

DAMIEL

Male elf alchemist 1

CN Medium humanoid (elf)

Deity Norgorber

Homeland River Kingdoms

Init +2; Senses low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 9 (1d8+1)

Fort +3, Ref +4, Will –1;

+2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee rapier +1 (1d6+1/18–20) or

dagger +1 (1d4+1/19–20)

Ranged sling +2 (1d4+1) or

bomb +3 (1d6+3 fire) or

thrown splash weapon +3 (by weapon +3)

Special Attacks bomb 4/day (1d6+3 fire, DC 13), throw anything

Alchemist Extracts Prepared (CL 1st; concentration +4)

1st—*enlarge person*, *true strike*

STATISTICS

Str 12, Dex 15, Con 12, Int 17, Wis 8, Cha 10

Base Atk +0; CMB +1; CMD 13

Feats Brew Potion, Skill Focus (Craft [Alchemy]), Throw Anything

Skills Appraise +7, Climb +0, Craft (alchemy) +11, Disable Device +5,

Knowledge (nature) +7, Perception +5, Sleight of Hand +6,

Spellcraft +7 (+9 identify magic items), Use Magic Device +4

Languages Common, Draconic, Elven, Gnome, Goblin

SQ alchemy, elven magic, extract, mutagen, weapon familiarity

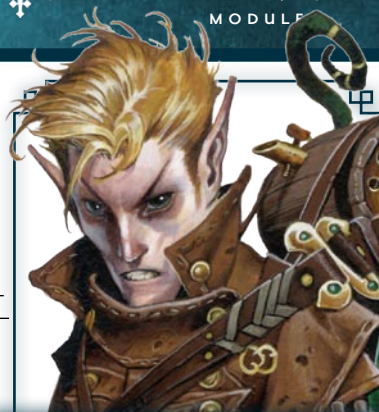
Combat Gear *potion of cure light wounds*, *potion of shield*, acid, alchemist's fire (2), mutagen (Dexterity), oil flasks (5), tanglefoot bag, thunderstone; Other Gear studded leather armor, dagger, rapier, sling with 10 bullets, alchemist's kit (as spell component pouch), backpack, formula book (contains all prepared extracts, plus *cure light wounds*, *expeditious retreat*, and *shield*), rations (4), sunrods (3), thieves' tools, tindertwigs (6), various and sundry inebriants and intoxicants, 2 gp

SPECIAL ABILITIES

Alchemy (Su) You gain a +1 bonus when using Craft (alchemy) to create an alchemical item. You can use Craft (alchemy) to identify potions as if using *detect magic*; you must hold the potion for 1 round to make such a check.

Extract (Su) An extract is a stored alchemist spell. You prepare your spells by mixing ingredients into a number of extracts, and then “cast” them by drinking the extract, like a potion. You can only create a certain number of extracts of each level per day (two 1st-level extracts at character level 1).

When you mix an extract, you infuse the chemicals and reagents in the extract with magic siphoned from your own magical aura. An extract immediately becomes inert if it leaves your possession, reactivating as soon as it returns to your



Daniel

keeping; this means you cannot normally hand out your extracts for allies to use. An extract remains potent for 1 day before becoming inert, so you must re-prepare your extracts every day. Mixing an extract takes 1 minute of work—most alchemists prepare many extracts at the start of the day or just before going on an adventure, but you can keep some (or even all) of your daily extract slots open so you can prepare extracts in the field as needed.

You “cast” an extract by drinking it, like drinking a potion. Your alchemist level is the caster level of the extract. The

recipes for extracts you know are kept in your formula book.

Bomb (Su) A bomb is an explosive splash weapon created from raw ingredients and power from your innate magic. Creating and throwing a bomb is a standard action that provokes an attack of opportunity. Thrown bombs have a range of 20 feet and use the “Throw Splash Weapon” special attack (see page 202 of the *Pathfinder RPG Core Rulebook*). Bombs are unstable, and if not used in the round they are created, they degrade and become inert. Splash damage from an alchemist bomb is always equal to the bomb's minimum damage (Reflex half).

