



# PATHFINDER 1E CLASSES

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# ABOUT THIS RESOURCE

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# HOME BREW CLASSES



## BARD VARIANT



### OVERVIEW

A bard can be many things: a showman, a diplomat, a go-to guy, a lover, a fighter, a healer, a king – you name it. What a bard cannot be is confined; there are simply too many marvels to see and too many stories to tell for the bard to hold back. And at higher levels, a bard will not be forgotten, because by then he will know how to inspire and manipulate hearts and minds wherever he goes.

The bard class presents a wonderful flexibility, blending spells and a host of skills with abilities that can help a party as a whole. As a class rooted in Charisma, bards rely on magnetism for their spells, a number of their skills, and for a natural role in the party: that of the face. It is through a bard that many parties make their reputations with high and low. An enterprising Dungeon Master

can use a bard as a walking plot device, gathering adventures and allies wherever they step.

An enterprising player will take advantage of the bard's strengths. Bards can have a lot of social power and more leeway in their interactions. Unlike paladins, bards aren't restricted by a strict code of conduct, and unlike clerics, bards aren't representatives of gods. With a high Dexterity, bards can take advantage of light armor and with a moderate to high Intelligence, they can give rogues a run for their money when it comes to skill points. With their additional skill bonuses, like Lore Master, bards can end up providing more information than most other classes.

Bards can be found nearly anywhere for a reason. They have spells to make travel easier, know-how to find dangerous

dungeons, and influence to make staying in a city quite interesting.

## **RACES**

Nearly all races have their storytellers, musicians and entertainers. Some have encouraged bards more than others, but it is important to remember that appearances can be deceiving – some races simply discourage certain arts in favor of others they deem more worthy. Bards of some type or other can be found in nearly every intelligent race, because even "savage" tribal societies value things that bards can do best.

Of the goodly folk, bards are most often associated with humans, elves and half-elves. Halflings are quite swift of foot and their bards have often been overlooked during important, newsworthy events. Gnomes, likewise, can make great bards; they are hardy and have a few natural tricks up their sleeves. Dwarves have rich storytelling traditions and their bards pass on some of the oldest stories that can be heard, for while dwarves are not as long-lived as elves, they have tended to keep more tightly knit communities in which to retain their ancient folkways.

## **BACKGROUND**

Some bards discover their talents on their own and work their way up to mastery, while others find mentors to teach them particular arts. It is quite common for bards to form troupes or bands in order to have access to more skills and to stage more elaborate shows. It is also common for bards of all kinds to engage in fierce competition with each other, leading to nasty (and sometimes lethal) rivalries.

## **RELIGION & ALIGNMENT**

Bards are exposed to a great number of religions through their travels and in stories. Many bards follow gods of travel, knowledge, poetry, music or thievery but they can also end up following exotic or lesser-known deities. Some bards regularly worship a whole collection of gods out of appreciation, while others just try to get as much help as they can.

Bards can be of any alignment, and that means their approaches to their powers can vary greatly. A lawful good bard might be the epitome of chivalrous manners, holding kingdoms together through diplomacy and acting as a swift messenger. But not all bards are kind or true, and many can make better villains than you'd initially think. A neutral evil bard might be the classic



manipulator, telling people whatever they want to hear in order to get what she wants. A chaotic evil bard could sweep into town like the pied piper and carry loved ones away, to be returned for a price. Whichever way they go, bards are supported and protected by others - and that makes them difficult to disarm.

## MUSICAL INSTRUMENTS

Although some bards inspire others through rhymes, dance, and other methods, many continue to rely on the language of music. Adventuring bards tend to favor portable musical instruments, the sturdier the better. Some possibilities include violins (or other small stringed instruments, like the [rebec](#) and [lyre](#)), horns, rattles, flutes, chimes, drums, triangles, gongs, and tambourines (or the more ancient [sistrum](#)). Musical instruments can gain the benefits of masterwork craftsmanship and they can be enchanted with magical abilities, as well. Summoned instruments (as in the summon instrument spell) are generally mediocre versions that only play for a limited time, so many bards favor permanent versions.

## GEAR & TACTICS

Bards should be lightly armored and should consider carrying a shield, since they do not

suffer from arcane spell failure until they use heavier armor. Since they do not have the hit points or Armor Class to really sit well on the front line, bards should always have good ranged weapons at hand, as well. Bards should invest in at least one masterwork instrument, and any other gear that grants bonuses for relatively little investment. At low levels, things like alchemical acid, bandoleers, and potion belts can give bards extra options for less cash.

