

The Fog Chanter



Image ©2013-2015 gerezon [<http://gerezon.deviantart.com/>]

TABLE OF CONTENTS

[Introduction: What's a Fog Chanter?](#)

[The First Method: Roll a Samsaran or Gathlain](#)

> > [Samsaran Overview](#)

> > [Gathlain Overview](#)

> [Samsaran Stats](#)

> [Gathlain Stats](#)

> [Mystic Past Life Spells](#)

> [Druid Spells](#)

> [Samsaran/Gathlain Traits + Feats](#)

[The Second Method: Multiclass](#)

> [Multiclass Candidates and Stat Considerations](#)

> [Multiclass Race Considerations](#)

> [Multiclass Traits + Feats](#)

> [Multiclass Spell Considerations](#)

> [Prestige Classes](#) (Coming Soon)

[Alternative Methods and Misc. Notes](#) (Under Construction)

[Alchemical and Magical Items and Equipment](#) (Under Construction)

[Example Builds](#) (Under Construction)

Example of Play (Coming Soon)

Introduction: What's a Fog Chanter?

Fog spells such as [Obscuring Mist](#) and [Fog Cloud](#) have always been very useful, and most guides rate them as choice picks for any class able to cast them. They grant total concealment to anything further than 5 feet away (effectively blinding anything that relies on sight within or on the other side of the spell area). Not even *True Seeing* can penetrate fog. However, these spells have always carried the very real drawback of obscuring the players' vision just as much as that of their foes. Thus, fog spells have always remained situational, even if powerful.

There are some ways to see through fog. Items like [Fogcutting Lenses](#) and [Goz Masks](#) immediately come to mind, but they're prohibitively expensive in the early/early-mid game and obviously only work on one character at a time. Certain class features such as some Oracle revelations and Shaman spirits confer similar fog-cutting abilities, but again, they only work for one character.

Imagine though, how powerful it could be for an entire party to be able to see through all fog effects as early as level 3. Powerful enough to build a character around? I believe so. That's what the Fog Chanter is all about.

The [Flame Dancer](#), a Bard archetype introduced in the Advanced Class Guide, grants the *Song of the Fiery Gaze* performance at level 3:

Song of the Fiery Gaze (Su): At 3rd level, a fire dancer [sic] can allow allies to see through flames without any distortion. Any ally within 30 feet of the bard who can hear the performance can see through fire, fog, and smoke without penalty as long as the light is sufficient to allow him to see normally, as with the base effect of the gaze of flames oracle *revelation*. Song of the fiery gaze relies on audible components.

The rest of the archetype is alright, but this ability alone is what makes the Fog Chanter build possible and is, as far as I know, the only ability of its kind within official Paizo canon. The implications of this ability are nothing short of game-changing.

The Fog Chanter attempts to exploit this ability to its full potential, sometimes to the exclusion of other normally good choices. The build has 3 main objectives:

1. To be able to cast fog spells (or produce similar effects) during as many encounters as possible
2. To be able to maintain the *Fiery Gaze* effect throughout these encounters
3. To provide maximum utility to the party while still accomplishing 1 and 2

There is a slight problem, though: **there aren't any great fog spells on the Bard spell list!***

*There are Pyrotechnics and Shadow Conjunction, which are both fog spells with caveats.

Sure, you could just get your other spellcaster party members to cast fog spells for you (assuming they exist and are willing), but I like my characters to be self-reliant. And, really, it's just more fun to think about the different ways to make such a build work.

There are a few ways to go about building a Fog Chanter. The [first method](#) involves building a Samsaran or Gathlain Bard. It's easy and straightforward. The [second method](#) involves multiclassing, which is somewhat more complicated but still viable. Then, there are some [alternative methods](#) that enable diminished (but still workable) forms of fog chanting. Finally, there are tons of [items and equipment](#) that produce fog effects to supplement your fog chanting.

[Table of Contents](#)

The First Method: Roll a Samsaran or Gathlain.

The first and most straightforward way to enable your Flame Dancer Bard cast fog spells is to roll either a [Samsaran](#) or a [Gathlain](#). Let's look at Samsarans first.

Samsarans are an “uncommon” race introduced in the Advanced Race Guide. They have a lovely (and arguably overpowered) alternate racial trait called *Mystic Past Life*:

***Mystic Past Life (Su)*:** You can add spells from another spellcasting class to the spell list of your current spellcasting class. You add a number of spells equal to 1 + your spellcasting class's key ability score bonus (Wisdom for clerics, and so on). The spells must be the same type (arcane or divine) as the spellcasting class you're adding them to. . . . These spells do not have to be spells you can cast as a 1st-level character.

Basically, if you're Samsaran, you can cherry pick the good fog spells (and possibly some other good spells, too) from the Sorcerer/Wizard spell list and simply add them to the Bard spell list. Easy, right? Although this may seem like the be-all and end-all option, there are a few downsides to rolling a Samsaran:

PROS:

- Get exactly the spells you need to make the build work. No fuss. You can even pick spells from any spell level.
- No need to multiclass (keep your BAB, spell progression, caster level, and Bard features intact)
- Plays like a regular Bard with some awesome new tricks

CONS:

- Samsarans are **not PFS legal** (which can be a deal-breaker in itself).
- By the same token, many GMs don't allow Samsarans because they're “OP” or simply because they're non-core.
- The Samsaran stat distribution is pretty bad for bards.
- No Bard favored class option

So, Samsarans are awesome in that they allow you to do exactly what you want to be able to do as a Flame Dancer. Outside of that, though, they make pretty mediocre bards, and you won't be able to use them in PFS. Next, let's take a look at Gathlains.

[Table of Contents](#)

Gathlains were also first introduced in the Advanced Race Guide, but they've received a little more love from Paizo since then. This race is probably even more overpowered than the Samsaran for a number of reasons, but they make great Fog Chanters because of their Bard favored class bonus (thanks to avr on the Paizo forum for pointing this out):

Bard: Add one spell from the druid spell list to the bard's spell list and known spells. This spell must be at least 1 level lower than the highest-level spell the bard can cast.

The Druid list has a handful of good fog spells. Not as wide a selection as the Sorcerer/Wizard list, but it includes the staple spells you'd need to make the build work.

Here are some pros and cons for Gathlains:

PROS:

- Small size can be good.
- A fly speed (!) and other good racial traits
- Access to Druid spells (including the requisite fog spells)
- Near perfect stat distribution
- Fey creature type (not targetable by effects that target 'humanoids')
- No need to multiclass (keep your BAB, spell progression, caster level, and Bard features intact)
- Plays like a regular Bard with some awesome new tricks

CONS:

- Small size can be bad.
- Gathlains are **not PFS legal** (which can be a deal-breaker in itself).
- Gathlains are probably even less likely than Samsarans to be allowed by your GM even in non-PFS games.
- The Druid spell list is not quite as good as the Wizard/Sorcerer spell list.

Not much to say here. Gathlains are a pretty outstanding race in general, and there's very little reason not to roll one if you have access to them. That said, I can't imagine any GM allowing their players to use this race for normal play. If you are allowed, build a Gathlain Bard and don't look back.