Mutagen (Su) Mutagens are transformative elixirs that you can drink to enhance your physical abilities at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time—if you brew a second dose, any existing mutagen becomes inert. A mutagen that is not in your possession becomes inert until you pick it up again; non-alchemists cannot use mutagens.

When you brew a mutagen, you select one physical ability score—either Strength, Dexterity, or Constitution. The mutagen gives you a +4 alchemical bonus to that ability score and a +2 natural armor bonus for 10 minutes, but you take a penalty to a mental ability score for that same amount of time (Strength mutagens give you an Intelligence penalty, Dexterity mutagens give you a Wisdom penalty, and Constitution mutagens give you a Charisma penalty).

Drinking a mutagen is a standard action.

Mutagens do not stack. Whenever you drink a mutagen, the effects of any previous mutagen immediately end.

Alchemist Preview

Starting at 2nd level, and as he gains additional levels, an alchemist makes incredible alchemical discoveries. These discoveries enable the alchemist to infuse his extracts so other characters can use them, enhance his mutagens, or create acid, explosive, or frost bombs, among other effects.

Eventually, an alchemist can make a grand discovery, such as the secret of eternal youth, or how to create the legendary *philosopher's stone*.

Master of the Fallen Fortress

ALAIN

Male human cavalier 1
LN Medium humanoid (human)

Deity Abadar

Hometown Taldor

Init +1; **Senses** Perception +4

DEFENSE

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +0

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+3/19–20) or
lance +4 (1d8+3/x3) or
flail +4 (1d8+3)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks challenge 1/day (+1 damage, additional +1 damage as long as only one threatening foe)

STATISTICS

Str 17, **Dex** 13, **Con** 14, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +1; **CMB** +4; **CMD** 15

Feats Mounted Combat, Precise Strike, Weapon Focus (longsword)

Skills Bluff +5, Climb +3, Intimidate +5, Perception +4, Ride +5

Languages Common

SQ mount (horse named Donahan), order of the cockatrice, tactician 1/day (Precise Strike)

Gear chain shirt, heavy steel shield, light crossbow with 10 bolts, flail, lance, longsword, backpack, banner, bit and bridle, grappling hook, leather barding, rations (4), riding saddle, silk rope, sunrods (3), 8 gp

SPECIAL ABILITIES

Challenge (Ex) Once per day, you can challenge a foe to combat.

As a swift action, you choose one target within sight to challenge. Your melee attacks deal +1 extra damage whenever the attacks are made against the target of your challenge. You can use this ability once per day.

Challenging a foe requires much of your concentration. After issuing a challenge you take a –2 penalty to your Armor Class, except against attacks made by the target of your challenge.

The challenge remains in effect until the target is dead or unconscious or until the combat ends. Your challenge also includes another effect, which is listed in the Order of the Cockatrice section.

Mount (Ex) You gain the service of a loyal and trusty steed to carry you into battle. This mount functions as a druid's animal companion, using your cavalier level as your effective druid level.

You do not take an armor check penalty on Ride checks while riding your mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. Your mount does not gain the share spells special ability of an animal companion.

Your bond with your mount is strong, and you have learned



Alain

to anticipate each other's moods and moves.

Should your mount die, you may find another mount to serve you after 1 week of mourning. This new mount does not gain the link, evasion, devotion, or improved evasion special abilities until the next time you gain a level.

Order (Ex) At 1st level, you must pledge yourself to a specific order. The order grants you a number of bonuses, class skills, and special abilities. In addition, each order includes a number of edicts that you must follow. If you violate any of these edicts, you lose all benefits gained from your order for 24 hours. The violation of

an edict is subject to GM interpretation.

Tactician (Ex) At 1st level, you receive a teamwork feat as a bonus feat (you have the Precise Strike feat, see below). As a standard action, you can grant this feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds. You can use this ability once per day.

