

Paladin Spells Prepared (CL 9th):
2nd—*undetectable alignment*
1st—*divine favor*, *protection from evil*
Spell-Like Abilities (CL 7th):
At will—*detect evil*
1/week—*remove disease*

Abilities Str 14, Dex 11, Con 12, Int 11, Wis 15, Cha 17
SQ sacrament of trust, special mount 1/day (heavy warhorse, 14 hours), strong aura of good
Feats Endurance, Diehard, Iron Will, Quick Draw
Skills Bluff +8, Climb +0, Concentration +2, Diplomacy +9, Disguise +3 (+5 acting), Gather Information +5, Handle Animal +6, Heal +4, Intimidate +5, Knowledge (religion) +8, Listen +3, Move Silently +0, Ride +2, Search +1, Sense Motive +7, Spot +3
Possessions +1 *silent moves full plate*, +1 *heavy steel shield*, +2 *longsword*, *cloak of resistance* +1, *ring of climbing*, *potion of pass without trace*, healer's kit, wooden holy symbol

MAGICAL TRICKSTER

"Don't make the mistake of assuming that spells are the only trick up my sleeve."

—Sorilae Hartsel, magical trickster

Relying as much on her wits as on her spellcasting prowess, the magical trickster can sacrifice her spellcasting ability to gain even greater access to skill tricks.

BECOMING A MAGICAL TRICKSTER

Although this prestige class supports spellcasting, it appeals mainly to casters with low hit points and few other class features, such as sorcerers and wizards. Sorcerers excel as magical tricksters, since they have plentiful spell uses with which to power skill tricks. On the divine side, the prestige class most appeals to favored souls, shugenjas, and spirit shamans (all described in *Complete Divine*), all of whom also have a large number of daily spell uses. Clerics and druids rarely bother with the class, except for worshipers of trickster deities.

ENTRY REQUIREMENTS

Feats: Any one metamagic feat.
Spellcasting: Ability to cast 3rd-level spells.
Skill Tricks: Any two.

CLASS FEATURES

A magical trickster focuses on skill tricks, even sacrificing spells for greater access to them.

Spellcasting: At each level after 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a magical trickster, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Bonus Trick: At 1st level, and again at 3rd level, you gain a bonus skill trick for which you meet the prerequisite. These bonus tricks do not cost skill points and do not count against your maximum number of skill tricks available.

Spontaneous Trickster (Su): You can channel magical potential into using skill tricks more often, effectively "recharging" them. As a swift action, you can "lose" any spell slot or prepared spell of 1st level or higher to perform a trick that you have already used in the encounter.

Bonus Metamagic Feat: At 2nd level, you gain a bonus metamagic feat for which you meet the prerequisite.

Metamagic Trick (Ex): Beginning at 3rd level, you understand how to apply the principle of tricks to your spellcasting. Once per day you can apply the effect of any one metamagic feat you know to a spell as you cast it without altering the spell's effective level. The spell slot adjustment of the metamagic feat can't exceed four.

Tricky Magic (Ex): At 3rd level, you have mastered incorporating tricks into your spellcasting routines. On any round that you perform a skill trick, the save DC of the next spell you cast that round is increased by 1.

PLAYING A MAGICAL TRICKSTER

You are unpredictable and extremely adaptable. As long as you still have spells available to cast, your bag of skill tricks is nearly unlimited, giving you an opportunity to overcome most challenges.

You are drawn to others who can perform skill tricks, and from them you learn yet more. Becoming a trick expert instantly affiliates you with a very loose fellowship of tricksters (battle, uncanny, and magical). You don't get along with every trickster you meet, though: Some jealously guard their secrets and view others of their kind as rivals.

TABLE 2–9: THE MAGICAL TRICKSTER

HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Bonus trick, spontaneous trickster	—
2nd	+1	+0	+0	+3	Bonus metamagic feat	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Bonus trick, metamagic trick, tricky magic	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Bluff, Climb, Concentration, Craft, Diplomacy, Jump, Knowledge (arcana), Knowledge (religion), Profession, Spellcraft, Tumble, Use Rope.

Combat

Your spells are even more valuable to you than a typical caster's, and you should use them judiciously. You walk a narrow line: On the one hand, you can enhance your combat effectiveness with your spontaneous tricks, but on the other, your allies depend on your spellcasting support. Such decisions depend on the structure of the party and the opponent you face. In a party with multiple casters, you have more freedom to use your tricks, while a party with several tricky characters needs your spells more.

Advancement

Whether you received a divine gift or extended your arcane knowledge, you discovered you had a natural talent for skill tricks and put yourself on the path to learning more. A mentor might have shown you how to tap into your magical ability to fuel your repertoire, or you might have learned it on your own through hours of meditation.

As a magical trickster, you readily adapt to any situation. No longer are you bound only by what spells you know or prepare. Your allies probably appreciate this flexibility—unless they have also focused their careers on learning tricks and resent your freedom and flexibility.

Even though you gain bonus skill tricks from this prestige class, you should continue to invest skill points in learning new tricks. The more you have, the more potent and unpredictable you become. Feats that grant bonus skill tricks, such as Freerunner (page 77), are good options, as are metamagic feats, which you can apply more easily to your spells than others can.

Resources

Although you might not have realized it when you became a magical trickster, you are part of a larger (albeit very loosely organized) group. The benefits and requirements of this group are few, but it does offer the camaraderie of shared experiences as well as the chance to learn new tricks. Nevertheless, tricksters owe no more to one another than do any other people with similar, nonbinding interests.

MAGICAL TRICKSTERS IN THE WORLD

"She mastered the difficult trick I'd just shown her, then suddenly pulled it off again without a thought. Why can't I do that?"

—Ameslan Trag, uncanny trickster

The magical trickster is relatively easy to integrate into a campaign that employs the skill trick rules. She works much like any other trickster character, except that her talent is powered by magic. Whether through divine favor or some lost arcane secret, her ability to flawlessly perform tricks again and again can be explained away by the source of her spellcasting ability.

Organization

Magical tricksters congregate with uncanny and battle tricksters when possible. Having come to the prestige class from different backgrounds, they have less in common with one another than they do with other tricksters. They swap techniques, introduce newly developed tricks and trick-supporting equipment and magic, and share experiences. Outside observers might assume such a meeting is part of a circus or carnival, with tricksters springing about performing for the enjoyment and education of onlookers.

These gatherings, though enjoyable, do not represent a structured organization. Magical tricksters looking to become part of something more permanent usually join groups that appreciate both their abilities and their moral choices: churches, arcane guilds, or druid circles.