[Table of Contents](#)

SAMSARAN BARD STATS:

Given the Samsaran racial ability modifiers (+2 INT +2 WIS -2 CON), I recommend leaving CHA at 14-16 and only taking buff spells and spells that don't allow saves. You can always put stat points into CHA as you level. Like other stats, it can also be boosted with items later. This will allow you to focus a bit more on martial stats. In that regard, I recommend concentrating on ranged combat since it synergizes best with the Fog Chanting gimmick.

If you do go melee, I recommend [Weapon Finesse](#) and some method to add DEX to damage ([Fencing Grace](#), [Slashing Grace](#), or [Dervish Dance](#)).

The following scores **include the Samsaran racial modifiers** and assume a **15-20 point-buy**. This build probably wouldn't be viable with fewer than 15 points.

STR: Ideally, as a more martially inclined Bard, you want at least some bonus in strength as it adds to damage with composite bows. **12-14** should do. Finesse melee builds with DEX-to-damage might want to completely dump this, but you still need enough to wear your armor and hold your weapons. I wouldn't go lower than **9**.

DEX: Dexterity improves your ranged (or finesse) attack bonus along with your AC, Reflex save, Initiative, and potentially melee damage so you'll want a pretty good DEX mod. **14-16+**.

CON: Constitution determines hit points and your Fort save, so a higher score is always better. However, as a ranged character, you're going to be avoiding the front lines, so **10-14** should be alright. Melee builds will probably want at least **12**. The Samsaran penalty hurts here.

INT: Bards are usually expected to be skill monkeys, and you don't want to disappoint. However, 6+INT is a pretty good skill point allotment, and *Versatile Performance* helps, too. **9-12** should be fine, and with the Samsaran bonus that should be very easy to achieve.

WIS: Dumping Wisdom is usually not wise (sorry) simply because Will saves are so scary. But, Will is one of your good saves, and Samsarans get a WIS bonus. **9-10** should be fine and will give you some points back.

CHA: Charisma is your spellcasting stat. It also boosts your performance skills and allows you to be the party face. As a Samsaran, however, you can't really afford to raise it too high. **14-16** should be adequate, just make sure you have enough to learn new spell levels later.

ALTERNATIVELY, you could go pure caster by dumping STR and leaving DEX at 14 to get an 18 in CHA. You would have a more solid spellcasting foundation, but you'd be sacrificing your martial ability. Samsarans don't have the CHA bonus to hit 20 early, so I don't really think it's a good trade-off.

[Table of Contents](#)

GATHLAIN BARD STATS:

Gathlains (+2 DEX +2 CHA -2 CON) have a much more Bard-appropriate stat distribution than Samsarans. Their small size, DEX bonus, and CON penalty still make them better suited to ranged builds, though. Their CHA bonus also allows them to be more caster focused than Samsarans.

If you do go melee, I recommend [Weapon Finesse](#) and some method to add DEX to damage ([Fencing Grace](#), [Slashing Grace](#), or [Dervish Dance](#)).

The following scores **include the Gathlain racial modifiers** and assume a **15-20 point-buy**.

STR: If you intend to use composite bows, you'll probably want a STR bonus. **12-14** should be fine. Otherwise, dump this to **7**. As a small character, you shouldn't have any trouble with encumbrance.

DEX: Dexterity improves your ranged (or finesse) attack bonus along with your AC, Reflex save, Initiative, and potentially melee damage so you'll want a pretty good DEX mod. As a Gathlain, you'll also be flying a lot, and this helps your Fly skill. Your racial bonus helps here. **16+**

CON: Constitution determines hit points and your Fort save, so a higher score is always better. However, you're probably going to be avoiding the front lines, so **10-14** should be alright. Melee builds will probably want at least **12**. The Gathlain penalty hurts here.

INT: Bards are usually expected to be skill monkeys, and you don't want to disappoint. However, 6+INT is a pretty good skill point allotment, and *Versatile Performance* helps, too. **10-12** should be fine.

WIS: Dumping Wisdom is usually not wise (sorry) simply because Will saves are so scary. But, Will is one of your good saves, and you might need the points. **8-10** should be fine.

CHA: Charisma is your spellcasting stat. It also boosts your performance skills and allows you to be the party face. Gathlains get a bonus here, so there's no reason not to have at least **16+** at creation. Caster-focused Gathlains can put this at **18-20**.

[Table of Contents](#)

Mystic Past Life SPELLS:

(Please note that I will not be giving general spell selection advice. There are several good Bard guides floating around the internet [such as [this one](#) by j b 200], and they offer in-depth Bard spell analysis. Essentially, just go for buff spells and utility/control spells that don't allow saves.)

There are plenty of good spells that Samsarans can pick up with *Mystic Past Life*, but you want to make sure to grab the good fog spells first. With your lower CHA, you'll probably only be getting 3-4 spells from this ability anyway. Prioritize lower level spells, obviously. Here are a few suggestions from the Sorcerer/Wizard list:

1st-level Spells:

[Obscuring Mist](#): This is a no-brainer. It's the first fog spell available, and it's at level 1, so you should get a lot of mileage out of it. Unfortunately, *Obscuring Mist* can be burned away by fire, so it's a lot easier for enemies to deal with than other fog spells.

[Gravity Bow](#): This is a pretty great spell for a ranged character. I wouldn't cast it on a shortbow, though. Use it with a crossbow or become proficient with a longbow.

2nd-level Spells:

[Fog Cloud](#): The classic. Same effect as *Obscuring Mist* except you can use it at range, and it can't be burned away. 10 min/level means that it's there for the whole encounter unless someone actually has a *Gust of Wind* prepared...

[Twilight Haze](#): It's *Fog Cloud* combined with *Darkness*, and it cannot be blown away by wind. Unlike *Fog Cloud*, however, it can be penetrated by *True Seeing*, and it has a much shorter duration. Good to have in a windy environment.

[Create Pit](#) (and its variations): I've listed these spells just for fun, though they can still be very useful. I know it's not practical, but I really like the idea of casting a *Fog Cloud* and then creating a pit under it. Watching enemies blindly walk into an open pit is my idea of fun.

3rd-level Spells:

[Ash Storm](#) (?): I don't know if this spell actually works for fog chanting. The *Song of the Fiery Gaze* description states that listeners can "see through fire, fog, and smoke without penalty," and *Ash Storm* is a "conjuration (creation) [fire]" spell... If it works, it's great. Consult your GM.

[Stinking Cloud](#): It's a shorter duration *Fog Cloud* that can inflict the nauseated condition. Nauseated is a nasty condition. Combine that with the fact that you and your buddies can accurately fire arrows and cast spells at enemies in the cloud, and you've got yourself a fight-winning spell.

[Fly](#): Because flying is awesome, and it's not on the Bard list.

4th-level Spells:

[Solid Fog](#): This one is quite a bit more situational than other fog spells, but it's great for shutting down groups of enemies (especially ranged enemies). The only problem is that the fog makes it more difficult for your party to deal damage. But hey, the same goes for your enemies, *and they won't even be able to see*. As an added benefit, you can use it to cushion your fall if you're keen on jumping off high places.