Order of the Cockatrice

As a cavalier who belongs to this order, you serve only yourself, working to further your own aims and increase your own prestige. Like other cavaliers of this order, you tend to be selfish and concerned only with personal goals and objectives.

Edicts: You must put your own interests and aims above those of all others. You must always accept payment when it is due, rewards that you've earned, and an even share of loot. You must take every opportunity to increase your own stature, prestige, and power.

Challenge: Whenever you issue a challenge, you receive a +1 morale bonus on all melee damage rolls made against the target of your challenge as long as you are the only creature threatening the target.

Skills: As an order of the cockatrice cavalier, you add Appraise (Int) and Perform (Cha) to your list of class skills. In addition, add your Charisma modifier to the DC on attempts to demoralize you through Intimidate (in addition to your Wisdom modifier, as normal).

New Feat: Precise Strike (Combat, Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. The bonus damage is not multiplied on a critical hit.

IMRIJKA

Female half-orc inquisitor 1
NG Medium humanoid (human, orc)

Deity Pharasma

Homeland Ustalav

Init +1; **Senses** darkvision 60 ft.;
Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor,
+1 Dex, +1 shield)

hp 10 (1d8+2)

Fort +3, **Ref** +1, **Will** +4

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee morningstar +3 (1d8+3) or
spiked gauntlet +3 (1d4+3)

Ranged shortbow +1 (1d6+3/x3)

Special Attacks judgment 1/day

Domain Spell-Like Abilities (CL 1st; concentration +3)
5/day—gentle rest

Domain Repose

Spells Known (CL 1st; concentration +3)

1st (2/day)—*command* (DC 13), *magic weapon*

0 (at will)—*acid splash*, *disrupt undead*, *guidance*, *stabilize*

STATISTICS

Str 16, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +0; **CMB** +3; **CMD** 14

Feats Intimidating Prowess

Skills Climb –2, Intimidate +9, Knowledge (dungeoneering) +4,
Knowledge (religion) +4, Perception +6, Sense Motive +7,
Survival +6

Languages Common, Orc

SQ monster lore +2, orc blood, stern gaze, weapon familiarity

Combat Gear alchemist's fire, holy water; **Other Gear** scale mail,
light wooden shield, dagger, morningstar, shortbow with 20
arrows, spiked gauntlet, backpack, manacles, rations (4), silver
holy symbol, spell component pouch, sunrod, 6 gp

SPECIAL ABILITIES

Spells You cast divine spells drawn from the inquisitor spell list.
You can cast any spell you know at any time without preparing
it ahead of time, assuming you have not yet used up your
allotment of spells per day for the spell's level. The Difficulty
Class for a saving throw against your spell is 10 + the spell
level + your Wisdom modifier.

Domain Your deity (Pharasma, goddess of fate and death)
influences your alignment, what magic you can perform, and
your values. Although not as tied to the tenets of the deity as
a cleric, you must still hold such guidelines in high regard,
despite that fact you can go against them if it serves the
greater good of the faith. You have one domain (Repose) and
gain its domain powers as a cleric.

Judgment (Su) You can pronounce judgment upon your foes



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as a swift action, receiving a bonus
or special ability based on the type
of judgment made. The bonuses granted
by the judgment continue to improve on
following rounds, reaching a maximum
bonus that lasts until the judgment ends.

You can use this ability once per day. Once
activated, this ability lasts until the combat
ends, at which point all of the bonuses end.

You must participate in the combat
to gain these bonuses. If you are
frightened, panicked, paralyzed, stunned,
unconscious, or otherwise prevented
from participating in the combat, the

ability does not end, but all of the bonuses reset to those granted
on the first round until you can participate in the combat again.

When you use this ability, you must select one type of
judgment to make. As a swift action, you can change this
judgment to another type, but doing so resets the bonus granted
to those granted on the first round. The judgments are as follows.

