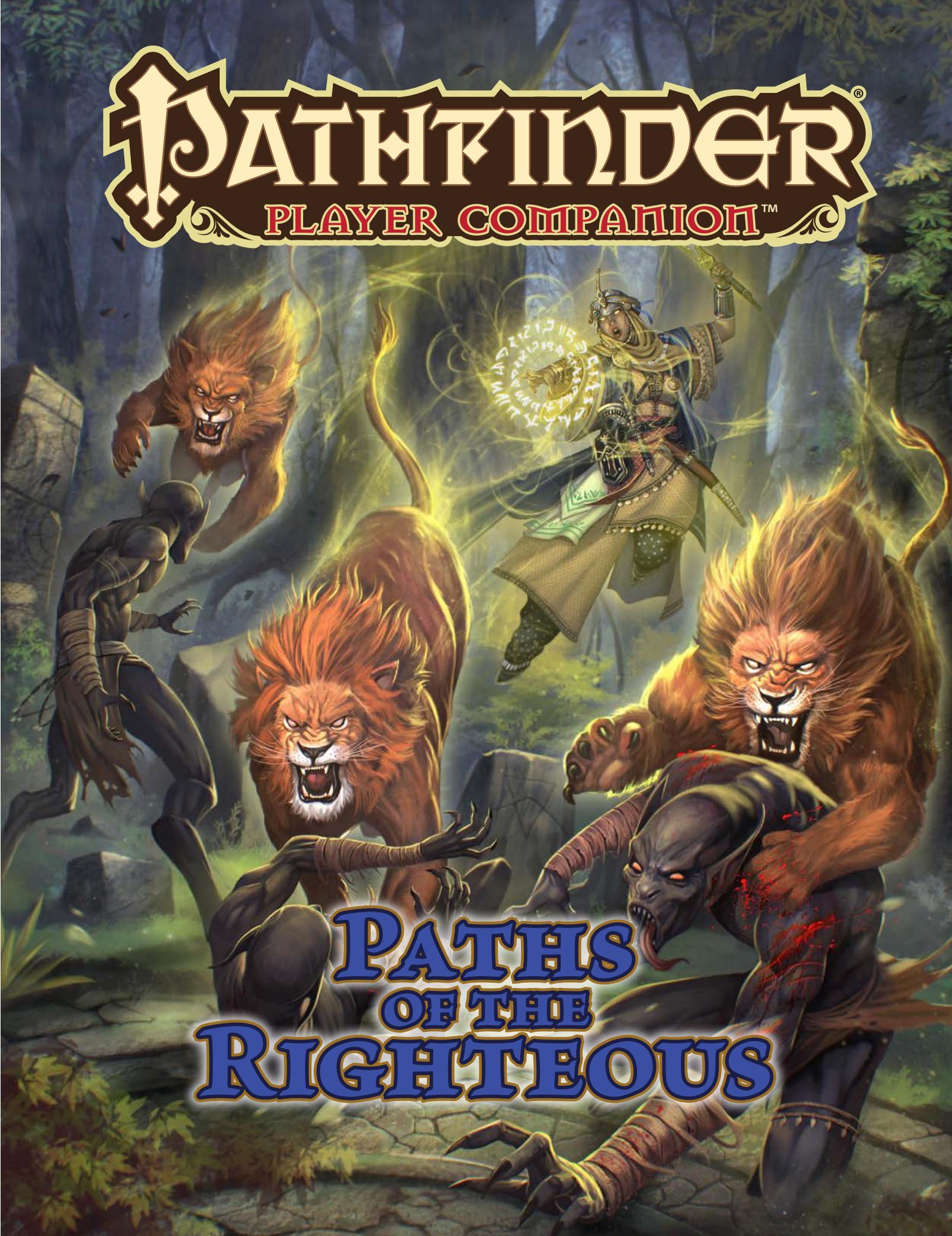


PATHFINDER

PLAYER COMPANION™

PATHS OF THE RIGHTEOUS



RIGHTEOUS RELIGIONS



ASHAVA

The Ashavic dancer serves Ashava, the True Spark, chaotic good goddess of dancers, lonely spirits, and moonlight.



PULURA

The stargazer venerates Pulura, the Shimmering Maiden, chaotic good goddess of constellations, homesickness, and northern lights.



CAYDEN CAILEAN

The brewkeeper is devoted to Cayden Cailean, the Drunken Hero, chaotic good god of ale, bravery, freedom, and wine.



RAGATHIEL

The crimson templar follows the teachings of Ragathiel, General of Vengeance, lawful good god of chivalry, duty, and vengeance.



DESNA

The sphere singer worships Desna, the Song of the Spheres, chaotic good goddess of dreams, luck, stars, and travelers.



SARENRAE

The Dawnflower anchorite prays to Sarenrae, the Dawnflower, neutral good goddess of healing, honesty, redemption, and the sun.



ERASTIL

The hinterlander reveres Erastil, Old Deadeye, lawful good god of family, farming, hunting, and trade.



SHELYN

The devoted muse adores the goddess Shelyn, the Eternal Rose, neutral good patron of art, beauty, love, and music.



IOMEDAE

The heritor knight walks in the footsteps of Iomedae, the Inheritor, lawful good goddess of honor, justice, rulership, and valor.



SORALYON

The runeguard follows the wisdom of Soralyon, the Mystic Angel, neutral good god of guardians, magic, and monuments.



KURGESS

The darechaser worships and prays to Kurgess, the Strong Man, neutral good god of bravery, competition, and sport.



TORAG

The sacred sentinel worships the god Torag, Father of Creation, lawful good deity of forges, protection, and strategy.



MILANI

The rebellious rose warden serves Milani, the Everbloom, chaotic good goddess of devotion, hope, and uprisings.



VILDEIS

The scar seeker worships the Cardinal Martyr Vildeis, lawful good goddess of devotion, sacrifice, and scars.

PATHFINDER® PLAYER COMPANION™

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ON THE COVER



Kyra uses the holy power of Sarenrae to destroy a pack of ferocious ghouls at the ruins of a forest shrine in this exciting cover art by Kiki Moch Rizky.



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REFERENCE

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<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Inner Sea Gods</i>	ISG	<i>Ultimate Intrigue</i>	UI
<i>The Inner Sea World Guide</i>	ISWG	<i>Ultimate Magic</i>	UM

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INTRODUCTION



Prestige classes often grant opportunities for characters to specialize in unusual ways beyond those available to base classes. One of the underlying themes of the 14 prestige classes presented in this book is that each is intended to be associated with a single specific good-aligned deity. As such, they represent some of those deities' most faithful and devout champions. Therefore, all 14 prestige classes require a character to worship the associated deity and have an alignment identical (or relatively close) to that of said deity, but in most cases, the character does not need to have levels in a divine spellcasting class in order to qualify for the prestige class. The character's area of specialization is in the worship of the chosen deity and one specific aspect of that deity's faith.

At the GM's discretion, the deity restrictions for these prestige classes may be relaxed somewhat so that a character of the appropriate alignment who worships a pantheon that includes the deity in question can still qualify for the prestige class. In such a case, the prestige class's themes and powers will still end up associating the character somewhat with that deity. Of course, a GM can also adapt these prestige classes to any other setting and reassign the associated deity or even remove the deity requirements entirely.

PRESTIGE CLASS RULES

Full rules and definitions of terms for prestige classes can be found starting on page 374 of the *Pathfinder RPG Core Rulebook*. Unless otherwise indicated, none of the prestige classes presented within this Player Companion grant additional weapon or armor proficiencies to those who take levels in the class.

While the 14 prestige classes detailed on the following pages present a wealth of character options for spellcasting and non-spellcasting characters alike, many of them share the following standard prestige class ability in common.

Spells per Day: At the indicated levels, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She doesn't, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before gaining this prestige class ability, she must decide to which class she adds the new level for purposes of determining spells per day. Some prestige classes limit this ability to specific types of magic (such as arcane, divine, or psychic); if this is the case, it is indicated in the prestige class's text.

PRESTIGIOUS FEATS

While a prestige class gives you an excellent way to specialize your character, granting her new thematic abilities in line with your ultimate character concept, taking levels in a prestige class can hamper the character's abilities when compared to single-classed characters. The following two feats can help your character make the transition from a base class to a prestige class go as smoothly as possible, allowing your character to continue to gain favored class bonuses or retain a bit more spellcasting power.

FAVORED PRESTIGE CLASS

You have come to favor a certain prestige class, either because you are particularly devoted to the class's cause, have trained more than most others have for that specific role, or have simply been destined to excel in the prestige class all along. Regardless of the reason, levels gained in your favored prestige class grant additional benefits in a way similar to those you gain for taking levels in your base favored class.

Benefit: Choose one prestige class and one skill that is a class skill for that prestige class. Whenever you gain a level in that prestige class, you receive +1 hit point or +1 skill rank. You gain a +2 bonus on checks using the skill you chose from that prestige class's class skills. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. This bonus stacks with the bonus granted by Skill Focus, but does not stack with a bonus granted by any other feat (such as Magical Aptitude or Persuasive).

The choice of favored prestige class cannot be changed once you make it. Levels in a favored prestige class are not the same as levels in a regular favored class, and as such levels in a favored prestige class can never be used to qualify or gain favored class options like those introduced in *Pathfinder RPG Advanced Player's Guide*. You can have only one favored prestige class, but can still have a favored base class as well.

You can select this feat before you gain levels in your chosen favored prestige class, but the benefits of the feat do not apply until you actually gain at least 1 level in that prestige class.

Normal: Prestige classes cannot be a favored class, and cannot benefit from the additional hit point or skill rank afforded to those who take levels in a favored class.

PRESTIGIOUS SPELLCASTER

The transition into a spellcasting prestige class is less difficult for you, and because of this, you gain 1 additional effective spellcaster level from your prestige class levels.

Prerequisite: Favored Prestige Class with selected prestige class.

Benefit: The first time you gain a level in your favored prestige class and the spells per day class feature does not grant an increase in effective level for the purpose of casting spells, you gain new spells per day as if the prestige

class did grant +1 level of spellcasting for that level. This effect is retroactive if you gain this feat at a level beyond the point where your favored prestige class would normally have not advanced your spellcasting.

The Prestigious Spellcaster feat does not have any effect if your favored prestige class does not have the spells per day class feature, or if it does have the spells per day class feature but already grants a level increase for every level of the prestige class (as do the arcane trickster and loremaster prestige classes).

Special: You can select the Prestigious Spellcaster feat multiple times. Each time you select the Prestigious Spellcaster feat, your effective caster level increases by 1. However, regardless of the number of times you choose this feat, the total increase to your effective caster level cannot exceed your actual prestige class level.

This feat also applies to prestige classes that grant extracts per day instead of spells per day.

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ASHAVIC DANCER

Worshiped throughout the Inner Sea region, but particularly along Varisia's Lost Coast, the empyreal lord Ashava inspires her followers to leave the safety of cities and caravans to venture into the dark places of the world, where lonely souls are often set adrift from their natural course on the River of Souls. Using the light of the moon and mesmerizing performances, Ashavic dancers hope to rescue these lost souls from their eternal torment.

Hit Die: d8.

REQUIREMENTS

To qualify to become an Ashavic dancer, a character must fulfill all of the following criteria.

Alignment: Neutral good or chaotic good.

Deity: Must worship Ashava.

Skills: Knowledge (religion) 3 ranks, Perform (dance) 6 ranks.

Feats: Ghost Whisperer (see page 5).

Spells: Able to cast 2nd-level spells.



CLASS SKILLS

The Ashavic dancer's class skills (and the key ability for each skill) are Acrobatics (Dex), Diplomacy (Cha), Fly (Dex), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (dance) (Cha), Sense Motive (Wis), Survival (Wis), and Spellcraft (Int).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the Ashavic dancer prestige class.

Ashavic Performance (Su): An Ashavic dancer can use Perform (dance) to create magical effects, as per the bardic performance bard class feature, for a number of rounds per day equal to twice his Ashavic dancer level. He can also use rounds of bardic performance gained from bard levels to perform Ashavic performances, and vice versa. Starting an Ashavic performance is a move action, but it can be maintained each round as a free action. If the Ashavic dancer has bardic performance, he can also start bardic performances as a move action instead of a standard action even if he does not have sufficient bard levels to do so. The performance cannot be disrupted, but ends immediately if the dancer is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. The performance counts as a bardic performance for the purpose of determining how many performances the dancer can have in effect at one time. The performance has visual components but not audible components. At 7th level, an Ashavic dancer can start an Ashavic performance or a bardic performance as a swift action. The save DC against an Ashavic dancer's performance is equal to 10 + the Ashavic dancer's class level + his Charisma modifier.

The performance abilities that an Ashavic dancer gains are noted below.

Deathwaking Dance (Su): At 1st level, an Ashavic dancer can unravel undead and haunts. When he starts the performance and each round he maintains it, all haunts and undead creatures within 30 feet take positive energy damage equal to 1d6 + the Ashavic dancer's Charisma modifier. A successful Will save negates this damage.

Untethering Steps (Su): At 3rd level, an Ashavic dancer can use his performance to hinder one or more undead creatures within 30 feet to which the dancer has line of sight. For every 2 class levels the Ashavic dancer has attained beyond 3rd, he can target one additional creature. Each round he maintains the performance, the Ashavic dancer attempts a Perform (dance) skill check and compares the result to all of the targets' CMD scores. Any target whose CMD is equaled or exceeded by the result

ASHAVIC DANCER

Level	Base					Spells per Day
	Attack	Fort	Ref	Will	Special	
	Bonus	Save	Save	Save		
1st	+0	+0	+1	+1	Ashavic performance (move action), deathwaking dance	—
2nd	+1	+1	+1	+1	Ashavic rites, peerless dancer	+1 level of existing spellcasting class
3rd	+2	+1	+2	+2	Untethering steps	+1 level of existing spellcasting class
4th	+3	+1	+2	+2	Ghostly grace (self)	+1 level of existing spellcasting class
5th	+3	+2	+3	+3	Peerless dancer (first skill)	+1 level of existing spellcasting class
6th	+4	+2	+3	+3	Soothing performance	+1 level of existing spellcasting class
7th	+5	+2	+4	+4	Ashavic performance (swift action), exorcist's waltz	+1 level of existing spellcasting class
8th	+6	+3	+4	+4	Peerless dancer (second skill)	+1 level of existing spellcasting class
9th	+6	+3	+5	+5	Ghostly grace (allies)	+1 level of existing spellcasting class
10th	+7	+3	+5	+5	Peerless dancer (third skill), true spark's guidance	+1 level of existing spellcasting class

of the Perform (dance) check becomes sickened by the dancer's movements for 1 round. Any target with a CMD that is exceeded by 10 or more also becomes staggered for 1 round.