5th-level Spells:

[Cloudkill](#): It's a *Fog Cloud* that... kills. Seriously though, it's pretty good. Chump minions are killed outright, and other creatures inside the cloud take constitution damage even if they pass their saves.

6th-level Spells:

[Acid Fog](#): It's *Solid Fog* that also deals 2d6 acid damage per round to everything inside it. No save. Not bad, but not amazing for a 6th-level spell. This is your final spell level as a Bard, so you should pick up lower level spells first.

You won't be able to take all of these spells, of course. If it were me, and I followed my own advice and stuck with 14-16 CHA, I would choose *Obscuring Mist*, *Fog Cloud*, *Stinking Cloud*, and possibly *Twilight Haze* or *Ash Storm* if it works.

[Table of Contents](#)

DRUID SPELLS:

Gathlain Bards are capable of obtaining a fairly large number of Druid spells over the course of their careers. Reviewing the entire Druid spell list is beyond the scope of this guide. There are [plenty of good Druid guides](#) out there that can provide more general spell advice.

Below, I'll just list the fog spells on the Druid list. Fog Chanters should prioritize these. I don't list any spells that are too high level for you to cast.

1st-level Spells

[Obscuring Mist](#): This is a no-brainer. It's the first fog spell available, and it's at level 1, so you should get a lot of mileage out of it. Unfortunately, *Obscuring Mist* can be burned away by fire, so it's a lot easier for enemies to deal with than other fog spells.

2nd-level Spells

[Fog Cloud](#): The classic. Same effect as *Obscuring Mist* except you can use it at range, and it can't be burned away. 10 min/level means that it's there for the whole encounter.

[Euphoric Cloud](#): Fascinating a group of enemies can be pretty great. Affected creatures are essentially Dazed, but they get to make additional saves every turn while they're being obviously threatened. But since they can't see further than 5 feet, the chances of them realizing they're being threatened are much lower. Depending on your GM's interpretation of an "obvious threat," this can be a very powerful spell.

3rd-level Spells

[Ash Storm](#) (?): I don't know if this spell actually works for fog chanting. The *Song of the Fiery Gaze* description states that listeners can "see through fire, fog, and smoke without penalty," and *Ash Storm* is a "conjunction (creation) [fire]" spell... If it works, it's great. Consult your GM.

[Burning Entanglement](#): This one isn't on the Wizard/Sorcerer list! It's all the goodness of *Entanglement* with added fire damage and a smoke cloud effect. Neato.

[Virulent Miasma](#): Generally speaking, this is one of the worst fog spells. You might be able to inflict some diseases with other Druid spells, though.

I believe that's it for Druid fog spells. It's a short but functional list.

[Table of Contents](#)

SAMSARAN/GATHLAIN BARD TRAITS:

Here are a few potentially helpful traits to pick up during character creation:

[Reactionary](#): People always say going first is good. They're right.

[Maestro of the Society](#): As a pure Bard, you might not necessarily need a few extra rounds of performance, but they're good to have anyway.

[Strength of the Sun](#): A solid buff to CHA-based checks, but only in the daytime. And I think you might have to worship Sarenrae...

[Resilient](#), [Freed Slave](#), [Isgeri Orphan](#), [Heart of Clay](#), etc.: These traits all give +1 to Fortitude saves. Since Fort is your weak save, it's good to give it a little bump. Just keep in mind that some of them have regional requirements.

[Indomitable Faith](#) (and similar): These traits give +1 to Will saves. If you dropped your WIS to 9, and you're paranoid about it, these can shore up your save.

[Savant](#) (and similar): A bonus to Perform is also a bonus to two other skills with *Versatile Performance*.

SAMSARAN/GATHLAIN BARD FEATS:

Here are just a few feats to consider. Again, I would refer you to [other guides](#) if you want more comprehensive Bard feat advice.

[Lingering Performance](#): With this feat, you'll never run out of performance rounds.

[Extra Performance](#): You won't need this, but here it is in case you're still worried about performance rounds.

[Arcane Strike](#): A great way to boost your weapon damage. It also scales with level. Good deal.

[Improved Initiative](#): Going first means fogging up the place before your enemies get a chance to do anything.

[Weapon Finesse](#): If you plan to go melee, I recommend this feat to avoid unnecessary MADness.

[Weapon Focus](#): You'll probably want to get this to supplement your middling BAB. It's also a requirement for some of the DEX-to-damage melee feats if you're building for melee.

> [Dazzling Display](#): A great mundane way to debuff your enemies. However, it requires that your enemies be able to see you, so using this can be difficult when there's fog everywhere. Take it with a grain of salt.

[Discordant Voice](#): Makes your performances even better. Too bad you have to wait until level 11 to take it.

[Point-Blank Shot](#) > [Precise Shot](#) > ([Rapid Shot](#)) > etc.: Point-Blank Shot and Precise Shot are more or less required for ranged builds. Rapid Shot is usually excellent, but the -2 penalty can be pretty bad for you, at least early on. Plus you might want other feats. Several of the feats after Rapid Shot are also good, but you likely won't be able to pick them up.

[Fencing Grace](#), [Slashing Grace](#), [Dervish Dance](#): For melee proponents, these feats all allow you to use DEX instead of STR for melee damage (with some caveats). Fencing and Slashing Grace require Weapon Focus. Dervish Dance requires proficiency with scimitars. Plan accordingly.

[Spell Focus](#) > [Greater Spell Focus](#) > etc.: These are worth considering since your DCs aren't the best, but you shouldn't need it unless you just really want to cast offensive spells. Pick enchantment to cover most of the Bard spells or conjuration to cover the damaging cloud spells.

[Martial Weapon Proficiency](#): In case you want to use a longbow and/or a scimitar for Dervish Dance.

[Table of Contents](#)

The Second Method: Multiclass.

I know what you're thinking. Multiclassing spellcasters is never a good idea. Well, normally you'd be right. And this method will probably never be called "optimal," but I'd argue that it's more than viable for most games. The sheer utility of the Fog Chanter gimmick, combined with some of the tricks you can get from other classes is, in my opinion, enough to justify the idea.

Before I continue, let me point out and discuss the obvious drawbacks and benefits to multiclassing spellcasters:

DRAWBACKS:

1. *Your spell progression will be slowed significantly.* Every time you level up in anything other than your main spellcasting class, you're not getting new spells for that class. This is because the spell lists from each class are kept separate.
2. *Your caster level will suffer.* This problem is almost entirely mitigated by the [Magical Knack](#) trait. Whatever caster level deficiency the trait doesn't cover can often be taken care of by being a Half-Elf or often by class features, archetypes, etc. provided you don't dip more than 3 levels.

As you can see, these are some serious drawbacks. But, these drawbacks don't necessarily kill you in the crib. Now let's discuss some benefits.