Destruction: You are filled with divine wrath, gaining a
+1 sacred bonus on all weapon damage rolls. This bonus
increases by +1 each round after the first, to a maximum of +3.

Healing: You gain fast healing 1. This causes you to heal 1
point of damage each round as long as you are alive and the
judgment lasts. This increases to fast healing 2 on the second
round and to fast healing 3 on the third round.

Justice: The judgment spurs you to seek justice, granting a
+1 sacred bonus on all attack rolls. This bonus increases by +1
each round after the first, to a maximum of +3.

Piercing: The judgment grants a +1 sacred bonus on
concentration checks and caster level checks made to
overcome a target's spell resistance. This bonus increases by
+1 each round after the first to a maximum of +3.

Protection: You are surrounded by a protective aura,
granting a +1 sacred bonus to Armor Class. This bonus
increases by +1 each round after the first, to a maximum of +3.

Purity: You are protected from the vile taint of your foes,
gaining a +1 sacred bonus on all saving throws. This bonus
increases by +1 each round after the first, to a maximum of +3.

Resiliency: The judgment makes you resistant to harm,
granting DR 1/magic. This bonus increases to 2/magic on the
second round, and 3/magic on the third and following rounds.

Resistance: You gain 2 points of energy resistance against
one energy type (acid, cold, electricity, fire, or sonic) chosen
when the judgment is declared. The protection increases to 4
on the second round, and to 6 on the third round.

Monster Lore (Ex) When making Knowledge skill checks to
identify the abilities and weaknesses of creatures, add your
Wisdom modifier as a bonus on the roll.

Stern Gaze (Ex) You are skilled at sensing deception and
intimidating your foes. You receive a +1 morale bonus on all
Intimidate and Sense Motive checks.

Master Oracle Fortress



Alahazra

ALAHAZRA

Female human oracle 1

LG Medium humanoid (human)

Deity Pantheist

Homeland Rahadoun

Init +2; **Senses** darkvision 30 ft.;
Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor,
+2 Dex, +1 dodge)

hp 8 (1d8)

Fort -1, **Ref** +2, **Will** +3

Weaknesses oracle's curse
(clouded vision)

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6) or
touch of flame +0 touch (1d6 fire)

Ranged sling +2 (1d4)

Special Attacks touch of flame 6/day (1d6 fire)

Spells Known (CL 1st; concentration +4 [+8 cast defensively])

1st (4/day)—*cure light wounds*, *doom* (DC 14), *magic stone*

o (at will)—*detect magic*, *guidance*, *read magic*, *stabilize*

Mystery Flame

STATISTICS

Str 10, **Dex** 14, **Con** 8, **Int** 13, **Wis** 12, **Cha** 17

Base Atk +0; **CMB** +0; **CMD** 13

Feats Combat Casting, Dodge

Skills Acrobatics +5, Climb +3, Diplomacy +7, Heal +5 (+7 with
healer's kit), Knowledge (history) +5, Spellcraft +5

Languages Common, Draconic

SQ revelation (touch of flame)

Combat Gear scrolls of *cure light wounds* (2), thunderstone; **Other**

Gear studded leather armor, quarterstaff, sling with 10 bullets,
backpack, fortune-telling bones, healer's kit, rations (6), silver
holy symbol, spell component pouch, 10 gp

SPECIAL ABILITIES

Spells You cast divine spells drawn from the cleric spell lists
(see page 226 of the *Pathfinder RPG Core Rulebook*). You can
cast any spell you know without preparing it ahead of time.
The Difficulty Class for a saving throw against your spells is
10 + the spell's level + your Charisma modifier. Like other
spellcasters, you can cast only a certain number of spells
of each spell level per day. Unlike other divine spellcasters,
your selection of spells is extremely limited. You also know
all cure spells (cure spells include all spells with "cure" in
their names).

Unlike a cleric, you need not prepare your spells in
advance. You can cast any spell you know at any time,
assuming you have not yet used up your spells per day for that
spell level.