NPC Reactions

A magical trickster can make other people frustrated or concerned. She can perform skill tricks over and over that others cannot easily repeat, even after years of practice. Other sorts of tricksters treat a known magical trickster with contempt and silence, and are almost always unfriendly. If she belonged to an organization before entering the prestige class, a magical trickster might be the subject of concern or quiet whispers among her colleagues and superiors. Although other members of the organization still respect her, their attitudes usually slip a step, such as from helpful to friendly or friendly to indifferent.

Common folk do not understand the difference between magical tricksters and other trickster classes, so their attitudes span the spectrum. However, because some tricksters use their abilities to take advantage of less talented folk, a victim of such exploitation has a negative view of all tricksters, magical or otherwise, and is unfriendly at best.

MAGICAL TRICKSTER LORE

Characters with ranks in Knowledge (arcana) can research magical tricksters to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Magical tricksters combine magical talent with odd stunts relying on trained skill.

DC 15: Magical tricksters learn to pull off surprises with their magic just as they can with their skills.

DC 20: Magical tricksters can give up some of their magical power to perform stunts again and again.

DC 30: Characters who achieve this level of success can learn important details about specific magical tricksters in your campaign, including a notable individual, the area in which she operates, and the kinds of activities she undertakes.

PCs searching for a magical trickster who belongs to an organization can contact her through it. A magical trickster affiliated with no group is more difficult to track down, although other tricksters in the area probably know of her.

MAGICAL TRICKSTERS IN THE GAME

An NPC magical trickster makes an interesting and unpredictable opponent. She seems to be a typical spellcaster until she suddenly performs a powerful and difficult trick—then repeats it a moment later. Magical tricksters tend to avoid one another unless of the same faith, guild, or school, so you should probably avoid introducing more than one per encounter.

Players who like flexibility and variety should find the prestige class appealing. A magical trickster can serve the party with either her spells or her tricks, adapting as needed to a given encounter.

Adaptation

You can easily change this prestige class into a psionic trickster by replacing spells with psionic power points as the “currency” for reusing tricks. Rather than sacrificing a spell slot or prepared spell to recharge a trick, a psionic trickster expends 2 power points.

Sample Encounter

Magical tricksters seek out other trick users to discover new tricks. A PC who uses a skill trick in public might get an unexpected visit from a magical trickster.

EL 11: Sorilae Hartsel is an amazing, playful beauty with a cruel streak. She enjoys showing off her abilities, using them to seduce gullible tricksters into revealing their tricks, then abandoning her lovers to move on to the next game. If her skills alone are inadequate, she turns to charm spells to get what she wants. Sometimes she uses her newfound skills to humiliate and torment her unwitting mentors.

The PCs might stumble across Sorilae on her way from or to an assignation. If the party contains a trickster PC who seems an interesting prospect, she attempts to attract that character’s attention with an eye to collecting a new trick.

SORILAE HARTSEL

Female human sorcerer 8/magical trickster 3

NE Medium humanoid

Init +2; **Senses** Listen +3, Spot +3

Languages Common, Draconic, empathic link

AC 14, touch 13, flat-footed 12; **Dodge** (+2 Dex, +1 deflection, +1 natural)

hp 36 (11 HD)

Fort +3, **Ref** +5, **Will** +10

Speed 30 ft. (6 squares)

Melee mwk dagger +5 (1d4–1/19–20) or

Melee whip +4 (1d3–1 nonlethal)

Ranged mwk dagger +8 (1d4–1/19–20)

Base Atk +5; **Grp** +4

Atk Options skill tricks, tricky magic

Special Actions metamagic trick, spontaneous trickster

Combat Gear 3 potions of cure moderate wounds

Sorcerer Spells Known (CL 10th; 1d20 +12 to overcome SR):

5th (4/day)—*dominate person* (DC 20)

CR 11

4th (6/day)—*charm monster* (DC 19), *phantasmal killer* (DC 19)

3rd (7/day)—*haste*, *heroism*, *fireball* (DC 18)

2nd (7/day)—*daze monster* (DC 17), *glitterdust* (DC 17), *touch of idiocy* (+4 melee touch; DC 17), *web* (DC 17)

1st (8/day)—*mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement* (+7 ranged touch; DC 16), *shield*

0 (6/day)—*acid splash* (+7 ranged touch), *detect magic*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost* (+7 ranged touch), *touch of fatigue* (+4 melee touch; DC 15)

Abilities Str 8, Dex 14, Con 10, Int 12, Wis 13, Cha 21

SQ familiar, share spells, spontaneous trickster

Feats Alertness^B (if familiar within 5 ft.), Dodge, Extend Spell^B, Exotic Weapon Proficiency (whip)^B, Sweet Talker*, Spell Penetration, Still Spell^B

*New feat described in Chapter 3

Skills Bluff +22, Concentration +14, Diplomacy +7, Disguise +5 (+7 acting), Escape Artist +2 (+4 involving ropes), Intimidate +7, Knowledge (arcana) +8, Listen +3, Sleight of Hand +5, Spellcraft +12, Spot +3, Use Rope +8



Sorilae Hartsel, a magical trickster

Illus. by H. Lyon

Skill Tricks* Collector of Stories, False Theurgy, Group Fake-Out, Never Outnumbered, Swift Concentration, Timely Misdirection, Whip Climber
*Described in Chapter 3

Possessions combat gear plus 2 masterwork daggers, *amulet of natural armor* +1, *ring of protection* +1, *cloak of Charisma* +4, jewelry worth 200 gp

DOS, TINY VIPER FAMILIAR

CR —

NE Tiny magical beast (augmented animal)

Init +3; **Senses** scent; Listen +6, Spot +6

Languages empathic link, speak with master, speak with reptiles

AC 21, touch 15, flat-footed 18
(+2 size, +3 Dex, +6 natural)

hp 16 (8 HD)

Resist improved evasion

Fort +3, **Ref** +6, **Will** +10

Speed 15 ft. (3 squares), climb 15 ft., swim 15 ft.

Melee bite +8 (1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +5; **Grp** -6

Atk Options deliver touch spells, poison (Fort DC 10, 1d6 Con/1d6 Con)

Abilities Str 4, Dex 17, Con 11, Int 9, Wis 12, Cha 2

Feats Weapon Finesse

Skills Bluff +10, Balance +11, Climb +11, Concentration +14, Hide +15, Listen +6, Spot +6

MALCONVOKER

"Take him, my slaves! Drag his soul back to your dark masters!"