BENEFITS:

1. *Your saves will be better.* Since the saving throw bonuses from each class stack, your saves will likely be better than those of a single class character.
2. *More low-level spells per day.* So, yeah, your spell progression will kinda suck. BUT, since you will be working from two spell lists, you will have significantly more 1st-level spells per day. For example, a Bard 3/Sorcerer 4 can cast a total of 9 1st-level spells per day (3 more than any single class of any level). And that's not even including bonus spells, which you also gain from EACH class. Many lower level spells will remain useful throughout your entire career, so having two spell lists is not *entirely* a bad thing for this build...
3. *Access to abilities from other classes.* Okay, this one goes without saying, but it's the whole reason you've decided to multiclass in the first place. In addition to new and different spells, there are also bloodlines, animal companions, arcane exploits, spirits, familiars, domains, etc., etc.... none of which you would normally have access to.
4. *Your BAB will be slightly better than a full caster's.* A Bard 3/Sorcerer 2 has a BAB of +3 whereas a straight Sorcerer 5 would have a +2. This is a pretty insignificant advantage, but it's an advantage nonetheless.

So no, you'll never see 9th-level spells, but how many games ever get to level ~18 anyway? If you manage your expectations, focus on the build goals, and make intelligent decisions while developing your character, it's more than possible to make a fun and effective multiclass build.

Still reading? Alright. There are many different ways you can multiclass a Fog Chanter. Theoretically, any class that can cast the spells you need is a potential candidate. In the next section, I'll briefly review each potential multiclass target.

[Table of Contents](#)

MULTICLASS CANDIDATES AND STAT CONSIDERATIONS:

Note that you should only ever take 3 levels of Bard in order to get *Song of the Fiery Gaze*. You don't really need Bard for anything else. You DO need access to multiple spell levels of your second class, however, which by necessity makes the second class your "main" class. With this in mind, let's take a look at the candidates:

ALCHEMIST: The Alchemist is a unique and powerful choice for Fog Chanting. Alchemists don't get many fog-style extracts, but they more than make up for it with bombs. There are a plethora of bomb discoveries that create very good fog effects, and bombs can generally be used more easily and more often than spells. The Gnome favored class bonus can help here, as can the [Extra Bombs](#) feat if you feel like you need more. Combined with the rest of the Alchemist's awesome class features, you have a fantastic 'fog bomber.' Alchemists are INT-based characters. (Thanks to Scott Wilhelm on the Paizo forums for bringing this to my attention.)

STATS: INT>DEX>CON>CHA>WIS>STR

ARCANIST: Arcanists use the Sorcerer/Wizard list, they have a built-in way to raise caster level, and several Arcane Exploits are just awesome. Unfortunately, your actual Arcanist level will still be gimped, so you'll probably want to avoid most of the CHA-dependent exploits even though you didn't dump charisma. Their spell level progression is the same as a Sorcerer's, but Arcanists get one fewer spells per day, which does hurt. The [Extra Reservoir](#) feat might be worth taking. Arcanists are INT-based spellcasters.

STATS: INT>DEX=CON>CHA>WIS>STR

CLERIC: I'm sort of ambivalent toward Clerics. They're okay, just not very interesting. They have to take some very specific domains in order to cast any decent fog spells, and those domains are otherwise mostly unimpressive. Clerics also have a very low skill-point allotment. That said, they are full casters, they have a d8 hit die, they have good saves, and they can use CHA to channel energy. They are also eligible to take advantage of the [Divine Expression](#) feat. *Channel Energy* will probably still be weak because of your reduced Cleric level. Clerics are WIS-based spellcasters.

ADDENDUM: As Florian on the GitP forum points out, certain Cleric archetypes (such as the [Evangelist](#)) work quite well with a Bard dip. The Evangelist is particularly interesting. Essentially, you'd get two separate performance pools to draw from. With Lingering Performance, it would technically be possible to have two performances in effect simultaneously for a short time. As previously mentioned, several domains grant fog spells. The Air (Cloud) subdomain has a cool domain fog power. The Water domain grants a pretty useful selection of utility spells. Give it another look if you like Clerics.

STATS: WIS>DEX=CON>CHA>INT>STR

DRUID: Druids are an interesting choice. Their spell list has some okay fog spells, and the [Menhir Savant](#) archetype adds a very good way to increase caster level. [Boon Companion](#) allows you to have a full-level animal companion, which is outstanding. At Druid level 4, you'll be able to Wildshape, which can add a huge amount of utility and survivability to your character. Just remember that animals can't sing. Druids also have good saves, a d8 hit die, and a middling skill-point allotment. Druids are WIS-based spellcasters.

ADDENDUM: Also of note is the [Feyspeaker](#) archetype, which changes the druid's casting stat to Charisma. It also allows the druid to add some wizard/sorcerer spells from the illusion or enchantment schools to the druid list. The Wild Mischief ability sounds quite fun. Very much worth consideration. ADDITIONAL NOTE: As UnArcaneElection points out on the Paizo forums, Feyspeaker drops the Druid's BAB to half HD, so you'll probably want to build it as a pure caster.

STATS: WIS>DEX=CON>CHA>INT>STR

FEYSPEAKER: CHA>DEX=CON>INT=WIS>STR

Continued on the next page...

[Table of Contents](#)

MULTICLASS CANDIDATES CONT.

HUNTER: The Hunter can cast some fog spells, so it's technically a candidate, but diminished spellcasting and a martial focus make the Hunter a poor choice for a multiclass Fog Chanter. If you want an animal companion, the Druid is strictly better. Hunters are WIS-based spellcasters.

STATS: Just don't.

MAGUS: Like the Hunter, the Magus is a candidate only because it can cast some fog spells. And for the same reasons as the Hunter, the Magus makes a poor Fog Chanter. The Magus is an INT-based spellcaster.

STATS: Just don't.

NINJA: Ninjas don't cast spells, but they can use the Smoke Bomb ninja trick for 1 ki point. The Ninja's ki pool is CHA-based, which is great for us. Ninjas also sneak attack, which is amazing when you have constant concealment. If you go this route, you could also take Magical Knack (Bard) and just dip Ninja for a primarily Bard character. [Extra Ki](#) is also there if you need it. (Thanks to UnArcaneElection on the Paizo forums for bringing this to my attention.)

STATS: DEX>CHA>CON>INT=WIS>STR

BARD PRIMARY: CHA>DEX=CON>INT>WIS>STR

ORACLE: I really, really want Oracle to work, but it just doesn't. Oracles don't get any core fog spells besides *Obscuring Mist* unless you take the Battle mystery (then you also get *Fog Cloud*). Unfortunately, the Battle mystery is probably the worst mystery for a Fog Chanter. This is a real bummer because Oracles are CHA-based, and they can get some truly amazing features from other mysteries. I mean, just look at the [Lunar Mystery](#). It's so full of win it breaks my heart that I can't use it for this build. To make matters more depressing, Oracles also qualify for [Divine Expression](#) feat. If you can figure out some way to make this work, or if you want to be a Fog Chanter that only uses *Obscuring Mist*, then Oracle is definitely the way to go. Oracles are CHA-based spellcasters.