Bards should make Knowledge checks often, particularly when they might remember something that can help the group (like the weaknesses and strengths of new creatures). Bards should also consider trying to talk their way into discounts at stores, favors from NPCs, and peace with enemies the party might not want to face. Players should pay attention to their groups, rather than trying to hog the spotlight with these kinds of checks. If you are using my version of the bard, tap into your cohort and followers for extra support.

## SKILL & SPELL

### SUGGESTIONS

Bards do not gain many spells during their careers, so each one counts. A careful player will pay attention to other spellcasters in the party, especially primary casters like

clerics, so their bard does not overlap other characters' repertoires too much. While more healing can be useful, taking heroes' feast when the cleric is more likely to use it cuts down on your other options.

Consider taking some spells from what I think of as the Feats Don't Fail Me Now Package: resistance, expeditious retreat, mirror image, blink or invisibility sphere, dimension door, mislead, and find the path. These will help keep the bard out of harm's way. Spells with the sonic descriptor, like shout, are less likely to be guarded against than fire and electricity spells. Spells like silence can help a bard hobble other spellcasters. Buffing spells like cat's grace can bolster the party and even enhance bonuses from bardic music.

Although bards do not have access to that many damage-inflicting spells, they do get some offensive magic. Do not forget the usefulness of spells such as sleep, blindness/deafness, sound burst, and summon swarm. They also get summon monster spells, which can come in handy despite their short duration. If you are using my version of the bard, consider area effects for the one spell per level you can choose from other lists - and don't forget your encore spell.

Linguistics in Pathfinder is useful not just for deciphering and learning languages but also for

forgeries; putting a few points into it, particularly at early levels, can make comprehend languages far less appealing. It is also worthwhile to keep in mind that bards have the Use Magic Device skill, which is based on Charisma. If a bard spends the maximum number of skill points buying ranks and has a high Charisma, they can utilize all sorts of magical items (divine or arcane) without much risk.

For this variant, start with the Pathfinder rules for the bard, and add or adjust the following:

## CLASS FEATURES

### WEAPON AND ARMOR

#### PROFICIENCY

In addition to the normal range of weapons, the bard is allowed the use of one new martial or exotic weapon every three levels. Bards tend to travel and learn the ways of others – and have an affinity for whatever weapon looks best in their hands.

#### SPELLS

In addition to the normal parameters for bardic spellcasting, the following rules apply:

Bard spells generally come from a special list; however, one spell the bard knows per level can be drawn from any other list. The particular spell must be decided in advance. If the spell is listed for multiple classes at different levels, the lowest level determines the level at which the bard can cast it. (Thus, dispel evil would be a 4th level spell for a bard, as it is for a paladin.)

Upon reaching an even-numbered level, a bard can choose to learn a new spell in place of

one he already knows (instead of waiting every three levels after fifth). The new spell must be of the same level as the one being lost.

#### ENCORE (Sp)

When tapped out of their normal allotment of spells for the day, a bard can cast an echo of any spell they have already used since the last time they rested. They may use this ability once a day at third level, and gain an extra use per day every three levels thereafter.

#### DIE-HARD FANS (Ex)

Upon achieving sixth level, the bard has garnered enough attention to acquire the Leadership feat. Followers are typically admirers, patrons, and aspiring apprentices.

#### TONGUES (Sp)

At tenth level, the bard is able to speak with any creature that has a language, as per the tongues spell (caster level equal to the bard's). This ability is always active.



## BLACKGUARD BASE CLASS



The blackguard is a mockery of all that the blackguard is; she is the essence of a villain and nothing less. She is chosen by the gods for her cruelty and groomed to lead the charge against all that good folks treasure: against fairness, love, and even life itself. As blackguards work to make things better, the blackguard works only to make things better for the god she serves. While some fall into darkness from a great height,

the blackguard starts out on the black path – and serves as the model for all that evil should be.

**Hit Die:** d10

**Alignment:** Blackguards must be lawful evil.

**Skill Points:** 4 + Intelligence modifier

## CLASS FEATURES

### WEAPON AND ARMOR

#### PROFICIENCY

Blackguards are taught to be proficient with all simple and martial weapons, all kinds of armor, and with shields.

#### DETECT GOOD (Sp)

At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

### SMITE GOOD

A blackguard can attempt to smite a good opponent with a normal melee attack. The blackguard adds their Charisma modifier to the attack roll (as long as it is positive) and deals one extra point of damage per level.

### DIVINE WEAPON ACCESS

Blackguards are considered proficient with their deity's favored weapon, regardless of its category.

### **DARK BLESSING (Su)**

A blackguard applies her Charisma modifier (if positive) as a bonus on all saving throws.