Soothing Performance (Su): At 6th level, an Ashavic dancer gains the soothing performance bardic performance.

Exorcist's Waltz (Su): At 7th level, an Ashavic dancer can use his Ashavic performance to attempt to end an ongoing compulsion or possession effect. Using this ability requires 4 rounds of consecutive performance, and the target must be able to see the dancer perform and be within 30 feet. If the target is possessed, the target gains a new saving throw to end the possession effect; otherwise, this functions as *break enchantment*, using the Ashavic dancer's caster level for the effect. Any possessing entity cast out in this manner cannot attempt to possess that target again for 24 hours.

True Spark's Guidance (Su): At 10th level, an Ashavic dancer can lure the dead back into their graves. He can target one undead creature within 60 feet each round he maintains this performance—the targeted undead can resist the effects with a successful Will save. If the creature first became undead within the affected area, or if an open grave under the effects of *hallow* or *consecrate* is in the area, the undead takes a -4 penalty on this saving throw. On a successful saving throw, the target's speed is halved for 1 round (this includes all forms of movement such as fly or swim). If the undead fails its save, it immediately takes 10 points of damage per class level of the Ashavic dancer and is staggered for 1 round, and it takes a -4 penalty on future saving throws against this performance for 24 hours.

Ashavic Rites (Su): At 2nd level, an Ashavic dancer's mind-affecting Ashavic performances overcome an undead creature's immunity to mind-affecting effects, even if the undead is mindless. While maintaining any Ashavic or bardic performance, he can spend 1 additional round of the performance when he casts a mind-affecting spell to allow that spell to overcome an undead creature's immunity to mind-affecting effects as well.

Peerless Dancer (Ex): At 2nd level, an Ashavic dancer gains versatile performance, as per the bard class feature. He must choose Perform (dance) as his Perform skill with this ability. If he had versatile performance in Perform (dance) before adding his first level in this prestige class, he gains Skill Focus (Perform [dance]) as a bonus feat instead.

At 6th level, an Ashavic dancer chooses one of the following skills and adds it to the list of skills that are associated with Perform (dance) for the purpose of versatile performance: Bluff, Diplomacy, Intimidate, or Sense Motive. He chooses a second skill at 8th level and a third skill at 10th level.

Ghostly Grace (Su): At 4th level, during an Ashavic dancer's Ashavic performance, all weapon attacks he makes are treated as if they had the *ghost touch* weapon special ability, and his spells have their full effect against incorporeal creatures, as per the Ectoplasmic Spell^{APG} feat. At 9th level, allies within 30 feet also receive these benefits during his Ashavic performance.

FEAT

Spellcasters who wish to become Ashavic dancers are required to have the following feat.

GOHOST WHISPERER

Your words soothe the dead and undead alike, and can even affect haunts.

Prerequisite: Ability to cast 3rd-level spells.

Benefits: You gain Necril as a bonus language, and gain a +2 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against undead creatures or when you speak Necril. Add *speak with dead* to your list of spells known. As soon as you gain the ability to cast 4th-level spells, add *speak with haunt^{ACG}* to your list of spells known. Whenever you cast *speak with dead* or *speak with haunt*, treat your alignment as identical to that of the dead creature or haunt with which you are speaking, and increase the effective caster level of the spell by 2.

BREWKEEPER

Among the most ardent and celebrated members of Cayden Cailean's devoted are his brewkeepers, members of the Drunken God's faith who specialize in the creation of fine alcohol and magical concoctions.

Hit Die: d8.

REQUIREMENTS

To qualify to become a brewkeeper, a character must fulfill all of the following criteria.

Alignment: Neutral good or chaotic good.

Deity: Must worship Cayden Cailean.

Skills: Craft (alchemy) 5 ranks or Profession (brewer) 5 ranks.

Feats: Brew Potion.

Spells: Able to cast 2nd-level spells or prepare 2nd-level extracts.

CLASS SKILLS

The brewkeeper's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Knowledge (local) (Int), Knowledge



(religion) (Int), Profession (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

These are the class features of the brewkeeper prestige class.

Spells per Day: A brewkeeper who has alchemist levels can choose alchemist as the class to enhance with this ability, increasing her alchemist extracts per day.

Distilled Spells (Su): A brewkeeper can spend 1 minute distilling an extract or spell she has prepared or an unused spell slot into a draught. When she does so with an alchemist extract, the draught functions as if enhanced by the infusion discovery. Spells can be distilled only if they qualify to be created as a potion or oil from the spell but without the limitation of being a 3rd- or lower-level spell. Once a draught is created, it persists for up to 24 hours, even if it is no longer in the brewkeeper's possession. After this point, the draught becomes inert and the brewkeeper regains the use of that extract or spell slot (although she must still prepare that slot normally, as if she had cast the spell or used the extract from that slot during the day). As long as the draught remains potent, it continues to occupy one of the brewkeeper's daily extract or spell slots. A draught functions as a potion or oil, and can be used by any creature.

Faithful Drinker (Ex): When a brewkeeper drinks a potion, elixir, mutagen, draught, or other magical beverage, the brewkeeper gains a +2 sacred bonus on Will saves for 1 round.

Brew Reservoir (Su): At 2nd level, a brewkeeper gains a reservoir of brew points that she can use to apply helpful or harmful homebrews to her draughts, extracts, and spells. A brewkeeper can add only one such effect to a single draught, extract, or spell at a time. The number of points in a brew reservoir is equal to 3 + her brewkeeper level. The brew reservoir is replenished whenever the brewkeeper prepares her spells or extracts.

Helpful Homebrew (Su): At 2nd level and every 2 class levels thereafter, a brewkeeper can select one metamagic feat from the list in the

following paragraph. She can spend points from her brew reservoir as a swift action to add a metamagic effect to a spell as she casts it, an extract as she drinks it, or a draught as she creates it. She does not need to meet the feat's prerequisites in order to select the effect. Using this ability costs a number of brew points equal to the metamagic feat's level increase (minimum 1).

The metamagic effects available (and the brewkeeper level at which she can select them) are: Empower Spell (4th), Extend Spell (2nd), Fleeting Spell^{UI} (2nd), Intuitive Spell^{OA} (4th), Maximize Spell (6th), Silent Spell (4th), and Tenacious Spell^{UI} (2nd).

BREWKEEPER

Level	Base						Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special		
1st	+0	+1	+1	+0	Distilled spells, faithful drinker		—
2nd	+1	+1	+1	+1	Brew reservoir, helpful homebrew		+1 level of existing spellcasting class
3rd	+2	+2	+2	+1	Harmful homebrew, potion master		+1 level of existing spellcasting class
4th	+3	+2	+2	+1	Helpful homebrew		+1 level of existing spellcasting class
5th	+3	+3	+3	+2	Brew specialization		+1 level of existing spellcasting class
6th	+4	+3	+3	+2	Helpful homebrew, harmful homebrew		+1 level of existing spellcasting class
7th	+5	+4	+4	+2	Quick brewing		+1 level of existing spellcasting class
8th	+6	+4	+4	+3	Helpful homebrew		+1 level of existing spellcasting class
9th	+6	+5	+5	+3	Harmful homebrew		+1 level of existing spellcasting class
10th	+7	+5	+5	+3	Helpful homebrew, true brewkeeper		+1 level of existing spellcasting class

Harmful Homebrew (Su): At 3rd level, a brewkeeper can enhance her attacks with a harmful homebrew. Whenever she hits a creature with a splash weapon or a touch spell, she can spend 1 brew point as a swift action to add an effect to the spell or splash weapon. These additional effects caused by a harmful homebrew apply regardless of whether or not the target succeeds at any saving throws associated with the touch spell or splash weapon's normal affects. The target can attempt a Fortitude save to avoid the effect of the harmful homebrew (DC = 10 + 1/2 the brewkeeper's caster level + the brewkeeper's highest mental ability score modifier). On a successful save, the target becomes sickened for 1 round (as if suffering, temporarily, the effects of intoxication), but on a failed save, the target is afflicted with the harmful homebrew's effect, as chosen by the brewkeeper from the options below. Conditions inflicted by hindering homebrews don't stack.

At 3rd level, the brewkeeper can select one of the following effects when she successfully affects a creature with a harmful homebrew. Every 3 class levels thereafter, the brewkeeper can apply an additional harmful homebrew effect to her touch spell or splash weapon, for a total of three effects at 9th level.

Entangled: The target becomes entangled in its gear until it spends a full-round action adjusting itself.

Fatigued: The target is fatigued for 1 round.

Prone: The target falls prone.

At 6th level, the brewkeeper adds the following harmful homebrews to the list of those she can select.

Confused: The target is confused for 1 round.

Dazed: The target is dazed for 1 round.

Staggered: The target is staggered for 1 round.

At 9th level, the brewkeeper adds the following homebrews to the list of those she can select.

Exhausted: The target is exhausted for 1 round, and then fatigued for 1 round after that. The brewkeeper must have applied the fatigued condition to the harmful homebrew before selecting this effect.

Nauseated: The target is nauseated for 1 round.

Potion Master (Ex): At 3rd level, a brewkeeper can, as a move action, add a chaser of alcohol when she drinks a

potion or administers a potion to a willing creature. If she does so, she uses her own caster level instead of the potion's caster level when determining the effects of the potion. She can also apply the effects of a helpful homebrew to a potion at this time as if it were a draught she had created.

Brew Specialization (Su): At 5th level, a brewkeeper can apply the effects of two helpful homebrews or harmful homebrews instead of one when she takes a swift action to apply a homebrew's effect. She must still pay the full brew point cost for the homebrews she applies.

Quick Brewing (Su): At 7th level, a brewkeeper can create a draught as a full-round action.

True Brewkeeper (Su): At 10th level, a brewkeeper can create a draught as part of a spell's normal casting time or as part of the action to draw an extract, effectively allowing her to spontaneously create draughts. In addition, she can apply up to three homebrew effects at once. When the brewkeeper uses her faithful drinker ability, the sacred bonus granted applies to all saving throws for 1 round.

FEAT

Those who fight in Cayden's name often take this feat, as it allows them to easily arm themselves in one of their favorite haunts—the tavern.

TWO-WEAPON DRUNKARD (COMBAT FEAT)

You effortlessly wield tankards in your off hand, and can use them to drink from and as deadly weapons in a battle with equal ease.

Prerequisites: Catch Off-Guard, Two-Weapon Fighting

Benefit: When you wield a tankard as an improvised weapon in your off hand, it functions as a light mace, including for the purpose of determining the effects of feats like Weapon Focus. If you worship Cayden Cailean, your off-hand tankard functions as a divine focus and does not interfere with somatic spell components.

When you fight with two weapons and have the sickened condition, you do not apply the penalties from being sickened to attack rolls or weapon damage rolls.

Normal: A tankard wielded as an improvised weapon normally functions as a gauntlet.

CRIMSON TEMPLAR

Even the most devout followers of good can recognize the need for ruthlessness when opposing true evil. The crimson templars of Ragathiel are taught that mercy is a virtue reserved for only those capable of accepting redemption. They must learn this lesson well, for they are trained to face the heartless legions of Hell. These women and men are Heaven's assassins, and they tread a bloody path so the oaths of others remain untarnished. Their mission is a thankless one, as righteous allies often view them as just a step away from corruption.

Hit Die: d10.

REQUIREMENTS

To qualify to become a crimson templar, a character must fulfill all of following criteria.

Alignment: Lawful good.

Deity: Must worship Ragathiel.

Base Attack Bonus: +6.

Feats: Exotic Weapon Proficiency (bastard sword), Power Attack, Vital Strike.



CLASS SKILLS

The crimson templar's class skills are Bluff(Cha), Disguise (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), and Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the crimson templar prestige class.

Fiendish Studies (Ex): As a move action, a crimson templar can study an outsider with the evil subtype he can see. The crimson templar then gains a +2 bonus on Bluff, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival checks against that outsider, and a +2 bonus on weapon attack rolls and weapon damage rolls against it. The DCs of crimson templar class abilities against that opponent increase by 2. A crimson templar can maintain these bonuses against only one evil outsider at a time; these bonuses remain in effect until either the outsider is dead or the crimson templar studies a new evil outsider.

If a crimson templar deals sneak attack damage to an evil outsider, he can study that target as an immediate action, allowing him to apply his fiendish studies bonuses against that target (including to the weapon damage roll).

At 2nd level, a crimson templar can study an evil outsider as a move or swift action.

At 5th and 10th levels, the bonuses on weapon attack rolls, damage rolls, and skill checks and to the DCs of crimson templar abilities against an evil outsider increase by 2. In addition, at 5th level and 10th levels, the crimson templar is able to maintain these bonuses against an additional evil outsider at the same time. The crimson templar can end these bonuses as a free action, allowing him to study another target.

The bonuses from fiendish studies stack with any bonuses gained from the slayer's studied target ability or a ranger's favored enemy ability.

Obedience: At 1st level, a crimson templar gains Deific Obedience^{ISG} as a bonus feat. If the crimson templar already has this feat or Celestial Obedience (*Pathfinder Campaign Setting: Chronicle of the Righteous* 5), he instead gains a bonus combat feat.

Shield of Wings (Su): At 1st level, a crimson templar gains fire resistance 5. This increases to fire resistance 10 at 3rd level, increases to fire resistance 30 at 6th level, and becomes immunity to fire at 9th level. As a swift action, a crimson templar can manifest a set of five burning wings from his back to gain a fly speed of 40 feet (average maneuverability) for a number of minutes equal to his crimson templar level. He can dismiss these wings as a move action, but any remaining duration is lost. While the crimson templar has these wings, and for a

CRIMSON TEMPLAR

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+1	+0	Fiendish studies +2 (move action), obedience, shield of wings (resist 5)
2nd	+2	+1	+1	+1	Fiendish studies (swift action), ruthlessness, sneak attack +1d6
3rd	+3	+2	+2	+1	Bonus feat, shield of wings (resist 10)
4th	+4	+2	+2	+1	Divine boon 1, heavenly fire
5th	+5	+3	+3	+2	Fiendish studies +4, sneak attack +2d6
6th	+6	+3	+3	+2	Bonus feat, shield of wings (resist 30)
7th	+7	+4	+4	+2	Divine boon 2, immolate
8th	+8	+4	+4	+3	Sneak attack +3d6
9th	+9	+5	+5	+3	Bonus feat, shield of wings (immunity)
10th	+10	+5	+5	+3	Divine boon 3, fiendish studies +6

number of minutes equal to the number of minutes the crimson templar had wings after the duration ends or the wings are dismissed, the crimson templar does not have the fire resistance or immunity granted by shield of wings.