ADDENDUM: I recently discovered the [Volcano](#) mystery, which grants an ability called *Ash Cloud*. This ability allows you to create a 10-foot radius cloud that functions as an *Obscuring Mist* spell. It's basically a smaller *Obscuring Mist* that, I assume, can't be burned away since it's literally made of ash. What's interesting about this ability is that you can apparently cast it *at will*. The caster can automatically see through it. Also, it gets light damage and debuff riders at 7th level. The rest of the mystery is pretty awful, but that ability alone warrants consideration. It's from the Giantslayer AP, so your GM might have reservations about letting you pick it outside of that adventure.

ADDENDUM 2: As Florian on the GitP forums points out, the [Ancient Lorekeeper](#) Elven racial archetype is able to add Sorcerer/Wizard spells to the Oracle spell list in place of mystery bonus spells. This is an outstanding discovery and it totally enables the Oracle as a Fog Chanter. This archetype should also be available to Half-Elves, which would be a perfect combination. If you take this archetype, the Oracle becomes solid **BLUE**.

STATS: CHA>DEX=CON>WIS>INT>STR

SHAMAN: I actually really like the Shaman for Fog Chanting. For one thing, they can actually *Chant*. They also have a decent selection of fog spells. Several hexes, such as *Evil Eye* and *Fortune*, are immensely useful even with low a low DC, and *Chant* can keep them going through entire encounters. Hexes also give you something else to do after you've fogged up the encounter. Spirits and Wandering Spirits grant the Shaman even more flexibility. Finally, the cool familiar, d8 hit die, and medium skill point allotment make the Shaman a very versatile and fun base for a Fog Chanter. The Shaman is a WIS-based spellcaster.

STATS: WIS>DEX=CON>CHA>INT>STR

Continued on the next page...

[Table of Contents](#)

MULTICLASS CANDIDATES CONT.

SORCERER: Of course the Sorcerer is a good choice. Bards and Sorcerers are both Charisma-based, so your spells will be strong from level 1. Plus, sorcerers use the best spell list. Sorcerers will also get more spells per day at low-mid levels than most other spellcasting classes. The Sorcerer is an excellent, if obvious, choice and should be considered the baseline for the multiclass fog chanter. Sorcerers are CHA-based spellcasters.

STATS: CHA>DEX=CON>INT>WIS>STR

SUMMONER UNCHAINED: The original Summoner didn't get any good fog spells, but the "unchained" version does. Multiclassing with Summoner is still probably a bad idea, however, as there is no *Boon Companion* equivalent for eidolons (at the time of this writing), so your eidolon will always be underleveled. If you can't have a good eidolon, then there's not really any reason to play a Summoner, is there? Even your *Summon Monster* SLA would be woefully underleveled. Summoners are CHA-based spellcasters.

STATS: CHA>DEX=CON>INT>WIS>STR

WITCH: Witches aren't a bad choice per say... it's just that I can't think of any reason to take Witch over Shaman. They both get hexes, and they both get decent fog spells. But Shamans also have better HD, better BAB, better familiars, sweet spirit abilities, can cast in armor, and have the ability to adjust their class powers on a per-rest basis. Witches might have some niche advantages, but for the purpose of building a fog chanter, I'd say Shamans are strictly better (unless hybrid classes aren't allowed for some reason). Witches are INT-based spellcasters.

ADDENDUM: The [Seducer](#) archetype changes the Witch's casting stat to CHA, which would make the character less MAD. Seducer is not PFS-legal, though, and it would likely make the rest of your party very uncomfortable, haha. Thanks to UnArcaneElection on the Paizo forums for pointing this out.

STATS: INT>DEX=CON>CHA>WIS>STR

SEDUCER: CHA>DEX=CON>INT=WIS>STR

WIZARD: Wizards are cool. They use the same spell list as Sorcerers, and that alone makes them pretty good. They also learn new spell levels faster than any other class. You can choose from lots of interesting arcane schools. What can I say? Everyone knows how cool wizards are. I would venture to say that sorcerers are more suited for this particular build, though: for our purposes, Charisma > Intelligence, and spells/day > slightly faster spell levels. The [Spell Sage](#) archetype allows a wizard to raise its caster level, but only once or twice per day. Wizards are INT-based spellcasters.

STATS: INT>DEX=CON>CHA>WIS>STR

COMING SOON: Occult Classes (Spoiler: Spiritualists and Mesmerists are really the only viable fog-chanting occult class.)

[Table of Contents](#)

MULTICLASS RACE CONSIDERATIONS

Your choice of race will obviously change depending on what you pick for your main spellcasting class. In addition, no matter what class you pick, you will want a small bonus in Charisma to supplement your Bardic Performance rounds and cast low-level Bard spells. Thus, any race with a penalty to Charisma is probably a bad choice simply because it will adversely affect your stat distribution in point-buy (for example, it takes 2 points for a Human to get 12 CHA, whereas it takes 5 points for a Dwarf to get 12 CHA).

In the interest of efficiency, I will not be considering any race with a Charisma penalty. Furthermore, I will only be considering those races which are PFS legal at the time of this writing (that's why you didn't pick the Samsaran, right?).

Races will be rated based on each of the three possible spellcasting attributes (INT, WIS, CHA).

CORE RACES

[HALF-ELF](#) – (INT, WIS, CHA): This race is almost always the best choice for one simple reason: Multidisciplined. This PFS-legal alternate racial trait raises your caster level for two spellcasting classes by 1 up to your HD. Combined with the Magical Knack trait, you'll be at full caster level for your main class (and Bard CL 4 instead of 3). The floating stat bonus is also helpful to any class. Some of the Half-Elf favored class options aren't the best, but luckily they can also pick from the Human favored class options, which are frequently better. Other noteworthy traits include Adaptability, which gives you a free Skill Focus feat. It can also be switched out for Dual-Minded, which gives you a permanent +2 to Will saves. All in all, Half-Elf is perfect.

[ELF](#) – (INT, WIS, CHA): Elves work well for any INT-based spellcasting class. Elven Magic will likely come in handy at some point. They also have several good alternate racial traits, such as Arcane Focus, Envoy, and Fleet-Footed. Many of their favored class bonuses are decent for spellcasters.

[GNOME](#) – (INT, WIS, CHA): Gnomes make good CHA-based spellcasters. Small size is also great for our purposes. Gnome Magic is sure to be useful, and Eternal Hope is an outstanding alternate racial trait, allowing you to re-roll a 1 on a d20 once per day. The Gnome Alchemist favored class bonus can be helpful to fog bombers.

[HALFLING](#) – (INT, WIS, CHA): Like Gnomes, Halflings are small and make good CHA-based spellcasters. The Halfling Luck and Fleet of Foot traits deserve special mention, granting a universal bonus to saves and a 30' base move speed, respectively. Halfling Luck can also be switched out for Adaptable Luck, which is stronger than most class features.

