



Ultimate Commander

BY WILL McCARDELL AND LINDA ZAYAS-PALMER
WITH THE LEGENDARY GAMES DESIGN TEAM

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ULTIMATE PLUG-INS



Ultimate Commander

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SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

Special Thanks

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

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ISBN-13: 978-0692451786

ISBN-10: 0692451781

First printing May 2015.

Printed in USA.



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SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WELCOME TO ULTIMATE PLUG-INS!

THIS PRODUCT IS THE LATEST IN OUR LINE OF SUPPORT MATERIALS FOR THE hardback rulebooks that comprise the Pathfinder Roleplaying Game. When you see the “Ultimate Plug-Ins” logo at the top of a Legendary Games product, you know that it is designed to fit directly with the themes, scope, and style of those rules hardbacks, because every member of the Legendary Games team is a regular veteran contributor to those hardback rulebooks and their softcover expansions. When you buy Ultimate Plug-Ins, you are getting rules from the same people who bring you many of the rules you already use. The all-star designers of Legendary Games are committed to bringing you—the busy GM or player—the ultimate in third-party support for your Pathfinder campaign, combining innovative design, amazing artwork, and fantastic production values that are as functional as they are beautiful to give you everything you need to Make Your Game Legendary!

WHAT YOU WILL FIND INSIDE

ULTIMATE COMMANDER

This book bridges the gap between hero-level small-group adventuring and large-scale battlefield action, bringing you a brand-new character class, the **general**! These great leaders are capable of wielding a squad of soldiers like a living weapon, trained in complex tactics and with extraordinary acumen on the battlefield. At the same time, they are fully integrated with the kingdom-building and mass combat rules introduced in *Pathfinder Roleplaying Game Ultimate Campaign* and expanded and enriched in *Ultimate Rulership*, *Ultimate Battle*, and *Ultimate War* from Legendary Games! *Ultimate Commander* includes an amazing array of class abilities and specialized stratagems, feats of command and leadership, and alternate favored class bonuses. It also brings you over a dozen archetypes for the general, from the criminal kingpin to radical revolutionary and the righteous redeemer to the marauding warbringer! It also presents the general's evil opposite, the **hordelord**, commanding a relentless zombie horde on their path of depravity! Whether your characters lead the armies of heaven or stand in the vanguard of villains, *Ultimate Commander* opens up a whole new route to victory and conquest!

Legendary Games was founded on the principle of delivering first-class product for your *Pathfinder Roleplaying Game* experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



FROM THE BATTLEFIELD TO THE DUNGEON

Over the course of the *Pathfinder Roleplaying Game* and previous editions, many attempts have been made to create a class or mechanics that really captures the flavor of an officer in an army, leading his troops. Of the intelligent and charismatic leader, deftly guiding her charges into perilous combat, and returning unscathed thanks to genius planning. Many of these classes worked on granting new abilities to those around them, such as the cavalier. Some would focus on increasing the bonuses granted in certain tactical situations. Still others would focus on the intelligent fighter, the wily fighter whose keen mind and situational awareness was as important as her razor-sharp blade. For many of these classes and rules systems, the rest of the party was a proxy for the commander's troop. Rather than having a number of warriors under his command, he would instead have a rogue, a wizard, a cleric, and a bard, or any other combination. While the rules were often couched in terms of commands, at the end of the day, they were really just suggestions.

That is where the **general** (and the **hordelord** alternate class) steps in. The general is a unique class in that where others have explored the rules space around the ever popular leader of soldiers concept, the general does exactly what the concept is about: you gain a troop of armed men and women under your command, and they live and die by your strategy, bravery, and decisions.

The seeds for this class were first sown in June 2013, when the troop subtype was added to the *Pathfinder Roleplaying Game*. An evolution of the mob rules introduced during 3.5 (which were not open content), this subtype was one that essentially scaled the swarm subtype for creatures of a larger size. This made them suitable encounters for high-level opponents in a way that was simply impossible for groups of ordinary soldiers of their kind, which made them ideally suited for an adventure featuring adventurers going up against a small army of soldiers in a way that kept the action interesting and made those large numbers of individually weak opponents easy to manage in gameplay.

This principle for using a company of soldiers as opponents suggested a similar path for using soldiers as part of the player characters' arsenal. That is to say, if the main problem facing the leader of soldiers archetype was the headache inducing number of warriors to keep track of, why not abstract them away? Why not give them all the trappings of numerous warriors, the drilled tactics, the intricate maneuverability that is so essential to the archetype, but make it so that it fits the confines and assumptions of the *Pathfinder Roleplaying Game*?

The general is therefore a class built around working with a troop of soldiers called a **squad**, in a way very similar to druids or rangers and their animal companions. Like those companions, the general's squad does not precisely follow the standard rules and statistics for a troop of creatures of its kind. Instead, its capabilities are built to scale with the class level of the player character. Unlike an animal companion, however, a troop represents an abstracted mass of functionally interchangeable soldiers rather than a single pet. Rather than equipping each individual soldier, their gear is assumed to exist as part of the skills and resources of their leader and the tactics that she teaches her troops. Their wounds, and to a lesser extent the number of soldiers in the troop, are abstractions. Admittedly, this is a somewhat gamist approach to class design, but it is a class that straddles the border between the mild abstraction of standard Pathfinder gameplay and the highly abstract nature of the mass combat rules introduced in *Pathfinder Roleplaying Game Ultimate Campaign* and expanded in **Ultimate Battle** and **Ultimate War** from Legendary Games. As such, it requires a certain suspension of disbelief, but no more so than the magic and mystery already inherent in the game.

TROOPS IN A CAMPAIGN

The general is a unique class with a number of people under her control. This puts the class at odds with a few of the assumptions of the *Pathfinder Roleplaying Game*, and this requires some special rules and guidelines. In the interest of making the class fun to play, it requires a certain level of suspension of disbelief in how the troop interacts with the world. The game would slow to a crawl if the player of the general had to micromanage every single soldier and extraordinary soldier under her command.

The general works best when you view her squad as a single creature, rather than as a group of individuals. It's generally best to try to prevent the squad from needing to "disband", or not work as a group, or to be able to be broken down into single soldiers each doing different things. The squad has its own skill bonuses, which represent its ability to work together to notice threats or handle obstacles. For example, when the party is camping for the night, rather than keeping track of exactly which members of the squad are awake and asleep, rolling individual Perception checks, and applying penalties to the sleeping squads, the squad rolls a single Perception check to represent the soldiers who are alert.

Eventually, a case will come up with the squad must be split up. Even so, the individual members of the squad become noncombatants at all times when split from the rest of the squad easily slain by any enemy that sets its mind to attack them. Most of the rules presented in the squad ability are for combat, and the GM and players are expected to have the squads act in a normal fashion when outside of combat: the members of the squad do not need to move contiguously at all times when going through a bar. For ambushes, this may mean that the squad needs a short time to assemble into a unit, but this generally shouldn't take longer than a round.

The general need not—and, for the sake of simplicity and abstraction, cannot—purchase gear or supplies for her squad. Outfitting the entire squad with gear and providing all of the supplies that the squads requires using standard Pathfinder rules would be time consuming, and require the general's player to juggle gear for dozens of indistinct characters. In addition, unusual purchases (such as riding tigers for every member of the squad) would disrupt the balance of the squad. Many of the extraordinary tactics and class abilities are done in such a way to lessen the need for gear. While exceptions to the rule of not buying gear can be made at the GM's discretion, any gear bought should generally only be for out of combat purposes. This class relies upon abstractions more than most others, so the GM and player should determine a plausible explanation for the constant supplies that the squad receives.

Another topic to consider is how to handle squad death. Classes such as the druid or summoner can either perform a ritual to revive their companion from the dead, and even if the companion is killed they generally have many other class abilities to fall back on if their companion is killed. The general has a few abilities she can use, but for the most part it she is reliant on her squad in one way or another. For this reason, it is generally better to assess most casualty damage the squad takes to be of the form of injuries, rather than deaths or desertions, especially when the general will be far away from civilization for long periods of time. This isn't to say that the squad should be invincible, but the logistical issues inherent with such a class are worthwhile to keep in mind.

BASE CLASS: GENERAL

Role: A general bolsters allies and leads by example, but her signature ability is to inspire and train a squad of lesser warriors to assist her allies in battle.

Alignment: any

Hit Die: d8

Starting Wealth: 5d6 x 10 gp (average 175 gp)

Class Skills

The general's class skills are Acrobatics (Dex), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Survival (Wis).

Skill ranks per level: 4 + Int modifier

TABLE 1: GENERAL CLASS FEATURES

LEVEL	BAB	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1 st	+0	+2	+0	+2	Attack command, battlefield acumen, command skill, expert general, motivational speech
2 nd	+1	+3	+0	+3	Extraordinary tactic, genius stratagem
3 rd	+2	+3	+1	+3	Banner, swarm command
4 th	+3	+4	+1	+4	Contacts (indifferent), extraordinary tactic
5 th	+3	+4	+1	+4	Famed general, genius stratagem
6 th	+4	+5	+2	+5	Extraordinary tactic, support command +1
7 th	+5	+5	+2	+5	Harrying commander
8 th	+6	+6	+2	+6	Convincing greatness, extraordinary tactic, genius stratagem
9 th	+6	+6	+3	+6	Lead the charge
10 th	+7	+7	+3	+7	Contacts (friendly), extraordinary tactic
11 th	+8	+7	+3	+7	Great leader, genius stratagem, support command +2
12 th	+9	+8	+4	+8	Extraordinary tactic, greater banner
13 th	+9	+8	+4	+8	Vanguard
14 th	+10	+9	+4	+9	Extraordinary tactic, genius stratagem
15 th	+11	+9	+5	+9	Destined greatness
16 th	+12	+10	+5	+10	Contacts (helpful), extraordinary tactic, support command +3
17 th	+12	+10	+5	+10	Fight to the death, genius stratagem
18 th	+13	+11	+6	+11	Extraordinary tactic
19 th	+14	+11	+6	+11	Destined greatness
20 th	+15	+12	+6	+12	Extraordinary tactic, greatness realized, genius stratagem, support command +4

CLASS FEATURES

The following are class features of the general.

Weapon and Armor Proficiency: Generals are proficient with all simple and martial weapons and with light armor, medium armor, and shields (except tower shields).

Command Skill: The general uses Profession (soldier) to acquire contacts and rally soldiers to her cause. She gains a +1 competence bonus to this skill at 1st, and every 4 levels thereafter (5th, 9th, 13th, and 17th).

Squad: At 1st level, the general gains a squad of people to lead. This squad is comprised of a number of people who all are outfitted with basic armor and weapons of war. As the general gains experience in commanding her forces, and her renown grows, her squad increases in power and in size. The squad does not blindly follow suicidal orders, and its members act as NPCs appropriate to the general's overall theme.

During combat, the squad acts in aggregate, with no single member more important than the rest. The statistics of the general's squad follow a set guideline and advance as she levels up, similar to an animal companion. These can be found in Table 3.

The squad is something of an abstraction, in that the component creatures that make up the squad are mostly irrelevant; only the squad as a whole matters for the purposes of combat. Squads are generally assumed to be composed of similar members of the same race, and a general typically leads members of her own race. Even if there are a few members of other races, the squad is considered a member of the general's race and gains the same racial abilities as the general does. If it fits the general's backstory, with the permission of the GM, the general can choose another race instead.

The squad is not subject to flanking or the massive damage optional rule, but it is subject to critical hits and sneak attacks. Reducing the squad to 0 hit points or fewer causes it to break up, effectively destroying the squad, though the damage taken until that point does not degrade its ability to attack or resist attack.

The squad has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The squad makes saving throws as a single creature. The squad initially occupies 3 squares, though the actual size category of the squad is the same as that of the component creatures. The area occupied by the squad is completely shape-able, though the squad must remain in contiguous squares at all times, even during movement, to accurately reflect the teamwork of trained military units. The squad has a reach equal to that of the component creatures, based on size. The squad can move through squares occupied by creatures and vice versa without impediment, although the squad provokes an attack of opportunity if it does so.

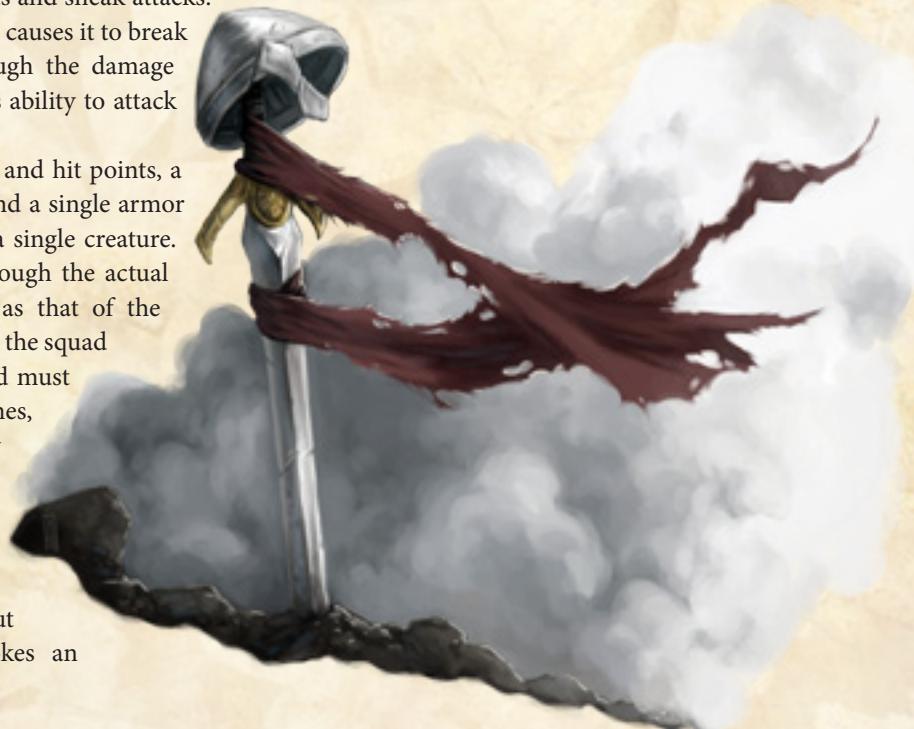
The squad can move through any area large enough for its component creatures. The exact number of a squad's component creatures varies based on the level of the general and some other factors, but is generally equal to 2 or 3 times the numbers of squares the squad takes up.