Mystery Each oracle draws upon a divine mystery to grant her
spells and powers. This mystery also grants additional class

skills and other special abilities. This
mystery can represent a devotion to one
ideal, prayers to deities that support
the concept, or a natural calling to
champion a cause. Regardless of the
source, a mystery manifests in a number
of ways as the oracle gains levels. Your
mystery is Flame (see below).

Oracle's Curse (Ex) Each oracle is cursed,
but this curse comes with a benefit as
well as a hindrance. Your curse cannot
be removed or dispelled without the aid
of a deity.

Clouded Vision: Your eyes are obscured,

making it difficult for you to see. You cannot see anything
beyond 30 feet, but you can see as if you had darkvision.

Revelation At 1st level, you uncover a new secret about the
mystery that grants your powers and abilities. Unless
otherwise noted, activating the power of a revelation is a
standard action. Your revelation is Touch of Flame (see below).

Mystery of Flame

Deities: Asmodeus, Sarenrae.

Class Skills: As an oracle with the flame mystery, you add
Acrobatics, Climb, Intimidate, and Perform to your list of
class skills.

Touch of Flame (Su): As a standard action, you can perform
a melee touch attack that deals 1d6 points of fire damage. You
can use this ability a number of times per day equal to 3 + your
Charisma modifier.

More Oracle Mysteries

In addition to the mystery of flame, several other
mysteries exist. While you cannot change your mystery
once it is chosen, other oracles can be devoted to different
mysteries. Some of the mysteries available include:

Battle: Oracles with the battle mystery can gain skill
with arms and armor, master combat maneuvers, inspire
allies, and eventually become avatars of battle.

Bones: Oracles with the bones mystery can craft
armor from bones, command and create the undead,
speak with dead souls, and even master death itself

Heavens: Oracles with the heavens mystery can call
down the power of the moon, the stars, and outer space,
eventually gaining perfect harmony with the universe.

Lore: Oracles with the lore mystery can cast arcane
spells, increase their Intelligence, and probe others'
minds as they gradually gain understanding of the
fundamental underpinnings of reality.

Waves: Oracles with the waves mystery can become
resistant to cold damage, create blizzards, encase
themselves in armor of ice, walk on water, and turn into
water elementals.

BALAZAR

Male gnome summoner 1

N Small humanoid (gnome)

Deity Agnostic

Homeland Nex

Init +1; Senses low-light vision; Perception +3

DEFENSE

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 9 (1d8+1)

Fort +1, Ref +1, Will +3; +2 vs. illusions

OFFENSE

Speed 20 ft.

Melee club -1 (1d4-2)

Ranged light crossbow +2 (1d6/19-20)

Gnome Spell-Like Abilities (CL 1st; concentration +4)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

Summoner Spell-Like Abilities (CL 1st; concentration +4)

6/day—*summon monster I*

Spells Known (CL 1st; concentration +4)

1st (2/day)—*mage armor*, *magic fang*

0 (at will)—*acid splash*, *daze* (DC 13), *detect magic*, *read magic*

STATISTICS

Str 6, Dex 13, Con 12, Int 14, Wis 12, Cha 17

Base Atk +0; CMB -3; CMD 8

Feats Spell Focus (conjuration)

Skills Climb -2, Handle Animal +7, Knowledge (arcana) +6, Ride +5, Spellcraft +6, Use Magic Device +7

Languages Common, Gnome, Goblin, Orc, Sylvan

SQ defensive training, eidolon, gnome magic, hatred, life link, obsessive, weapon familiarity

Combat Gear *scroll of shield*, alchemist's fire; Other Gear leather armor, club, light crossbow with 10 bolts, dagger, backpack, pipe, spell component pouch, signal whistle, sunrods (3), 13 gp

SPECIAL ABILITIES

Spells You cast arcane spells drawn from the summoner spell list. You can cast any spell you know without preparing it ahead of time, assuming you have not yet used up your allotment of spells per day for the spell's level. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Charisma modifier.