—Argyll Te'Shea, servant of Pelor and malconvoker

The standard concept of the perpetual war between good and evil is clichéd to some: a black-and-white vision of reality, suitable only for religious sermonizing. A few who understand the complexity of the battles that rage throughout the planes have taken up a dangerous path, entering into powerful pacts with the foulest abominations of the Lower Planes to turn evil against evil. These daring summoners are malconvokers, and they bargain with their lives.

BECOMING A MALCONVOKER

The vast majority of malconvokers are sorcerers and wizards (typically conjurers) who focus on summoning creatures. A few clerics find the class interesting, but most have difficulty accepting the idea of using evil creatures to accomplish good acts.

ENTRY REQUIREMENTS

Alignment: Any non-evil.

Skills: Bluff 4 ranks, Knowledge (the planes) 4 ranks.

Languages: Celestial, Infernal.

Feats: Augment Summoning, Spell Focus (conjunction).

Special: Ability to cast *summon monster III*.

CLASS FEATURES

As a malconvoker, you turn the powers of your enemies back upon them, deceiving creatures into opposing those they might typically ally with. Your evil foes are least prepared to deal with the same arsenal of abilities and tactics they employ themselves.

Spellcasting: At each level beyond 1st, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a malconvoker, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Deceptive Summons (Su): At 1st level, you can attempt to trick evil creatures you conjure into serving you for longer than they normally would. When casting a *summon monster* spell to summon an evil-aligned creature, you can attempt a Bluff check as a free action, opposed by the creature's Sense Motive check. If your check succeeds, the duration of the effect is doubled (as if by the Extend Spell feat), and the summoned creature might be subject to additional effects as described below. If it fails, the duration remains as normal and no additional effects can be applied. If you fail the check by 5 or more, the creature breaks free of your control and is hostile toward you (though it still disappears as normal when the spell's duration ends).

If you use this ability when summoning multiple creatures, you must attempt an opposed skill check separately against each creature you wish to affect.

Beginning at 4th level, you can whip the deceived creatures into an infernal fury. If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on weapon damage rolls and 2 extra hit points per Hit Die (in addition to the bonuses conferred by Augment Summoning).

Beginning at 7th level, you can instill the deceived creatures with exceptional resistance to your enemies' attempts to control or dismiss them. If your Bluff check to extend the duration of summoning succeeds, the creatures get a +2 bonus on Will saves, and your effective caster level is increased by 2 for the purpose of resisting *dispel magic* and similar effects against those creatures.

Unrestricted Conjunction: For the purpose only of casting conjunction spells, you can ignore any restrictions that forbid you from casting spells of certain alignments. In addition, regular use of conjunction spells with the evil descriptor does not threaten to change your alignment. For example, a good cleric who becomes a malconvoker could cast *summon monster I* to summon a fiendish raven (whose alignment gives the spell the evil descriptor). The cleric could not cast *death knell*, though, which has the evil descriptor but is not of the conjunction school.

Planar Binding: Beginning at 2nd level, you can add the following spells to your class spell list and your list of known spells (or your spellbook) at the indicated levels. If you already have one or more of these spells on your class list at a different level, treat it as being of the lower level.

5th: *lesser planar binding*.

6th: *planar binding*.

8th: *greater planar binding*.

Skill Focus (Bluff): At 3rd level, you gain Skill Focus (Bluff) as a bonus feat. If you already have this feat, you can select any other feat for which you meet the prerequisite.

Fiendish Legion (Ex): Once you attain 5th level, whenever you use a *summon monster* spell to summon one or more evil-aligned creatures, you summon one extra creature of the same kind.

Deceitful Bargaining (Ex): Starting at 6th level, you become exceptionally adept at convincing evil creatures you call that your intentions parallel their own. Upon calling an evil outsider using a *planar binding* spell, you can make a Bluff check opposed by the creature's Sense Motive skill check. If you succeed on this check, the called creature becomes more amenable to your cause, taking a –5 penalty on the opposed Charisma check made to refuse serving you. If you fail, the creature immediately makes a new Will saving throw against your spell. On a failure, the spell functions as normal. If it succeeds on this save, the creature breaks free of your control and can either flee or attack you.

Improved Calling (Su): At 8th level, your understanding of the ways of fiends shows you how to tempt even more powerful beings into your service. The normal HD limit for your *planar ally* and *planar binding* spells (including lesser and greater versions) increases by 2.

Safe Summoning (Ex): At 9th level, you can dismiss any evil creature that you have summoned as an immediate action rather than as a standard action.

PLAYING A MALCONVOKER

You have always honed your conjuration magic beyond that of your other spells, even flirting with the idea of summoning powerful fiends to do your bidding, but you never actually carried through with such a disreputable act.

At least, not until that book appeared. Many malconvokers—too many for pure coincidence—were set upon their path by a seemingly serendipitous event: the appearance of a thin folio bound in black scales entitled the *Vital Pact*.

This thesis, written in Celestial, discusses the limited ranks and resources of the extraplanar forces of good as opposed to the endless armies of the Lower Planes. It calls for vague new allies from realms only hinted at but also posits that, for the armies of light to survive, evil must be made to combat itself. Such a philosophical treatise would normally inspire few, were it not for the last page. Each copy of the work bears a name—a truename—handwritten in red ink along with notations to aid in summoning a specific fiend. (See the *Tome of Magic* supplement for more about truename magic.) With the essay's radical ideas fresh in the reader's mind, often echoing similar personal thoughts, the temptation to investigate the darker side of conjuration is usually too strong to resist.

None can say who penned the *Vital Pact*, how the work mysteriously enters the possession of certain spellcasters, and where the unique closing notations come from. Even the fiends first summoned using the text seem wholly ignorant of its contents or how they became involved. Although many malconvokers accept the *Vital Pact* as a boon from some hidden patron or celestial power, some scholars fear a more sinister underlying motive.

Whatever the truth, you have been chosen. Someone or something wanted you to receive a copy of the *Vital Pact* and take up the challenge it proposes, even if you never actually hold the book in your hands. Whether you willingly accept this mandate or seek to discover its source, you cannot deny the effectiveness of its teachings and the good you could put them to.

As you grow in power, your involvement in the planar battle between good and evil also increases. You might begin seeking out places where fiendish influence has leaked into the world, seeking to scour such taints from your home plane. Alternatively, you might travel to other planes, seeking out celestial forces or infiltrating oft-contested infernal battlegrounds such as Acheron, Pazunia on the Abyss's Plain of Infinite Portals, and Hell's first layer, Avernus.