The squad is never staggered or reduced to a dying state by damage; it simply disperses instead.

The squad cannot be dragged, pushed, repositioned, tripped, grappled, or bull rushed, except by area effects that include such combat maneuvers (like *black tentacles*). However, a squad can grapple an opponent, and this does cause the squad to gain the grappled condition.

Squads are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the squad, and the squad uses up a number of targets equal to the number of soldiers in the squad. At the GM's discretion, the squad may be partially hindered by a spell that targets a high number of its members; for instance, if the squad fails a saving throw against an effect that would daze most of the soldiers in the squad, the GM might rule that part of the squad is affected by the spell or that the squad loses the benefits of its extraordinary tactics for the duration of the effect or until the general spends some actions to rally her squad.

The squad takes half again as much damage (+50%) from spells or effects that affect an area. If a squad would be rendered unconscious by means of nonlethal damage, it disperses, just as it does from lethal damage.



A squad's hit points reflect both the health of individual soldiers and the overall morale of the squad. Whenever a squad disperses or takes damage that is not magically healed within one minute of suffering it, calculate one quarter of the damage as casualties; the remainder is due to a loss of cohesiveness and morale. Track these separately. Natural healing from rest restores casualty damage, rather than normal damage, but it can never heal casualty damage such that the squad is no longer suffering more than one quarter of its maximum hit points in casualty damage. Casualty damage can take the form of deaths, desertions, or injuries.

The general's motivational speech ability can help repair a squad's lost morale, even if the squad disperses, but the only way to recover from casualties is to recruit more soldiers or rest. A squad that is suffering more than one quarter of its maximum hit points in casualties gains a permanent negative level until the general recruits soldiers to recover from the casualties (this negative level does not kill a 1 HD squad). A squad that is suffering more than one half of its maximum hit points in casualties loses access to the special abilities from all its extraordinary tactics until the general recruits soldiers to recover from the casualties or the squad rests sufficiently long enough. A squad that is suffering more than three quarters of its maximum hit points in casualties remains dispersed until the general recruits soldiers to recover from the casualties or the squad rests for long enough.

To replace fallen soldiers, the general must enter a settlement of village size or larger and attempt a skill check using her command skill. The DC of this check depends on her level and the type of settlement. The type of settlement she is in sets the base DC, and she adds her level to determine the DC, since at higher levels, she needs to recruit more experienced soldiers. As always, other factors as determined by the GM may change the DC (for instance, if a tiny village was founded by a platoon of war veterans, it might be easier to recruit there than normal). Each squad acquisition check takes 8 hours, and the general can attempt one such check per day. If she succeeds at the acquisition check, the squad recovers a number of hit points from casualties equal to 10% of its maximum hit points, as deserted or killed soldiers are replaced and injured soldiers recuperate. For every 5 points by which she exceeds the DC, this amount increases by 10% of the squad's maximum hit points. If she chooses to do so, after rolling the check, she may add a bonus equal to her general level to the result; if she does so, she was able to find more potential recruits by lowering her standards, but they weren't seasoned enough to use them just yet. She can choose to include them anyway, but they don't integrate into the squad (recovering the usual hit point loss from casualties) for a number of days equal to the general's level, during which she trains them up to speed. The exact number of soldiers replaced or added is the GM's discretion, but the squad heals casualty damage regardless.

TABLE 2: SQUAD RECRUITMENT

SETTLEMENT TYPE	POPULATION RANG	RECRUITMENT BASE DC
Thorp	Fewer than 20	N/A
Hamlet	21-60	N/A
Village	61-200	20
Small Town	201-2,000	18
Large Town	2,001-5,000	16
Small City	5,001-10,000	14
Large City	10,001-25,000	12
Metropolis	More than 25,000	10

For example, a 2nd level general in a Village would have a recruitment DC of 22 (20 for a village + 2 for her general level).

The squad attacks with a variety of weapons, so the squad attack as a whole counts as the following weapon:

MARTIAL MELEE WEAPON	DAMAGE	Critical	Range	Type	Special
Squad Attack	1d8	x2	—	B,P, and S	—

This weapon counts as a one-handed weapon (and counts as a weapon for feats like Weapon Focus and Improved Critical), and the squad can either wield it in one "hand" and carry shields (gaining a +2 shield bonus to AC) or wield it in both hands. The squad can change whether it is using the squad weapon attack in one hand with a shield or in both hands as a move action. If it shapes itself appropriately, the squad can flank an enemy with itself, and it takes no penalty for attacking creatures within its space. The squad can make combat maneuvers as normal.

The squad threatens all creatures within its reach and within its area, and it can attempt attacks of opportunity as normal with its squad weapon attack.

Expert General (Ex): Unsurprisingly, a general serves particularly well as a kingdom's general. As a kingdom's general, she increases the kingdom's loyalty score by 1 for every 5 general levels (minimum 1). Additionally, her increased leadership and logistical skills provide ever-increasing benefits in times of war. As a kingdom's general, she decreases the time to train a new army by 2% per general level, increases the number of armies the kingdom can house by 2% per general level, decreases the consumption cost of the kingdom's armies by 2% per general level, increases the number of elite soldiers the kingdom can have by 5% per general level, and increases the Movement score of armies under her command by 1.

Battlefield Acumen (Ex): When she would gain a bonus on attack rolls, on Reflex saving throws, or to AC due to battlefield position (such as flanking, high ground, or cover), she gains an additional +1 insight bonus on the attack rolls, the Reflex saving throw, or to AC.

Squad Command (Ex): At 1st level, a general gains the ability to command her squad to greater effect. As a standard action, she can issue an attack command. Until the beginning of her next turn, her squad's base attack bonus is treated as equal to the general's level. For the purposes of qualifying for feats, the squad uses its normal base attack bonus, but for purposes of determining the effects of feats, the squad uses the modified base attack bonus. In addition, the squad gains a bonus on damage rolls equal to one fourth of the general's class level (minimum +1) and increases the DCs of any extraordinary tactics by +1. Finally, when flanking an enemy with either themselves or with the general, the squad's flanking bonus increases to +4. These bonuses last until the beginning of the general's next turn.

At 3rd level, she can instead issue a swarm command as a standard action. When she issues this command, the squad can attack wildly in all directions as a standard action, dealing damage equal to the general's class level to all creatures and unattended objects within its reach.

At 6th level, she can instead issue a support command as a swift action. When she issues this command, the squad focuses on supporting the general. Against any enemy her squad threatens, the general gains a +1 bonus on attack rolls. This bonus increases to +2 at 11th level, +3 at 16th level, and +4 at 20th level. This does not require an action from the squad, but the general must be able to see or hear the squad to gain the bonuses.

Motivational Speech (Ex): The general's rousing words bolster her squad before combat, giving them an edge for when things turn sour. The general can give a 5 minute motivational speech to her squads to heal them 1d6 points of damage plus an additional 1d6 points of damage for every 2 general levels beyond 1st, but this can't heal damage from casualties. This can even heal the squad after it disperses, but in that case, it only heals half as much as normal. The general may perform a motivational speech a number of times per day equal to 3 + her Charisma modifier.

Extraordinary Tactic: At 2nd level and every 2 levels thereafter the general's training enhances the capabilities of her squad, augmenting and modifying its abilities to better suit the focus of the general's training. While called extraordinary tactics, these may represent the teachings of the general, intense training with specialized teachers (for example, with a sorcerer or kineticist on how to mitigate fire), or with a trained person joining the squad and dispersing their knowledge throughout the squad. She selects squad tactics from the list on page ??, and unless otherwise stated, she can only select a squad tactic once, and even when she can do so, the general can't select the same type of squad tactic more than once per four general levels.

Genius Stratagem (Ex): At 2nd level, the general learns how to read battlefields and coordinate plans of attacks to best make use of the situation, allowing her to choose one of the stratagems from the list below. At 5th level and every 3 levels thereafter, she learns one additional stratagem.

As a move action, the general can deploy her stratagem, granting an ally other than herself or her squad within 30 feet who can see and hear her that stratagem's benefits. This ability is a single target effect. Once the general deploys a stratagem, it lasts for a number of rounds equal to her Intelligence modifier (minimum 1) or until she deploys another stratagem, whichever comes first. The general's stratagems take into account potential variables, so they remain active for their duration even if she becomes unconscious or unable to take actions, unless the nature of the battle changes so fundamentally that the general's previous stratagem could not possibly help (typically only when a new initiative is rolled). The general can use this ability any number of times per day, but her stratagems only work when she can adapt them to the specifics of the current battle, so she can't use them before a fight break loose.

Area Avoidance: The general takes careful stock of the battlefield, directing her ally to locations ideal for avoiding area of effect attacks. The ally gains a +2 insight bonus on Reflex saving throws against spells that target an area.

Coordinated Assault: The general uses her knowledge of teamwork to work together with her ally to mutual gain. She grants the ally one single teamwork feat that she knows as a temporary bonus feat. The ally does not need to meet the feat's prerequisites. The general must be at least 11th level to select this benefit.

Defensive Bulwark: The general coordinates her stratagem to protect her ally from harm. This grants her ally a +1 insight bonus to his AC. The general must be at least 5th level to select this benefit.

Exploit Openings: The general's stratagem involves a formidable offense that leaves no reprieve and exploits every flaw in the opponents' defenses. Her ally gains a +2 insight bonus on attack rolls made during attacks of opportunity.

Logistical Mastery: The general deduces a cunning way for the ally to choose his path and gain just a bit more speed, granting that ally a +5 foot circumstance bonus to movement speed and allowing the ally to ignore one square of difficult terrain during his movement each round.

Perfect Offensive: The general uses her knowledge of the battlefield to direct her ally on the perfect offensive, hitting every enemy in their weak spot. Her ally gains a +1 insight bonus on attack rolls. The general must be at least 8th level to select this benefit.

Psychological Preparation: The general uses her own knowledge of her ally's psychology to prepare that ally for assaults that prey on his emotions or fears. The ally gains a +2 insight bonus on Will saving throws against fear or emotion effects.

Take Prisoners: The general's plan works best with prisoners, and she finds the weaknesses in her opponents' defenses to allow her ally to subdue them without killing them. Her ally does not suffer the usual penalty when attacking for nonlethal damage.

Banner (Ex): At 3rd level, a general's banner inspires her allies. This ability is identical to the **banner cavalier** class feature of the same name, as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, and functions as a cavalier two levels higher than her level. If a general multiclasses as a cavalier, levels in the cavalier class stack with her general levels for the purpose of this ability.

Contacts (Ex): Starting at 4th level, however she makes her name, the general has contacts in all sorts of places. Upon reaching a new community, the general may immediately attempt a skill check with her command skill to see if she can find someone she knows in the community. A check result of 9 or less indicates she doesn't know anyone in this community. A check result of 10 or more means that the general knows someone, but the potential contact is indifferent toward the general. Starting at 10th level, a check result of 30 or more means the potential contact is friendly instead, and starting at 16th level, a check result of 40 or more means the potential contact is helpful. These checks are as much a result of the general's background and fame over time as they are of any particular skill at the moment, so abilities (other than command skill) that grant bonuses or rerolls on skill checks do not apply to this check, and the general cannot Take 10 or Take 20. The use of contacts is described in *Pathfinder Roleplaying Game Ultimate Campaign*.

Contacts are always typical members of the community, rather than knights, wizards, or the like, and the general must treat a contact well to gain actual aid. Even if the contact is friendly or helpful toward the general, a contact has no special connection to the general's allies, and has an initial attitude toward them consistent with that of others in the community.

Famed General (Ex): At 5th level, the general's greatness enhances her ability to serve as a kingdom's general when using the kingdom-building rules from *Pathfinder Roleplaying Game Ultimate Campaign*. Her Charisma score counts as 4 higher and her Strength score counts as 2 higher for the purpose of determining the bonus she grants to Loyalty and Stability checks in a kingdom in which she holds the position of general or warden.

Harrying Commander (Ex): At 7th level, a general learns to fight alongside her squad to maximize the squad's potential, even when she is busy commanding them, blending her own movements seamlessly into the squad's. Whenever the general gives the attack command while threatening foes with a melee weapon, the squad can add the weapon's enhancement bonus and special abilities to its own attacks against foes the general threatens. If the general threatens with multiple weapons, she selects a single weapon for the squad to apply the enhancement bonuses and special abilities of. Whenever the general gives the attack command while within 30 feet and within line of sight and line of effect of foes while holding a ranged weapon that the general can reload any number of times in a round, the squad can add the weapon's enhancement bonus (but not its special abilities) to its own attacks against such foes; however, the general must expend five arrows, bolts, or other pieces of ammunition, and if the general was using a gun, the general must roll five times to see if there is a misfire (ignore all other results of these rolls).