Ruthlessness (Ex): At 2nd level, a crimson templar can use a bastard sword to deliver a coup de grace to a helpless opponent as a standard action.

Sneak Attack (Ex): This ability is like the rogue ability of the same name. The extra damage dealt is 1d6 at 2nd level and increases by 1d6 every 3 levels thereafter. If a crimson templar gains sneak attack from another source, the bonuses to damage stack.

Bonus Feat: At 3rd level, 6th level, and 9th level, the crimson templar gains a bonus combat feat. He must still meet any prerequisites for these bonus feats.

Divine Boon: At 4th level, the crimson templar gains Ragathiel's first boon. At 7th level, he gains the second boon. At 10th level, he gains the third boon. This ability allows the crimson templar to access these boons earlier than with the Deific Obedience or Celestial Obedience feat alone; it does not grant additional uses of the boons once the character reaches the necessary Hit Dice to earn the boons normally. Ragathiel's boons are detailed on page 21 of *Chronicle of the Righteous*.

Heavenly Fire (Su): At 4th level, the crimson templar can incinerate unaware evil foes with pure celestial flame. If the crimson templar deals sneak attack damage to a creature he has successfully used his fiendish studies ability on, the sneak attack wreathes the target in crimson fire. The target must attempt a Fortitude saving throw (DC = 10 + the crimson templar's class level + his Charisma modifier). If the target fails this save, it takes an additional 1d6 points of damage per class level the crimson templar has. Half of this damage is fire damage, but the other half results directly from divine power and is therefore not subject to being reduced by resistance or immunity to fire-based attacks. On a successful save, the target takes the sneak attack damage as normal but does not take any of the heavenly fire damage. A crimson templar can use heavenly fire a number of times per day equal to his crimson templar level.

Immolate (Su): At 7th level, whenever the crimson templar reduces a creature with an evil alignment to negative hit points with a sneak attack or coup de grace, the target must attempt a Fortitude saving throw (DC = 10 + the crimson templar's class level + his Charisma modifier). If the target fails this save, it is entirely disintegrated, leaving behind only a trace of fine ash (as per *disintegrate*). If an evil target is reduced to negative hit points from the heavenly fire ability, it receives no saving throw against this effect. This ability has no effect if the target does not have an evil alignment.

EX-CRIMSON TEMPLARS

A crimson templar who ceases to be lawful good or who kills any creature with a good alignment loses all crimson templar class features. He can't progress any further in levels as a crimson templar. He regains his abilities and advancement potential if he atones for his violations (as per *atonement*), as appropriate.

MAGIC OF THE FAITH

The following spell is available to worshipers of Ragathiel.

SHIELD OF WINGS

School transmutation [fire]; **Level** cleric 3, inquisitor 3, paladin 3, ranger 3

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level (see below)

Saving Throw none; **Spell Resistance** no

You gain five burning wings that grant a fly speed equal to the number of wings × 10 (average maneuverability) for an initial fly speed of 50 feet. The first time in a round where you would take fire damage, a wing vanishes (reducing the fly speed granted) and you gain fire resistance 30 for the remainder of the round. When you are down to one wing (and a fly speed of 10 feet), your maneuverability drops to poor. When you lose your final wing, you become immune to fire damage for 1 additional minute, after which the effects of this spell end.

DARECHASER

While Kurgess's faithful thrive in sporting arenas, they understand that nature itself creates the greatest obstacle courses. The athletic fanatics known as darechasers seek out these untamed obstacles as challenges against which to test their strength. In order to continue improving, darechasers must often resort to besting their own records. Sometimes a darechaser will even bet against herself, only to strain to prove herself wrong and amaze bystanders.

Darechasers travel widely and delight in both officiating competitions and performing physical feats that inspire a new generation of athleticism. Some even go so far as to use sports as a form of diplomacy, settling disputes with athletic competitions.

Hit Die: 1d10.



REQUIREMENTS

To qualify to become a darechaser, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Alignment: Lawful good, neutral good, or chaotic good.

Deity: Must worship Kurgess.

Feats: Athletic.

Skills: Acrobatics 5 ranks, Climb 5 ranks, Swim 5 ranks.

CLASS SKILLS

The darechaser's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

Below are the class features of the darechaser prestige class.

Adrenaline Rush (Ex): A darechaser can call upon her inner reserves of strength and speed as a free action to overcome otherwise insurmountable obstacles. A darechaser can harness this energy for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can use adrenaline rush for an additional 2 rounds. Temporary increases to Constitution do not allow her to use this ability for additional rounds per day. If she has the rage class feature, she can expend rounds of rage to activate and sustain her adrenaline rush (e.g. for making Constitution checks).

While experiencing an adrenaline rush, a darechaser gains a +1 bonus on Acrobatics, Climb, Constitution, Dexterity, Escape Artist, Ride, Strength, and Swim checks. This bonus increases by 1 at 3rd level and every 2 levels thereafter (maximum +5).

A darechaser can end her adrenaline rush as a free action and is fatigued afterward for a number of rounds equal to double the number of rounds she used this ability. A darechaser can't begin an adrenaline rush while fatigued or exhausted. If she falls unconscious, she can choose to continue her adrenaline rush.

Dare (Ex): As a swift action while using her adrenaline rush, a darechaser can expend a round of her adrenaline rush to dare herself to accomplish a great deed. Although many announce these dares aloud, the ability functions as long as she can coherently and mentally articulate her dare; she cannot use this ability while confused, dazed, stunned, or panicked. She can use it while using the rage class feature, but only if she loudly announces the dare (treat this as having audible components—it can be defeated by magical silence). Once she declares her dare, the darechaser can add 1d6 to the result of any one attack roll, saving throw, or other check that directly helps her fulfill the dare. If the result of the d6 roll is a natural 6, she can roll another 1d6 and add it to the check. She can continue to do this as long

DARECHASER

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+1	+0		Adrenaline rush +1, dare +1d6
2nd	+2	+1	+1	+1		Adrenaline deed
3rd	+3	+2	+2	+1		Adrenaline rush +2
4th	+4	+2	+2	+1		Adrenaline deed
5th	+5	+3	+3	+2		Adrenaline rush +3, dare +1d8
6th	+6	+3	+3	+2		Adrenaline deed
7th	+7	+4	+4	+2		Adrenaline rush +4
8th	+8	+4	+4	+3		Adrenaline deed
9th	+9	+5	+5	+3		Adrenaline rush +5
10th	+10	+5	+5	+3		Adrenaline deed, dare +1d10, record breaker

as she rolls natural 6s, up to a number of times equal to her Constitution modifier (minimum 1). At 5th level, she can instead add 1d8 to the result of one check to fulfill a dare, rolling an additional die only if she rolls a natural 8. At 10th level, she can instead add 1d10 to the result of one check, rolling an additional die only if she rolls a natural 10.

A darechaser thrives on challenging herself to accomplish difficult goals, and she receives little satisfaction when fulfilling easy objectives. If her check succeeded only because of the additional die's (or dice's) result, she benefits from one of the following effects (chosen by her) immediately after fulfilling the dare. If she succeeds at the check despite the added die's result, she gains no additional benefit.

Daring Endurance: The darechaser immediately gains temporary hit points equal to 1d8 + her class level. These temporary hit points last for the duration of her adrenaline rush and stack with any temporary hit points granted by the unstoppable adrenaline deed.

Daring Finish: The darechaser doesn't become fatigued if she ends her adrenaline rush before the end of her next turn.

Daring Persistence: The darechaser immediately regains 1d2 rounds of her adrenaline rush ability.

Adrenaline Deed (Ex): As a darechaser gains experience, she learns to leverage her adrenaline in new ways. At 2nd level and every 2 levels thereafter, she gains an adrenaline deed from the following list that grants her additional benefits while she is using her adrenaline rush ability. She can't choose an individual adrenaline deed more than once.

Dare-Driven: If the darechaser adds 1d8 to a roll as a part of a dare, she can roll again and add the result if she rolls a natural 7 or 8 (not just an 8). If she rolls 1d10, she instead rolls again on a result of a natural 9 or 10.

Diehard Performer: The darechaser adds her adrenaline rush bonus on all Perform checks and performance combat checks (*Pathfinder RPG Ultimate Combat* 153).

Impossible Speed: The darechaser's base speed increases by 10 feet. At 6th level, her speed instead increases by 20 feet, and at 10th level it increases by 30 feet.

Mounted Adrenaline: The darechaser shares the base effects of her adrenaline surge (but not any adrenaline

deeds) with her mount, as long as the darechaser is mounted on it or adjacent to it.

Powerful Climber: The darechaser gains a natural climb speed equal to her land speed.

Powerful Leaper: The darechaser always counts as having a running start when jumping, and she triples her adrenaline rush bonus on Acrobatics checks to jump.

Powerful Swimmer: The darechaser gains a natural swim speed equal to her land speed.

Unstoppable: When the darechaser begins her adrenaline rush, she gains a number of temporary hit points equal to $2 \times$ her class level. These temporary hit points last for the duration of her adrenaline rush. In addition, she doubles her adrenaline rush bonus on Constitution checks to stabilize while dying.

Untouchable: The darechaser gains a +1 dodge bonus to her Armor Class. At 6th level this increases to +2, and at 10th level it increases to +3.

Record Breaker (Ex): At 10th level, a darechaser can push herself to surpass known mortal limits. Once per day, she can use her dare ability to add $2 \times$ the normal number of bonus dice to a d20 roll. If she applies this benefit to a check modified by her adrenaline rush, she instead rolls and adds $3 \times$ the number of bonus dice.

FEAT

The following feat aids those who regularly attempt unthinkable deeds and tasks.

DARING EXPLOIT

Your determination allows you to accomplish great things, at a risk of great failure.

Prerequisite: Dare, deeds, or inspiration class ability.

Benefit: Once per day before using the derring-do deed, a dare, or a similar ability that allows you to roll a die and add the result to a d20 roll, you can roll the bonus die twice and take the higher result. If rolling a high result would allow you to roll the bonus dice additional times, you gain the benefits of this feat only on the first roll. You can use this feat one additional time per day for every 4 character levels you have.

DAWNFLOWER ANCHORITE

Although most of Sarenrae's worshipers seek to aid others or seek out those villains who can be redeemed, a rare few instead raise their eyes in awe of the greatest of Sarenrae's gifts to mortals: the sun. These Dawnflower anchorites hope to receive enlightenment in their retreat to the wilds so that they can, some day, return to civilization and use their newfound grace to help heal the church's wounds.

Hit Die: d8.

REQUIREMENTS

To qualify to become a Dawnflower anchorite, a character must fulfill all of the following criteria.

Alignment: Neutral good.



Deity: Must be a worshiper of Sarenrae.

Skills: Knowledge (nature) 5 ranks or Knowledge (religion) 5 ranks.

Spells: Able to cast 2nd-level spells.

CLASS SKILLS

The Dawnflower anchorite's class skills (and the key ability for each skill) are Climb (Str), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the Dawnflower anchorite prestige class.

Solar Invocation (Su): A Dawnflower anchorite can harness the sun's life-giving warmth to protect the innocent and smite the wicked. At 1st level, he can invoke the sun as a standard action, granting him a +1 competence bonus on attack rolls and damage rolls against evil creatures and adding 1 to the DC of his spells and domain powers (if any) against evil creatures. The bonus on attack rolls and damage rolls increases to +2 at 5th level and +3 at 9th level. If a Dawnflower anchorite has an animal companion, the companion also gains the competence bonus on attack and damage rolls while this ability is active.

A Dawnflower anchorite can invoke the sun for a number of rounds per day equal to twice his Dawnflower anchorite class level + his Charisma modifier. Maintaining this ability on subsequent rounds is a free action. These bonuses apply only when the Dawnflower anchorite is standing in an outdoor area of dim light, normal light, or bright light, and only while he is clearly presenting his holy symbol or any scimitar.

At 5th level, a Dawnflower anchorite can invoke the sun as a move action instead of a standard action. At 10th level, he can invoke the sun as a swift action.

Credence: Each Dawnflower anchorite develops a personal credence that guides his worship of Sarenrae.

He gains a credence at 2nd level and again every 2 class levels thereafter. Each credence can be chosen only once unless noted otherwise.

Dervish Dance: The Dawnflower anchorite gains Dervish Dance^{ISWG} as a bonus feat.

Divine Light (Su): The Dawnflower anchorite can use solar invocation indoors or underground, provided he is in an area of dim light, normal light, or bright light. He can use solar invocation 2 additional rounds per day.

Extra Invocations (Ex): The Dawnflower anchorite can use solar invocation for twice as many rounds per day as normal.

DAWNFLOWER ANCHORITE

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+1	+1	Solar invocation +1	—
2nd	+1	+1	+1	+1	Credence	+1 level of existing spellcasting class
3rd	+2	+1	+2	+2	Bask in radiance	+1 level of existing spellcasting class
4th	+3	+1	+2	+2	Credence	+1 level of existing spellcasting class
5th	+3	+2	+3	+3	Solar invocation +2 (move action)	+1 level of existing spellcasting class
6th	+4	+2	+3	+3	Credence	+1 level of existing spellcasting class
7th	+5	+2	+4	+4	<i>Sunbeam</i>	+1 level of existing spellcasting class
8th	+6	+3	+4	+4	Credence	+1 level of existing spellcasting class
9th	+6	+3	+5	+5	Solar invocation +3	+1 level of existing spellcasting class
10th	+7	+3	+5	+5	Credence, Dawnflower invocation, solar invocation (swift action)	+1 level of existing spellcasting class

Focused Class Feature: Choose one of the following class features: animal companion, bane, bardic performance, blessings, channel energy, domain, favored enemy, favored terrain, sacred weapon, or wild shape. The character adds his Dawnflower anchorite class levels to his effective class level in one class of his choice for the purpose of determining the effects of the chosen class feature. This credence can be selected twice, but the Dawnflower anchorite must select a different class feature each time.

