION REQUIREMENTS	COST 4,500 GP
Forge Ring, <i>detect thoughts</i> , <i>status</i>	

## STUDENTS AND SUPPLICANTS

Some companions come to you fully formed, as minor heroes in their own right. They may look up to you as a mentor or leader, or just someone in whose reflected glory they wish to bask while in search of greater adventure. Other companions come to you as green as the grass just barely knowing the rudiments of their craft. They come seeking basic training, wishing only to catch every pearl of wisdom left in your wake.

### RECRUITS

Be they students, retainers, new recruits to your order, or neophyte members of your faith, you have access to a small set of dedicated servants.



**Prerequisites:** Cha 13, character level 5th.

**Benefit:** You gain a number of cohorts (as the Leadership feat) that represent NPCs you are responsible for instructing and overseeing. You have a number of such cohorts equal to half your character level. Unlike normal cohorts, these minor cohorts must be at least 4 levels lower than your character level. Since these students must spend most of their time studying and gaining experience, you can only have one minor cohort travel with you at a time (though they all gain experience at the same rate, as those not present are assumed to be studying and growing independently). Whenever you are in a major town or city, you may exchange your current minor cohort for a different member of your recruits.

As minor cohorts are busy learning and studying the basics of their careers, those not traveling with you cannot engage in mundane or magical crafting or Profession checks. Minor cohorts not traveling with you can serve as managers for your holdings if you are using downtime rules (*Ultimate Campaign* 88). If a minor cohort dies, you take only a –1 penalty to your Leadership score.

**Special:** Recruits counts as the Leadership feat for purposes of prerequisites. A character cannot have both Leadership and Recruits. A character with Recruits that later qualifies for Leadership may exchange this feat for Leadership immediately upon qualifying (selecting one minor cohort to become a full cohort, while the rest move on).

### ESQUIRE (CAVALIER ARCHETYPE)

The esquire is a roving knight who acquires the services of a faithful follower—an aide-de-camp—who serves as the esquire's assistant, spear carrier, and guard.

**Aide-De-Camp (Ex):** At 3rd level, an esquire acquires the services of a loyal aide-de-camp. This NPC functions similarly to a cohort, though the aide-de-camp must advance in a class that grants proficiency with all martial weapons and cannot multiclass until the esquire reaches 7th level (though the aide-de-camp can select an archetype). If the aide-de-camp is a cavalier, he must follow the same order as the esquire.

The aide-de-camp gains Swift Aid<sup>APG</sup> as a bonus feat, and provides a +2 (rather than +1) bonus when using this feat to aid the esquire. As a move action, the aide-de-camp can retrieve a stored item or an item on the ground and hand it to the esquire. The esquire does not have to take an action to receive the item, though he must be conscious and have a free hand. This action does not provoke attacks of opportunity for the aide-de-camp or esquire.

If the aide-de-camp dies performing an act that directly supports the edicts of the esquire's order (GM's discretion), the esquire does not take a penalty to his Leadership score. If an aide-de-camp

dies, or is released from the esquire's service, the esquire may gain a new aide-de-camp by scouting for potential candidates in a city or large town. This requires 1 day per 5 levels of the aide-de-camp to be recruited. This ability replaces mount.

**Teamwork (Ex):** At 3rd level, as long as an esquire and his aide-de-camp are adjacent, the aide-de-camp is treated as having any teamwork feats the esquire has. They also share any teamwork feats that function when two or more allies threaten the same target, as long as they both threaten the same target. This ability replaces cavalier's charge.

**Shared Challenge (Ex):** At 4th level, whenever an esquire challenges an opponent when his aide-de-camp is within 30 feet, he may grant his aide-de-camp bonuses equal to one-half of the bonuses he gains from challenge, including bonuses derived from the cavalier's order. If the aide-de-camp is also a cavalier and challenges the same target, these bonuses do not stack. Like the esquire, his aide-de-camp takes a  $-2$  penalty to Armor Class against attacks from creatures other than the challenged opponent. This ability replaces expert trainer.

**Banner (Ex):** An aide-de-camp can carry an esquire's banner for him and still grant allies within range the banner's bonuses. While doing so the aide-de-camp gains double the normal morale bonuses provided by the banner. This ability modifies banner.

**Avenge Me (Ex):** At 11th level, whenever the esquire is killed, dying, stunned, dazed, or otherwise unable to take actions, his aide-de-camp gains the full benefits of the esquire's challenge and order abilities against all creatures that attacked the esquire in the previous round. If the aide-de-camp is also a cavalier and challenges the same target, these bonuses do not stack. These benefits last until the esquire regains the ability to take actions, or until the aide-de-camp or the triggering opponents are killed.

If his aide-de-camp is killed, dying, or otherwise unable to take actions the esquire may declare one creature of his choice that attacked the aide-de-camp in the past round as his quarry; this functions identically to the ranger class ability. These bonuses last until the aide-de-camp recovers or until the cavalier or the triggering opponents are killed. This ability replaces mighty charge.

**Fight As One (Ex):** At 20th level, the shared challenge ability increases in power, granting the aide-de-camp full benefit of the esquire's challenge. In addition, if the esquire and aide-de-camp both confirm a critical hit against the same target within the same round, the target must make a Fortitude save (DC  $10 + 1/2$  the esquire's cavalier level + the esquire's Charisma bonus) or be staggered for 1d4 rounds. This ability replaces supreme charge.