Convincing Greatness (Ex): At 8th level, when the general attempts a Bluff, Diplomacy, or Intimidate skill check to influence the attitude of someone or convince someone to help her, she may roll twice on the skill check and take the higher value. If she rolls high enough (typically succeeding by 10 or more) with Diplomacy or Intimidate, she can influence a creature's attitude by up to 3 steps instead of 2.

Lead the Charge (Ex): At 9th level, the general's bravado inspires her allies to action. If the general charges an opponent, until the beginning of her next turn, allies gain a +2 circumstance bonus on attack rolls made as part of a charge against that opponent.

Great Leader (Ex): The general's leadership ability extends far beyond her skill at leading her own squad. At 11th level, if the general selects the Leadership feat, she gains a +2 bonus to her leadership score. The skills that she has developed leading her squad also make her a more effective leader of armies. When she is a commander in mass combat, she adds a +2 bonus to her army's OM and DV, as well as to their morale score. She chooses one tactic. Any army she commands gains that tactic as a bonus tactic that does not count against the limit for the number of tactics an army can learn. In addition, she may command her own squad as an army. If you are using the mass combat rules linked above, her army is a size fine army with ACR 1, which increases to 2 at level 16, and 3 at level 20.

When using **Ultimate Battle**, in which all armies have higher CRs, a general's squad is considered a platoon with ACR 5, which increases to 6 at level 16, and 7 at level 20. Because of the extensive training she has given her squad, it begins with the normal maximum number tactics for a squad of its ACR, plus the bonus tactic. In addition, her squad gains an additional +2 to its morale score on top of the bonus she grants to all armies under her command, for a total bonus of +4.

Greater Banner (Ex): At 12th level, a general's banner promises glory and victory to her allies. This ability is identical to the greater banner cavalier class feature of the same name, as described in the *Pathfinder Roleplaying Game Advanced Player's Guide*, and functions as a cavalier two levels higher than her level. If a general multiclasses as a cavalier, levels in the cavalier class stack with her general levels for the purpose of this ability.

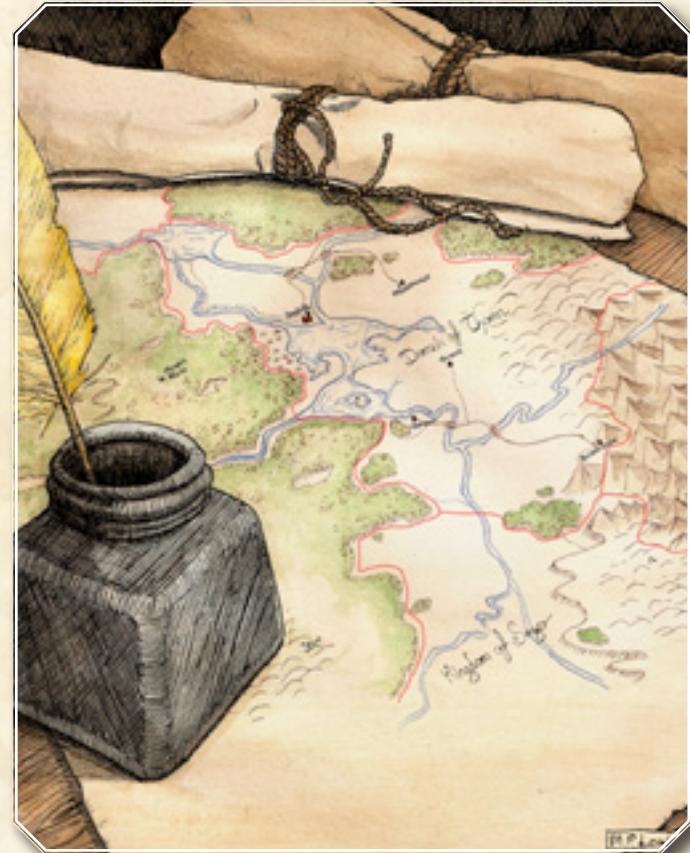
Vanguard (Ex): At 13th level, the general's soldiers are so loyal that they will sacrifice their own lives to defend her. When the general is adjacent to one of the squad's squares and is attacked with a melee attack, the squad can spend an immediate action to take the damage from the attack as if it were the original target. If the squad chooses to do so, 1/2 of the damage comes from casualties, rather than 1/4. Assess the casualties immediately.

Assured Success (Ex): At 15th level, once per day when rolling a saving throw, the general can, as an immediate action, reroll the saving throw after the roll is made but before the result is revealed. When the general uses this ability, she adds a competence bonus equal to 1/2 her general level to the rerolled result. She must take the second result, even if it's worse.

Fight to the Death (Ex): At 17th level, the general is able to inspire her squad to fight on, even when faced with certain death. As an immediate action, when the squad is hit by an attack that would cause it to disperse, the general can negate all damage from the attack except the damage caused by casualties. However, when she does so, the remaining damage is doubled (typically for a total of half damage, all from casualties). Assess the casualties immediately.

Always Ready (Ex): At 19th level, a general is never caught without a backup plan. After rolling a d20 roll, but before the results are revealed, she can roll again with a +2 bonus, switching instantly to her contingency plan. She must take the result of the second roll, even if it is worse. She can use this ability 4 times per day. She can also use her superb planning to assist her allies. She may expend two uses of the ability to use it on an ally within 30 feet. The general must be conscious and aware to use this ability on an ally. She can use this ability once per round, and it does not take an action.

Greatness Realized (Ex): At 20th level, the general's renown has spread far and wide. Anyone who succeeds on a DC 10 Knowledge (local) or Profession (soldier) check has heard of her. Against those who know of her reputation, she gains a +5 circumstance bonus on all Intimidate checks and on Diplomacy checks that leverage her status. When using genius stratagem, she doubles any numerical bonuses she grants her ally, as well as the duration.



THE GENERAL'S SQUAD

Starting Statistics

Speed: 20 ft, **Ability Scores:** Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

SQUAD SKILLS

A squad has d8 HD. The squad has a base skills per HD of 2 + their Intelligence modifier. A squad's class skills are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Profession (Wis), Ride (Dex), and Survival (Wis).

SQUAD FEATS

While the squad can normally select any feat for which it meets the prerequisites, some feats might not make sense for a squad, at the GM's discretion. The squad is considered to be proficient with simple and martial weapons, light and medium armor, and shields (but not tower shields) for the purposes of meeting feat prerequisites.

Teamwork feats work differently for squads than they do for regular characters. While the squad can select teamwork feats, for each teamwork feat it possesses, the squad must select a single other ally each round that also has the teamwork feat. For the purpose of the squad, only that ally counts as having the teamwork feat, even if other allies have also selected it. A squad can select the same teamwork feat multiple times in order to select more than one ally for the same teamwork feat.

Class Level: This is the character's general level. Only levels in the general class count for the purposes of the squad's abilities.

HD: This is the total number of eight sided (d8) Hit Dice the squad possesses, each of which gains a Constitution modifier, as normal.

BAB: This is the squad's base attack bonus.

Fort/Ref/Will: These are the squad's base saving throw bonuses. A squad has good Reflex saves.

Feats: This is the total number of feats the squad possesses.

Armor Bonus: The squad has an armor bonus to AC equal to the number in this column.

Str/Con Bonus: Add this modifier to the squad's Strength and Constitution scores.

Squares: This is the maximum number of squares the squad can occupy.

Soldiers: This is the usual range of number of soldiers in the squad for the given level.

Ability Score Increases: A squad adds +1 to one of its ability scores at 4th level and every 4 levels thereafter.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the area of a squad or within its reach requires a concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save (failure indicates that the character still spends the action, but automatically fails).

See the section *Troops In A Campaign* for additional rules and suggestions on how to incorporate the general and squad into campaigns.

TABLE 3: GENERAL'S SQUAD BASE STATISTICS

CLASS LEVEL	HD	BAB	FORT	REF	WILL	FEATS	ARMOR BONUS	STR/CON BONUS	SQUARES	SOLDIERS
1st	1	+0	+0	+2	+0	1	+1	+0	3	6-9
2nd	2	+1	+0	+3	+0	1	+2	+1	3	6-9
3rd	3	+2	+1	+3	+1	2	+3	+1	3	6-9
4th	4	+3	+1	+4	+1	2	+4	+1	3	6-9
5th	5	+3	+1	+4	+1	3	+5	+2	4	8-12
6th	6	+4	+2	+5	+2	3	+6	+2	4	8-12
7th	7	+5	+2	+5	+2	4	+7	+2	4	8-12
8th	8	+6	+2	+6	+2	4	+8	+3	4	8-12
9th	9	+6	+3	+6	+3	5	+9	+3	4	8-12
10th	10	+7	+3	+7	+3	5	+10	+3	5	10-15
11th	11	+8	+3	+7	+3	6	+11	+4	5	10-15
12th	12	+9	+4	+8	+4	6	+12	+4	5	10-15
13th	13	+9	+4	+8	+4	7	+13	+4	5	10-15
14th	14	+10	+4	+9	+4	7	+14	+5	5	10-15
15th	15	+11	+5	+9	+5	8	+15	+5	6	12-18
16th	16	+12	+5	+10	+5	8	+16	+5	6	12-18
17th	17	+12	+5	+10	+5	9	+17	+6	6	12-18
18th	18	+13	+6	+11	+6	9	+18	+6	6	12-18
19th	19	+14	+6	+11	+6	10	+19	+6	6	12-18
20th	20	+15	+6	+12	+6	10	+20	+7	6	12-18

SQUAD TACTICS

The general can choose from the following extraordinary tactics for his squad.

Advancing tactics: The squad learns how to advance towards their foes more efficiently and at less risk to themselves. The squad's base speed increases by 5 feet per round, and the squad gains the Mobility feat as a bonus feat, even if it doesn't meet the prerequisites. The general can select this extraordinary tactic a second time to increase the squad's base speed by an additional 5 feet per round, and gains the Spring Attack feat as a bonus feat, even if it doesn't meet the prerequisites.

Aiding tactics: The aiding tactic teaches the squad how to best aid their compatriots in battle, giving them the edge they need to succeed. As a full-round action, the squad can use the aid another action to aid any combination of attack rolls or AC on up to three separate rolls in the next round. When using this full-round action, the squad's aid another grants a bonus of +3, which cannot be increased by other abilities.

Area denial tactics: The area denial tactic equips the squads with a number of light thrown projectiles that can impede movement. The squad can spend a full-round action to pelt a 5-foot radius area, within 60 feet and within line of effect, with stones or other projectiles for 1 round. During that time, the area counts as difficult terrain, and creatures in the area take a -2 penalty on all attack rolls, concentration checks, skill checks, and ability checks as the constant rain of light projectiles impedes their abilities. A creature can choose to attempt a Reflex saving throw with a DC of 10 + the squad's base attack bonus to negate the penalties from this ability and move at full speed, but on a roll of a natural 1, the target takes 1d8 points of damage + the squad's Strength modifier.

Brawling tactics: The brawling tactic allows the squad to better fight in unconventional ways. The squad gains Combat Expertise as a bonus feat, without needing to meet the prerequisites, and the squad counts as having 13 Intelligence for the purposes of selecting feats that have Combat Expertise as a prerequisite.

Chaos tactics: The chaos tactic makes it even more difficult to concentrate in and around the squad. The DC to cast or concentrate on spells within the area of the squad or its reach increases by 2, and the Will save DC to use skills that require patience and concentration also increases by 2.

Crossbow tactics: The squad learns how to use, and gains, crossbows. In addition to a one-handed weapon with a shield or a two-handed weapon, the squad can use crossbows. When using crossbows as their squad attack, the squad attack acts as if the squad were using a light crossbow, with all the rules using a ranged weapon entails. The light crossbow is treated as the size the squad's predominant race would use. The squad gains rapid reload (light crossbow) as a bonus feat.

Crossbow volley tactics: Building upon prior lessons, the general trains her squad in the use of crossbows for volley fire. As a full-round action when their squad attack is the crossbow, the squad can make a volley fire attack. The squad targets a single square within 80 feet of itself, and all creatures and objects within a 5 foot radius of that square are peppered with arrows. Each such target must succeed at a Reflex save (DC 10 + the squad's base attack bonus) or suffer 1d8 points of piercing damage; this damage increases by 1d8 when the general reaches 4th level and every 4 levels thereafter. The general can select this extraordinary tactic multiple times. Each additional crossbow volley extraordinary tactic increases the radius of the volley by 5 feet, and allows the volley to fire 80 feet further, although the DC is lowered by 2 beyond 80 feet, by 4 beyond 160 feet, and so on. The squad can choose to affect a smaller radius, which increases the DC by 2 for every 5 feet the radius was reduced. The volley fire can be enhanced by effects that enhance the squad's attacks, such as the magus's swift action ability. The squad must have the crossbow tactic before the general can select this extraordinary tactic.

Defilading tactics: The defilading tactic gives the squad the skills and knowledge necessary to fight closer together. As a swift action, the squad can enter a reduced state, reducing the number of squares it takes by up to 2, to a minimum of 3 squares. It can return to its normal size as a swift action. If a squad also has the enfilading tactic, it must return to its normal size before entering an expanded state.

Dirty fighting tactics: The dirty fighting tactic teaches the squad how to create openings in their foes for their allies to take advantage of. As a standard action, the squad can add 1d6 precision damage to each successful attack that its allies make while flanking with the squad until the beginning of the squad's next turn.

Dusk fighting tactics: The dusk fighting tactic trains the squad in how to identify targets in poor lighting. The squad gains the Blind-Fight feat as a bonus feat.