Shining Servants: The Dawnflower anchorite gains Sunlight Summons^{UM} as a bonus feat.

Solar Defense (Su): While using solar invocation, the Dawnflower anchorite adds his competence bonus on attack rolls to his Armor Class as a sacred bonus and to Reflex saving throws as a dodge bonus. The Dawnflower anchorite can select this credence twice—the second time he does so, the bonus to Armor Class and on Reflex saves also applies to any companions who gain bonuses from the Dawnflower anchorite's solar invocation.

Solar Weapons (Su): While using solar invocation, the Dawnflower anchorite can select one weapon (natural or manufactured) wielded by a creature affected by his solar invocation. That weapon gains the *flaming* weapon special ability for as long as the Dawnflower anchorite's solar invocation persists. A Dawnflower anchorite can select this credence twice—the second time he does so, the credence grants the *flaming burst* special ability instead of *flaming* to the selected weapon. At 5th level, the Dawnflower anchorite can grant two weapons this ability; at 10th level, he can grant up to three weapons this ability.

Sun Blade (Su): Any weapon wielded by the Dawnflower anchorite is treated having the *undead-bane* special ability against undead who are particularly harmed by sunlight. Ranged weapons impart this ability to any ammunition fired from the weapon. All weapons wielded by the Dawnflower anchorite shed light as per a sunrod, unless the Dawnflower anchorite chooses to suppress this light as a move action (the light activates again automatically the next time the anchorite draws the weapon).

Sun's Mercy (Su): Any creature that gains a competence bonus on attack rolls from the Dawnflower anchorite's solar invocation can deal nonlethal damage with a lethal weapon without taking the usual –4 penalty on attack rolls.

Bask in Radiance (Su): At 3rd level, when a Dawnflower anchorite uses his solar invocation ability, he can designate any number of allies within 30 feet to gain the bonuses granted by solar invocation for as long as he maintains the ability.

Sunbeam (Sp): At 7th level, a Dawnflower anchorite gains the ability to cast *sunbeam* once per day as a spell-like ability. His caster level is equal to his Hit Dice, and the save DC is Charisma-based. At 10th level, the Dawnflower anchorite can use this ability twice per day.

Dawnflower Invocation (Su): At 10th level, a Dawnflower anchorite is able to, once per day, use his solar invocation ability for 1 minute. The Dawnflower anchorite can also use this ability indoors or underground. While using Dawnflower invocation, all bonuses gained from solar invocation increase by 1. Using this ability doesn't cost rounds per day of solar invocation.

FEAT

Many worshipers of Sarenrae take the following feat.

FLAME BLADE DERVISH (COMBAT)

You move effortlessly when wielding a *flame blade*.

Prerequisite: Ability to cast *flame blade* as a spell or spell-like ability.

Benefit: When you cast *flame blade*, you gain a +10 enhancement bonus to your base speed as long as the spell persists, along with a +4 competence bonus on all Acrobatics checks. You add your Charisma modifier to damage rolls with your *flame blade*, and ignore the first 10 points of fire resistance possessed by a creature you hit with the flame blade for the purposes of determining the damage dealt by the *flame blade*. Against undead foes, you ignore the first 30 points of fire resistance. Immunity to fire still completely protects against damage from your *flame blade*.

DEVOTED MUSE

With Aroden's death came the Age of Lost Omens, the tumultuous time in which imperial Lung Wa collapsed, and its half-millennium of art and culture was threatened by aggressive warlords and squabbling successor states. In the century since, the passionate Muses of Five Flowers have trained and dispatched Shelyn's faithful to study, recover, and propagate the dying art forms abandoned and despoiled in the intervening decades. To protect themselves and the valuable works they preserve, each muse trains extensively in self-defense. Their unique fighting styles are an eclectic tribute to lost martial schools, fending off foes as much with fascinating form as with actual harm.

Hit Die: d10.



REQUIREMENTS

To qualify to become a devoted muse, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Alignment: Lawful good, neutral good, or chaotic good.

Deity: Must worship Shelyn.

Skills: Bluff 3 ranks, Knowledge (history) 3 ranks, Perform (dance) 5 ranks.

Feats: Combat Expertise, Improved Feint, and Weapon Finesse.

CLASS SKILLS

The devoted muse's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Knowledge (history) (Int), Knowledge (local), Knowledge (nobility), Knowledge (religion) (Int), Perception (Wis), Perform (all) (Cha), Sense Motive (Wis), Sleight of Hand (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the devoted muse prestige class.

Artful Defense (Ex): When wearing light or no armor and not using a shield, a devoted muse adds 1 point of her Charisma bonus (if any) per class level as a dodge bonus to her Armor Class. If she is caught flat-footed or otherwise denied her Dexterity bonus, she also loses this bonus.

Deeds (Ex): This ability functions exactly as the swashbuckler ability of the same name with two exceptions. First, the devoted muse qualifies for and benefits from deeds as if she were a swashbuckler 3 levels lower than her class level (minimum 1). Second, the devoted muse doesn't gain the opportune parry and riposte deed until 4th level.

For the purpose of this ability, a devoted muse's class levels otherwise stack with levels in any other class that grants the deeds ability.

Panache (Ex): This ability functions exactly as the swashbuckler ability of the same name. For the purpose of this ability, a devoted muse's class levels stack with levels in any other class that grants the panache ability.

Artistic Flourish (Su): At 2nd level, when a devoted muse has at least 1 panache point and successfully feints against an opponent in combat, instead of denying the opponent its Dexterity bonus, she can instead create one of the following effects (all of which are mind-affecting effects). A creature can be affected by only one such effect

at a time, and imposing a second effect immediately ends the first. The DC of any saving throws to resist these effects is equal to 10 + the devoted muse's class level + her Charisma modifier.

Distracted: The target treats all other creatures as though they had concealment, suffering a 20% miss chance on all attack rolls (even if the creature has blindsight). This effect

DEVOTED MUSE

Level	Base				
	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Artful defense, deeds, panache
2nd	+2	+1	+1	+1	Artistic flourish, circling strike, deadly strike, distracted, harmonious strike
3rd	+3	+1	+2	+1	Feinting feat
4th	+4	+1	+2	+1	Deeds (opportune parry and riposte), limitless art +1
5th	+5	+2	+3	+2	Confused, staggered
6th	+6	+2	+3	+2	Feinting feat, inspirational strike
7th	+7	+2	+4	+2	Limitless art +2
8th	+8	+3	+4	+3	Dazed
9th	+9	+3	+5	+3	Feinting feat
10th	+10	+3	+5	+3	Limitless art +3, masterful strike

lasts for a number of rounds equal to the devoted muse's Charisma modifier, though a successful Will save reduces the duration to 1 round.

Confused: At 5th level, the devoted muse can cause the target to be confused for 1 round (Will negates). Whether or not the save is successful, a creature cannot be the target of this artistic flourish again for 1 day.

Staggered: At 5th level, the devoted muse can cause the target to be staggered for 1 round (Will negates). Whether or not the save is successful, a creature cannot be the target of this artistic flourish again for 1 day.

Dazed: At 8th level, the devoted muse can spend 1 panache point to cause the target to be dazed for 1 round (Will negates). Whether or not the save is successful, a creature cannot be the target of this artistic flourish again for 1 day.

Harmonious Strike (Su): At 2nd level, when a devoted muse hits a creature affected by her artistic flourish ability, she can spend 1 panache point to perform an especially elegant attack. She selects one of the effects below to modify this harmonious strike.

Circling Strike: After the attack, the devoted muse can move 5 feet as a free action as long as she ends her movement within the target's reach (or former reach, if the attack incapacitated it). This movement does not provoke attacks of opportunity and does not count as a 5-foot step. If she attacked with a weapon whose critical multiplier is $\times 3$ or higher, she can instead move 10 feet in this way.

Deadly Strike: The attack deals an additional $1d4$ points of damage. This extra damage increases by $1d4$ every 2 devoted muse levels after 2nd level (maximum $5d4$). This is precision damage and isn't multiplied on a critical hit. If her weapon's critical multiplier is $\times 3$, the size of these bonus damage dice increases by one step to $1d6$. If her weapon's critical hit multiplier is $\times 4$, the die size increases to $1d8$.

Inspirational Strike: At 6th level, the devoted muse can inspire her comrades with her attack, granting her allies (including herself) within 30 feet a competence bonus on attack and weapon damage rolls until the end of her next turn. This bonus is equal to her weapon's critical modifier (i.e., +2 for $\times 2$, +3 for $\times 3$, etc.). If her attack was a critical

hit, these benefits last a number of rounds equal to her Charisma modifier.

Masterful Strike: At 10th level, the devoted muse can feint against one creature within her reach as a free action after resolving the attack. If she performs an artistic flourish with this feint against a distracted target, the target's miss chance against the devoted muse increases by an amount equal to $5 \times$ her weapon's critical multiplier.

Feinting Feat: At 3rd level and every 3 class levels thereafter, a devoted muse gains one of the following as a bonus feat: Disengaging Feint^{UC}, Disengaging Flourish^{UC}, Feint Partner^{UC}, Greater Feint, Improved Feint Partner^{UC}, Passing Trick^{UC}, Skill Focus (Bluff), Twinned Feint^{ACG}, or Wave Strike^{UC}. The devoted muse must meet the prerequisites for the feat selected.

Limitless Art (Ex): At 4th level, a devoted muse starts each day with 1 additional panache point, and her maximum number of panache points increases by 1. At 7th level and again at 10th level, the number of additional panache points increases by 1.

FEAT

Some of Shelyn's devoted turn combat into an art form.

BLADED BRUSH (COMBAT)

You know how to balance a polearm perfectly, striking with artful, yet deadly precision.

Prerequisites: Weapon Focus (glaive), must be a worshiper of Shelyn.

Benefit: You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a glaive sized for you, even though it isn't a light weapon. When wielding a glaive, you can treat it as a one-handed piercing or slashing melee weapon and as if you were not making attacks with your off-hand for all feats and class abilities that require such a weapon (such as a duelist's or swashbuckler's precise strike).

As a move action, you can shorten your grip on the glaive, treating it as though it lacked the reach weapon property. You can adjust your grip to grant the weapon the reach property as a move action.

HERITOR KNIGHT

Some seek to follow in the footsteps of Iomedae the Inheritor through study of the miracles of her mortal life.

Hit Die: d10.

REQUIREMENTS

To qualify to become a heritor knight, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Alignment: Lawful good, lawful neutral, or neutral good.

Deity: Must worship Iomedae.

Skills: Knowledge (religion) 5 ranks.

Feats: Iron Will, Skill Focus (Knowledge [religion]), Weapon Focus (longsword).



CLASS SKILLS

The heritor knight's class skills (and the key ability for each skill) are Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perform (oratory) (Cha), Ride (Dex), and Sense Motive (Wis).

Skill Points per Level: $2 + \text{Int modifier}$.

CLASS FEATURES

The following are the class features of the heritor knight prestige class.

Skill and Heart as One (Ex): If the heritor knight has the weapon training class feature, her heritor knight levels stack with her fighter levels for the purpose of that ability. In addition, heritor knight levels stack with fighter levels for the purpose of feat prerequisites.

Savior of the Swallowed (Ex): At 1st level, as a standard action, a heritor knight can make a melee attack with a longsword against a creature that is physically restraining an ally. This includes grappling, pinning, swallowing whole, and similar effects (at the GM's discretion). Resolve the attack normally, but if the attack roll equals or exceeds the creature's CMD, the restraining effect is immediately ended.

Heritor's Honor (Su): At 2nd level, a heritor knight gains a bonus on Will saving throws that's equal to her Charisma modifier. The bonus from this ability doesn't stack with those from similar effects.

Witches' Woe (Sp, Su): At 2nd level, a heritor knight gains a bonus equal to half her class level on saves against hexes and curse effects. In addition, once per day, she can cast *remove curse* as a spell-like ability, with a caster level equal to her character level.

Skyreaver (Su): At 3rd level, as a standard action, a heritor knight can make a melee attack with a longsword against a flying creature (regardless of its method of flight). Resolve the attack normally, but any damage dealt is halved; in addition, if the attack roll equals or exceeds the creature's CMD, the creature immediately stops flying and falls to the ground. For a number of rounds equal to the heritor knight's

HERITOR KNIGHT

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+0	+1		Skill and heart as one, savior of the swallowed
2nd	+2	+1	+1	+1		Heritor's honor, witches' woe
3rd	+3	+2	+1	+2		Skyreaver
4th	+4	+2	+1	+2		Wraithwall
5th	+5	+3	+2	+3		Mohrgbreaker
6th	+6	+3	+2	+3		Mighty strike, reforged heart
7th	+7	+4	+2	+4		Image of divinity
8th	+8	+4	+3	+4		Redeemer of undeath
9th	+9	+5	+3	+5		Freed by blood
10th	+10	+5	+3	+5		Sky stride, unveiling mistress

Charisma modifier, the target creature takes a -20 penalty on all of its Fly checks.

Wraithwall (Su): At 4th level, once per day as a standard action, a heritor knight can inspire allies within 30 feet. Allies inspired this way treat all armor they wear as having the *ghost touch* special ability. In addition, inspired allies gain a +4 sacred bonus on saving throws against effects that would cause ability damage, ability drain, or negative levels. This effect lasts for 1 minute.

Mohrgbreaker (Su): At 5th level, as a standard action, a heritor knight can make a melee attack with a longsword against an undead creature. Resolve the attack normally, but the creature must succeed at a Will saving throw ($DC = 10 +$ the heritor knight's level + her Charisma modifier) or lose all special attacks associated with its natural weapons or touch attacks for a number of rounds equal to the heritor knight's Charisma modifier.

Mighty Strike (Ex): At 6th level, a heritor knight gains Vital Strike and Improved Vital Strike as bonus feats. Whenever the heritor knight makes a melee attack as a standard action, she can apply the effects of Improved Vital Strike to that attack. If she has Greater Vital Strike, she can apply that feat's effects instead.

Reforged Heart (Su/Sp): At 6th level, once per day, a heritor knight can cast *greater make whole* (*Pathfinder Campaign Setting: Technology Guide* 10) as a spell-like ability, with a caster level equal to her character level.

Image of Divinity (Su): At 7th level, a humanoid heritor knight's appearance changes to superficially resemble the Inheritor herself, although she is still recognizable to those who know her, and her statistics do not change. Nonhumanoids do not change in appearance in this way.