[HALF-ORC](#) – (INT, WIS, CHA): I generally really like Half-Orcs, and, with their floating stat bonus, they're a passable choice for any class. However, for this build, I do feel like they get edged out by the other floating stat races. Half-Orcs have some interesting and useful racial traits, but none of them are overly-helpful to spellcasters. Whenever I play a Half-Orc, I usually like to use the Sacred Tattoo + Fate's Favored trick, but multiclass fog chanters will often want to use their traits for other purposes. The favored class options are not bad, and they can also choose from the human favored class options, but so can humans and Half-Elves.

[HUMAN](#) – (INT, WIS, CHA): Humans are great at everything. The bonus feat, extra skillpoints, and floating stat bonus are very good for pretty much any class. The bonus feat in particular is helpful to non-CHA-based multiclass fog chanters because they will likely need feats early on to shore up their Bardic Performance rounds. If you don't need an extra feat or extra skillpoints, you can always choose the Dual Talent alternate racial trait to get TWO floating stat bonuses. Also, Humans generally have the best favored class options for spellcasters, allowing them to learn extra spells.

Continued on the next page...

[Table of Contents](#)

MULTICLASS RACE CONSIDERATIONS CONT.

NON-CORE PFS LEGAL RACES

[KITSUNE](#) – (INT, WIS, CHA): With their Charisma bonus, Kitsune make decent CHA-based spellcasters (especially if you like enchantment spells). The Keen Kitsune alternate trait can change their ability score modifiers to favor INT instead of CHA. None of their other racial traits really lend themselves to the build.

[NAGAJI](#) – (INT, WIS, CHA): The penalty to Intelligence rules them out for INT-based spellcasting, but the bonus to Charisma means they aren't terrible CHA-based spellcasters. However, their other bonus is to a dump stat, and their racial traits are useless to us. They also have zero favored class options we can use.

[TENGU](#) – (INT, WIS, CHA): Tengu are an interesting and flavorful race, but they're not especially suited for fog chanting. The bonus to Wisdom means they are passable WIS-based casters, but they don't have much else going for them.

[WAYANGS](#) – (INT, WIS, CHA): Penalty to Wisdom means they make bad WIS-based casters, but the bonus to Intelligence means they are alright INT-based casters. They're also small, which is a plus. The Shadow Magic trait gives them some neat spell-like abilities, and their favored class options are good for illusion magic, but that's it.

[Table of Contents](#)

MULTICLASS TRAITS + FEATS

TRAITS

Here are a few potentially helpful traits you can pick up at character creation.

[Magical Knack](#): This one is pretty much mandatory for multiclassed spellcasters. It's what allows us to multiclass and still maintain a reasonable caster level. Combined with the Half-Elf's Multidisciplined racial trait, you'll have a full CL primary class.

[Wayang Spellhunter](#): This can really help if there's a particular lower-level spell you know you'll want to enhance with metamagic. Normally, I would recommend Magical Lineage (it has no level restriction), but it takes up the Magic trait slot, and we really need that for Magical Knack.

[Reactionary](#): People always say going first is good. They're right.

[Maestro of the Society](#): More helpful to you than the pure Bard. Still probably less helpful than other traits.

[Resilient](#), [Freed Slave](#), [Isgeri Orphan](#), [Heart of Clay](#), etc.: These traits all give +1 to Fortitude saves. Since Fort is probably your weak save, it's good to give it a little bump. Just keep in mind that some of them have regional requirements.

FEATS

Here are just a few feats to consider. The multiclass Fog Chanter is a full caster, so any casting feats you would normally take will probably be just as useful here.

[Lingering Performance](#): This feat helps a lot with performance rounds.

[Extra Performance](#): Unless you qualify for Divine Expression, you'll probably want to take this feat at some point.

[Extra Bombs](#): If you go with Alchemist and need more bombs

[Extra Ki](#): If you go with a class that has a ki pool and want more ki

[Extra Reservoir](#): If you go with Arcanist and want to reservoir points.

[Divine Expression](#): This allows you to treat your Cleric or Oracle levels as Bard levels for determining rounds of Bardic Performance. A good deal if you qualify.

[Improved Initiative](#): Going first means fogging up the place before your enemies get a chance to do anything.

[Improved Familiar](#): If can get a familiar from your primary class, this feat will make your familiar much better.

[Boon Companion](#): If your primary class grants an animal companion, this will make sure it's fully leveled.

[Spell Focus](#) > [Greater Spell Focus](#) > etc.: Your DCs are likely much better than those of the Samsaran Bard, but these are still worth considering for your favorite school(s) of magic.

[Spell Specialization](#) > [Greater Spell Specialization](#): Spell specialization can be very useful for any spellcasting class, especially if you aren't a Half-Elf with Multidisciplined. Greater specialization may or may not be useful depending on your chosen primary class.

[Spell Penetration](#): You'll probably have to pick this up at some point if you're casting offensively at all.

[Spell Perfection](#): A very powerful feat, but it becomes available really late. If your games are like mine, you'll probably never have a chance to pick this one up. PFS characters generally retire before this feat is becomes available.

[Summoning Feats](#): Normally, summon spells are among the best spells you can cast. However, your gimped spell progression will probably keep your summon spells from being relevant until much higher levels. You're probably better off not investing in summoning feats until late in your career if at all. Spell Focus (Conjuration) isn't as bad for you as it is for other spellcasters, though.

[Metamagic Feats](#): You'll probably want to pick at least one or two of these. [Quicken Spell](#) and [Persistent Spell](#) are always good. [Dazing Spell](#) and/or [Rime Spell](#) are good if you like to blast. There are too many to discuss here, but every spellcaster should make use of metamagic feats. Check out guides for your primary class if you'd like more info.

[Item Creation Feats](#): I tend not to pick up item creation feats, but they can be very useful if you're in a low-resource game or if your characters have a lot of downtime. [Craft Wondrous Item](#) and [Craft Rod](#) would probably be the best for you. Item creation isn't a thing in PFS, though, so skip these if you're playing a society character.

[Table of Contents](#)

MULTICLASS SPELL CONSIDERATIONS

This section is going to be much shorter than you probably thought. Basically, all 'fog' spells in the game are significantly better for you than they are for any other character. All other spells are just as useful for you as they would be for any other character. Therefore, I'll simply list the best fog spells at each spell level from which a multiclass Fog Chanter would be able to cast.

Discussing all other spell choices would be a ridiculous undertaking considering how many spell lists I would have to cover, so I'll simply refer you to [other guides](#) for your chosen primary class if you need additional spell advice.

1st-level Spells:

[Obscuring Mist](#): This is a no-brainer. It's the first fog spell available, and it's at level 1, so you should get a lot of mileage out of it. Unfortunately, *Obscuring Mist* can be burned away by fire, so it's a lot easier for enemies to deal with than other fog spells.

2nd-level Spells:

[Fog Cloud](#): The classic. Same effect as *Obscuring Mist* except you can use it at range, and it can't be burned away. 10 min/level means that it's there for the whole encounter unless someone actually has a *Gust of Wind* prepared...

[Euphoric Cloud](#): Fascinating a group of enemies can be pretty great. Affected creatures are essentially Dazed, but they get to make additional saves every turn while they're being obviously threatened. But since they can't see further than 5 feet, the chances of them realizing they're being threatened are much lower. Depending on your GM's interpretation of an "obvious threat," this can be a very powerful spell.