Elemental Mitigation tactics: The general chooses either air, earth, fire, or water when selecting this extraordinary tactic: As a swift action, the squad can gain a defense depending on the chosen element. If the general chose air, the squad gains resist electricity 5; if the general chose earth, the squad gains damage reduction 1/adamantine; if the general chose fire, the squad gains resist fire 5; if the general chose water, the squad gains resist cold 5. When the general reaches 8th level, the resistance increases to 10 or the DR increases to 2/adamantine and when the general reaches 16th level, the resistance increases to 15 or the DR increases to 3/adamantine. The general can choose this extraordinary tactic more than once. Each additional time she does, she chooses another element, adding it as an alternative when the squad spends a swift action.

Enfilading tactics: The enfilading tactic helps the squad best use its constituent members, stretching them thin at no reduction in capabilities. As a swift action, the squad can enter an expanded state, increasing the number of squares it takes up by 1 square. It can return to its normal size again as a swift action.

Fending tactics: The general knows that she will not always be there to guide her squad, so she instills knowledge on how the squad can best fend for itself in combat. The squad gains a +1 competence bonus on attack rolls. This tactic can be selected multiple times. Due to the general's skill at guiding her squads, only half of this bonus is applied during rounds in which the general gives the attack squad command.

Fluid tactics: The fluid tactic allows the squad to adapt to new challenges as they arrive. The squad can change what type of weapon their squad attack is (one-handed with shield, two-handed, or with crossbows or long spears if the general selected the relevant tactics) as a swift action. In addition, if an extraordinary tactic requires a swift action to activate, the squad can choose to use the ability as a move action instead of a swift action. The general must be at least 6th level before they can select this extraordinary tactic.

Hard hitting tactics: The general instructs her squad on to how best wield their multitude of weapons so they strike true. The squad can spend a swift action to utilize these lessons, causing all of the squad's attacks to gain a +2 competence bonus on damage rolls until the beginning of the squad's next turn. Each additional time this extraordinary tactic is selected, the bonus on damage rolls increases by +1.

Holy strike: The holy strike infuses the squad's weapons with holy energy. The squad can spend a swift action to call out to the general's deity, causing all the squad's attacks to count as good for the purposes of bypassing DR and regeneration for 1 round. The general must be good and at least 6th level to select this extraordinary tactic.

Hunter tactics: The hunter tactic outfits the squad with the knowledge and tools necessary to more efficiently hunt and gather from beasts. When she chooses the hunter tactic, the general selects either animals or vermin. The squad can spend a swift action to gain a +3 bonus on damage rolls against the chosen creature type. In addition, the hunter tactic grants the squad a +4 bonus on Survival checks to track and to survive in the wilderness. The general can select the hunter tactic a second time and grant the squad the ability to alternatively spend a swift action to add +3 damage against whichever creature type she didn't choose with the first hunter tactic. She can select the hunter tactic a third time to grant the squad the ability to alternatively spend a swift action to add +3 damage against magical beasts.

Light-foot tactics: The light-foot tactic assists the squad's movement through natural undergrowth and difficult terrain. The squad gains Nimble Moves as a bonus feat, even if it doesn't meet the prerequisites, and the squad's overland speed through trackless forest increases to 3/4, through trackless jungle increases to 1/2, and through jungle with a road or trail increases to full speed.

Long spear tactics: The squad is trained in the use of coordinated long spears and other long weapons. When selecting the squad attack weapon type, they can choose to use a two-handed weapon with the brace and reach properties. While using this weapon, they follow all the rules of a reach weapons, must be in a straight line formation, and are not able to make attacks against creatures within their space or adjacent to the space of any part of the squad. While using this squad weapon, the squad's chaos of combat ability only affects their threatened squares, which does not include the squares they are in. The general must be at least 4th level to select this extraordinary tactic.

Mitigation tactics: The mitigation tactic teaches the squad how to react to blows they cannot avoid, mitigating their effects. As a swift action, the squad can prepare to mitigate damage, reducing the amount of damage that either the squad (or the general if she is adjacent to the squad) takes from one hit in the following round by 1d6. The amount of damage that they reduce increases by an additional 1d6 when the general reaches level 5 and every 5 levels thereafter, to a maximum of 5d6 at level 20.



By selecting this extraordinary tactic a second time, as a full-round action, the squad can use this ability to reduce the damage of up to two attacks in the following round against any ally adjacent to the squad.

Resilient tactics: The squad receives training on how to defend itself against harmful effects that target the squad's mind and body. The squad receives a +2 resistance bonus on saving throws. The general must be at least 6th level to select this extraordinary tactic.

Resolve tactics: This tactic bolsters the resolve of the squads, allowing them to fearless face foes and shrug off minor blows. The squad gains a +2 morale bonus on Will saves against fear effects. In addition, if the squad spends a swift action to focus their resolve, it gains a +2 sacred bonus to AC against the first melee attack against it before the beginning of the squad's next turn.

Sapper tactics: The general teaches her squad knowledge of makeshift fortifications and the use of shovels to create or destroy these efficiently. This allows the squad to take a number of full-round actions to be able to raise or lower an earthen square the squad is in by 5 feet. This takes 1 minute of effort from the squad and displaces dirt and soil as normal. Raising the earth creates difficult terrain in the adjacent squares.

Siege tactics: With the siege tactic, the squad gains an understanding of siege engines and engineering, allowing the squad to man a siege engine as if they were a number of Medium creatures equal to the total size of the squad. The squad gains a +5 insight bonus on Knowledge (engineering) checks.

Skilled tactics: The squad has spent time learning the ins-and-outs of a skill. The squad gains Skill Focus in the skill of the general's choice as a bonus feat. Additionally, the squad gains one free skill point per HD in the skill the general chose.

Skirmishing tactics: The skirmishing tactic gives the squad the means with which to make short-ranged strikes. As a standard action, the squad can throw a volley of spears, rocks, and axes. This attack takes the form of up to 2 lines with a range of 20 feet. These lines start from the corner of any square in the squad's space. The attack has a pool of dice equal to 1d6. The squad can distribute these dice between the two lines as it sees fit, even assigning 0 dice to a line. All creatures in the line take the damage the line was assigned, plus 2 points of damage. This damage is piercing damage (Reflex DC 10 + the squad's base attack bonus for half). At 4th level, and every 3 levels thereafter, an additional 1d6 is added to the damage pool. For each additional line of thrown weapons that strike a target, rather than applying the damage twice, the damage increases by 3 and the DC increases by 1. Each additional time this extraordinary tactic is selected, an additional 1d6 is added to the dice pool available and the DC increases by 1.

Shield breaker tactics: The squad receives training on how to better use pilums and other weapons whose purpose is shield breaking. Once per round, when the squad uses a melee weapon to deal damage to a shield-bearing enemy, the opponent loses the AC bonus from that shield until he takes a standard action to pry the remnants of the pilum from the shield.

Supply tactics: The supply tactic helps the squad with the upkeep and supply of their weapons. When the general teaches this extraordinary tactic, pick one weapon special material available for her level (see below). The squad procures backup weapons of the chosen material. As a swift action, the squad can switch out the weapons they are using for weapons of a particular material. Part of the supply tactics involves acquiring superior weapons, and so even without spending a swift action, all of the squad's weapons are treated as masterwork weapons, granting a +1 enhancement bonus on attack rolls on its squad attack. A general may select this extraordinary tactic multiple times. Each time she does so, she must choose a different special material. The general must be at least 4th level to select cold iron, 8th level to select silver, and 14th level to select adamantine. The GM may allow additional special materials at their discretion.

Squad's strike: This extraordinary tactic enhances the attacks of the squad. As a swift action, the squad can treat their squad attack as a magic weapon for the purposes of overcoming damage reduction for one round. The general must be at least 4th level to select this extraordinary tactic.

Unholy strike: The unholy strike tactic infuses the squad's weapons with unholy energy. The squad can spend a swift action to call out to the general's deity, causing all the squad's attacks to count as evil for the purposes of bypassing DR and regeneration for 1 round. The general must be evil and at least 6th level to select this extraordinary tactic.

ALTERNATE FAVORED CLASS BONUSES

The general has a number of racial alternative favored class bonuses. These use the standard rules for alternative favored class bonuses outlined in the Advanced Players Guide.

Dwarves: Gain a +1 bonus to the general's CMD when resisting bull rush and trip combat maneuvers.

Elves: Add 1/6 to the DC of any extraordinary tactic abilities that rely upon ranged attacks (area denial tactic, crossbow, skirmishing, etc.).

Gnomes: Increase the duration of the general's genius stratagems by 1/4 of a round (this increase applies before taking a minimum of 1 round).

Half-Elves: Add 1/4 to command skill checks for recruitment and contacts.

Halflings: Heal an additional 1/2 hit point of damage when using motivational speech to heal the squad.

Half-Orcs: Add +1/4 to the squad's squad attack damage and swarm damage when the general gives the attack or swarm command.

Humans: Add 1/6 of an additional genius stratagem.



ARCHETYPES

The general has a number of archetypes listed below.

CRUSADER

Devoted to certain faith, the crusader leads holy warriors on a sacred quest for justice or unholy minions on warriors on a path profane.

Special: The crusader must be devoted to a deity (or a philosophy if the GM normally allows clerics to follow a philosophy). The crusader must uphold the beliefs and tenets of her faith as strictly as a cleric would, or she loses all abilities from her path until she atones. Her squad must worship the same faith as the crusader.

Command Skill (Ex): The crusader gains the command skill ability, except she uses Knowledge (religion) instead of Profession (soldier) and she gains it as a class skill. When leading armies, the general uses her Knowledge (religion) in place of Profession (soldier) for all purposes. This ability modifies command skill.

Faith's Reward (Ex): The crusader trains in the favored weapon of her faith, gaining proficiency in that favored weapon as well as Weapon Focus in that weapon as a bonus feat. If her faith's favored weapon is unarmed strike, she also receives Improved Unarmed Strike as a bonus feat. At 2nd level, a crusader's genius stratagem is instead a zealous prayer, powered by religious faith that things will work out, rather than intelligent planning; the crusader uses Wisdom instead of Intelligence to determine the duration of this ability. This ability replaces battlefield acumen.

Holy Festivities (Ex): At 5th level, the crusader and her squad can stir up religious zeal during festivals of their faith. When the kingdom throws a religious festival to the crusader's deity, instead of adding her kingdom leader bonus to stability as normal, the crusader can withhold her bonus and add it to any one of the three checks that needs it, after seeing the results of all three checks. This ability replaces famed general.

Crusader's Blessing (Su): Starting at 8th level, the crusader can call on her deity to bless her and her squad as a standard action. At any point in the next minute, the squad and the crusader can each receive a competence bonus on an ability check, attack roll, saving throw, or skill check equal to the crusader's Charisma modifier. They each must decide to use this bonus before rolling the check. The crusader can use this ability 4 times per day, but the crusader and the squad must each use the bonus on a different type of check (ability check, attack roll, saving throw, or skill check) each time. The crusader and squad can use the bonus on the same type of check, if they both haven't used the bonus on that type of check yet. This ability replaces convincing greatness.

Divine Protection (Su): At 15th level, the crusader chooses either chaos, evil, good, or law. She must choose an alignment that opposes her deity's unless her deity is true neutral. The crusader's deity surrounds her in a protective aura against that alignment. All allies within 20 feet of the crusader gain a +2 deflection bonus to AC and a +2 resistance bonus on saving throws against attacks made by creatures of the chosen alignment. This ability replaces destined greatness.



GUERRILLA

The guerrilla specializes in hit and run tactics, expertly leading her light-footed squad on raids.

Stealth (Ex): The guerrilla and her squad gain Stealth as a class skill.

Squad: The guerrilla's squad has different base abilities than normal, focusing less on long confrontational battles and instead on hit and run tactics. The squad's starting Strength score is 13, and their starting Dexterity score is 15. Instead of gaining Constitution as the general increases in level, as noted in the Str/Con Bonus column of the squad table, the squad gains the bonus to its Dexterity score. The squad's base move speed is equal to 30 feet. When calculating casualty damage, the amount is instead equal to a third of the damage taken, rather than a quarter. This ability modifies the squad ability and the squad's statistics.

Guerrilla Tactics (Ex): At 5th level, any army that the guerrilla is leading increases its speed by 1. This ability replaces famed general.

Hit and Run (Ex): At 8th level, the guerrilla's squad gains Vital Strike as a bonus feat, and can use the feat (and its later versions) at the end of a charge. This ability replaces the extraordinary tactic gained at 8th level. This ability replaces convincing greatness.

KINGPIN

The kingpin has some less-than-forthright desires, and knows that one must fight dirty to get an advantage in this world. The kingpin teaches that people are either wolves or sheep, and her squad is full of those who don't want to be sheep.

Command Skill (Ex): The kingpin gains the command skill ability, except she uses Bluff instead of Profession (soldier) and she gains it as a class skill. When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.

Undercover (Ex): The kingpin realizes that a leader and a squad of soldiers stick out like a sore thumb, highly undesirable for her kind of work. She trains with her squad to blend in. Whenever the kingpin or her squad are in area with plenty of people, they can blend into the crowd while still being ready to mobilize for a fight at a moment's notice. In such a situation, the kingpin adds half her general level to Stealth and Disguise checks to avoid notice, and the squad instead suffers no circumstance penalty to such checks for being a giant cohesive squad. The kingpin can use Stealth and Disguise to blend in with her own squad. After doing so, as long as she takes no other action than to keep moving in the squad's squares, opponents can't determine that she is important enough to target unless they defeat her Stealth or Disguise, preventing them from targeting her or making an attack roll specifically



against her. If the kingpin makes an attack against an opponent who doesn't notice her within her squad, on a hit, she deals an additional 1d6 precision damage, but at that point, she has taken an action, so the enemy automatically notices her. This ability replaces battlefield acumen.