Eidolon You have the ability to summon to your side a powerful outsider called an eidolon. Eidolons are treated as summoned creatures, except that they are not sent back to their home plane until reduced to a number of negative hit points equal to or greater than their Constitution score. Due to its tie to you, your eidolon can touch and attack creatures warded by effects that prevent contact with summoned creatures.

You can summon your eidolon once per day in a ritual that takes 1 minute to perform. The eidolon's hit points are unchanged from the last time it was summoned (unless the eidolon was slain, in which case it returns with half its normal



Balazar

hit points). It remains until dismissed by you (a standard action). If the eidolon is sent back to its home plane due to damage, it cannot be summoned again until the following day.

Your eidolon, Padrig, resembles a rooster-headed feathered snake. The eidolon bears a glowing rune that is identical to a rune that appears on your forehead as long as the eidolon is summoned. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility*

does conceal it as long as the spell lasts).

Life Link (Su) Your life and your eidolon's are closely bound.

Whenever the eidolon takes enough damage to send it back to its home plane, you can, as a free action, sacrifice any number of hit points. Each hit point sacrificed in this way prevents 1 point of damage done to the eidolon. This can prevent the eidolon from being sent back to its home plane.

In addition, you and the eidolon must remain within 100 feet of one another for the eidolon to remain at full strength. If the eidolon is beyond 100 feet but closer than 1,000 feet, its current and maximum hit point totals are reduced by 50%. Current hit points lost in this way are not restored when the eidolon gets closer to you, but its maximum hit point total does return to normal.

Summon Monster I (Sp) You have *summon monster I* as a spell-like ability. Using this ability is a standard action, and the summoned creature remains for 1 minute (instead of 1 round). You cannot have more than one *summon monster* spell active in this way at one time. If this ability is used again, any existing *summon monster* spell immediately ends.

PADRIG, EIDOLON

N Medium outsider (serpentine base form)

Init +4; Senses darkvision 60 ft.; Perception +4

DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 6 (1d10+1)

Fort +1, Ref +6, Will +2

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d6+1), tail slap +0 (1d6)

Space 5 ft.; Reach 5 ft. (10 ft. with bite)

STATISTICS

Str 12, Dex 18, Con 13, Int 7, Wis 10, Cha 11

Base Atk +1; CMB +2; CMD 16

Feats Weapon Finesse

Skills Acrobatics +8 (+4 jump, +10 balance on surfaces), Climb +9, Knowledge (planes) +2, Perception +4, Stealth +8

SQ evolutions (ability increase [Dex], bite, climb, reach, tail, tail slap), link, share spells

Master of the Fallen Fortress

FEIYA

Female human witch 1

CG Medium humanoid (human)

Deity Desna

Homeland Irrisen

Init +2; **Senses** Perception +2

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 8 (1d6+2)

Fort +1, **Ref** +4, **Will** +2

OFFENSE

Speed 30 ft.

Melee quarterstaff –1 (1d6–1) or
dagger –1 (1d4–1/19–20)

Ranged dart +2 (1d4–1)

Special Attacks hex (slumber [DC 13])

Spells Prepared (CL 1st; concentration +4)

1st—*mage armor*, *ray of enfeeblement* (DC 14)

o (at will)—*daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 17, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** –1; **CMD** 11

Feats Alertness, Arcane Strike, Magical Aptitude

Skills Climb –1, Heal +4 (+6 with healer's kit), Intimidate +5,
Knowledge (arcana) +7, Knowledge (nature) +7, Sense Motive +2,
Spellcraft +9, Use Magic Device +7

Languages Aklo, Common, Elven, Sylvan

SQ witch's familiar (fox named Daji; stores all prepared spells,
plus *cause fear*, *charm person*, *identify*, *obscuring mist*, and all
o-level spells)

Combat Gear tanglefoot bag; **Other Gear** dagger, darts (6),
quarterstaff, backpack, fetishes, healer's kit, iron pot, rations (4),
spell component pouch, sunrods (2), 1 gp

SPECIAL ABILITIES

Spells You cast arcane spells drawn from the witch spell list.