[Twilight Haze](#): It's *Fog Cloud* combined with *Darkness*, and it cannot be blown away by wind. Unlike *Fog Cloud*, however, it can be penetrated by *True Seeing*, and it has a much shorter duration. Good to have in a windy environment.

[Haunting Mists](#): It's an illusory *Obscuring Mist* (centered on you) that causes WIS damage and the Shaken condition. As written, the spell also affects you, though... talk to your GM about it.

[Pyrotechnics](#): Versatile and situational at the same time. This is two spells in one, but both require an existing source of fire. The Smoke Cloud version can inflict -4 penalties to STR and DEX on failed Fort saves. Torches and/or flasks of alchemist's fire are handy here. Note that this spell is on the Bard spell list naturally.

3rd-level Spells:

[Ash Storm](#) (?): I don't know if this spell actually works for fog chanting. The *Song of the Fiery Gaze* description states that listeners can "see through fire, fog, and smoke without penalty," and *Ash Storm* is a "conjunction (creation) [fire]" spell... If it works, it's great. Consult your GM.

[Stinking Cloud](#): It's a shorter duration *Fog Cloud* that can inflict the nauseated condition. Nauseated is a nasty condition. Combine that with the fact that you and your buddies can accurately fire arrows and cast spells at enemies in the cloud, and you've got yourself a fight-winning spell.

[Barrow Haze](#): If your primary class enables you to use Hexes, this can be a pretty cool fog spell. Otherwise, pass.

[Virulent Miasma](#): Short duration *Fog Cloud* that causes affected creatures to take a penalty to saves vs. diseases. Unless you have a way to consistently inflict diseases, this is pretty worthless.

[Wall of Mist](#): I like this spell. It's a variable density fog wall that has a chance to entangle enemies that try to pass through it.

Continued on the next page...

[Table of Contents](#)

4th-level Spells:

[Solid Fog](#): This one is quite a bit more situational than other fog spells, but it's great for shutting down groups of enemies (especially ranged enemies). The only problem is that the fog makes it more difficult for your party to deal damage. But hey, the same goes for your enemies, *and they won't even be able to see*. As an added benefit, you can use it to cushion your fall if you're keen on jumping off high places.

[Poisonous Cloud](#): A shorter duration Fog Cloud that causes minor CON damage if affected creatures fail their Fort saves. Not PFS legal for some reason.

[Shadow Conjunction](#): This spell can mimic fog conjunction spells of 3rd level or lower. It likely allows a Will save to disbelieve the effects, though. Still technically a fog spell. You can also summon little shadow monsters with it. Note that this spell is on the Bard spell list naturally.

5th-level Spells:

[Cloudkill](#): It's a *Fog Cloud* that... kills. Seriously though, it's pretty good. Chump minions are killed outright, and other creatures inside the cloud take constitution damage even if they pass their saves.

6th-level Spells:

[Acid Fog](#): It's *Solid Fog* that also deals 2d6 acid damage per round to everything inside it. No save.

7th-level Spells:

[Plague Storm](#): This brutal fog spell causes affected creatures to immediately contract a disease of your choice on a failed Fort save. No onset period. This is actually a 6th-level spell for several classes, so check your spell list.

8th-level Spells:

[Incendiary Cloud](#): Another classic. Affected creatures take 6d6 fire damage every turn (Reflex half).

I think that's all of them, but it's possible that I've missed some. Check your spell lists.

[Table of Contents](#)

Prestige Classes

Under Construction

[Table of Contents](#)

Alternative Methods and Misc. Notes

Under Construction

Presented in this section are some additional ways to get fog spells onto your Bard spell list and other methods by which a Bard can produce effects similar to those of fog spells. Most of these methods are limited in some way or are less realized than the above methods, but they are often workable alternatives. In addition, there are some notes here on other interesting interactions concerning Fog Chanters. These methods and notes are presented in no particular order.

- **Make an item-based Fog Chanter!** This method can actually be both viable and powerful, especially in environments where magic items are easily available (like in PFS). If you are playing in such an environment, then your character should definitely be using fog items. Check out the [Alchemical and Magical Items and Equipment](#) section for a few item suggestions.
- **Make do with Pyrotechnics and Shadow Conjunction.** Both spells are on the Bard list naturally. Pyrotechnics can produce a pretty good fog effect, and it can also BLIND your opponents, but it requires an existing fire source. I guess if you keep a lit torch with you (or better yet an everburning torch), it's not too much of a hindrance. Or maybe nail a guy with an alchemist's fire and then use Pyrotechnics on him for a laugh. Shadow Conjunction can mimic fog effects from 3rd level and lower conjuration spells. However, it likely allows a Will save to disbelieve the effects. If the save is passed, the spell has only a 20% chance to work. Shadow Conjunction is a 4th level spell, which means it is available at Bard level 10. These are generally poor substitutes for real fog spells, but there they are if you have no alternative.
- **The [Faith Singer](#) Bard archetype stacks with Flame Dancer.** It allows the Bard to take a Cleric domain in place of Versatile Performance and cast its domain spells as SLAs... once per day. Some Cleric domains add fog spells as domain spells. The Air domain adds Obscuring Mist. The Cloud subdomain additionally adds Solid Fog. The Smoke subdomain adds Stinking Cloud. Water and Weather both add Obscuring Mist and Fog Cloud. Two fog spells per day might not seem like much, but with Pyrotechnics, Shadow Conjunction, and a few alchemical items, it's enough to enable the build, and you'd be free to build your Bard however you like otherwise. (Thanks to avr on the Paizo forums for bringing this to my attention.)
- **Sneak attack!** Combining fog spells with the Fiery Gaze ability is a great way to provide concealment to your party, and concealment enables sneak attacks. The party rogue will love you. If you're able to use one of the single-class Fog Chanter options (rolling a Samsaran or Gathlain), it might even be worthwhile to dip into a sneak attacking build.
- **Rogues can get Obscuring Mist** as a Major Magic rogue talent and cast it 1/day/2 Rogue levels. See the 'Sneak Attack!' entry above for why this can be good.
- **Using summoning spells,** it's possible to summon monsters that can cast fog spells. I think the Dretch (Summon Monster III) is by default the earliest summonable monster that can cast a fog spell (Stinking Cloud). SM III is available at Bard level 7. At Bard level 10, SM IV allows you to summon Mephits. A couple of them can also create fog effects. There are probably other monsters at later spell levels that have similar or better fog abilities. (Again, thanks to avr on the Paizo forums for bringing this to my attention.)

[Table of Contents](#)

Alchemical and Magic Items and Equipment

Under Construction

Below is a list of items and equipment that can create or enable the creation of fog effects. Some are obviously more useful than others. With enough money and a reliable source of such items, it's possible to be a Fog Chanter without any fog spells at all! (Thanks again to avr on the Paizo forums for bringing many of these to my attention.)