Illicit Gains (Ex): At 5th level, if the kingpin serves as a kingdom's general and that kingdom possesses a black market, each kingdom phase, the kingpin can choose to grant her kingdom leader bonus to economy instead of stability. If she does so, if the kingdom would fail a stability check by her kingdom leader bonus or less, and the result was not a natural 1, she may switch her bonus back to stability. If she does so, she must wait one entire kingdom phase before switching her bonus back to economy. This ability replaces famed general.

Truth Foil (Ex): At 8th level, the kingpin repeats her mantras of deceit until even her own mind is malleable to her will. At 8th level, anyone who uses a magical effect against the kingpin that would detect her lies or force her to speak the truth, must succeed at a caster level check against a DC of $15 + \text{the kingpin's general level}$ or the effect does not detect the kingpin's lies or force her to speak only the truth, but the caster is convinced that the magic is still working. This ability replaces convincing greatness.

Puppetmaster without a Name (Ex): At 15th level, the kingpin has erased her own name from the records and replaced it with an alias, and she spreads misinformation and misdirection into the minds of so many people, that even magic begins to pick up the wrong information. When someone wishes to use a spell or effect to gather information about her through divination magic, they must succeed at a caster level check against a DC of $15 + \text{the kingpin's general level}$ or pick up misinformation based on the kingpin's alias (perhaps seeing a false vision when *scrying* or divining a false location with *locate creature*). At 20th level, instead of gaining the instant recognition from greatness realized, the caster level checks against the kingpin for this ability and truth foil automatically fail (she still doubles the effects of her genius stratagems). This ability replaces destined greatness.

MINDBENDER

The mindbender has with her a group of thralls she's enslaved into service using her magical guiles.

Special: The mindbender relies on forcing others to do her bidding against her will, and thus must be of evil alignment.

Command Skill (Ex): The mindbender gains the command skill ability, except she uses Spellcraft instead of Profession (soldier) and she gains it as a class skill. This ability modifies command skill.

Mind Meld (Su): At 1st level, the mindbender gains the squad command ability as normal, except she can communicate with her squad in a weakly telepathic way. This means the squad does not need to see or hear the mindbender, as she sends the commands straight to their minds. When the general gives a command using mind meld, until the beginning of her next turn, the mindbender can communicate telepathically with her squad, as long as the squad is within 100 feet. The squad can communicate back with the mindbender until the beginning of her next turn. This ability replaces battlefield acumen.

Subtle Influence (Su): At 1st level, the mindbender chooses either Bluff or Diplomacy. Whenever the mindbender makes a skill check of her chosen skill, she can choose to use her Spellcraft bonus instead of the skill's normal bonus. This ability replaces expert general.

Squad: The mindbender's method of squad acquisition is significantly more insidious than those of others. It relies on any number of mind tricks, both eldritch and mundane. Due to this, when taking casualty damage, it is instead equal to one third of the damage, rather than one fourth, as such lasting damage can snap members out of her mind tricks. The mindbender can voluntarily end control of anyone in her squad.

Mindbending (Sp): At 3rd level, the mindbender gains the ability to cast a select few spells as spell-like abilities. She gains a point pool equal to her Charisma modifier, with different spell-like abilities costing different number of points. The DC for these spell-like abilities is equal to $10 + 1/2 \text{ the mindbender's level} + \text{her Charisma modifier}$.

At 3rd level, the mindbender can use *charm person*. This costs 1 point to use.

At 6th level, the mindbender can use *suggestion*. This costs 1 point to use.

At 9th level, the mindbender can use *triggered suggestion* (Advanced Class Guide). This costs 2 points to use.

At 12th level, the mindbender can use *dominate person*. This costs 3 points to use.

At 15th level, the mindbender can use *charm monster*. This costs 2 points to use.

At 18th level, the mindbender can use *dominate monster*. This costs 4 points to use.

At 20th level, rather than doubling the bonuses of genius stratagems, her pool of uses increases by 1-1/2 times.

This ability replaces genius stratagem.

Hidden Tells (Ex): When attempting to discern hidden messages conveyed with the Bluff skill, the mindbender uses her Spellcraft bonus in place of her Sense Motive bonus on the skill check. This ability replaces famed general.

Subtle Tells (Ex): At 9th level, the mindbender's influence blunts the tell-tale signs of an ensorcelled creature. When creatures use Sense Motive to determine if a creature is under effects of an enchantment spell or effect (such as *suggestion* or the mindbender's subtle influence ability), the mindbender adds half her level to the DC for observers to determine if a creature's actions are influenced by enchantment. This ability replaces lead the charge.

Psychic Interference (Su): At 11th level, the mindbender can cause her squad to capitalize on the chaotic energy of fighting to distort the minds of those around the squad, making them easier to influence magically. As a move action, the squad can cause all creatures within its chaos of combat to take a -2 penalty to Will saving throws. At 14th and 18th level, these penalties increase by 1. This lasts until the beginning of the squad's next turn. This does not affect the mindbender or her squad. Since it relies on the chaotic enterprise of combat, it can only be used during combat encounters. This ability replaces great leader.

NOBLE

The noble's highborn breeding provides her avenues available to few others, and she trained under the finest tutors in the land. It is no surprise, then, that her skill as a general combines the styles favored by the great generals she read about in her studies to create something all her own.

Command Skill (Ex): The noble gains the command skill ability, except she uses Knowledge (nobility) instead of Profession (soldier). When leading armies, the general uses her Knowledge (nobility) in place of Profession (soldier) for all purposes. This ability modifies command skill.

Noble Schooling (Ex): The quality schooling that the noble received taught her more than her lower-born peers at the military academy about a variety of topics. She receives one additional skill point per general level. Her family's vast wealth provides her occasional windfalls of gold, jewelry, and other valuables. She starts with an additional 300 gold pieces. Each time she gains a general level, her family's estate continues to provide for her, granting her 500 gold pieces per general level (for instance, when she gains her 2nd general level, she would gain 1000 gold pieces). This ability replaces battlefield acumen.

Noblesse Oblige (Ex): At 5th level, the noble is a consummate and beloved patron of the arts, and her family's vast estates allow her to provide generous endowments. She may maintain the endowments for one building, allowing the kingdom to ignore the consumption cost of those endowments. At 10th level and every 5 levels thereafter, she can maintain the endowment for an additional building. This does not require the use of an Endowment Edict, as described in *Ultimate Rulership* from Legendary Games. This ability replaces famed general.

Comportment and Connections (Ex): At 8th level, the noble's station allows her to pull more strings than most. She may substitute her ranks and Skill Focus feat in Knowledge (nobility), if any, for ranks and Skill Focus in Diplomacy; if she does so, she still applies other Diplomacy bonuses on her Diplomacy checks as normal (rather than other Knowledge [nobility] bonuses). When she first gains this ability, the noble can redistribute any ranks in Diplomacy to other skills, if she so chooses. When she uses Knowledge (nobility) to request aid from nobles of others of the upper class, the DC is 5 lower than normal. This ability replaces convincing greatness.

Friends in High Places (Ex): At 15th level, the noble's influence reaches far. When using her contacts ability, if she exceeds a result by 10 or more, the contact is a noble of influence in the community, rather than an ordinary citizen of the upper class. If the general's result is between 30 and 39, she may choose between an indifferent influential noble and a friendly ordinary citizen, and if her result is between 40 and 49, she may choose between a friendly influential noble and a helpful ordinary citizen. At the GM's discretion, there may simply be no potential influential noble contact available in a settlement (for instance, if a settlement is a communist society, ruled exclusively by the PC noble's family's most hated enemies, etc.). This ability replaces destined greatness.

RALLIER

Some generals focus on presenting a strong front in the face of fear, and ensuring their squads are able to help where is needed, no matter the threat.

Marcher (Ex): The rallier's presence, encouragement, and guidance allows her and her allies to march farther than normally they'd be able to. When marching with the rallier, the DC of the Constitution check is equal to only $10 + 1$ per extra hour, and the allies are only fatigued if they take nonlethal damage twice from this. This ability replaces expert general.

Bravery (Ex): The general gains the bravery class feature of the fighter, using her effective fighter as her rallier level - 2. If the general is using her banner, the bonus from this ability stacks with the bonus granted by her banner. This ability replaces famed general.

Forward In The Face Of Fear (Ex): The rallier's squad gains her bravery bonus to saving throws. This ability replaces great leader.

REAPER

The reaper eschews directing her allies, believing that they need to pull their own weight. She focuses instead on using her squad to confound and catch foes off-guard.

Squad Command (Ex): The reaper gains the squad command as normal, but the attack and swarm commands require a full-round action instead of a standard action. This modifies the squad command ability.

Squad Tactics (Ex): The reaper excels at using her squad to create advantageous situations. At 3rd level, the general's squad are treated as if it possessed the same teamwork feats as the general for the purpose of determining whether the general receives a bonus from her teamwork feats. Her squad does not receive any bonuses from these feats unless they actually possess the feats themselves. The squad's positioning and actions must still meet the prerequisites listed in the teamwork feat for the reaper to receive the listed bonus. This ability replaces genius stratagem.

Teamwork Feat: At 3rd level, and every 5 levels thereafter, the reaper gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as teamwork feats. The reaper must meet the prerequisites of the selected bonus feat.

Charge Through (Ex): The reaper trains her squad to obscure her charges against foes, and then quickly follow up on her attacks. At 12th level, when the reaper charges through her squad and successfully attacks her target, if the squad threatens the foe, the squad can make an attack with a -5 penalty on the attack roll against the foe. After this, the foe expects the reaper to use this tactic again and it cannot be used against the foe for 24 hours. This replaces the extraordinary tactic gained at 12th level.

REDEEMER

The redeemer truly believes that there is good in everyone, and she will go to any length to give others a second chance. Her squad is proof of her vision, as each member left behind a dark past for the brighter future the redeemer offered him.

Special: The redeemer must be of good alignment.

Command Skill (Ex): The redeemer gains the command skill ability, except she uses Diplomacy instead of Profession (soldier). When leading armies, the general uses her Diplomacy in place of Profession (soldier) for all purposes. This ability modifies command skill.

Support Network: Not everyone the redeemer helps joins her squad, and when taken together, she leaves behind a trail of friends and potential future contacts, able to help when needed. A few of her allies trail along to take care of rehabilitating any enemies she captures. While they normally stay out of danger, the redeemer can call on them to replace losses, restoring 10% of the squad's maximum hit points in damage from casualties, though doing so requires the redeemer to tend any captives on her own until she replaces them (using the same rules for recruitment as

normal). Due to her extensive support network, the redeemer gains a +5 bonus on command skill checks to determine contacts. This ability replaces battlefield acumen.

Benevolent Amnesty (Ex): At 5th level, the redeemer's policy of mercy, tolerance, and amnesty leads to benefits for her kingdom. If the redeemer serves as a kingdom's general, the settlements in that kingdom gain +1 society and -1 corruption. This ability replaces famed general.

Withheld Blade (Ex): At 8th level, the redeemer and her squad can deal nonlethal damage with their attacks without the -4 penalty on attack rolls. This ability replaces convincing greatness.

Voice of Comfort (Ex): At 15th level, the redeemer can converse with someone for an hour and help them find their path in the darkness. This has a similar effect to the *atonement* spell, but it cannot replicate the function of atoning for deliberate misdeeds that normally costs 2,500 gp. This ability replaces destined greatness.

REVOLUTIONARY

The revolutionary wants to overthrow the status quo and replace the current regime. Her squad is filled with hope for her vision of a bright tomorrow.

Special: The revolutionary must be non-lawful and must select a particular regime or establishment she wishes to overthrow.

Command Skill (Ex): The revolutionary gains the command skill ability, except she uses Perform (oratory) instead of Profession (soldier). When leading armies, the general uses her Perform (oratory) in place of Profession (soldier) for all purposes. This ability modifies command skill.

Vive la Revolution: The revolutionary attracts the disaffected and disenfranchised to her like a moth to flame. Even when she is not in a large settlement, the peasantry themselves rise up to assist her. As long as she is in an inhabited area populated by people who share her contempt for her chosen regime, she recovers 5% of her squad's maximum hit points in casualties each day, automatically. Announcing her presence in this way, however, makes it easy for her enemies to find her. Any Diplomacy check made to gather information about the revolutionary's location gains a +10 bonus. The revolutionary can choose to hide or advertise her presence, activating or deactivating both aspects of this ability. The revolutionary gains a +1 morale bonus on attack and damage rolls against officials of her chosen regime (but not against allies or hirelings of those officials). This ability replaces battlefield acumen.

Thorn in Their Side (Ex): At 5th level, the revolutionary doesn't serve as a pawn of the corrupt establishment but rather, as a thorn in its side. The kingdom in which the revolutionary is building dissent suffers a penalty to stability equal to her Strength or Charisma modifier, whichever is higher (if more than one revolutionary with this ability are revolting against the same kingdom, only the highest such penalty applies). During each kingdom phase, that kingdom must succeed at a stability

check against the kingdom's command DC + the revolutionary's general level or suffer 1d3 unrest (a kingdom must roll a separate check for every revolutionary attempting to overthrow it, but the kingdom only suffers unrest from the first such failure each kingdom phase). This ability replaces famed general.

Surging Passions (Ex): At 8th level, the revolutionary's ideals surge through all those who follow her like wildfire, leaving little room for other ideas or emotions. The revolutionary and her squad gain a +4 morale bonus on saving throws against fear and emotion effects. This ability replaces convincing greatness.