TABLE 2–10: THE MALCONVOKER HIT DIE: D4

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Deceptive summons, unrestricted conjuration	—
2nd	+1	+0	+0	+3	<i>Planar binding</i>	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Skill Focus (Bluff)	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Deceptive summons (fury)	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Fiendish legion	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Deceitful bargaining	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Deceptive summons (resistance)	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Improved calling	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Safe summoning	+1 level of existing spellcasting class

Class Skills (2 + Int modifier per level): Bluff, Concentration, Craft, Disguise, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Profession, Spellcraft.

Combat

As a malconvoker, you rarely fight alone. The versatility of the *summon monster* spells allows you to conjure many allies, whether you are a solitary traveler or part of a group. With enough such spells and your fiendish legion class feature, you can become the general of a small infernal army. Your other powers, although sometimes risky, also ensure that the creatures you summon stay longer and are more powerful than those summoned by your enemies.

Advancement

You come to understand the ways of fiends, honing your words to offer the proper mix of compliments, threats, and promises to whet their infernal desires. As you grow in power, so do the beings you deal with, increasing the forces you can bring to bear but also the risks in bargaining with such corrupt abominations.

Tricking powerful fiends is much more difficult than manipulating lowly minions. Thus, you should max out your Bluff skill to get the most out of your deceptive bargaining; increasing your Charisma score is also important for *planar binding* negotiations. Put ranks into Knowledge (the planes) to learn the strengths and weaknesses of the creatures you summon, so you can choose the best allies for a given situation. Feats that aid your summoning are also helpful, such as *Cloudy Conjuration* (*Complete Mage*) or *Complete Divine's* *Rapid Spell* (which reduces the casting time of your *summon monster* spells to a standard action).

Resources

While advancing as a malconvoker, you continue to strengthen your spellcasting ability, though if you are a divine caster affiliated with a church, your peers might have reservations about your methods. Nevertheless, you might be able to discover and contact other malconvokers (by succeeding on a reasonably difficult Knowledge [arcana] check). These peers welcome the rare fellows they encounter and might be convinced to share their research and even magic items related to summoning. At the very

least, together you can plumb the often cryptic passages of the *Vital Pact* to gain further insights into your art.

MALCONVOKERS IN THE WORLD

"I have dwelt in darkness for eighty thousand years, seen the deaths of gods, and feasted on the souls of worlds. I would not be tricked by a mortal wizard."

—Cvol Visok, nalfeshnee dupe

The malconvoker prestige class gives non-evil player characters a chance to use some of the most powerful creatures in the game—and the most dangerous.

Malconvokers run terrible risks in attempting to turn pure evil to the service of good. Moreover, they might alienate righteous allies in exchange for tenuous pacts with fiendish servants. The *Vital*

Pact, that peculiar text that indoctrinates so many malconvokers, also sets up a dark mystery with possible celestial or infernal ties.

Organization

Nearly all malconvokers have studied the *Vital Pact*, whether or not they possess a copy of the book. Some are fanatics devoted to its radical call to arms, others are researchers hoping to reveal its shadowed origins, and still others are conjurers who seek more versatility in their spellcasting. This shared knowledge puts malconvokers into a strange sort of group, if not an especially organized one. No obvious thread links those who come across that strange text, beyond their affinity for summoning magic.

Malconvokers quietly share their knowledge of extraplanar beings, methods of deceiving those they summon, and, in rare circumstances, the truenames of potent or easily duped fiends. They secretly correspond with one another through mundane letters or spells to protect their own identities and those of their peers, understanding that people in powerful positions abhor their methods. A malconvoker or his agent often leaves a letter in a well-used cache, where another can check for correspondence without drawing attention. Favored spots include statues in crowded public places, especially those with angelic or religious themes.

Every malconvoker risks having his true identity revealed to a fiend he once tricked into his service, which might then track him down and exact horrific retribution. For most, this dreadful prospect never becomes reality. But



*Argyll Te'Shea,
a malconvoker*

when the unthinkable happens, malconvokers can turn only to their peers for help. Some see it as their duty to aid a colleague, but many shun such an individual, terrified of being exposed to the same fate.

NPC Reactions

Malconvokers elicit strong opinions. Authorities within lawful- or good-aligned religions see them as self-deluded demonologists. These critics hold that summoning fundamentally wicked creatures into the world is evil regardless of the end. True, a malconvoker cheats these beings to serve good aims, but two wrongs still don't make a right. Thus, malconvokers have been expelled from religious orders and, in extreme cases, executed as heretics. Followers of other religions, though, welcome malconvokers, primarily those who revere trickster gods and other less lawful deities. They savor the delicious irony of turning demons loose against a cult of demon-worshippers.

Most ordinary folk cannot distinguish malconvokers from other spellcasters and treat them according to their apparent station. Summoning fiends in a public area, however, is likely to produce a hostile reaction. Most people don't care why a spellcaster can so adeptly command demons and devils, only that he does.

MALCONVOKER LORE

Characters with ranks in Knowledge (arcana) can research malconvokers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: Malconvokers are conjurers who summon demons, devils, and other fiends and trick them into aiding the cause of good.

DC 15: Malconvokers are feared by many, despite their good intentions. The creatures they summon are often more powerful than other summoned monsters of their kind.

DC 20: Many malconvokers begin summoning fiends at the suggestion of a strange book called the *Vital Pact*.

DC 30: Characters who achieve this level of success can learn important details about specific malconvokers in your campaign, including a notable individual, the area in which he operates, and how to contact him.

Contacting a malconvoker depends on his social status and how greatly he fears oppression or pursuit. Correspondence might take place through letters left at prearranged drop points.

MALCONVOKERS IN THE GAME

Malconvokers can fill a number of roles in your campaign. They might be reckless summoners who call on forces they don't fully understand, their judgment clouded by their zeal to combat evil. Particularly power-hungry individuals might wage personal wars against fiends and their influences. More thoughtful, conflicted malconvokers believe in the necessity of sacrificing innocence to gain powerful allies.

Malconvokers make challenging player characters. On the one hand, they can aid their colleagues with their command over terrible creatures. Their research into the truenames of useful or powerful fiends, and their deep knowledge of planar matters, also make them helpful to their comrades. On the other hand, clerics, druids, and paladins often oppose a malconvoker's methods, fearful of not only the dark creatures he controls but also his intentions. Such fear might also mean a malconvoker and his associates are pursued by members of demon-hunting religions or fearful locals.

Adaptation

The origin and purpose of the *Vital Pact* are deliberately left open so that you can create a background appropriate to your campaign. Depending on your taste, the mysterious text can be benevolent, subtly corruptive, or even nonexistent.