Three times per day as a swift action, the heritor knight can touch a creature. If the touched creature is good-aligned, it regains 1d6 hit points per class level of the heritor knight; evil-aligned creatures instead take that amount of damage. If this ability heals the target, the target is also affected by *restoration*. If this ability damages the target, the target must succeed at a Fortitude save ($DC = 10 +$ the heritor knight's level + the heritor knight's Charisma modifier) or become staggered for a number of rounds

equal to the heritor knight's Charisma bonus (minimum 1 round). Neutral-aligned creatures are unaffected.

Redeemer of Undeath (Su): At 8th level, as a standard action, a heritor knight can make a melee attack with a longsword against an undead creature. Resolve the attack normally, but if the attack hits and the undead was good-aligned in life, it must succeed at a Will save ($DC = 10 +$ the heritor knight's class level + her Charisma modifier) or be destroyed and redeemed of the evils of undeath, allowing the soul to reach a righteous afterlife. If the creature succeeds, it is immune to this ability for 24 hours.

Freed by Blood (Su): At 9th level, when an ally within 30 feet attempts a saving throw against a death, paralysis, or compulsion effect, the heritor knight can take up to 9 points of damage as an immediate action. The ally gains a sacred bonus on the saving throw equal to the damage taken. This ability must be used before the saving throw is rolled, and can be used three times per day.

Sky Stride (Su): At 10th level, a heritor knight is constantly under the effects of *air walk*. When the heritor knight moves through the air, her steps appear to be supported by crimson cloth that appears beneath her feet. Activating or deactivating this ability is a free action.

Unveiling Mistress (Su): Once per day at 10th level, a heritor knight can emit an unveiling aura as a free action. The true form of any creature within 30 feet is revealed, although polymorph and similar physical effects are not removed (remaining visible as a ghostly overlay). This aura lasts for 1 minute.

FEAT

Many believe that intense concentration in combat is just as important as martial prowess.

STRIKE TRUE (COMBAT)

Rather than attempting a series of wild blows, you line up a perfect attack.

Prerequisites: Combat Expertise, base attack bonus +6.

Benefit: You can focus yourself as a move action. When focused, you gain a +4 bonus on your next melee attack roll before the end of your turn.

HINTERLANDER

Guards patrol great cities and druids protect the deep forests, but what of the boundaries between them? The hinterlands comprise the farmlands and woodland villages of Golarion, a liminal space between humanity and the wild. Some of the rugged men and women who defend these pockets of civilization are the hinterlanders.

Hinterlanders are followers of Erastil who shield rural folk from dangerous creatures, extraplanar interlopers, and marauding undead. A hinterlander is skilled with a bow and in tune with the wild, yet capable of harnessing natural resources to nourish mortal communities. They are often touched by the divine, sworn to guard the borders of towns and villages against the forces that threaten to snuff out the hearth fires.

Hit Die: d10.



REQUIREMENTS

To qualify to become a hinterlander, a character must fulfill all of the following criteria.

Alignment: Lawful good or neutral good.

Deity: Must worship Erastil.

Skills: Knowledge (nature) 5 ranks, Survival 5 ranks.

Feats: Endurance, Weapon Focus (longbow).

Spellcasting: Able to cast 1st-level spells.

CLASS SKILLS

The hinterlander's class skills (and the key ability for each skill) are Climb (Str), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (geography) (Int), Knowledge (local), Knowledge (nature) (Int), Knowledge (religion), Perception (Wis), Ride (Dex), Survival (Wis), Stealth (Dex), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are the class features of the hinterlander prestige class.

Weapon and Armor Proficiency: A hinterlander is proficient with all simple weapons, longbows, light armor, medium armor, and shields (except tower shields).

Favored Enemy (Ex): At 1st level, a hinterlander chooses a favored enemy from the list below. This functions like the ranger class feature of the same name, except that the hinterlander gains an additional ability corresponding with the favored enemy chosen. Additionally, at 8th level, he can select a new favored enemy and the bonus for one such enemy increases by 2 (rather than at 5th and 10th levels).

Aberrations: The hinterlander gains a +2 bonus on all saves against spells, spell-like abilities, and supernatural abilities used by aberrations.

Constructs: The hinterlander's ranged attacks ignore the first 10 points of a construct's DR or hardness.

Evil Outsiders: The hinterlander's ranged attacks are treated as good weapons for the purposes of overcoming damage reduction.

Magical Beasts: The hinterlander can improve the attitude of a magical beast regardless of its Intelligence score. This ability functions like wild empathy, except the hinterlander takes no penalty for attempting this check.

Monstrous Humanoids: The hinterlander gains a +2 bonus on all saves against spells, spell-like abilities, and supernatural abilities used by monstrous humanoids.

Undead: Arrows loosed from a hinterlander's bow are infused with divine power and deal full damage to any undead that are incorporeal, as if the arrows had the *ghost touch* weapon special ability.

Master Archer (Ex): At 1st level, and again at

HINTERLANDER

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+0	+1	Favored enemy +2, master archer bonus feat	—
2nd	+1	+1	+1	+1	Fast movement, favored terrain (hinterland) +2	+1 level of existing spellcasting class
3rd	+2	+1	+1	+2	Hinterland stride, master archer bonus feat	+1 level of existing spellcasting class
4th	+3	+1	+1	+2	Chosen kin	+1 level of existing spellcasting class
5th	+3	+2	+2	+3	Master archer bonus feat	+1 level of existing spellcasting class
6th	+4	+2	+2	+3	Defended hearth +2	+1 level of existing spellcasting class
7th	+5	+2	+2	+4	Imbue arrow	+1 level of existing spellcasting class
8th	+6	+3	+3	+4	Favored enemy +4	+1 level of existing spellcasting class
9th	+6	+3	+3	+5	Favored terrain (hinterland) +4	+1 level of existing spellcasting class
10th	+7	+3	+3	+5	Defended hearth +4, waymarker travel	+1 level of existing spellcasting class

3rd and 5th levels, a hinterlander gains a bonus feat from the following list, even if he doesn't meet the prerequisites: Erastil's Blessing (see below), Far Shot, Focused Shot, Point Blank Shot, and Rapid Shot. At 3rd level, he adds Improved Precise Shot, Parting Shot, Point Blank Master, and Manyshot to the list. At 5th level, he adds Pinpoint Targeting and Shot on the Run to the list. The benefits of these feats apply only when the hinterlander wears light, medium, or no armor.

Fast Movement (Ex): At 2nd level, a hinterlander's base land speed increases by 10 feet.

Favored Terrain (Hinterland) (Ex): At 2nd level, when a hinterlander is within a 10-mile radius of a settlement with a population of 2,000 or fewer individuals, he gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks. A hinterlander traveling through this terrain leaves no trail and can't be tracked (although he can leave a trail if he so desires). At 9th level, these initiative and skill bonuses increase to +4, and the bonuses function as long as the hinterlander is within 20 miles of a settlement with a population of 2,000 or fewer.

Hinterland Stride (Ex): At 3rd level, a hinterlander moves with ease through natural and agrarian environments. This functions exactly like woodland stride, except that a hinterlander also moves normally through any nonmagical difficult terrain in settled areas with a population of 2,000 or less individuals, such as a farm or village.

Chosen Kin (Su): At 4th level, as a standard action, a hinterlander can designate a number of allies up to 3 + his Wisdom modifier to be his chosen kin. Allies so designated gain half the hinterlander's favored terrain (hinterland) bonus and half of the bonuses granted by defended hearth (see below). Members of his chosen kin must remain within 30 feet of the hinterlander in order to gain these benefits. At 7th level, this range increases to 60 feet.

Defended Hearth (Su): At 6th level, a hinterlander can designate a settlement as a defended hearth, allowing him to sense the presence of unnatural creatures within 5 miles of it. Aberrations, constructs, dragons, magical beasts, monstrous humanoids, outsiders, and undead

constitute unnatural presences for this purpose. Though the hinterlander is aware of potential danger, he doesn't know the exact nature or location of the creature unless he can perceive it.

The defended hearth must be a settled area with a population of 2,000 or fewer individuals, and the hinterlander must spend 24 hours carefully studying the entire area to activate this ability, after which he gains a +2 favored terrain bonus in that settlement, which stacks with any other favored terrain bonus he receives in that area. This bonus increases to +4 at 10th level. A hinterlander can have a number of defended hearths equal to his Wisdom bonus (minimum 1). When he reaches his maximum number of defended hearths, he can select a new defended hearth by abandoning an existing one and performing the ritual for a new area.

Imbue Arrow (Su): At 7th level, a hinterlander gains the ability to place a spell that affects an area upon an arrow. This functions exactly like the arcane archer ability of the same name.

Waymarker Travel (Sp): At 10th level, a hinterlander gains the ability to create a waymarker anywhere within the area of a defended hearth. The hinterlander can maintain up to five waymarkers at a time—if the hinterlander creates a sixth waymarker, he chooses which of the previous five deactivates. Once per day as a move action, the hinterlander can cast *word of recall* as a spell-like ability to teleport to any of his active waymarkers.

FEAT

Clerics of Erastil who fight with a bow often take the following feat.

ERASTIL'S BLESSING (COMBAT)

Old Deadeye's favor grants you prowess with a bow that far exceeds your own physical capabilities.

Prerequisites: Weapon Focus (longbow), must be a worshiper of Erastil.

Benefit: You can use your Wisdom modifier instead of your Dexterity modifier on ranged attack rolls when using a bow.

ROSE WARDEN

Tyrants may attempt to crush the seeds of dissent before they can ever bloom, but the goddess Milani is always there to cultivate hope in the very heart of oppression and uplift the subjugated. Those known as rose wardens serve as her champions, their elite skills contributing to the cause of revolution—yet they are not obvious crusaders who revel in personal fame or glory. Though they oppose despotic governments, they do not act as anarchists or criminals; for example, rose wardens try to prevent demonstrations from becoming destructive riots to avoid harming innocents. Some of the greatest rose wardens are former thieves who adapted their talents to aid the downtrodden.

Hit Die: d8.

REQUIREMENTS

To qualify to become a rose warden, a character must fulfill all of the following criteria.

Alignment: Chaotic good.

Deity: Must worship Milani.

Skills: Disguise 5 ranks, Stealth 5 ranks.

Feats: Iron Will.

CLASS SKILLS

The rose warden's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Knowledge (local) (Int), Perception (Wis), Sleight of Hand (Dex), and Stealth (Dex).

Skill Ranks per Level:

4 + Int modifier.

CLASS FEATURES

The following are the class features of the rose warden prestige class.

Anonymity (Ex): A rose warden gains a bonus equal to her class level on any Bluff and Disguise checks to conceal her true identity.

Insurgent Technique: At 1st level and every 2 class levels thereafter, a rose warden gains one of the following insurgent techniques. The save DC of any saving throw called for by an insurgent technique is equal to 10 + the rose warden's class level + her Intelligence modifier.



Spell-like abilities have a caster level equal to the rose warden's class level.

Everbloom's Wrath (Sp): The rose warden selects either *chaos hammer* or *holy smite*. She can use that spell once per day as a spell-like ability. If a rose warden chooses this technique a second time, she gains the ability to cast the other spell once per day as well.

Holy Thorns (Su): Once per day as a swift action, the rose warden can cause thorns to magically sprout from her weapon. The weapon counts as good-aligned for purposes of overcoming DR. A lawful or evil target damaged by this weapon must succeed at a Fortitude save or be wracked with pain and become staggered for 1 round. The thorns dissipate after a number of rounds equal to the rose warden's class level.

Rogue Talent: A rose warden can select one rogue talent for which she qualifies. Her rose warden levels stack with rogue levels for the purpose of any rogue talents she has with level-dependent effects, whether they were gained from this prestige class or another class.

Liberated Mind (Su):

A rose warden gains a +2 bonus on saving throws to resist charm, compulsion, and fear effects. This bonus increases to +4 at 5th level.

Street Sentinel (Ex): A rose warden gains a +2 bonus on initiative checks and Knowledge (local), Perception, Stealth, and Survival checks when she is in an urban area.

Whenever she is traveling in urban terrain, a rose warden leaves no trail and can't be tracked (though she can leave a trail if she chooses). At 6th level, this bonus increases to +4.

Sneak Attack (Ex): This ability is exactly like the rogue ability of the same name. The extra damage dealt starts at +1d6 and increases by 1d6 every 2 levels (4th, 6th, 8th, and 10th). If a rose warden gets sneak attack bonuses from other sources, the bonuses on damage rolls stack.

Voice of the Masses (Ex): At 2nd level, a rose warden's movement is not impeded by crowds, and

ROSE WARDEN

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+1	+0		Anonymity, insurgent technique, liberated mind, street sentinel +2
2nd	+1	+1	+1	+1		Sneak attack +1d6, voice of the masses
3rd	+2	+1	+2	+1		Cunning disarm, insurgent technique
4th	+3	+1	+2	+1		Insurrectionist, sneak attack +2d6
5th	+3	+2	+3	+2		Advanced insurgent technique, liberated mind +4
6th	+4	+2	+3	+2		Sneak attack +3d6, street sentinel +4
7th	+5	+2	+4	+2		Advanced insurgent technique, obfuscate
8th	+6	+3	+4	+3		Rallying courage, sneak attack +4d6
9th	+6	+3	+5	+3		Advanced insurgent technique
10th	+7	+3	+5	+3		Smite tyranny, sneak attack +5d6

she gains a bonus equal to her rose warden level on checks to influence crowds.

Cunning Disarm (Ex): At 3rd level, a rose warden can use Sleight of Hand in place of a combat maneuver check to disarm a foe. This does not provoke an attack of opportunity.

Insurrectionist (Su): At 4th level, a rose warden can ignore impediments to her mobility. For a number of rounds per day equal to her rose warden level, she can move normally regardless of magical effects that impede movement, as if she were affected by *freedom of movement*. These rounds do not need to be consecutive. In addition, once per day she can grant this ability to all allies within 30 feet. This effect occurs automatically as soon as it applies.

Advanced Insurgent Technique: At 5th level, a rose warden can select one of the following advanced insurgent techniques in place of a normal insurgent technique.

Advanced Rogue Talent: A rose warden can select one advanced rogue talent that she qualifies for. Her rose warden levels stack with rogue levels for the purpose of any advanced rogue talents she has with level-dependent effects, whether they were gained from this prestige class or another class.

Alleyport (Sp): Once per day as a swift action, the rose warden can teleport as per *dimension door*, but only when she is in an area no wider than her space, and she can arrive only in an area of similar width.