Revolutionary Zeal (Ex): At 15th level, the revolutionary's squads believe in her cause, even to the death, and they fear failure or capture more than dying. When the squad would disperse, as an immediate action, they can enter a state of zeal, temporarily removing all damage from the squad except damage from casualties. In this state, all damage is immediately assessed as casualties, and the squad can continue to fight on even after receiving more than 75% of its maximum hit points in casualties. Revolutionary zeal lasts for 1 minute, after which the squad must wait for another minute before entering it again. A squad that can't fight due to having more than 75% of its maximum hit points in casualties can't enter revolutionary zeal. This ability replaces destined greatness.

STRATEGIST

Most generals ensure they are in the thick of things with their squad, themselves no stranger to visceral glory. The strategist prefers to keep her distance, watching the battlefield unfold before her before making decisive orders.

Squad Command (Ex): The strategist does not gain the ability to give the support command, but otherwise gains the squad command ability as normal. This modifies the squad command ability.

High-Value Target (Ex): With a simple command, the strategist is able to focus the full might of her squad. At 7th level, the strategist can designate a high value target by giving an attack squad command as a full-round action. The target must be within 60 feet of the general. For the duration of the attack command, the squad receives a +2 enhancement bonus on attack and damage rolls. At 11th level, and every 4 levels thereafter, this bonus increases by +1, to a maximum of +5 at 19th level. This ability relies upon squad command and replaces harrying commander.

Lasting Order (Ex): At 9th level, the enhancement bonuses from high value target last for one round after the attack command ends. If high value target is used multiple times in a row, the bonuses do not stack. This ability replaces lead the charge.

TACTICIAN

While other generals are inspiring orators or intimidating tyrants, the tactician is a genius on the battlefield. People follow her because when it comes to battle, it's safest and most effective to have the most cunning and effective commander around.

Genius is Everything (Ex): A tactician gives strategic briefings, rather than motivational speeches, and she uses her Intelligence modifier, rather than her Charisma modifier, to determine how many of them she can perform in a day. This ability replaces battlefield acumen.

Incredible Tactics (Ex): At 5th level, a tactician gains the ability to grant a bonus tactic from the great leader ability 6 levels early. At 11th level, she can swap which bonus tactic she is granting once per mass combat. This ability replaces famed general.

Flexible Training (Ex): Starting at 8th level, the tactician has trained her squad for two different sets of tactics, with her squads learning how to cover multiple roles. The tactician can choose two legal sets of extraordinary tactics, and she can spend 1 hour of practice with her squad to switch between them. As she gains more extraordinary tactics, she continues to grow both of her sets. At 13th level, she only needs to spend 30 minutes of practice to switch between her two sets. At 18th level, she only requires a single minute to switch between her two sets. This ability replaces convincing greatness.

Contingency Plan (Ex): At 15th level, the tactician plans four steps ahead. She can spend 1 hour in concentration to roll a Profession (soldier) check with a DC of 30. If she succeeds, she has developed a contingency plan. At any time, she can ready an action to deploy her contingency plan, which, when triggered allows her to grant any ally, including her squad, an extra standard or move action. Once the readied action is triggered, she has expended the contingency plan and needs to formulate another. She can only have one of these special contingency plans in existence at a time. This ability replaces destined greatness.

TYRANT

Fear is a tool. It can be as protective as plate mail and as penetrating as a quarrel in flight. The tyrant realizes that it is more effective for a general to be feared than loved.

Command Skill (Ex): The tyrant gains the command skill ability, except she uses Intimidate instead of Profession (soldier). When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.

Traumatic Fear (Ex): The tyrant understands how to strike fear into the hearts of others that persists in their nightmares; after all, she practices this technique on her own squad every day. When the tyrant uses Intimidate to force a creature to act friendly towards her, she adds her class level to the number of minutes the creature remains friendly. While the victim becomes resentful afterwards as normal, the next time the victim sees the tyrant again, he must succeed at a Will save (DC 10 + 1/2 the tyrant's general level +

the tyrant's Charisma modifier) or become temporarily friendly again without any effort on the general's part. The tyrant gains a +1 insight bonus on attack rolls against enemies that she has demoralized. This ability replaces battlefield acumen.

Scare Tactics (Ex): When sent as envoy to negotiate a diplomatic edict via intimidation, a tyrant gains a +5 bonus on the check. This ability replaces famed general.

Nightmare Strike (Ex): At 8th level, the tyrant can use her squad to menace her foes. Whenever the tyrant gives the attack command, as an immediate action, she can use to Intimidate to demoralize a creature her squad successfully hits within the next round. This ability replaces convincing greatness.

Frightful Presence (Ex): Lesser foes dare not fight against the tyrant and her squad. At 15th level, whenever the tyrant or her squad attacks, any hostile creature that has a CR less than or equal to half the tyrant's general level within 30 feet must succeed at a Will save or become shaken for 1d4 rounds. If the creature fails the save by 10 or more, it becomes panicked for an equal time instead. The DC of this save is equal to $10 + 1/2 \text{ the tyrant's general level} + \text{her Charisma modifier}$. A creature that succeeds at this save is immune to the tyrant's frightful presence for 24 hours. This ability replaces destined greatness.

WARBRINGER

Some generals fight for principles, to defend their homeland, or to make peace, but for a warbringer, war is in her blood, and she wouldn't know what to do with herself if there weren't battles to fight and enemies to crush. The soldiers who follow her share in her unquenchable bloodlust.

Command Skill (Ex): The warbringer gains the command skill ability, except she uses Intimidate instead of Profession (soldier). When leading armies, the general uses her Intimidate in place of Profession (soldier) for all purposes. This ability modifies command skill.

Blood Rage (Ex): The warbringer's love of war and blood can strengthen her during battle. When she is not fatigued or exhausted, she can enter and leave a blood rage as a free action, for a number of total rounds per day equal to her warbringer level + her Charisma modifier. While in a blood rage, she gains a +2 morale bonus to Strength, temporary hit points equal to her level, a +1 morale bonus on Will saves, and a -2 penalty to AC. She cannot cast spells or use any abilities that require patience or concentration. The temporary hit points last until used up, or until she ends the blood rage, whichever comes first. After it ends, she is fatigued for twice the number of rounds she was enraged. This ability does not count as a barbarian's rage for the purpose of meeting requirements. This ability replaces battlefield acumen.

Neverending War (Ex): At 5th level, a warbringer's grip on her nation's military leads to a policy of endless bloodshed. While she serves as the general of a kingdom, that kingdom cannot adopt the peaceful or pacifist levels of militarism, and the percentage of the total population the kingdom can force to serve in the military increases by 50%. This ability replaces famed general.

Energizing Death (Ex): At 8th level, any time during an encounter that the warbringer or her squad kills an opponent whose CR is no less than the warbringer's level -3, the warbringer gains a +1 morale bonus on damage rolls, Strength checks, and Strength-based skill checks and DR 2/- (which stack, to a maximum of +5 and DR 10/-). Each round that she and her squad do not kill such an opponent, the bonus decreases by 1 and the DR decreases by 2. This ability replaces convincing greatness.

Chaos of Me (Ex): At 15th level, a warbringer brings the chaos of war with her wherever she goes. She projects a 30 foot aura that has the same effect as her squad's chaos of combat ability. If a creature is both within her aura and affected by the squad's chaos of combat, increase the DC of concentration checks and Will saves for that creature by 5. This ability replaces destined greatness.



ALTERNATE CLASS: HORDELORD

The hordelord sends forth groups of undead to do her nefarious bidding.

Alignment: any evil

Hit Die: d8

Starting Wealth: 5d6 x 10 gp (average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The hordelord's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis), and Use Magic Device (Cha).

Skill ranks per level: 4 + Int modifier

TABLE 4: HORDELORD CLASS FEATURES

LEVEL	BAB	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+0	+2	+0	+2	Channel negative energy, horde command, zombie horde
2nd	+1	+3	+0	+3	Fell tactic, path of depravity
3rd	+1	+3	+1	+3	
4th	+2	+4	+1	+4	Fell tactic
5th	+2	+4	+1	+4	
6th	+3	+5	+2	+5	Fell tactic
7th	+3	+5	+2	+5	
8th	+4	+6	+2	+6	Fell tactic
9th	+4	+6	+3	+6	Path of depravity
10th	+5	+7	+3	+7	Fell tactic
11th	+5	+7	+3	+7	
12th	+6	+8	+4	+8	Fell tactic
13th	+6	+8	+4	+8	
14th	+7	+9	+4	+9	Fell tactic
15th	+7	+9	+5	+9	Arise
16th	+8	+10	+5	+10	Fell tactic, path of depravity
17th	+8	+10	+5	+10	
18th	+9	+11	+6	+11	Fell tactic
19th	+9	+11	+6	+11	
20th	+10	+12	+6	+12	Descent to undeath, fell tactic

CLASS FEATURES

The following are class features of the hordelord.

Armor and Weapon Proficiency: A hordelord is proficient with simple weapons, scythes, and light armor. She can cast hordelord spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a hordelord wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass hordelord still incurs the normal arcane spell failure chance for arcane spells received from other classes. This modifies the armor portion of the Armor and Weapon Proficiency ability.

Zombie Horde: At 1st level, the hordelord gains a zombie horde consisting of 6 humanoid zombies of the same original race as the hordelord. The horde acts in aggregate, with no single member more important than the rest. The statistics of the hordelord's horde follow a set guideline and advance as she levels up, similar to an animal companion. These can be found in Table 3.

The horde is something of an abstraction, in that the component zombies that make up the horde are mostly irrelevant; only the horde as a whole matters for the purposes of combat. The horde gains all the traits of the undead type. While the constituent members are mindless, the horde as a whole still feats.

The horde is not subject to flanking or the massive damage optional rule, but it is subject to critical hits and sneak attacks. Reducing the horde to 0 hit points or fewer causes it to break up, effectively destroying the horde, though the damage taken until that point does not degrade its ability to attack or resist attack.

The horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. The horde makes saving throws as a single creature. The horde initially occupies 3 squares, though the actual size category of the horde is the same as that of the component zombies. The area occupied by the horde is completely shape-able, though the horde must remain in contiguous squares at all times, even during movement, to accurately reflect a zombie horde. The horde has a reach equal to that of the component zombies, based on size. The horde can move through squares occupied by enemies and vice versa without impediment, although the horde provokes an attack of opportunity if it does so. The horde can move through any area large enough for its component creatures. The exact number of a horde's component creatures varies based on the level of the hordelord and some other factors, but is generally equal to 2 or 3 times the numbers of squares the horde takes up.

The horde is never staggered or reduced to a dying state by damage; it simply disperses instead.

The horde cannot be dragged, pushed, repositioned, tripped, grappled, or bull rushed, except by area effects that include such combat maneuvers (like *black tentacles*). However, a horde can grapple an opponent, and this does cause the horde to gain the grappled condition.

Hordes are immune to single target spells (such as *invisibility*). To be affected by multiple target spells, the spell must have a sufficient number of targets to affect all the members of the horde, and the horde uses up a number of targets equal to the number of soldiers in the horde. At the GM's discretion, the horde may be partially hindered by a spell that targets a high number of its members; for instance, if the horde fails a saving throw against an effect that would daze most of the soldiers in the horde, the GM might rule that part of the horde is affected by the spell or that the horde loses the benefits of its extraordinary tactics for the duration of the effect or until the hordelord spends some actions to rally her horde.

The horde takes half again as much damage (+50%) from spells or effects that affect an area. If a horde would be rendered unconscious by means of nonlethal damage, it disperses, just as it does from lethal damage.

For every 20% of their maximum hit points in damage the zombie horde takes during an encounter, the horde loses one zombie. Zombie loss does not reduce the base fighting capacity of the horde. At a GM's discretions, more zombies can be lost.

So long as the horde has at least the minimum number of zombies in it equal to the minimum number in the zombies column for the hordelord's level, the horde takes no penalties. If the horde has less zombies than the minimum number, the horde loses all benefits of fell tactics until its numbers are replenished. If the horde has fewer zombies in it than 1-1/2 times the number of squares the horde occupies, it is treated as dispersed until the hordelord replenishes the number of zombies in the horde.



Some abilities of the hordelord allow her to sacrifice members of her horde. When this happens, she selects one zombie within her horde and severs the negative energy that was allowing it unlife. The selected body turns to dust instantly, and it reduces the number of zombies in the horde by 1.

The hordelord replenishes the zombies in her horde through a specialized ritual that is like *animate dead*. This ritual takes 1 minute to perform, and requires the body to be reanimated and an onyx gem worth 25 gp per 4 levels of the hordelord (minimum 25 gp). Upon completion, the zombie rises and joins the horde as a member. Regardless of the size and shape of the original corpse, the zombie arises as a humanoid zombie. At GM's discretion, larger sized corpses could arise as multiple zombies. If her horde of zombies is at the maximum allowed amount, the hordelord cannot use the ritual until there is room in the horde.

When the hordelord gains a level where the minimum number of zombies in her horde increases, she gains those additional zombies for free, so long as there are corpses that can be used.

The horde attacks with a variety of claws, bites, slams, and decrepit weapons, so the horde attack as a whole counts as the following weapon:

MARTIAL MELEE WEAPON	DAMAGE	Critical	RANGE	TYPE	SPECIAL
Horde Attack	1d8	x2	—	B,P, and S	—

This weapon counts as a two-handed weapon (and counts as a weapon for feats like Weapon Focus). If the hordelord has selected a fell tactic that gives a new option for the horde attack, the horde can change between types of horde attacks as a move action. If it shapes itself appropriately, the horde can flank an enemy with itself, and it takes no penalty for attacking creatures within its space. The horde can make combat maneuvers as normal.