You must choose and prepare your spells ahead of time. The Difficulty Class for a saving throw against your spell is 10 + the spell level + your Intelligence modifier.

You must choose and prepare your spells ahead of time by getting 8 hours of sleep and spending 1 hour communing with your familiar. While communing, you decide which spells to prepare.

Hex Witches learn a number of magic tricks, called hexes, that grant them powers or weaken foes. At 1st level, you know one hex (slumber, see below). Using a hex is a standard action that does not provoke an attack of opportunity. There is no daily limit to how many times you can use a hex. The save to resist a hex is equal to 10 + 1/2 your level + your Intelligence modifier.

Slumber (Su): You can cause a creature within 30 feet to fall into a deep, magical sleep, as per the spell *sleep*. The creature receives a Will save to negate the effect. If the save fails, the creature falls asleep for 1 round. Unlike *sleep*, this hex can affect a creature of any HD. The creature will not wake due to



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noise or light, but others can rouse it with a standard action. This hex ends immediately if the creature takes damage. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Witch's Familiar (Ex) You have a close bond with a familiar, a creature that teaches you magic and helps to guide you along your path. Your familiar (Daji, a fox) also

aids you by granting you a bonus on saving throws (see below) and helping with some types of magic. You must commune with your familiar each day to prepare your spells (just as a wizard

studies a spellbook to prepare his spells). Your familiar stores all of the spells that you know, and you cannot prepare a spell that is not stored by your familiar.

If a familiar is lost or dies, it can be replaced 1 day later through a special ritual that costs 500 gp per witch level. The ritual takes 8 hours to complete.

Fox familiar: You gain a +2 bonus on Reflex saves.

Witches' Familiars

A familiar is an animal chosen by a witch to aid her in her spellcasting and grant her special powers. At 2nd level, and as the witch gains additional levels, a witch's familiar adds new spells to a witch's list of spells known. These spells are also automatically added to the list of spells stored by the familiar. The spells gained depend upon the type of familiar chosen. Some of the familiars available (and their bonus spells) include:

Cat: 2nd—*jump*, 4th—*cat's grace*, 6th—*haste*, 8th—*freedom of movement*, 10th—*polymorph*, 12th—*mass cat's grace*, 14th—*ethereal jaunt*, 16th—*animal shapes*, 18th—*shapechange*.

Fox: 2nd—*animate rope*, 4th—*mirror image*, 6th—*major image*, 8th—*phantasmal killer*, 10th—*mirage arcana*, 12th—*mislead*, 14th—*reverse gravity*, 16th—*screen*, 18th—*time stop*.

Goat: 2nd—*endure elements*, 4th—*bear's endurance*, 6th—*protection from energy*, 8th—*spell immunity*, 10th—*spell resistance*, 12th—*mass bear's endurance*, 14th—*greater restoration*, 16th—*iron body*, 18th—*miracle*.

Pig: 2nd—*divine favor*, 4th—*bull's strength*, 6th—*greater magic weapon*, 8th—*divine power*, 10th—*righteous might*, 12th—*mass bull's strength*, 14th—*giant form I*, 16th—*giant form II*, 18th—*shapechange*.

Raven: 2nd—*ventriloquism*, 4th—*invisibility*, 6th—*blink*, 8th—*confusion*, 10th—*passwall*, 12th—*programmed image*, 14th—*mass invisibility*, 16th—*scintillating pattern*, 18th—*time stop*.

Toad: 2nd—*jump*, 4th—*bear's endurance*, 6th—*beast shape I*, 8th—*beast shape II*, 10th—*beast shape III*, 12th—*form of the dragon I*, 14th—*form of the dragon II*, 16th—*form of the dragon III*, 18th—*shapechange*.