## INSTRUCTOR (WIZARD ARCHETYPE)

Whether serving as staff at a formal school of magic or simply acting as a wandering teacher, an instructor has an apprentice who trades service to the instructor for lessons in magic.

## STUDENT COHORTS

The following monster cohorts are appropriate choices for a character interested in having students or trainee recruits as dedicated allies.

Monster	Effective Cohort Level	Source
Brownie	3rd	<i>Bestiary 2 49</i>
Inevitable, arbiter	4th	<i>Bestiary 2 162</i>
Kyton, augur	4th	<i>Bestiary 3 171</i>
Psychopomp, nosoi	4th	<i>Bestiary 4 220</i>
Ratling	4th	<i>Bestiary 4 226</i>
Skulk	4th	<i>Bestiary 2 248</i>
Archon, lantern	5th	<i>Bestiary 20</i>
Nycar	5th	<i>Bestiary 4 207</i>
Centaur	6th	<i>Bestiary 42</i>
Spriggan	6th	<i>Bestiary 2 257</i>
Agathion, silvanshee	8th	<i>Bestiary 2 21</i>
Mephit	8th	<i>Bestiary 202</i>
Pooka	8th	<i>Bestiary 4 216</i>

**Apprentice (Ex):** At 1st level, an instructor acquires the services of a loyal apprentice. She functions similarly to a cohort, though your apprentice begins as a 1st-level commoner with Magical Aptitude as their 1st-level feat and NPC ability scores (13, 12, 11, 10, 9, 8 before racial modifiers). When the instructor reaches 3rd level, if his Leadership score is at least 2, the apprentice becomes a 1st-level wizard of the same school specialization as the instructor, and she gains heroic ability scores (15, 14, 13, 12, 10, 8 before racial modifiers). The apprentice never gains item creation feats, but otherwise follows the normal rules for a cohort.

Each time the instructor gains a level, he may dismiss his existing apprentice as graduated (or expelled, depending on her performance), and gain a new cohort following the same rules. If an apprentice dies in service to the instructor, the instructor takes a  $-2$  penalty to his Leadership score. This penalty is reduced by 1 for every level the instructor gains after the death, to a minimum of 0.

Because cohorts are most interested in the instructor's magical ability, the instructor uses his Intelligence modifier, rather than Charisma, to determine his Leadership score. At 7th level, an instructor may select the Leadership feat—using his Intelligence modifier to determine his Leadership score—but doing so only provides followers, never a second cohort.

This ability replaces arcane bond.

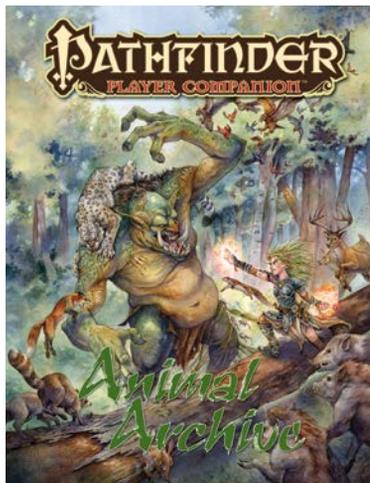
**Trained Teamwork (Ex):** Starting at 5th level, the instructor can take a teamwork feat as his wizard bonus feat. As long as his apprentice is within 60 feet, the apprentice gains all such teamwork feats as bonus feats. The apprentice does not have to meet the feat's prerequisites. This ability modifies the bonus feats gained at 5th, 10th, 15th, and 20th level.

## NEXT MONTH!

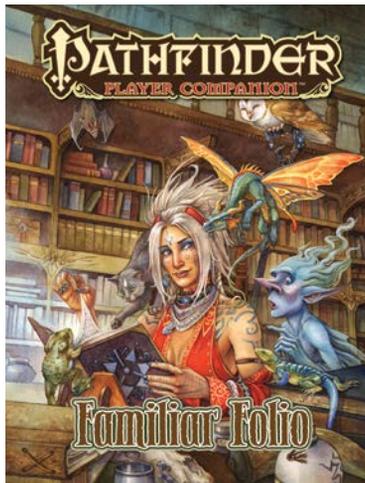
Learn to call upon otherworldly powers and summon beings from beyond with *Pathfinder Player Companion: Monster Summoner's Handbook!* Featuring dozens of character options designed to grant you control over fantastic beasts or enhance your summoning prowess, this player-friendly volume contains everything you need to call upon never-before-seen creatures and provides all the tools you need to make yourself a true master of monsters.

### WOULD YOU LIKE TO KNOW MORE?

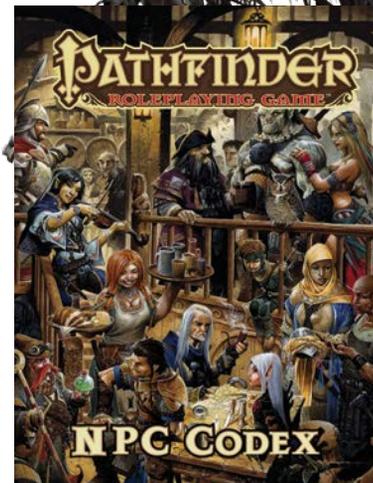
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# IT'S GOOD TO KNOW WHEN SOMEONE HAS YOUR BACK!

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- ▶ New archetypes that allow characters to focus on their cohorts, such as the esquire for cavaliers, construct rider for alchemists, and instructor for wizards.
- ▶ Tables arranged by theme listing dozens of new monster cohorts of many different creature types, along with their effective cohort levels.
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