The horde threatens all creatures within its reach and within its area, and it can attempt attacks of opportunity as normal with its horde weapon attack.

Channel Energy (Su): The hordelord gains channel energy, as a cleric of her level. She can only channel negative energy with this ability. She does not need to present a holy symbol to channel energy.

Command Undead: The hordelord gains Command Undead as a bonus feat, using her hordelord level as her cleric level for determining all effects. For any abilities or feats that modify or require Command Undead, the hordelord also treats her class level as her cleric level.

Fell Tactics: The hordelord gains the extraordinary tactic ability of the general, except as listed below. The extraordinary tactics are not tactics, but instead are behaviors that the hordelord infused her zombies with, granting special power that mimics the capabilities

of normal extraordinary tactics. The hordelord cannot select the following extraordinary tactics: crossbow volley tactics, fluid tactics, holy strike, hunter tactics, long spear tactics, or skilled tactics. The hordelord can select from the following additional fell tactics.

Fearful presence tactics: The hordelord modifies her zombie horde to be more fearsome to those within range of the horde. Creatures affected by the zombie horde's chaos of combat also take a -2 penalty on saving throws against fear effects and the DC to demoralize such creatures is reduced by 2.

Necrophage tactic: The necrophage fell tactic infects the horde with a ravenous appetite for flesh. As a full-round action, the horde can devour a corpse that is in a square it occupies. This gives the horde 1 temporary hit point per hit die of the corpse, and increases the Strength of the horde by +2. The temporary hit points last for 1 minute or until used up, and the increase to Strength lasts for 1 minute. Each additional time this fell tactic is selected, the amount of temporary hit points gained increases by 1d6.

Negative energy conduit tactic: The negative energy conduit fell tactic infuses the horde with a bit of the hordelord's negative energy. As a standard action, the horde can channel negative energy around themselves, using the hordelord's channel energy ability and any modifications to it. This can only be used to harm the living. The tactic uses up two uses per day of the hordelord's ability and the DC to resist the channel energy and any other related effects is reduced by -2.

Spells: At 1st level, the hordelord gains the ability to cast certain spells. A hordelord casts arcane spells drawn from the necromancy school, any spells with the death or fear descriptors. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, the hordelord must have a Charisma score equal to at least $10 + \text{the spell level}$. The difficulty class for a saving throw against the hordelord's spell is $10 + \text{the spell level} + \text{the hordelord's Charisma modifier}$. Like other spellcasters, the hordelord can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 5. In addition, she receives bonus spells per day if she has a high Charisma score.

A hordelord's selection of spells is extremely limited. A hordelord begins play knowing 4 cantrips and two 1st-level necromancy, death-, or fear- descriptor spells of the hordelord's choice. If a spell she can learn is at different spell levels for different classes, use the following order to determine which spell level to use: sorcerer/wizard, cleric/oracle, witch, shaman, and druid. The hordelord cannot learn a spell unless at least one class receives the spell at spell level 6 or lower. Any spells that require a divine focus instead have a somatic component, if they did not already. At each new hordelord level, she gains one or more new spells, as indicated in Table 6. (Unlike spells per day, the number of spells a hordelord knows is not affected by her Charisma score. The numbers on Table 6 are fixed.)

Upon reaching 5th level, and at every third hordelord level after that (8th, 11th, and so on), a hordelord can choose to learn a new spell in place of one she already knows. In effect, the hordelord “loses” the old spell in exchange for the new one. The new spell’s level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level hordelord spell the hordelord can cast. A hordelord may swap only a single spell at any given level and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

A hordelord need not prepare her spells in advance. She can cast any spell he knows at any time, assuming she has not yet used up her allotment of spells per day for the spell’s level.

Cantrips: Hordelords learn a number of cantrips, or 0-level spells, as noted on Table 6. These spells are cast like any other spell, but they do not consume any slots and may be used again.

The hordelord can choose from the following cantrips, as well as any 0-level spells of the necromancy school: *bleed*, *detect magic*, *disrupt undead*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *touch of fatigue*.

TABLE 5: HORDELORD SPELLS PER DAY

LEVEL	1ST	2ND	3RD	4TH	5TH	6TH
1st	1	—	—	—	—	—
2nd	2	—	—	—	—	—
3rd	2	—	—	—	—	—
4th	2	1	—	—	—	—
5th	2	2	—	—	—	—
6th	2	2	—	—	—	—
7th	3	2	1	—	—	—
8th	3	2	2	—	—	—
9th	3	2	2	—	—	—
10th	3	3	2	1	—	—
11th	3	3	2	2	—	—
12th	3	3	2	2	—	—
13th	4	3	3	2	1	—
14th	4	3	3	2	2	—
15th	4	3	3	2	2	—
16th	4	4	3	3	2	1
17th	4	4	4	3	2	2
18th	4	4	4	4	3	3
19th	4	4	4	4	4	3
20th	4	4	4	4	4	4

TABLE 6: HORDELORD SPELLS KNOWN

LEVEL	0	1ST	2ND	3RD	4TH	5TH	6TH
1st	4	2	—	—	—	—	—
2nd	5	3	—	—	—	—	—
3rd	6	4	—	—	—	—	—
4th	6	4	2	—	—	—	—
5th	6	4	3	—	—	—	—
6th	6	4	4	—	—	—	—
7th	6	5	4	2	—	—	—
8th	6	5	4	3	—	—	—
9th	6	5	4	4	—	—	—
10th	6	5	5	4	2	—	—
11th	6	6	5	4	3	—	—
12th	6	6	5	4	4	—	—
13th	6	6	5	5	4	2	—
14th	6	6	6	5	4	3	—
15th	6	6	6	5	4	4	—
16th	6	6	6	5	5	4	2
17th	6	6	6	6	5	4	3
18th	6	6	6	6	5	4	4
19th	6	6	6	6	5	5	4
20th	6	6	6	6	6	5	5

Horde Command (Ex): At 1st level, the hordelord gains the ability to command her horde to greater effect. As a standard action, she can issue an attack command. Until the beginning of her next turn, her horde’s base attack bonus is treated as equal to the hordelord’s level. For the purposes of qualifying for feats, the horde uses its normal base attack bonus, but for purposes of determining the effects of feats, the horde uses the modified base attack bonus. In addition, the horde gains a bonus on damage rolls equal to one fourth of the hordelord’s class level and increases the DCs of any fell tactics by +1. These bonuses last until the beginning of the hordelord’s next turn.

At 3rd level, she can instead issue a swarm command as a standard action. When she issues this command, the horde can attack wildly in all directions as a standard action, dealing damage equal to the hordelord’s class level to all creatures and unattended objects within reach.

At 6th level, she can instead issue a support command as a swift action. When she issues this command, the horde focuses on supporting the general. Against any enemy her horde threatens, the hordelord gains a +1 bonus on attack rolls. This bonus increases to +2 at 11th level, +3 at 16th level, and +4 at 20th level. This does not require an action from the horde.

Path of Depravity: There are many paths to mastery of undeath, and each hordelord follows one best suited for her individual goals. At 2nd level, the hordelord chooses a single path of depravity. This path grants her a number of special abilities as she gains levels. See page ?? for the list of paths of depravity.

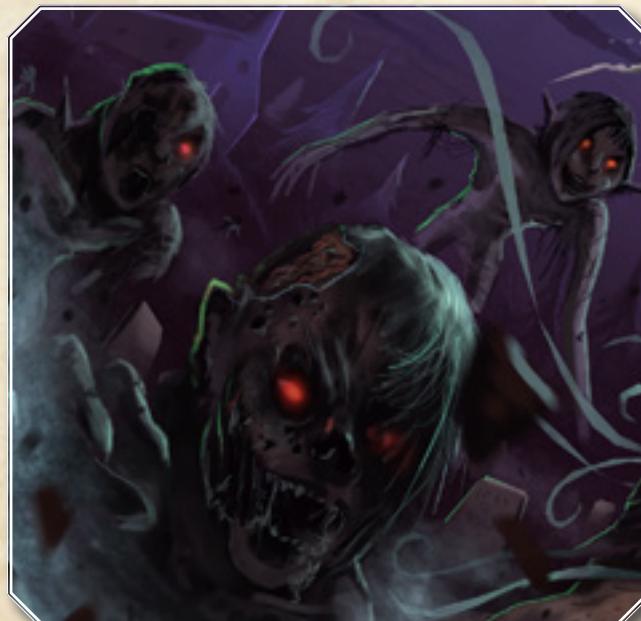
Arise (Su): At 15th level, the hordelord is able to weave her own negative energy with the animating principles of the reanimation spells. Once per day, when the hordelord channels negative energy to harm and kills a creature with it, one creature killed rises at the beginning of the zombie horde's next turn as if it was affected by the *lesser animate dead* spell and joins the zombie horde, granting a fell tactic of the hordelord's choice that the horde qualifies for. After a minute, the risen zombie crumbles to dust, removing the fell tactic from the horde.

Descent to Undeath (Ex): The hordelord's transformation is complete. At 20th level, the hordelord's type turns to be undead, and she applies a single undead template to herself. If the template requires additional preparation, like becoming a lich, she must have completed said preparation before selecting the template. Once the template is selected, it cannot be changed.

THE ZOMBIE HORDE

Starting Statistics

Speed: 20 ft, **Ability Scores:** Str 15, Dex 13, Con —, Int —, Wis 12, Cha 14



HORDE SKILLS

A horde has d8 HD. The horde has no skill ranks per level. . The horde's class skills are Climb (Str), Disguise (Cha), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex)

HORDE FEATS

The necromantic energy connecting the hordelord to her horde allows it to act as if it had a small spark of intelligence. It may select feats from the following list: Agile Maneuvers, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Natural Armor, Improved Overrun, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run, Spring Attack, Toughness, Weapon Finesse, and Weapon Focus.

Class Level: This is the character's hordelord level. Only levels in the hordelord class count for the purposes of the horde's abilities.

HD: This is the total number of eight sided (d8) Hit Dice the horde possesses, each of which gains a Charisma modifier, as normal.

BAB: This is the horde's base attack bonus.

Fort/Ref/Will: These are the horde's base saving throw bonuses. A horde has good Reflex saves.

Feats: This is the total number of feats the horde possesses. Even though most of the horde is mindless, they still possess feats, albeit from a restricted list.

Armor Bonus: The horde has an armor bonus to AC equal to the number in this column.

Str/Cha Bonus: Add this modifier to the horde's Strength and Charisma scores.

Squares: This is the maximum number of squares the horde can occupy.

Zombies: This is the range of number of zombies in the horde.

Ability Score Increases: A horde adds +1 to one of its ability scores at 4th level and every 4 levels thereafter.

Chaos of Combat: Starting at 1st level, spellcasting or concentrating on spells within the area of a horde or within its reach requires a concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save (failure indicates that the character still spends the action, but automatically fails).

TABLE 7: ZOMBIE HORDE BASE STATISTICS

CLASS LEVEL	HD	BAB	FORT	REF	WILL	FEATS	ARMOR BONUS	STR/CHA BONUS	SQUARES	ZOMBIES
1st	1	+0	+0	+2	+0	1	+1	+0	3	6–9
2nd	2	+1	+0	+3	+0	1	+2	+1	3	6–9
3rd	3	+2	+1	+3	+1	2	+3	+1	3	6–9
4th	4	+3	+1	+4	+1	2	+4	+1	3	6–9
5th	5	+3	+1	+4	+1	3	+5	+2	4	8–12
6th	6	+4	+2	+5	+2	3	+6	+2	4	8–12
7th	7	+5	+2	+5	+2	4	+7	+2	4	8–12
8th	8	+6	+2	+6	+2	4	+8	+3	4	8–12
9th	9	+6	+3	+6	+3	5	+9	+3	4	8–12
10th	10	+7	+3	+7	+3	5	+10	+3	5	10–15
11th	11	+8	+3	+7	+3	6	+11	+4	5	10–15
12th	12	+9	+4	+8	+4	6	+12	+4	5	10–15
13th	13	+9	+4	+8	+4	7	+13	+4	5	10–15
14th	14	+10	+4	+9	+4	7	+14	+5	5	10–15
15th	15	+11	+5	+9	+5	8	+15	+5	6	12–18
16th	16	+12	+5	+10	+5	8	+16	+5	6	12–18
17th	17	+12	+5	+10	+5	9	+17	+6	6	12–18
18th	18	+13	+6	+11	+6	9	+18	+6	6	12–18
19th	19	+14	+6	+11	+6	10	+19	+6	6	12–18
20th	20	+15	+6	+12	+6	10	+20	+7	6	12–18

PATHS OF DEPRAVITY

PATH OF THE MASTER

Hordelords on the path of the master desire the means to drown their enemies in seas of undeath. Their abilities focus on enhancing their horde to cause their foes to tremble in fear.

True Horde (Ex): At 2nd level, the maximum size of the hordelord's zombie horde increases by 2 zombies and 1 square. At 6th level and every 4 levels thereafter (6th, 10th, 14th, and 18th) the maximum size of the zombie horde increases by an additional 2 zombies and 1 square.

Trampled Underfoot (Ex): At 9th level, the zombie horde gains the trample ability and deals $2d6 + 1\frac{1}{2}$ times the zombie horde's Strength modifier on a successful trample.