If your campaign doesn't focus on cultic tomes and monstrosities of the Lower Planes, you can easily adapt the malconvoker to fulfill more obviously benevolent roles. Change the summoned creatures from evil-aligned to good-aligned to have him command a celestial strike force as powerful as fiends. Doing so also removes the moral and intraparty conflicts members of this class might otherwise face. Alternatively, a malconvoker can summon a different kind of creature in the fight against evil. Such powerful beings can still be dangerous to deal with.

Sample Encounter

Many folk mistake malconvokers for evil spellcasters, and the PCs are no exception. Facing a conjurer aided by fiendish beings, some characters might make a snap judgment and attack someone who is actually on the same side.

EL 12: The PCs have been hired to track down and arrest the leaders of a destructive cult of Hextor. They stalk the dark crusaders, who have a lair in the buried slums beneath the city. There the party finds its prey beset by a chain-wielding kyton eagerly flailing away at the cultists. Behind the chain devil, casting spells into the fray and shouting commands, spins a dark-cloaked figure surrounded by other fiendish creatures. Do the PCs aid those they were sent to capture against what appears to be a greater threat, or do they allow the fiends and their seemingly corrupt master to slaughter their quarry?

ARGYLL TE'SHEA

CR 12

Male elf cleric 8/malconvoker 4
CG Medium humanoid

Init +1; **Senses** low-light vision; Listen +4, Spot +4

Languages Abyssal, Celestial, Common, Elven, Infernal

AC 16, touch 11, flat-footed 15

(+1 Dex, +4 armor, +1 natural)

hp 38 (12 HD)

Immune sleep

Fort +7, **Ref** +5, **Will** +15

Speed 30 ft. (6 squares)

Melee +1 *holy heavy mace* +9/+4 (1d8+2)

Base Atk +8; **Grp** +8

Special Actions *deceptive summons* (fury), *greater turning* 1/day, *spontaneous casting* (cure spells), *turn undead* 6/day (+5, 2d6+11, 8th)

Combat Gear *potion of resist energy* (fire), *scroll of summon monster VII*

Cleric Spells Prepared (CL 11th):

6th—*blade barrier*^D (DC 18), *summon monster VI*

5th—*dispel evil*^D (DC 17; CL 12th), *lesser planar binding* (DC 18), *summon monster V*

4th—*dismissal* (DC 16), *fire shield*^D, *lesser planar ally*, *summon monster IV*

3rd—*daylight*, *dispel magic*, *magic circle against evil*^D (CL 12th), *searing light* (+9 ranged touch), *summon monster III*

2nd—*aid*, *align weapon*, *augury*, *eagle's splendor*, *heat metal*^D (DC 14), *sound burst* (DC 14)

1st—*bless*, *detect evil*, *divine favor*, *magic stone*, *magic weapon*, *protection from evil*^D (CL 12th), *sanctuary* (DC 13)

0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *purify food and drink*, *resistance*

D: Domain spell. Deity: Pelor. Domains: Good, Sun.

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

SQ able to notice secret or concealed doors, strong aura of good, unrestricted conjuration

Feats *Augment Summoning*, *Iron Will*, *Persuasive*, *Run*, *Skill Focus* (Bluff)^B, *Spell Focus* (conjuration)

Skills Bluff +18, Concentration +3, Diplomacy +7, Disguise +8 (+10 acting), Heal +4, Intimidate +5, Knowledge (arcana) +6, Knowledge (religion) +6, Knowledge (the planes) +6, Listen +4, Search +3, Spellcraft +6, Speak Language (Abyssal, Infernal), Spot +4, Survival +2 (+4 on other planes)

Possessions combat gear plus +2 *leather armor*, +1 *holy heavy mace*, *amulet of natural armor* +1, *cloak of resistance* +1, *everburning torch*, *potion of undetectable alignment*, healer's kit, 4 vials of holy water

MASTER OF MASKS

"Every creature is but a role."

—Beriel, Comedian of Calamity
and Tragedian of Triumph

Belief and perception shape reality. In worlds where religions derive might from the faith of believers and where amazing magic sways the mind, those who command the senses hold great power. In such an environment, the master of masks takes center stage. Wearer of a thousand faces, with an identity as fluid as that of a crowd of strangers, this thespian of possibilities decides what is real and what can be.

BECOMING A MASTER OF MASKS

A master of masks must be a consummate actor. Anyone capable of shifting from role to role convincingly might enter the prestige class. Many are bards, who are the most obviously talented in the performing arts. Particularly theatrical rogues or those who specialize in disguise also sometimes become masters of masks, as do some multiclass sorcerers or wizards—especially those with a fondness

for illusions. Characters of a more martial bent or serious personality usually see acting as frivolous and do not pursue the class.

ENTRY REQUIREMENTS

Skill: Bluff 8 ranks, Disguise 8 ranks, Perform (act) 8 ranks.

Languages: Any four.

Special: Must have successfully impersonated an individual, fooling even that person's friends and associates.

CLASS FEATURES

You take on roles as befits your situation. Whether donning the mask of the jester to entertain a crowd or the mask of the gladiator and joining battle, your greatest talent is your versatility.

Spellcasting: At 2nd, 4th, 7th, and 9th level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a master of masks, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Persona Masks (Su): You gain the ability to craft potent magical masks, each of which allows you to take on a different persona and gain some aspect of that creature or archetypal character. At 1st level, you learn to create and use two masks selected from those described below. At 2nd level, and at every odd-numbered level thereafter, you can create and use one more mask from the list.

Creating a new persona mask requires 8 hours of work and costs 100 gp. You can use only persona masks that you have crafted. No one else (not even another master of masks) can benefit from a persona mask that you create.

To gain the benefit of a mask, you merely wear it. Putting on a mask is a standard action, and removing one is a move action. Once it is worn, the mask's benefit immediately applies. Your master of masks level is your caster level for any spell-like abilities produced by a mask.

In addition to its other benefits, a mask conceals your alignment, replacing it (for the purpose of detection spells or abilities) with an alignment appropriate to the mask. You still retain your normal alignment for all other purposes (such as if a paladin uses *smite evil* against you).

One or more persona masks can be worn at the same time, occupying the eye lenses/goggles body slot.

Angel: The image of an androgynous face with eyes serenely upturned to the heavens forms this mask, carved from flawless alabaster. Cultic runes adorn the forehead and cheeks, and its edges are ringed by downy feathers.

As an immediate action, you can use *feather fall* as a spell-like ability any number of times per day, but only on yourself.