Small but Fierce (Ex): As a move action, the rose warden can study an opponent at least one size category larger than herself that she can see. She can then apply the precision damage granted by sneak attack on her next attack made in the same round she studied the larger foe, even if that target is not denied its Dexterity bonus to its AC.

Wall of Roses (Sp): Once per day, the rose warden can cast *wall of thorns* as a spell-like ability. The wall consists of a dense tangle of roses through which worshipers of Milani can pass with ease. The wall of roses heals at a rate of 5 hit points per round; it is immune to fire damage; and all piercing damage it deals bypasses damage reduction as if it were a good, magic, and silver weapon. Evil and lawful creatures damaged by a wall of roses automatically become sickened for the next minute (this is a poison effect).

Obfuscate (Su): At 7th level, a rose warden can use the Stealth skill even while she is being observed. While she is in an urban area, a rose warden can hide in the open even without actually having anything to hide behind.

Rallying Courage (Su): At 8th level, a rose warden becomes immune to fear effects. Once per day as a swift action, she can inspire an ally affected by fear who is within her line of sight, allowing that ally to attempt a second saving throw against the condition.

Smite Tyranny (Su): At 10th level, when a rose warden deals sneak attack damage to a lawful or evil target, she can choose to smite tyranny as a free action. The rose warden deals an additional 2 points of damage per sneak attack die rolled to the target. The target must also succeed at a Fortitude saving throw ($DC = 20 + \text{the rose warden's Charisma modifier}$) or be staggered for 1 round by the blow. A lawful evil target is instead staggered for $1d4$ rounds. The rose warden can smite tyranny a number of times per day equal to $3 + \text{her Charisma modifier}$.

MAGIC ITEM

The following magic item can help a follower of the goddess Milani smuggle a weapon into an area where it is needed.

EVERBLOOM THORN		PRICE 6,320 GP
SLOT	CL	WEIGHT
none	10th	2 lbs.
AURA moderate transmutation		

When the command word is spoken as a move action, this *+1 morningstar* transforms into a pendant in the shape of a single red rose that does not radiate magic. Only *true seeing* or similar magic reveals the true nature of this weapon.

Once per day as part of an initiative check, as long as she holds the *everbloom thorn* in its pendant shape in one hand, the wielder can cause the pendant to instantaneously transform back into its *+1 morningstar* form. When she does so, the wielder of the *everbloom thorn* adds her Charisma bonus (minimum of +1) to her initiative check.

CONSTRUCTION REQUIREMENTS	COST 3,160 GP
Craft Arms and Armor, <i>magic aura</i> , <i>shrink item</i>	

RUNEGUARD

The ancient traditions of Thassilonian magic became mired in the culture of sin due to the legacy of that land's runelords, but taken in its purest form, Thassilonian magic is no more good than evil. Indeed, at Thassilon's outset—before the runelords seized control—the original incarnations of these seven schools of magic were not associated with sins at all, but rather with the seven virtues of rule. This original lore is all but lost, but within the city-states of Varisia (particularly in Magnimar), a small order of spellcasters seeks to reclaim the knowledge of those empowering virtues. With the might of virtuous runes, they protect their homes from the lingering evil of Thassilon and look to the guidance of Soralyon, the Mystic Angel, to aid them in their quest. These spellcasters have also come to believe that a runelord's return to power is



practically an inevitable threat that must be prepared for and defended against.

The role of a runeguard varies depending on the type of spellcasting he employs, but most tend to be more defensive rather than offensive.

Hit Die: d6.

REQUIREMENTS

To qualify to become a runeguard, a character must fulfill all of the following criteria.

Alignment: Lawful good, neutral good, or chaotic good.

Deity: Must worship Soralyon.

Skills: Linguistics 5 ranks, Spellcraft 5 ranks.

Feats: Scribe Scroll.

Language: Thassilonian.

Spells: Able to cast 3rd-level spells.

CLASS SKILLS

The runeguard's class skills are Appraise (Int), Heal (Wis), Knowledge (all skills taken individually) (Int), Linguistics (Int), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks per Level: $2 + \text{Int modifier}$.

CLASS FEATURES

Below are the class features of the runeguard prestige class.

Rune Magic: A runeguard adds all spells with "glyph" or "symbol" in its name to his class spell list.

Virtuous Rune (Su): At 1st level, a runeguard can master a secret method of using one of the seven runes of Thassilonian magic in a beneficial way to aid himself or others. He must choose one of the seven virtues when he gains this ability, but can choose another at 2nd, 4th, 5th, 6th, 8th, and 9th levels; by 9th level, he has mastered all seven of the secrets of virtuous runes. A runeguard can use any of the virtuous runes that he has mastered in any combination per day, but no more times per day than his runeguard level overall. Using a virtuous rune is a standard action (unless otherwise indicated in the text) and provokes an attack of opportunity.

Charity: A runeguard can use the rune of charity to transfer a single abjuration spell he has prepared or knows (if he's a spontaneous caster), along with the ability to cast it, to a willing creature by touch, as per *imbue with spell ability*, save that the recipient's Hit Dice do not limit options. The level of the spell being transferred can't exceed the runeguard's level - 1 (and thus a 1st level runeguard can only transfer a 0-level spells in this way). Once the spell is transferred, that spell slot remains unavailable to the runeguard until the creature that gained the spell casts it, at which point the runeguard regains access to the spell slot the next time he rests and prepares his magic.

Kindness: When using the Heal skill to treat deadly wounds, the runeguard can call upon the rune of kindness to restore double the normal amount of hit points he

RUNEGUARD

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+0	+1	Rune magic, virtuous rune	—
2nd	+1	+1	+1	+1	Virtuous rune	+1 level of existing spellcasting class
3rd	+1	+1	+1	+2	Rune focus +1	+1 level of existing spellcasting class
4th	+2	+1	+1	+2	Virtuous rune	+1 level of existing spellcasting class
5th	+2	+2	+2	+3	Virtuous rune	+1 level of existing spellcasting class
6th	+3	+2	+2	+3	Virtuous rune	+1 level of existing spellcasting class
7th	+3	+2	+2	+4	Rune focus +2	+1 level of existing spellcasting class
8th	+4	+3	+3	+4	Virtuous rune	+1 level of existing spellcasting class
9th	+4	+3	+3	+5	Virtuous rune	+1 level of existing spellcasting class
10th	+5	+3	+3	+5	Sihedron rune mastery	+1 level of existing spellcasting class

otherwise would have healed by treating deadly wounds. He need not expend uses from a healer's kit when treating deadly wounds in this manner, and using this rune does not count against the total number of times a creature can benefit from healing deadly wounds treated in a day.

Generosity: When using the aid another action, the runeguard can draw upon the rune of generosity and expend a prepared spell or spell slot as an immediate action to grant an ally an insight bonus on attack rolls, on skill checks, or to Armor Class equal to the level of spell expended. The bonus persists for a number of rounds equal to the runeguard's class level.

Humility: When the runeguard gains the benefits of the aid another action from an ally, he can expend a prepared spell or a spell slot (for a spontaneous caster) as an immediate action to gain an insight bonus on attack rolls, on skill checks, or to Armor Class equal to the level of the spell expended. This bonus lasts for a number of rounds equal to the runeguard's class level.

Love: By sacrificing a prepared spell or a spell slot (for a spontaneous caster), a runeguard can use the rune of love to form a close and powerful bond with a number of willing allies equal to the level of the spell or spell slot sacrificed. All allies to be affected must be within 30 feet at the time the rune is used. Until the next time the runeguard prepares spells (at which point he regains the sacrificed spell or spell slot), each ally can sense the general emotional state, health, and direction of any other ally bearing the rune (as per *status*), as long as they are on the same plane. If a spell slot of 5th level or higher is sacrificed, the link also grants a *telepathic bond* (as per the spell) that can't be dispelled. A character with the rune of love active gains a +2 bonus on all saving throws against charm and compulsion effects.

Temperance: By invoking the rune of temperance, the runeguard becomes immune to the effects of negative energy for 1 round per runeguard level. The runeguard can use this ability as an immediate action to gain immunity to the effects of a single negative energy effect as that effect targets him, but doing so leaves the runeguard staggered on his next action.

Zeal: By invoking the rune of zeal as a swift action, the runeguard bolsters his spellcasting for 1 round. During this time, the runeguard gains a bonus on all concentration checks equal to his runeguard level, and he can enhance any spell he casts that round with the effects of any metamagic feat he knows, provided the metamagic feat only uses up a spell slot 1 level higher than the spell's actual level.

Rune Focus: At 3rd level, the runeguard adds 1 to the DCs of saving throws against glyph or symbol spells (any spell with "glyph" or "symbol" in its name) and spells that are language dependent that he casts. This bonus stacks with the bonuses from the Spell Focus and Greater Spell Focus feats. At 7th level, the runeguard adds 2 to the DCs of saving throws against these spells that he casts.

Sihedron Rune Mastery (Su): At 10th level, a runeguard can cast *permanency* as a spell-like ability once per day by drawing upon the power of the Sihedron rune. He must still provide the spell to be made permanent by other means, of course. Although a runeguard can use this ability once per day, he can only ever maintain a single spell effect, and upon using this ability, the previous permanent spell effect immediately ends.

FEAT

Wizards who follow the ancient philosophies of Thassilon can take the following feat to help enhance their studies.

NEW THASSILONIAN MAGIC

You use Thassilonian magic in a nontraditional way that preserves the ancient traditions while lifting some of its restrictions.

Prerequisite: Thassilonian specialization (*Pathfinder Campaign Setting: Inner Sea Magic* 17).

Benefit: You choose one of your two opposition schools. You also gain Thassilonian as a bonus language. If you already speak Thassilonian, you gain one of the following languages as a bonus language instead: Aklo, Azlanti, Giant, Shoanti, or Varisian.

Normal: A Thassilonian specialist cannot customize his choice for opposition schools.

SACRED SENTINEL

Torag is thought of by many as a god of forging, but his primary areas of concern also include protection and strategy. Among the followers of Torag, some feel drawn to devote themselves to these later aspects of the Father of Creation. Known as sacred sentinels, these holy warriors view themselves as mortal shields of defense in Torag's service, and seek to place themselves where defenders are most needed. Many speak of themselves as pillars, strong structures that can hold up a vast building but only by supporting the other beams and supports needed. The pillar is the source of the strength, but its strength must serve to support a network of other beams or it accomplishes little.

Sacred sentinels are always front-line combatants, and value mobility to ensure they can reach the places they are most needed. As a result they are most often cavaliers (especially of the order of the dragon, the order of the guard from *Pathfinder Campaign Setting: Inner Sea Combat*, or the order of the shield) or paladins with a mount as a divine bond. The majority of sacred sentinels are dwarves, but other races that worship Torag are sometimes called to serve. For example, in the frozen Lands of the Linnorm Kings, there exists a relatively obscure but long-standing order known as the "Linnorm Guard." This small number of Ulfen fighters are unusually lawful in their outlook, considering the brutality and chaos their barbaric kin often embrace. The Linnorm Guard seeks to provide protection for both the Linnorm Kings and those they have allied with, be they visiting dignitaries, old but beloved boon companions, or even hidden lovers or paramours.

Hit Die: d10.

REQUIREMENTS

To qualify to become a sacred sentinel, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Alignment: Lawful good.

Deity: Must worship Torag.

Feats: Endurance, Toughness.



Special: Proficiency with light, medium, and heavy armor and all shields (other than tower shields).

CLASS SKILLS

The sacred sentinel's class skills are Acrobatics (Dex), Climb (Str), Intimidate (Cha), Knowledge (religion) (Int), Perception (Wis), Ride (Dex), and Sense Motive (Wis).

Skill Ranks per Level: 2 + Intelligence modifier.

CLASS ABILITIES

The following are the class features of the sacred sentinel prestige class.

Code of Torag (Su): A sacred sentinel has dedicated her life to serving as a protective shield of Torag, and this is her first and highest calling. Though not all sacred sentinels are paladins, they all must follow the paladin's code of Torag (*Pathfinder Campaign Setting: Inner Sea Gods* 150). Cavaliers who become sacred sentinels are given special dispensation by their cavalier orders to act as agents of Torag within their orders, and treat Torag's paladin code of conduct as their cavalier's edict (replacing the normal edicts for their orders).

A sacred sentinel who violates this code loses all class features of this prestige class other than skill points and class skills for 24 hours.

Strategic Protection (Su): As a move action, a sacred sentinel can establish a magic aura that protects one or more of her allies. When she establishes her aura, she selects a number of allies up to her Charisma bonus that she can see and that are within 20 feet. As long as these allies remain within 30 feet of the sacred sentinel, they gain a +3 bonus to their CMDs and on Constitution checks to stabilize when dying. The bonus increases to +4 at 4th level, to +5 at 7th level, and to +6 at 10th level. The radius of this aura increases by 10 feet at each of these levels. The bonuses from strategic protection last until the beginning of the sacred sentinel's next turn.

Renewed Bonds (Ex): At 2nd level, a sacred sentinel is able to maintain strong bonds from her life before becoming a divine guardian. If the sacred sentinel has levels in a class with an animal companion, familiar, or a class feature with "bond" in the name (such as

SACRED SENTINEL

Level	Base					Special
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+1	+1	+0	+1		Code of Torag, strategic protection (+3/30 feet)
2nd	+2	+1	+1	+1		Renewed bonds
3rd	+3	+2	+1	+2		Healing touch (3d8), tempering touch +1
4th	+4	+2	+1	+2		Strategic protection (+4/40 feet)
5th	+5	+3	+2	+3		Uncanny dodge
6th	+6	+3	+2	+3		Healing touch (4d8), tempering touch +2
7th	+7	+4	+2	+4		Strategic protection (+5/50 feet)
8th	+8	+4	+3	+4		Swift shield other
9th	+9	+5	+3	+5		Healing touch (5d8), tempering touch +3
10th	+10	+5	+3	+5		Strategic protection (+6/60 feet), unyielding

arcane bond, divine bond, or sacred bond), she selects one such class upon gaining her 1st level of sacred sentinel. Sacred sentinel levels stack with levels in the selected class when determining the effectiveness of her familiar, animal companion, or bond class feature. Whenever the sacred sentinel uses strategic protection, her familiar, animal companion, or bonded companion is automatically included in its protection if in range, without counting toward the maximum number of creatures the sacred sentinel can affect.