Scott Wilhelm on the Paizo forums has this to add:

In Golarion, magic items are generally available at market prices, so a PFS character of sufficiently high level--I'm guessing around 5th level or so-- will be able to just buy Eversmoking Bottles. A GM running his own campaign will be able to just change the encounters, making sure that more opponents have Tremorsense, Blindfighting, Echolocation Spells, Scent, etc. PFS GMs aren't allowed to change up encounters. So most combats will suddenly become cake walks for the parties with Flame Dancer Bards. I'm expecting Flame Dancer Bards to become illegal for PFS.

ALCHEMICAL ITEMS

- Smokestick – Creates a 10' square of smoke. Small area of effect, but cheap and easy. 20 gp each.
- Stagnant Fog Sack – Creates a 30' radius cloud that has a slightly weaker concealment effect than a Fog Cloud spell. Pretty awesome for a fairly cheap item. 80 gp each.

WONDROUS ITEMS

- Eversmoking Bottle – Creates a 50' diameter cloud that increases 10' per round until it's 100' in diameter. Totally obscures vision in the area. Reusable. An awesome item, to be sure. Costs 5,400 gp.
- Horn of Fog – Creates a drifting 10' square of fog for every round that it is played. Cheaper than the eversmoking bottle, but a little more difficult to use. 2,000 gp.

RINGS

- Rings of Spell Knowledge – These rings allow you to cast spells from other lists. A first-level ring isn't too expensive at 1,500 gp. A second level ring costs 6,000 gp. Subsequent rings are exponentially more expensive.

WANDS AND SCROLLS

Akal Saris on the GitP forums writes:

If Samsaran is banned then I feel like just using Pyrotechnics and a wand of obscuring mist (and eventually a wand of fog cloud) is probably the best way to tackle the concept without spending too many resources trying to get higher level fog spells. Aside from Stinking Cloud most of the higher level fog-type spells aren't too impressive.

And he may be right. It would be very easy and straightforward to just pick up a wand and go to town. Even if you are playing a Samsaran or Gathlain, you'll still probably want to pick up a **wand of Obscuring Mist**. With a decent Use Magic Device skill, wands and scrolls of fog spells become great options. Wands are long-lasting, relatively cheap, and eminently useful fog casting solutions. **Scrolls of higher level fog spells** are often cost effective, too.

OTHER ITEMS

- Coughing Dragon Fireworks – These create a line of smoke as well as a 15' radius cloud at the point of impact. The smoke also has a chance to inflict the sickened condition. Pretty sweet for 40 gp.
- Smoke Arrows and Incendiary Arrows – Smoke arrows create a 5' cube of smoke, while Incendiary arrows can give you a good target for Pyrotechnics.

[Table of Contents](#)

Example Builds *(Under Construction)*

Half-Elf Bard (Flame Dancer) 3/Sorcerer 5

Resilient, Magical Knack [Sorcerer]

20 point buy

STR 7

DEX 14

CON 12

INT 10

WIS 10

CHA 22 (20+2)

FORT +4, REF +6, WILL +7

1. Bard 1: Lingering Performance
2. Bard 2:
3. Bard 3: Extra Performance
4. Sorcerer 1: [Arcane Bloodline] Arcane Bond for a familiar or bonded object (CHA +1)
5. Sorcerer 2: Improved Initiative, *Song of the Fiery Gaze* [Performance Rounds: 19/day + Lingering]
6. Sorcerer 3: Metamagic Adept power
7. Sorcerer 4: Your choice. I suggest a metamagic feat.
8. Sorcerer 5: (CHA +1)

This is your standard Bard/Sorcerer Fog Chanter. It's not super flashy, but it does its job and it does it very well. You're using Fiery Gaze and casting fog spells every fight, and your whole party is reaping the rewards. You should also have more than enough spells to support the team in other ways. As a Half-Elf with Multidisciplined and Magical Knack, you're a full CL Sorcerer and a 4th CL Bard.

Continued on the next page...

[Table of Contents](#)

Samsaran Bard (Flame Dancer) 8

Maestro of the Society, Reactionary

20 point buy

STR 12

DEX 18 (17+1)

CON 12

INT 10

WIS 10 (9+1)

CHA 14

FORT +3, REF +10, WILL +6

1. Point Blank Shot
- 2.
3. Precise Shot, *Song of the Fiery Gaze* [Performance Rounds: 13/day]
4. (DEX +1)
5. Arcane Strike or Lingering Performance or maybe Rapid Shot/Deadly Aim
- 6.
7. Something you didn't pick at level 5
8. (WIS +1 or another if you don't mind 9 WIS)

This is a very basic example of how a Samsaran Bard might look. As you can see, it's nothing special. But it is a full-level Bard that can cast fog spells. It's also not totally worthless in a fight, unlike multiclass fog chanters.

Half-Elf Bard (Flame Dancer) 3/Oracle (Ancient Lorekeeper, Lunar Mystery) 5

Resilient, Magical Knack [Oracle]

20 point buy

STR 7

DEX 12 (This could actually be dumped further. I left it at 12 for ranged touch spells and CMD.)

CON 14

INT 10

WIS 10

CHA 22 (20+2)

FORT +5, REF +10, WILL +7

1. Oracle 1: Extra Revelation: *Primal Companion*, *Prophetic Armor* (Revelation)
2. Bard 1:
3. Bard 2: Boon Companion
4. Oracle 2: (CHA +1)
5. Bard 3: Divine Expression, *Song of the Fiery Gaze* [Performance Rounds: 17/day]
6. Oracle 3: *Moonbeam* or *Eye of the Moon* (Revelation)
7. Oracle 4: Lingering Performance or maybe Improved Initiative or Spell Focus.
8. Oracle 5: (CHA +1)

This Oracle-based fog chanter enjoys a fully-leveled animal companion as well as *Prophetic Armor*, which lets you use your CHA instead of your DEX when calculating AC and Reflex saves. This allows you to ignore DEX and pump CHA to extraordinary levels (be mindful of CMD though). This build also takes full advantage of Divine Expression. Ancient Lorekeeper gives you a good fog spell at each level. Note that levels 4 and 5 can be switched for faster access to Fiery Gaze.

Continued on the next page...

[Table of Contents](#)

Human Bard (Flame Dancer) 3/Druid (Menhir Savant) 5

Maestro of the Society, Magical Knack [Druid]

20 point buy

STR 8

DEX 14

CON 14

INT 10

WIS 20 (18+2)

CHA 12

FORT +7, REF +6, WILL +11

1. Bard 1: Lingering Performance, H: Extra Performance
2. Bard 2:
3. Druid 1: Boon Companion
4. Bard 3: *Song of the Fiery Gaze* [Performance Rounds: 18/day + Lingering] (WIS +1)
5. Druid 2: Improved Initiative
6. Druid 3:
7. Druid 4: Natural Spell
8. Druid 5: (WIS +1)

Here you have a functional fog chanter with a fully leveled animal companion. This build is also able to wildshape into a bird or something and still cast spells, but keep in mind that you can't use Bardic Performance while you're an animal. Menhir Savant levels allow you to raise your caster level when you need to.

[Table of Contents](#)