Speed 30 ft. (6 squares)

Melee mwk dagger +6/+1 (1d4–1/19–20)

Ranged mwk dagger +9 (1d4–1/19–20)

Base Atk +6; **Grp** +5

Atk Options sneak attack +3d6, steal power points (1), steal spell (1st, maximum 1 levels)

Special Actions psibond (empathy, forced sense link, nudge, suggestion)

Combat Gear *dorje of force screen**

*Item described in *Expanded Psionics Handbook*

Power Points/Day: 44; **Powers Known*** (ML 5th; 1d20+9 to overcome psionic resistance):

3rd—*dispel psionics*, *hostile empathic transfer* (DC 20), *psionic blast* (DC 20)

2nd—*brain lock* (DC 19), *ego whip* (DC 19), *read thoughts* (DC 19)

1st—*far hand*, *force screen*, *inertial armor*, *mindlink* (DC 18), *psionic charm* (DC 18)

*Powers described in *Expanded Psionics Handbook*

Abilities Str 8, Dex 14, Con 12, Int 22, Wis 10, Cha 13

SQ lingering psibond, trapfinding

Feats Combat Manifestation*, Power Penetration*, Psionic Talent* [3], Psithief**

*Feats described in *Expanded Psionics Handbook*

**New feat described in Chapter 3

Skills Bluff +16, Concentration +16, Diplomacy +7, Disguise +1 (+3 acting), Gather Information +18, Intimidate +12, Knowledge (psionics) +16, Listen +11, Psicraft +16, Search +7, Sense Motive +12, Speak Language (10), Spot +11

Possessions combat gear plus masterwork dagger, *amulet of natural armor* +1, *headband of intellect* +4, *psionatrix of telepathy**

*Item described in *Expanded Psionics Handbook*

Psibond (Su) Duration 6 minutes; Will DC 17 negates. Against the suggestion effect, Will DC 14 resists.

SPELLWARP SNIPER

"Oppose me, and I shall show you whole new universes of pain."

—Tessa Senchan, master spellwarp sniper

The spellwarp sniper contorts spells, changing area effects into rays that deliver precise, devastating attacks.

BECOMING A SPELLWARP SNIPER

Every spellwarp sniper has at least one level of rogue, ninja, spellthief, or some other class that grants the sneak attack or sudden strike class feature, which is a prerequisite for the prestige class. At her heart, however, a spellwarp sniper is a spellcaster of respectable skill, usually of arcane origin. Occasionally a divine caster (such as a cleric dedicated to a deity of destruction) enters this class.

ENTRY REQUIREMENTS

Skills: Concentration 8 ranks, Spellcraft 8 ranks.

Feat: Point Blank Shot.

Spellcasting: Ability to cast 3rd-level spells.

Special: Sneak attack or sudden strike +1d6.

CLASS FEATURES

A spellwarp sniper can alter the way certain spells work, turning them into precision weapons that target vital locations.

Spellcasting: At each level, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one spellcasting class before becoming a spellwarp sniper, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Spellwarp (Ex): You can alter the form of certain area spells into rays as you cast them. As a free action, you can warp a 1st-level area spell with instantaneous duration and a range greater than touch. The spell's level, components, range, and damage (if any) remain unchanged. However, the spell's area entry is replaced by an effect entry of "ray."

The spell acts in all ways as a ray, and is considered a ray for the purpose of effects that modify or depend on rays (such as the other abilities of this prestige class). You must succeed on a ranged touch attack to affect an opponent with the spell. Even if the original spell allowed a Reflex save to reduce or negate its effect, the ray does not. However, if the original spell allowed a Fortitude or Will save to reduce or negate the spell's effect, the save still applies.

You must decide to warp the spell as you cast it. You do not need to prepare it as a warped spell. You can apply metamagic feats as normal to the spell, as long as they can affect ray spells.

Each time you advance a level in this class, the maximum level of spell that you can affect increases by one. For example, a 3rd-level spellwarp sniper can warp spells of up to 3rd level.

Sudden Raystrike (Ex): If you can catch an opponent when he is unable to defend himself effectively from your ray attack, you can strike a vital spot for extra damage. Whenever the target of one of your ray spells is denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), you deal an extra 1d6 points of damage with your ray spell. (If your ray spell doesn't deal hit point damage, this extra damage doesn't apply.) At 4th level, the extra damage increases to 2d6. If you get a sneak attack or sudden strike bonus from another source (such as rogue or ninja levels), the bonuses on damage stack whenever both abilities would apply to the same target.

This damage applies only to targets within 30 feet. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to your sudden raystrikes.

Precise Shot: At 3rd level, you gain Precise Shot as a bonus feat. If you already have Precise Shot, you can select any other feat that has Point Blank Shot as a prerequisite, as long as you meet the prerequisite for the chosen feat.

TABLE 2–14: THE SPELLWARP SNIPER HIT DIE: D6

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Spellwarp	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Sudden raystrike +1d6	+1 level of existing spellcasting class
3rd	+2	+1	+1	+3	Precise Shot	+1 level of existing spellcasting class
4th	+3	+1	+1	+4	Sudden raystrike +2d6	+1 level of existing spellcasting class
5th	+3	+1	+1	+4	Ray mastery	+1 level of existing spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Hide, Intimidate, Knowledge (arcana), Move Silently, Profession, Spellcraft, Spot.

Ray Mastery (Ex): At 5th level, you attain unequalled control over your ray spells. This control manifests in three ways.

- You can apply the extra damage from the sudden raystrike ability (as well as any additional sneak attack or sudden strike damage from other sources) to ray attacks against a target within 60 feet, instead of 30 feet.
- You can deliver a coup de grace with a ray spell that deals hit point damage. You must be adjacent to your target to deliver the coup de grace.
- Once per day, you can empower a single ray spell, as though with the Empower Spell feat, without any adjustment to the spell's level or casting time. This effect applies equally to spells that are already rays and those you warp into rays.