Replenishing Horde (Su): At 16th level, twice per day the hordelord can use the ritual to add a new basic zombie to her horde as a standard action, without the need for an onyx gem. At 18th and 20th level, she can use this ability one additional time per day. Other requirements still apply.

PATH OF THE NIGHT

Hordelords of the night focus on the necromantic effects they can inflict upon others, fascinated with the myriad possibilities.

Necrotic Magic (Su): At 2nd level, the hordelord can sacrifice a member of her zombie horde to more easily modify her spells. Whenever the zombie horde is within 30 feet of the hordelord and she casts a spell modified by metamagic, she can choose to divert the sustaining negative energy of a single zombie in her zombie horde to her spell. This destroys the selected zombie, but the metamagic spell does not have the increased casting time it would normally have.

Fellsurge (Su): At 9th level, the hordelord can harness the latent negative energy of her horde in such a way as to enhance her spells. As a swift action, she can command the horde to support her spellcasting. On their next turn, as a full-round action, the zombie horde can focus its negative energy towards the hordelord, increasing the DC of the next spell she casts before the beginning of the zombie horde's next turn by 1. At 14th level, the bonus to the DC of the spell increases to 2, and at 18th level, the bonus to the DC increases to 3. The hordelord must be within 30 feet of the zombie horde to gain the increase to her spell's DC.

Frightful Magic (Su): Whenever the hordelord casts a necromancy spell against a target currently within her horde's chaos of combat, she can choose to cause the target to be shaken unless they succeed at a Will saving throw whose DC is equal to DC of the spell she cast. This effect occurs after the spell is resolved. If the spell does not affect the target, through a saving throw on a spell whose effects are negated, spell resistance, or other effects, the target cannot be shaken by this.

PATH OF THE REAPER

Hordelords that follow the path of the reaper feast upon the fleeting souls.

Reaping (Ex): The hordelord's base attack bonus from hordelord levels is equal to 3/4ths their class level, same as the general for any given level. The hordelord gains Weapon Focus (Scythe) as a bonus feat and starts the game with a scythe.

Deadly Juggernaut (Sp): At 9th level, as a standard action, the hordelord can gain the effects of the *deadly juggernaut*^{UC} spell for a number of minutes per day equal to her hordelord level. This time need not be consecutive, but must be spent in 1-minute increments. The bonuses gained from the spell reset each separate time it is activated.

...What You've Sown (Su): The hordelord's zombie horde becomes a tool of vengeful might. At 16th level, when an enemy attacks and misses the zombie horde, they provoke an attack of opportunity from the horde. For this attack of opportunity, the zombie horde's troop weapon attack has a critical threat range of 19-20/x4.



APPENDIX A: FEATS OF COMMAND

The following feats complement the general and her troop, but are available to all who can meet the prerequisites.

DRILLED MANEUVER (COMBAT)

You've spent many hours with your compatriots in arms practicing the use of certain maneuvers against foes, allowing you to better utilize your overall size to overwhelm your foes.

Prerequisites: Base attack bonus +4, must be a troop, the Improved feat for one combat maneuver (e.g. Improved Sunder or Improved Trip).

Benefit: Select one combat maneuver whose Improved feat you used to qualify for this feat. When using this combat maneuver against a foe, you receive a +1 bonus for each additional square of the troop threatening the foe (maximum +3) on the combat maneuver check against the foe.

EXTRA EXTRAORDINARY TACTIC

You've taught your troop an additional extraordinary tactic.

Prerequisite: Extraordinary Tactic class feature

Benefit: You gain one additional extraordinary tactic. You must meet all of the prerequisites of this extraordinary tactic, including that you cannot select the same extraordinary tactic more than once per four general levels.

Special: You can take this feat multiple times, but it can only be taken once for every five general levels you possess.

FLAGBEARER

When brandishing a flag adorned with the standard of an organization you owe allegiance to, you inspire nearby members of the same allegiance.

Prerequisite: Cha 15

Benefit: As long as you hold your clan, house, or party's flag, members of that allegiance within 30 feet who can see the flag (including yourself) gain a +1 morale bonus on attack rolls made as part of attacks of opportunities, weapon damage rolls made as part of attacks of opportunities, and saving throws against fear effects. You must hold the flag in one hand in order to grant this bonus. If the standard is taken by the enemy or destroyed, this bonus becomes a penalty, affecting all creatures that the bonus previously affected for 1 hour (or until you reclaim the lost flag).

FOCUSED TACTICS

By focusing on your trained tactics, enemies find it harder to concentrate around you.

Prerequisites: Must be a troop, must possess at least 1 extraordinary tactic that grants a swift action.

Benefits: Any round in which you spend a swift action on an extraordinary tactic that requires a swift action, the DCs of the concentration check and Will saving throw as part of chaos of combat increase by +1.

HARASSING COMMANDER (COMBAT)

You are able to take advantages of openings your troops make due to your orders, striking out with your own expertise to further punish your foes.

Prerequisites: At least one other combat feat, at least one teamwork feat, Harryng commander class feature.

Benefit: When using the harrying commander ability, you can apply one other combat feat you possess to the troop's attacks against the enemy. The troop must meet the prerequisites of this feat, but otherwise they use the feat as if they possessed it, and can choose whether or not to use it. The feat must have been one you could've used with the weapon you chose to grant the bonuses of to the troop.

For example, if the troop possessed the Power Attack feat and you had selected a melee weapon for harrying commander, you could grant Improved Sunder to the troop.

IMPEDING CHAOS OF COMBAT (COMBAT)

You and your compatriots in arms are able to direct your miscellaneous attacks better, imposing difficulties on those who would punish your allies.

Prerequisites: Must be a troop.

Benefits: Enemies that fail a DC 20 Will saving throw against your chaos of combat take a -1 penalty on attack rolls made as part of attacks of opportunities until the beginning of your next turn.

IMPROVED HARASSING COMMANDER (COMBAT)

With your guidance, your troop is able to provoke openings in the defenses of your foes, allowing you to overpower the foe.

Prerequisites: At least two other combat feats, base attack bonus +9, Harassing Commander, harrying commander class feature.

Benefit: When using your harassing commander feat, you can apply you two combat feats (other than harassing commander and this one) to your troop's attacks against the enemy. The troop must meet the prerequisites of these feats, but the feats can help the troop meet the prerequisites for each other. All other restrictions of harassing commander still apply.

For example, if the troop possessed the Power Attack feat and you had selected a melee weapon for harrying commander, you could grant both Improved Sunder and Greater Sunder to the troop.

LASTING TACTICS (COMBAT)

The tactics your general has instilled into you and your compatriots in arms last a bit longer than normal when under the general's guidance.

Prerequisites: Base attack bonus +4, must be a troop, general must be able to give the attack troop command, Focused Tactics, troop must possess at least one extraordinary tactic that grants a swift action.

Benefit: When you are under the effects of your general's attack troop command, the benefits of any extraordinary tactic you use that turn last until the end of your next turn.

Special: If you can activate an extraordinary tactic that normally requires a swift action as a move action and does so, its duration is also extended until the end of the your next turn.

LINGERING STRATAGEM

Your brilliance allows your strategies to last a bit longer.

Prerequisite: Int 15, Genius stratagem class feature, at least 3 genius stratagems.

Benefit: The benefits of your genius stratagems continue for 1 round after the duration expires or after you used genius stratagem again. For example, if you use the bulwark genius stratagem on an ally, and only one round has expired, if you used logistical mastery on another ally, the first ally would still benefit from bulwark for one more round.

PREVAILING TACTICS

You and your compatriots in arms have internalized some of the lessons of your general, granting constant access to one of your general's instilled tactics.

Prerequisites: Base attack bonus +14, Focused Tactics, Lasting Tactics, must be a troop, must possess at least 1 extraordinary tactic that grants a swift action.

Benefit: Select a single extraordinary tactic you possess that grants and requires a swift action to use. This extraordinary tactic no longer requires an action on your part to activate, and is considered to always be on. Once chosen, this extraordinary tactic cannot be changed.

SMALL UNIT TEAMWORK

You and your troop have practiced how to best utilize a specific aspect of teamwork.

Prerequisites: Troop class feature, you and your troop must both have at least 1 same teamwork feat.

Benefits: The troop does not have to select you each round for you to gain the benefits of the teamwork feats you both possess.

STRATEGIC LOCATION

You can ascertain and explain the strategic importance of an area to your allies, granting them bonuses for utilizing the terrain.

Prerequisites: Int 13, Genius stratagem class feature.

Benefit: As a standard action, you can designate a single square within 30 feet of you, select one genius stratagem you possess, and tell your allies about the stratagem selected and the strategic importance of the square selected. The next ally, other than yourself or your troop, who moves through the designated square gains the benefit of the genius stratagem as if you had just used the ability on the ally. The ally must have heard and understood the stratagem to gain the benefit from it. If another genius stratagem is in effect, it immediately ends. If no ally enters the square in a minute since you've designated it, the square no longer grants the stratagem. Unlike the normal genius stratagem, this can be used prior to combat, as it relies on surveying the battlefield and identifying opportune locations.

STRATEGIC RETREAT (COMBAT)

When retreating, you are able to slip through your enemies reach easier.

Prerequisite: Dex 13

Benefit: When taking the withdraw action, like the first square you leave, the second square you leave is not considered threatened by any opponent you can see.

WITHHELD STRIKES (COMBAT)

You and your compatriots in arms are able to swarm your foes with precision missing from lesser troops.

Prerequisites: Must be a troop, general must be able to give the swarm troop command.

Benefit: When making a swarm attack, you can choose to exclude any enemies or objects from receiving damage.

GENERALS AND THE LEADERSHIP FEAT

The Leadership feat is already a potent one, granting a powerful cohort to the PC alongside an ever-growing cadre of low-level followers. In some ways that would make it a natural complement to the capabilities of the general class. While not every character with the knack for leadership can master the specialized training and coordination that a general enjoys with her squad, taking this feat can bridge the gap between simply having a sidekick and soldiers or servants and the military science and cunning of a general.

Enhanced Recruitment: The general treats settlements as if they were one size larger for the purpose of squad recruitment, as described in Table 2.

Multiclassed Generals: For the purpose of her squad's base statistics, as described in Table 3, the general's class level is considered to be 4 levels higher than her actual class level, up to a maximum equal to her total character level. This improves the squad's base statistics but does not grant additional strategems, squad tactics, or other class features of the general class.

Swift Replenishment: When the general succeeds on an acquisition check to replenish the hit points of her squad, the squad regains 20% of its maximum hit points, plus 20% for every 5 points by which she exceeds the DC.

APPENDIX B: THE TROOP SUBTYPE

The general class does not utilize a standard troop as part of its class abilities; however, for the sake of clarity the standard troop subtype is presented here for ease of reference. The traits and characteristics of troops described here apply to all troops unless otherwise noted.

Description: The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm, but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules.

Traits: A troop is not subject to flanking, but it is subject to critical hits and sneak attacks if its component creatures are subject to such attacks. Reducing a troop to 0 hit points or fewer causes it to break up, effectively destroying the troop, though the damage taken until that point does not degrade its ability to attack or resist attack.

All troops gain the following traits.

Troop Subtype: A troop is a collection of creatures that acts as a single creature, similar to a swarm, but typically as part of a military unit. A troop has the characteristics of its type, except as noted here. A troop has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single armor class. A troop makes saving throws as a single creature. A single troop occupies a 20-foot-by-20-foot square, equal in size to a Gargantuan creature, though the actual size category of the

troop is the same as that of the component creatures. The area occupied by a troop is completely shape-able, though the troop must remain in contiguous squares to accurately reflect the teamwork of trained military units. A troop has a reach equal to that of the component creatures based on size or armament. A troop can move through squares occupied by enemies and vice versa without impediment, although the troop provokes an attack of opportunity if it does so. A troop can move through any area large enough for its component creatures. The exact number of a troop's component creatures varies, but in general, a troop of Small or Medium creatures consists of approximately 12 to 30 creatures. Larger creatures can form troops, but the area occupied by such a troop should increase proportionally according to the size of the component creatures.

A troop is never staggered or reduced to a dying state by damage.

Immunity to being Tripped or Bull Rushed: A troop cannot be tripped, grappled, or bull rushed, except by area effects that include such effects. A troop can grapple an opponent.

Immunity to Single Target Spells: A troop is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate and multiple target spells such as haste), though it is affected by spells or effects that target an area or a nonspecific number of creatures (such as fireball or mass hold monster).

Vulnerable to Area Effect Spells: A troop takes half again as much damage (+50%) from spells or effects that affect an area. If a troop is rendered unconscious by means of nonlethal damage, it disperses and does not reform until its hit points exceed its nonlethal damage.

Troop Attack: Creatures with the troop subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature within reach or whose space they occupy at the end of their move, with no attack roll needed. A troop's stat block has "troop" in its Melee entry with no attack bonus given. The amount of damage a troop deals is based on its Hit Dice. Unless stated otherwise, a troop's attacks are non-magical. Damage Reduction sufficient to reduce a troop attack's damage to 0 or other special abilities can give a creature immunity (or at least resistance) to the troop's attacks. Some troops also have other special attacks in addition to normal damage. Troops threaten all creatures within their reach or within their area, and attempt attacks of opportunity as normal with their troop attack.

Chaos of Combat: Because of the chaos of combat, spellcasting or concentrating on spells within the area of a troop or within its reach requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a successful DC 20 Will save.

Looting Troops: Although troops are composed of a number of individual creatures, the chaos and destruction of battle means that not all of these creatures' equipment survives the rigors of combat. As a result, parties who wish to claim usable gear or treasure from slain foes treat a troop as a single creature for the purposes of looting.

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