A sacred sentinel without an appropriate class feature from another class instead increases the number of creatures she can protect with her bastion of protection by 1 upon gaining this class feature, and by another 1 at 6th level.

If the sacred sentinel has cavalier, paladin, or warpriest class levels, she selects one of those classes and adds half her sacred sentinel level to those class levels to determine her effective class level for a specific class feature. For cavaliers, this determines the effectiveness of her challenge class feature. For paladins, this determines the effectiveness of her smite evil class feature. For warpriests, this determines how many times per day she can use her blessings.

Healing Touch (Su): At 3rd level, a sacred sentinel can heal wounds (her own or those of others) by her touch. Each day, she can use this ability a number of times equal to $1 + \frac{1}{2}$ her sacred sentinel level. If she has established her strategic protection, she can use this ability on a selected ally within range of the aura without having to successfully touch the ally. This ability restores 3d8 hit points, increasing to 4d8 at 6th level, and 5d8 at 9th level. Healing touch qualifies as the lay on hands ability for the purpose of prerequisites requiring lay on hands, and abilities that work with lay on hands (such as mercies).

Tempering Touch (Su): A sacred sentinel knows that the best way to defend allies is to temper them to be stronger. At 3rd level, when a sacred sentinel uses a spell or class feature (but not a magic item or the Heal skill) to heal an ally, the ally gains a defensive bonus. For a number of rounds equal to the sacred sentinel's class level, whenever the ally fights defensively, uses the full defense action,

or uses Combat Expertise, the ally gains a +1 deflection bonus to AC and a +1 sacred bonus on saving throws. These bonuses increase to +2 at 6th level and to +3 at 9th level.

Uncanny Dodge (Ex): At 5th level, a sacred sentinel gains the ability to react to danger before her senses would normally allow her to do so. She gains uncanny dodge, as per the rogue class feature. If the character gains uncanny dodge from another class, she automatically gains improved uncanny dodge (as per the rogue talent).

Swift Shield Other (Sp): At 8th level, a sacred sentinel can use *shield other* as a quickened spell-like ability a number of times per day equal to her Charisma bonus (minimum once per day).

Unyielding (Su): At 10th level, a sacred sentinel's devotion to protecting those under her charge is great enough to temporarily hold off death. If the sacred sentinel has her strategic protection active and is killed through any means, she does not immediately die. Instead she remains alive and active until the beginning of her next turn, at which point she dies normally. *Breath of life*, if applied before this time runs out, can save the sacred sentinel, but other healing effects that restore hit points cannot hold off death.

FEAT

Some adventurers lend a great deal of aid to their fellow party members with the following feat. In particular, those who worship Torag find value in using this feat to help protect their allies.

UNCANNY ALLY

You have learned to use your senses to protect others.

Prerequisites: Alertness, uncanny dodge class feature.

Benefit: When you are conscious and able to move freely, allies adjacent to you who can see and hear you gain the benefit of your uncanny dodge. If you have improved uncanny dodge, as a free action at the beginning of your turn, you can designate one adjacent ally to receive the benefit of that ability as well. The ally can be sneak attacked by foes with 4 more rogue levels than your character level or your ally's character level, whichever is lower.

SCAR SEEKER

The empyreal lord Vildeis doesn't demand acts of self-mortification. Nonetheless, some devoted turn their own skins into scarred manuscripts of noteworthy deeds and unforgettable failures. Those who wholly embrace these rites of scarification are known as scar seekers.

There is no formal order of scar seekers. Instead, the path is a personal journey guided by the practitioner's convictions and experiences. Even when two scar seekers meet, they rarely remain together longer than it takes to compare their wounds or thwart a nearby fiend, as such disciples too often attempt to outdo one another's pain.

Hit Die: d10.



REQUIREMENTS

To qualify to become a scar seeker, a character must fulfill all of the following criteria.

Base Attack Bonus: +5.

Alignment: Lawful good or neutral good.

Deity: Must worship Vildeis.

Skills: Heal 3 ranks, Intimidate 3 ranks, Knowledge (religion) 3 ranks.

Feats: Toughness.

CLASS SKILLS

The scar seeker's class skills (and the key ability for each skill) are Heal (Wis), Intimidate (Cha), Knowledge (religion) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks per Level: 2 + Int modifier.

CLASS FEATURES

The following are the class features of the scar seeker prestige class.

Enduring Scar (Su): As a scar seeker gains levels, he accumulates scars of supernatural significance. He can activate his enduring scars abilities in any combination a number of times per day equal to half his class level plus his Charisma modifier. At 1st level and every 2 class levels thereafter, the scar seeker awakens a new enduring scar selected from the list below.

Blood: As a swift action, the scar seeker can imbue a melee weapon he wields with the *vicious* weapon special ability for a number of rounds equal to his

Charisma modifier (minimum 1 round). At 5th level, he can select this scar a second time to increase the extra damage to 2d8 and the damage received to 1d8. At 9th level, he can select the scar a third time to increase the extra damage to 2d10 and damage received to 1d10.

Healing: When the scar seeker uses his lay on hands ability to heal another creature, the scar seeker can use this scar to heal double the normal amount of damage; however, the scar seeker immediately takes damage equal to half the amount he healed, and this damage cannot be reduced or otherwise prevented in any way.

Martyr: When the scar seeker is brought below 0 hit points, he can expend all his remaining uses of lay on hands (minimum 1) as an immediate action in order to heal his allies and harm evil enemies in a 30-foot radius. He restores or deals an amount of damage equal to 4d6 plus his level, and the damage increases by 1d6 for each use of lay on hands he expends; a creature takes half damage if it succeeds at a Will save (DC = 10 + the scar seeker's level + his Charisma modifier). The damage dealt by this ability

SCAR SEEKER

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+1	+1	+0	+1	Enduring scar, painful purification	—
2nd	+2	+1	+1	+1	Lay on hands	+1 level of existing spellcasting class
3rd	+3	+2	+1	+2	Enduring scar	—
4th	+4	+2	+1	+2	Smite evil 1/day	+1 level of existing spellcasting class
5th	+5	+3	+2	+3	Enduring scar	—
6th	+6	+3	+2	+3	Sanguine sacrifice	+1 level of existing spellcasting class
7th	+7	+4	+2	+4	Enduring scar	—
8th	+8	+4	+3	+4	Smite evil 2/day	+1 level of existing spellcasting class
9th	+9	+5	+3	+5	Enduring scar	—
10th	+10	+5	+3	+5	True martyr	+1 level of existing spellcasting class

comes from holy power and is not subject to damage reduction, energy immunities, or any energy resistances. The scar seeker must be 5th level in order to select this scar.

Mercy: When the scar seeker uses his lay on hands ability, he can use this scar to apply the benefits of a paladin mercy he doesn't have but for which he qualifies. A scar seeker's class levels stack with levels in any other class that grants the mercy ability. The scar seeker must be 3rd level to select this scar.

Sacrifice: As an immediate action, the scar seeker can share the damage taken by one ally he can see within 30 feet. This functions as per *shield other*, but lasts only until the end of his next turn or until his ally moves farther than 30 feet from the scar seeker. The scar seeker must be 3rd level to select this scar.

Suffering: As a swift action, the scar seeker's skin and nerves harden until the beginning of his next turn, granting him DR 2/— and a +2 bonus on saving throws against spells and effects with the emotion^{UM} or fear descriptor. At 7th level, he can select this scar a second time to increase the damage reduction and saving throw bonus to half his class level.

Tenacity: When a scar seeker is struck by a critical hit or sneak attack, the scar seeker can gain a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws for a number of rounds equal to his Charisma modifier as an immediate action. If the scar seeker already receives a morale bonus on one or more of these rolls, the morale bonus increases by 1 while this ability lasts.

Painful Purification (Su): A scar seeker can relive his past sacrifices in order to activate an enduring scar's ability, even if he has expended all his daily uses of the ability. Rather than expend a daily use of enduring scars, he can activate a scar by taking 1 point of damage per Hit Die he has. This damage can't be healed by any means other than getting a full night's rest, which removes all damage dealt in this fashion. This damage cannot be ignored, reduced, or redirected.

Lay on Hands (Su): At 2nd level, a scar seeker gains the ability to lay on hands. This ability functions as the paladin ability of the same name. For the purpose of this

ability, a scar seeker's class levels stack with levels in any other class that grants the lay on hands ability.

Smite Evil (Su): At 4th level, a scar seeker gains the ability to smite evil. This ability functions like the paladin ability of the same name, but the scar seeker's effective paladin level equals his class level – 3 (minimum 1). For the purpose of this ability, a scar seeker's class levels stack with levels in any other class that grants the smite evil ability. He gains another use per day of this ability at 8th level.

Sanguine Sacrifice (Su): At 6th level, when a scar seeker uses the painful purification ability, he gains a +1 morale bonus on attack rolls, skill checks, ability checks, and saving throws for 1 hour. Multiple uses of this ability increase the morale bonus by 1 (maximum one-third his class level).

True Martyr (Su): At 10th level, a scar seeker can embrace death in a final act of defiance. As an immediate action, he can take half the damage dealt to all allies within 60 feet by a single effect, such as a breath weapon, melee attack, or cave-in. If this damage would kill the scar seeker, his blood coalesces in his space in the form of a lawful good monadic deva (*Pathfinder RPG Bestiary 2* 27) that fights in his place for 1 minute before dissipating. A scar seeker can use this ability once per week.

FEAT

Some scar seekers can break the spells of their vile enemies.

SMITE EVIL MAGIC

You can slice apart foul enchantments.

Prerequisite: Smite evil class feature.

Benefits: You can expend a use of your smite evil class ability to perform a sunder combat maneuver against an ongoing spell effect created by an evil creature. For any effect other than one on a creature, the CMD equals 15 + the effect's caster level. When sundering an effect on a creature, use the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If successful, you suppress the effect for 1d4+1 rounds. If you exceed the CMD by 10 or more, the effect is dispelled. If an evil outsider, evil dragon, or undead creature created the spell effect, add your Charisma bonus to your combat maneuver check.

SPHERE SINGER

The faithful of Desna are legendary for their love of wayfaring, but the sphere singer takes this wanderlust to almost extreme lengths. Sphere singers combine faith and song to help them in their travels. They are always eager to discover what is past the horizon or in the next chamber. As the sphere singer advances in level, she learns to influence dreams and manipulate luck.

Eventually, she even transcends her mortal origins to travel among the stars. Yet a sphere singer never loses sight of the fact that no matter how powerful she grows, she is still subject to the fickle whims of fate, and she trusts in luck to aid her in times of need.

Hit Die: d8.

REQUIREMENTS

To qualify to become a sphere singer, a character must fulfill all of the following criteria.

Alignment: Neutral good, chaotic good, or chaotic neutral.

Deity: Must worship Desna.

Skills: Knowledge (geography) 3 ranks, Perform (sing) 6 ranks.

Feats: Weapon Finesse.

Spells: Able to cast 2nd-level spells.

Special: Must be proficient with the starknife.

CLASS SKILLS

The sphere singer's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Fly (Dex), Heal (Wis), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Points per Level:
6 + Int modifier.

CLASS FEATURES

The following are the class features of the sphere singer prestige class.

Graceful Hand (Ex): The sphere singer gains Starry Grace^{UI} as a bonus feat, ignoring its prerequisites.

Starsong (Su): A sphere singer is able to use Perform (sing) to create magical effects, as per the bardic performance bard class feature. She can use this ability for a number of rounds per day equal to twice her sphere singer level, and can also use rounds of bardic performance gained from bard levels to perform starsong performances, and vice versa. Starting a starsong performance is a move action, but it can be maintained each round as a free action. If the sphere singer has bardic performance, she can also start bardic performances as a move action instead of a standard action. A starsong performance cannot be disrupted, but ends immediately if the sphere singer is killed, paralyzed, stunned, knocked unconscious, silenced, or otherwise prevented from taking a free action to maintain it each round.

A starsong performance counts as a bardic performance for the purpose of determining how many performances the sphere singer can have in effect at one time. A starsong performance has audible components but not visual components. At 7th level, a sphere singer can start a starsong performance or a bardic performance as a swift action. The save DC against a sphere singer's performance is equal to 10 + the sphere singer's level + her Charisma modifier.

The sphere singer's performances grow stronger as her level increases.

Wanderer's Hymn: At 1st level, the sphere singer can use music to hasten her steps. As long as she maintains this starsong performance, she gains a +30-foot enhancement bonus to her base land speed.

Sweet Dreams: At 3rd level, the sphere singer can spend 5 minutes performing and expend 5 rounds of starsong to protect sleepers. Any creature that remains within 30 feet of the sphere singer during the entire 5 minute performances becomes



SPHERE SINGER

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+1	+1	Graceful hand, starsong, wanderer's hymn	—
2nd	+1	+1	+1	+1	Versatile performance	+1 level of existing spellcasting class
3rd	+2	+1	+2	+2	Sweet dreams	+1 level of existing spellcasting class
4th	+3	+1	+2	+2	Wandering dream (<i>dream</i>)	+1 level of existing spellcasting class
5th	+3	+2	+3	+3	Butterfly	+1 level of existing spellcasting class
6th	+4	+2	+3	+3	Versatile performance, wandering dream (<i>dream council</i>)	+1 level of existing spellcasting class
7th	+5	+2	+4	+4	Guide my steps, starsong (swift action)	+1 level of existing spellcasting class
8th	+6	+3	+4	+4	Wandering dream (<i>demand</i>)	+1 level of existing spellcasting class
9th	+6	+3	+5	+5	Fortune's favor	—
10th	+7	+3	+5	+5	Tapestry traveler	+1 level of existing spellcasting class

immune to *nightmare* and other effects that attack a sleeping target, such as a night hag's dream haunting ability, for one night's rest. In addition, those creatures gain the benefits of *dream feast* (*Pathfinder Campaign Setting: Inner Sea Gods* 232).

Butterfly: At 5th level, the sphere singer's music lets her explore the skies. While she maintains this starsong, she gains the benefits of *fly*. Alternately, by spending 5 minutes performing and expending 10 rounds of starsong performance, she can gain the benefits of *overland flight*. Both of these effects manifest at a caster level equal to the sphere singer's total Hit Dice. While under either effect, the sphere singer grows large butterfly wings.

Guide My Steps: At 7th level, the sphere singer learns to use song as a guide to her goal. To use this starsong, she must spend 3 rounds performing and expend 6 rounds of starsong performance. At the end of this performance, the sphere singer gains the benefits of *find the path* at a caster level equal to her character level.