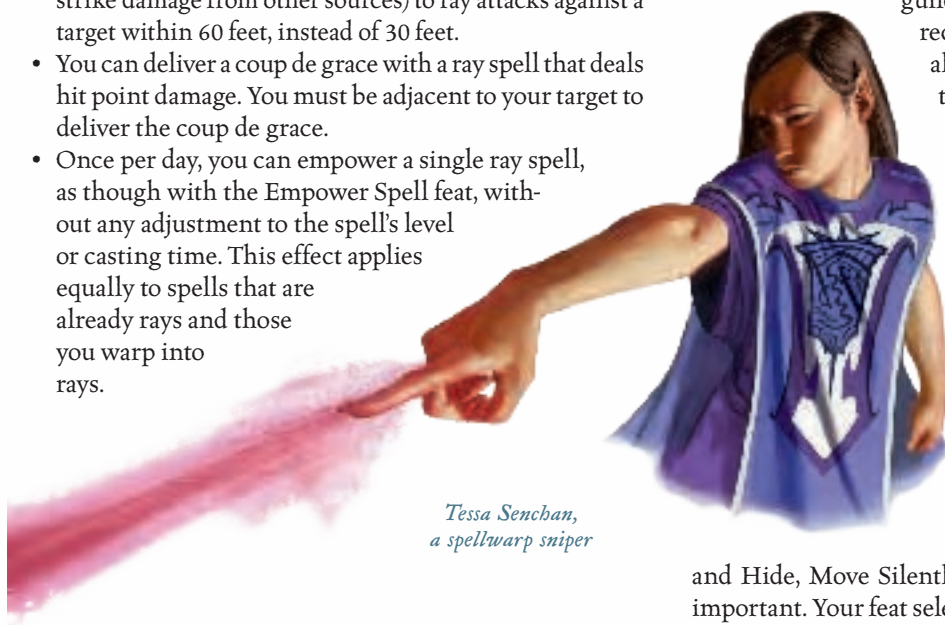
Advancement

You likely learned your trade from a mentor, also a spellwarp sniper, whose attention was drawn by your discipline and focus. You were encouraged by your mentor to join an organization that befits your morals and beliefs. Some guilds and other magical organizations recruit precise, dedicated individuals who show promise, whether they run in street gangs or walk the grandest halls of wizardry. The best candidate is someone already devoted to the study of magic who can then learn the ways of trickery and stealth; such individuals are easier to find than pocket-picking street urchins with the potential to wield magic.

Once you become a spellwarp sniper, you must maintain your discipline and focus. Concentration and Spellcraft remain vital skills for you, and Hide, Move Silently, and Spot become increasingly important. Your feat selection should continue to support your use of ray spells: Good choices include Improved Precise Shot, and Split Ray and Ranged Spell Specialization (both from *Complete Arcane*). Weapon Focus (ray) is an acceptable choice, though since rays require only ranged touch attacks to hit, the additional accuracy might not be necessary. Reach Spell (*Complete Divine*) might also be a good choice, depending on your available array of touch spells.

Resources

Most spellwarp snipers belong to some kind of organization. If you do not already, you are likely to endure continual recruitment offers. When you are attached to an organization, you can expect to find support both from the leaders of the group and from those with whom you actively serve. Such support includes training and any needed supplies for your studies. Snipers are invaluable to a team, and you make one of the best. In turn, you are expected to aid your colleagues within the organization, typically by joining teams that require fire support.



Tessa Senchan,
a spellwarp sniper

PLAYING A SPELLWARP SNIPER

You value precision and control. Not comfortable with the flashy and clumsy style of most destructive spells, you have learned to focus them into tight, manageable beams. This desire for exacting detail colors every aspect of your life, from your dealings with others to your personal work ethic. You do not speak in generalizations, preferring specific facts. Until experience teaches you better, you take information, people, and events at face value.

Combat

You excel at fighting isolated creatures, focusing your attention and your precise spellcasting on one target at a time. When faced with a group of foes, though, you are less effective. Although you can cast area spells, they lack your specialized destructive power when not in ray form. For this reason you should focus on a single foe in an opposing group, preferably one that seems not particularly agile.

SPELLWARP SNIPERS IN THE WORLD

"We figured we could take 'em. We got the jump on those guards in the square, but then the fire started shootin' into us. Beams o' fire like flaming yellow needles. I don't know where they were coming from, and I didn't wait around long enough to find out!"

—Stecky "the Clutch" Rockwater,
Red Knives Gang

Since spellwarp snipers usually belong to organizations, you can readily introduce one into your campaign through a group affiliated with the PCs.

Organization

A spellwarp sniper is particularly effective in the role of ranged support, having greater accuracy than others who rely on traditional weapons. Assassins' guilds and thieves' guilds openly welcome spellwarp snipers. City and royal guards also actively recruit them. In addition, organizations that focus on the study of magic recruit spellwarp snipers for their surgical precision. The ability to hone devastating evocations into pinpoint attacks greatly reduces the chance of accidental damage to the surroundings, especially in libraries and universities.

Sometimes a spellwarp sniper occupies a different role, that of executioner. A spellwarped *fireball* ray to the back of the head is more deadly than a crossbow bolt and sends a more terrifying message.

NPC Reactions

Popular among allies, respected by rivals, and feared by enemies, spellwarp snipers elicit a wide range of reactions from those they meet. Those fighting on the same side as one are typically friendly, welcoming such a powerful ally. Spellwarp snipers acknowledge one another as belonging to an elite group of spellcasters, but they tread carefully among their own kind. Overall, they are indifferent toward one another. Those who have suffered at the hands of a spellwarp sniper offer no quarter and begin as openly hostile.

SPELLWARP SNIPER LORE

Characters with ranks in the appropriate Knowledge skill (arcana for arcane casters or religion for divine casters) can research spellwarp snipers to learn more about them. When a character succeeds on a skill check, the following lore is revealed, including the information from lower DCs.

DC 10: A spellwarp sniper can hit a vital spot with a spell just as a rogue can with a crossbow bolt, and usually far more accurately.

DC 15: Spellwarp snipers can manipulate area spells to make them into precise beams of destructive magic.

DC 20: If you see someone who looks like a spellcaster watching you intently, take cover. She's probably looking for just the right time to blast you with a ray.

DC 30: Characters who achieve this level of success can learn important details about specific spellwarp snipers

in your campaign, including a notable individual, the area in which she operates, and the kinds of activities she undertakes.

A PC who wishes to enter this prestige class usually seeks out a mentor. The easiest method is to contact an organization with which the character is friendly: a thieves' guild, the city or royal guard, a temple, or a wizard's university, depending on the PC's affiliations.

SPELLWARP SNIPERS IN THE GAME

Spellwarp snipers can bring great power to bear in a small space. At lower levels they serve as magical assassins or sharpshooters, particularly as part of an ambush or group raid. Higher-level spellwarp snipers make effective leaders, particularly if they command a number of other spellwarp snipers. At any level, they are interesting and surprising spellcasting opponents.

The prestige class appeals to evokers for obvious reasons. Players who like the role of long-ranged support combatant or who prefer characters with precision-based attacks should enjoy the change of pace offered by the spellwarp sniper.

Adaptation

As a prestige class, the spellwarp sniper is already fairly generic in the way it interacts with a campaign setting. It doesn't require new rules or different sources of power. For an interesting take on spellwarp snipers, try changing the types of spells they can warp. Perhaps they can transform touch spells rather than area spells, or they focus their abilities only on nondamaging area spells. Depending on the needs of your campaign, you might change the class's role in a group, or create a separate organization of spellwarp snipers that is not affiliated with another group.

Sample Encounter

A spellwarp sniper might appear wherever the PCs could encounter an assassin or a mundane sniper. Characters might stumble onto one intently watching a distant battle, occasionally casting an unfamiliar ray spell into the fray. They might also come across one in close quarters, finishing or preparing for an assassination.

EL 12: Tessa Sengan works for the royal guard, supporting the front-line combatants. While her comrades cross swords with the city's worst, she stays hidden at a distance, blasting thugs and murderers with her pinpoint-accurate spells. The PCs might meet Tessa if they accept employment with the guard and work with her on an operation. If they walk on the other side of the law, the PCs might become targets of Tessa's deadly beams. If they stumble across her position, or trace her spells back to her, they must deal with several lower-level guards protecting her.

A party that is uninvolved in the law of the city (whether upholding it or breaking it) might cross paths with Tessa while she's on her way to her next assignment, incurring neither a friendly nor a hostile response.

TESSA SENCHAN**CR 12**

Female half-elf rogue 1/wizard 6/spellwarp sniper 5
 LN Medium humanoid (elf)
Init +2; **Senses** low-light vision; Listen +8, Spot +12 (+15 in shadow)
Languages Common, Celestial, Draconic, Dwarven, Elven, Halfling, Infernal, Undercommon, empathic link

AC 15, touch 13, flat-footed 13
 (+2 Dex, +1 deflection, +2 natural)

hp 50 (12 HD)

Immune sleep

Fort +4, **Ref** +7, **Will** +10

Speed 30 ft. (6 squares)

Melee mwk quarterstaff +6/+1 (1d6–1)

Ranged ray spells +9 touch

Base Atk +6; **Grp** +5

Atk Options Point Blank Shot, Precise Shot, Enlarge Spell, Empower Spell, sneak attack +1d6, spellwarp (maximum 5th), sudden raystrike +2d6

Special Actions ray mastery

Combat Gear 3 *potions of cure light wounds*

Wizard Spells Prepared (CL 11th; 1d20+13 to overcome SR):

6th—*disintegrate* (DC 22), *repulsion* (DC 22)

5th—*baleful polymorph* (DC 21), *cone of cold* (DC 22), *empowered fireball* (DC 20)

4th—*dimension door*, *empowered scorching ray*, *ice storm* (2) (DC 21)

3rd—*dispel magic*, *fly*, *fireball* (2) (DC 20), *ray of exhaustion*

2nd—*enlarged ray of enfeeblement*, *invisibility*, *scorching ray* (3), *web* (DC 18)

1st—*mage armor* (2), *protection from evil*, *magic missile*, *ray of enfeeblement*, *shield*

0—*mage hand*, *prestidigitation*, *ray of frost* (2)

Abilities Str 8, Dex 14, Con 13, Int 22, Wis 12, Cha 10

SQ familiar, share spells, trapfinding

Feats Alertness^B (if familiar within 5 ft.), Point Blank Shot, Precise Shot^B, Enlarge Spell^B, Empower Spell, Scribe Scroll^B, Spell Focus (evocation), Spell Penetration, Weapon Focus (ray)

Skills Concentration +16, Decipher Script +16, Diplomacy +2, Gather Information +6, Hide +12, Knowledge (arcana) +21, Knowledge (local) +16, Knowledge (nobility and royalty) +7, Knowledge (religion) +20, Knowledge (the planes) +7, Listen +8, Search +7, Spellcraft +21, Spot +12 (+15 in shadow)

Possessions combat gear plus masterwork quarterstaff, *amulet of natural armor* +2, *ring of protection* +1, *brooch of shielding*, *headband of intellect* +4, spellbook

Spellbook spells prepared plus 0—all; 1st—*protection from chaos*, *true strike*; 2nd—*glitterdust*; 4th—*bestow curse*, *remove curse*; 5th—*wall of force*, *wall of stone*

HOLAND, OWL FAMILIAR**CR —**

NE Tiny magical beast (augmented animal)

Init +3; **Senses** low-light vision; Listen +14, Spot +6 (+14 in shadows)

Languages empathic link, speak with master

AC 20, touch 15, flat-footed 17
 (+2 size, +3 Dex, +5 natural)

hp 25 (6 HD)

Resist improved evasion

Fort +3, **Ref** +8, **Will** +11

Speed 10 ft. (2 squares), fly 40 ft. (average)

Melee talons +11 (1d4–3)

Space 2-1/2 ft.; **Reach** 0 ft.

Base Atk +6; **Grp** –5

Atk Options deliver touch spells

Abilities Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4

Feats Weapon Finesse

Skills Concentration +15, Hide +21, Listen +14, Move Silently +17, Search +0, Spot +6 (+14 in shadows)

UNCANNY TRICKSTER

“If you liked that, just wait’ll you see what’s next!”

—Ameslan Trag, uncanny trickster

The uncanny trickster combines the features of his primary class with a wider range of skill tricks than any other character can achieve.

BECOMING AN UNCANNY TRICKSTER

Because of the simple requirements for entry, the uncanny trickster appeals to a wide range of characters. Rogues, bards, rangers, and other skill-focused characters are the most likely to enter the prestige class, but the entry requirements are well within the reach of intelligent members of any class. Pure spellcasters prefer the magical trickster prestige class (page 45), while warriors find the battle trickster (page 28) more to their liking.

ENTRY REQUIREMENTS

Skills: Any four skills 8 ranks each.

Skill Tricks: Any four.

CLASS FEATURES

The uncanny trickster excels at using skill tricks. He can use more tricks than any other character.

Class Features: At each level after 1st, you gain class features (including spellcasting ability) and an increase in effective level as if you had also gained a level in a class to which you belonged before adding the prestige class level. You do not, however, gain the benefit of your previous class's Hit Dice, attack progression, skill points, or saving throws. If you had more than one class before becoming an uncanny trickster, you must decide to which class to add each level for the purpose of determining class features.

Bonus Trick (Ex): At each level, you gain a bonus skill trick for which you meet the prerequisite. These bonus tricks do not cost skill points and do not count against your maximum number of skill tricks available.

Favorite Trick (Ex): You have a limited repertoire of signature stunts. At each level, choose one skill trick you know that you can perform only once per encounter. You can now use that trick one additional time per encounter. You can't choose the same skill trick more than once.

Tricky Defense (Ex): At 3rd level, you have mastered incorporating tricks into your personal defenses. In any round when you perform a skill trick, you gain a +1 competence bonus on saving throws until the start of your next turn.