If the sphere singer chooses, she can perform guide my steps without a clear destination in mind. At the GM's discretion, the sphere singer may be guided to something particularly interesting, such as a new romantic opportunity, a good place to watch the sunset, or an exotic monster's den; otherwise, she merely wanders aimlessly until the effects end.

Fortune's Favor: At 9th level, the sphere singer's song is so lively and delightful that Desna herself takes notice, blessing her with peerless luck. While she maintains this starsong, whenever the sphere singer rolls a d20 (but no more often than once per round), she can roll twice and take the more favorable result.

Versatile Performance (Ex): At 2nd and 6th levels, the sphere singer gains versatile performance, as per the bard class feature. The sphere singer can choose only Perform (sing) or Perform (dance); once she has already chosen both of these, she can instead gain any other versatile performance. When the sphere singer gains this ability, she can retrain ranks in the associated skills at no cost.

Wandering Dream (Su): At 4th level, the sphere singer gains Lucid Dreamer^{OA} as a bonus feat. Each night as she sleeps, she can contact a single person. This functions as *dream*, except that the sphere singer must be very familiar with the recipient. Many sphere singers keep contact with distant family or lovers this way. At 6th level, this effect allows the recipient to enter the sphere singer's dreamscape, as per *dream council*^{OA} (as if the recipient had cast *dream* in response).

At 8th level, instead of contacting a familiar person, the sphere singer can travel to a creature's dream and leave a suggestion. This functions as *demand*, but modifying *dream* instead of *sending*. When used this way, the normal restrictions on *dream*'s recipient apply. The sphere singer chooses which of these abilities to use (if any) when she goes to sleep.

Tapestry Traveler (Ex, Sp): At 10th level, the sphere singer transcends mortality like a butterfly emerging from its chrysalis, her essence infused with stardust and unearthly energies. Her type changes to fey, and she grows large butterfly wings, gaining a fly speed of 50 feet (good). In addition, she becomes immune to cold and gains the no breath universal monster ability.

FEAT

Worshippers of Desna can funnel the power of their goddess into her favored weapon with the following feat.

GUIDED STAR (COMBAT)

The grace of Desna guides your starknife to its target and back to your hand.

Prerequisites: Starry Grace^{UI}, worshiper of Desna.

Benefit: You can empower a starknife with magical power once per day per character level as a swift action. Until the end of your turn, add your Wisdom modifier to your damage rolls with the starknife in addition to any other modifiers you normally add. If you throw the starknife during that time, it returns to you at the beginning of your next turn (as per the *returning weapon* special ability).

STARGAZER

The empyreal lord Pulura, the Shimmering Maiden, is said to dance among the lights of the aurora. Some of her worshipers seek her guidance in the starry skies, attuning themselves to the constellations of the Cosmic Caravan (*Pathfinder Campaign Setting: Occult Mysteries* 36).

Beyond the stargazers' interests in the heavens, though, they also train for the inevitable conflict with demons. Pulura's bastion of worship in the Inner Sea region has traditionally been in the land of Sarkoris, which was consumed from within by the Worldwound at the advent of the Age of Lost Omens. Many of Pulura's worshipers perished during that disastrous invasion from the Abyss, but those who survived remained behind and, over the past several decades, have grown in power. This prestige class's specific defenses against demons and their ilk are a relatively recent addition to the traditions of the Puluran stargazer, but have served her worshipers well in helping them defend what little land they still control in the demon-blighted wastes of the Worldwound.

Hit Die: d6.

REQUIREMENTS

To qualify to become a stargazer, a character must fulfill all of the following criteria.

Alignment: Neutral good, chaotic good, or chaotic neutral.

Deity: Must worship Pulura.

Skills: Knowledge (geography) 5 ranks, Knowledge (planes) 5 ranks, Survival 3 ranks.

Spells: Able to cast 3rd-level spells.

CLASS SKILLS

The stargazer's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Spellcraft (Int), Survival (Wis), and Swim (Str).

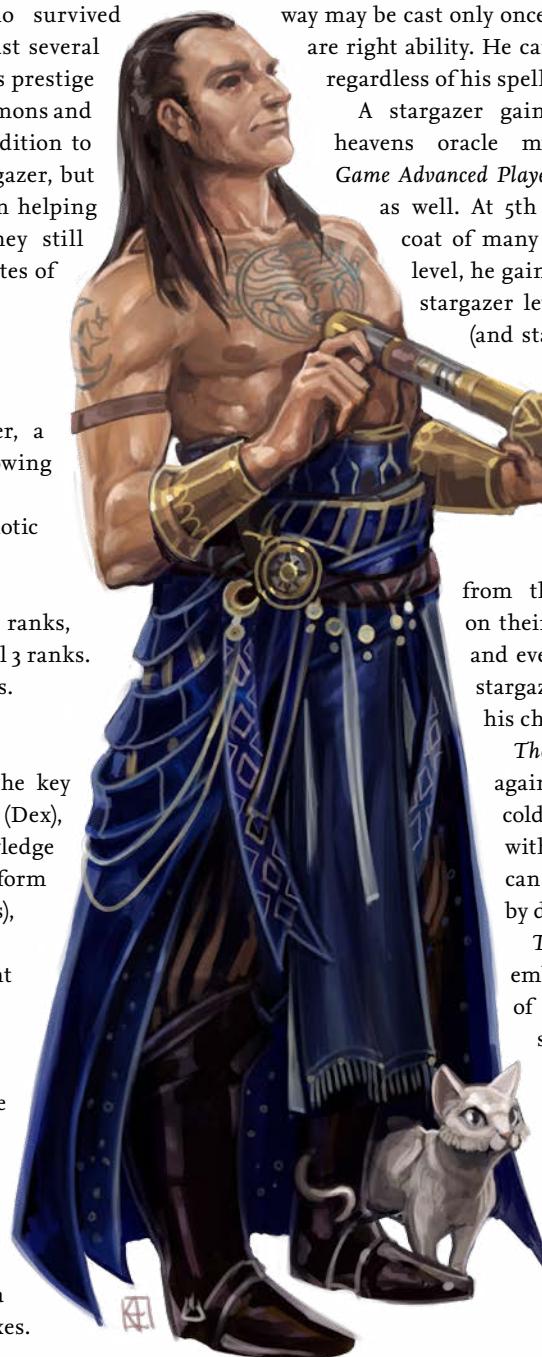
Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

Below are the class features of the stargazer prestige class.

Guiding Light (Su): The stargazer gains a familiar, treating his stargazer level as his wizard level.

Mystery Magic (Ex): At 1st and 9th levels, the stargazer gains a hex from the witch's list of hexes.



His stargazer levels count as (and stack with) witch levels when determining the effects of hexes. In addition, the stargazer adds all hexes available to a shaman with the heavens spirit (*Pathfinder RPG Advanced Class Guide* 40) to the witch list.

At 3rd level, the stargazer gains the Stars^{ISG} subdomain in addition to any domains he already has. His stargazer levels count as (and stack with) cleric levels when determining which domain abilities he gains and their effects. If he isn't a cleric, the subdomain's spells are added to his class spell list (if necessary) and to his spells known, spellbook, familiar, or similar source. Spells added this way may be cast only once per day, unless using the stars are right ability. He can use the stars are right ability regardless of his spellcasting class.

A stargazer gains certain abilities from the heavens oracle mystery (*Pathfinder Roleplaying Game Advanced Player's Guide* 48) as he gains levels as well. At 5th level, the stargazer gains the coat of many stars oracle revelation. At 7th level, he gains the star chart revelation. His stargazer levels and cleric levels count as (and stack with) oracle levels when he is determining the effects of these revelations.

Sidereal Arcana (Su or Sp): As he studies the skies, the stargazer binds himself to constellations from the Cosmic Caravan, drawing on their unearthly power. At 2nd level and every 2 class levels thereafter, the stargazer gains one sidereal arcana of his choice from the list below.

The Bridge: The stargazer is warded against winter's darkness. He gains cold resistance 5 and darkvision with a range of 30 feet. The stargazer can see through darkness created by demons without penalty.

The Daughter: The Daughter emboldens hearts with the promise of springtime and new life. The stargazer and allies within 10 feet gain a +4 morale bonus on saving throws against fear, and the DC to demoralize them via Intimidate increases by 4. The stargazer is immune to fear effects created by demons.

The Follower: The specter of death follows the stargazer, shielding him from doom.

STARGAZER

Level	Base					Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save	Special	
1st	+0	+0	+1	+1	Guiding light, mystery magic (hex)	+1 level of existing spellcasting class
2nd	+1	+1	+1	+1	Sidereal arcana	+1 level of existing spellcasting class
3rd	+2	+1	+2	+2	Mystery magic (Stars subdomain)	+1 level of existing spellcasting class
4th	+3	+1	+2	+2	Sidereal arcana	+1 level of existing spellcasting class
5th	+3	+2	+3	+3	Mystery magic (coat of many stars)	+1 level of existing spellcasting class
6th	+4	+2	+3	+3	Sidereal arcana	+1 level of existing spellcasting class
7th	+5	+2	+4	+4	Mystery magic (star chart)	+1 level of existing spellcasting class
8th	+6	+3	+4	+4	Sidereal arcana	+1 level of existing spellcasting class
9th	+6	+3	+5	+5	Mystery magic (hex)	+1 level of existing spellcasting class
10th	+7	+3	+5	+5	Sidereal arcana, stars' dance	+1 level of existing spellcasting class

The stargazer gains a +4 bonus on saves against death effects. In addition, he is immune to all death effects, negative energy effects, and negative levels created by demons.

The Lantern Bearer: The stargazer's ability to conjure light increases. The radius of any light source he creates via magic increases by 10 feet, and its spell level is considered to be 2 higher.

The Mother: The stargazer channels the nurturing heart of the Caravan. Whenever the stargazer casts a cure spell, casts *breath of life*, or uses the healing hex, he adds twice his class level to the hit points restored. If the stargazer is a cleric with channel positive energy, his stargazer levels stack with his cleric levels to determine its effects.

The Newlyweds: The sign of intertwined lovers grants the stargazer a romantic mystique. Whenever he uses a charm or language-dependent effect against someone who could be romantically attracted to him, the save DC increases by 2. In addition, he gains a +2 bonus on Bluff and Diplomacy checks against such individuals. Finally, the stargazer gains a +2 morale bonus on saving throws against charm effects created by demons.

The Pack: The stargazer becomes attuned to the beasts that follow the Caravan. He gains a +2 bonus on Handle Animal checks. In addition, whenever he casts a summoning spell that conjures multiple creatures of the animal type, he summons an additional animal of that type.

The Patriarch: The stargazer gains an innate sense of direction. He always knows which way north lies, and gains a +4 bonus on skill checks made to navigate or find his way. The stargazer also becomes immune to *maze* and similar effects.

The Rider: The stargazer can conjure a steed that deters those who would harm him. Once per day, the stargazer can use *phantom steed* as a spell-like ability; this spell-like ability has the light descriptor, and only the stargazer can ride the mount. The steed is made of starlight, and sheds light as a torch. While riding his star-steed, he is under the effects of *sanctuary* heightened to 4th level; if he breaks this sanctuary, he can reactivate it after 1 minute. The caster level of these effects is equal to his character level.

The Stargazer: The constellation that shares his name warns the stargazer of danger. The stargazer gains a +2 insight bonus on initiative checks and is not considered flat-footed before he acts in combat, although this does not allow him to act if he could not otherwise do so.

The Stranger: The stargazer learns to blend seamlessly into others' cultures. He can use *cultural adaptation*^{UI} as a spell-like ability three times per day with a caster level equal to his character level. While under the effects of this ability, details of his body's appearance change as well, making him physically appear as the appropriate race or ethnicity (although his statistics do not change).

The Thrush: The stargazer's voice becomes harmonious. The stargazer gains a bonus equal to half his class level on Diplomacy and Perform (sing) checks.

The Wagon: The stargazer's movement becomes swift and steady. He gains a +10-foot enhancement bonus to his movement speed, and can take 5-foot steps in difficult terrain. In addition, three times per day as a swift action, he can gain the effects of *freedom of movement* for 1 round, but only against effects created by demons.

Stars' Dance (Ex): At 10th level, the stargazer's mastery of the Cosmic Caravan reaches its zenith. Once per day, the stargazer can replace one of his sidereal arcana with any other one. The new sidereal arcana can also be replaced using this ability, but the change is otherwise permanent.

WITCHES OF PULURA

Pulura has always enjoyed a strong and devoted following of witches, and many of them take levels in the stargazer prestige class to further explore their faith in their goddess. Most of these witches select endurance, light, moon, stars, time, trickery, or wisdom as their patron elements. However, some of them choose the aurora itself as their patron, for the spells it grants are capable of creating displays very much like the northern lights these witches find sacred.

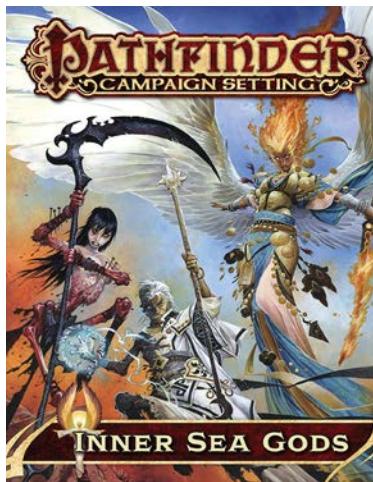
Aurora Patron: 2nd—color spray, 4th—hypnotic pattern, 6th—wall of nausea^{ACG}, 8th—rainbow pattern, 10th—blazing rainbow^{ACG}, 12th—programmed image, 14th—prismatic spray, 16th—prismatic wall, 18th—polar midnight^{UM}.

NEXT MONTH!

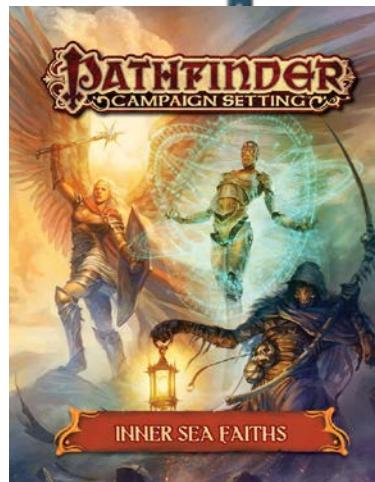
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