### **DEADLY TOUCH (Su)**

Beginning at 2nd level, a blackguard can cause wounds with a successful touch attack. Each day she can deal a total number of hit points of damage equal to her blackguard level x her Charisma bonus. An opponent subjected to this attack can make a Will save (DC 10 + 1/2 blackguard level + blackguard's Cha modifier) to halve the damage dealt.

Alternatively, a blackguard can use any or all of this power to cure damage to undead creatures, just as an inflict wounds spell does. This power otherwise functions identically to the blackguard's lay on hands ability.

### **AURA OF DESPAIR (Su)**

Beginning at 3rd level, a blackguard becomes immune to fear. She also radiates a malign aura that causes enemies within 10 feet of her to take a -4 penalty on all saving throws versus fear effects. This ability functions while the blackguard is conscious, but not if she is unconscious or dead.

### **DIVINE HEALTH (Ex)**

At 3rd level, a blackguard gains immunity to all diseases, including supernatural and magical diseases.

### **REBUKE UNDEAD (Su)**

A blackguard rebukes undead rather than turning undead. She may use this ability a number of times per day equal to 3 + her Charisma modifier. She turns undead as a cleric of three levels lower would.

### **DIVINE BOND (Sp)**

Upon reaching 5th level, a blackguard forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the blackguard to enhance her weapon as a standard action by calling upon the aid of an infernal spirit for 1 minute per blackguard level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon

properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined when the spirit is called and cannot be changed until the spirit is called again. The infernal spirit imparts no bonuses if the weapon is held by anyone other than the blackguard but resumes giving bonuses if returned to the blackguard. These bonuses apply to only one end of a double weapon. A blackguard can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with an infernal spirit is destroyed, the blackguard loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the blackguard takes a –1 penalty on attack and weapon damage rolls.

The second type of bond allows a blackguard to gain the

service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy horse (for a Medium blackguard) or a pony (for a Small blackguard), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as a druid's animal companion, using the blackguard's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a blackguard may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the blackguard's level. The mount immediately appears adjacent to the blackguard. A blackguard can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains the infernal creature simple template and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, a blackguard's mount gains spell resistance equal to the blackguard's level + 11.

Should the blackguard's mount die, the blackguard may not summon another mount for 30 days or until she gains a blackguard level, whichever comes first. During this 30-day period, the blackguard takes

a -1 penalty on attack and weapon damage rolls.

## **CAUSE DISEASE (Sp)**

A blackguard can inflict disease with her touch (as the contagion spell) once per week. She can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, and so forth).

## **SPELLS**

A blackguard is granted the ability to use spells starting at 4<sup>th</sup> level. The blackguard must have a Wisdom score of 10 or more to cast their spells. Their bonus spells are based on their Wisdom score. The saving throws against their spells have a DC of 10 + spell level + the blackguard's Wisdom modifier. The blackguard chooses their spells from a special list (see below and other supplements).

## **STRIKE OF THE DEITY**

Starting at 7<sup>th</sup> level, the blackguard gains the Weapon Focus or Quick Draw feat for their deity's favored weapon. In addition, if the blackguard has chosen to bond with a mount, then their deity's favored weapon is always considered magical when in the blackguard's hands, even if it has not received magical

enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the blackguard wields it.

## **BLACKGUARD SPELL LIST**

Blackguards choose their spells from the following list:

**1<sup>st</sup> level:** *Cause Fear, Corrupt Weapon (as per Bless Weapon), Cure Light Wounds, Curse Water, Detect Poison, Detect Undead, Divine Favor, Doom, Endure Elements, Entropic Shield, Inflict Light Wounds, Protection from Chaos/Good, Read Magic, Resistance, Virtue.*

**2<sup>nd</sup> level:** *Bull's Strength, Darkness, Death Knell, Desecrate, Eagle's Splendor, Endurance, Scare, Shatter, Spiritual Weapon.*

**3<sup>rd</sup> level:** *Bestow Curse, Cure Moderate Wounds, Deeper Darkness, Discern Lies, Dispel Magic, Fear, Heal Mount, Inflict Moderate Wounds, Magic Circle Against Chaos, Magic Circle Against Good, Remove Curse.*

**4<sup>th</sup> level:** *Cure Critical Wounds, Dismissal, Emotion (fear or hate only) Freedom of Movement, Inflict Critical Wounds, Neutralize Poison, Poison, Protection from Elements, Unholy Blight.*

**TABLE: THE BLACKGUARD**

LVL	BASE	FORT	REF	WILL	SPECIAL	SPELLS PER DAY			
						1 <sup>ST</sup>	2 <sup>ND</sup>	3 <sup>RD</sup>	4 <sup>TH</sup>
1	+1	+2	+0	+0	Detect good, smite good 1/day, divine weapon access	-	-	-	-
2	+2	+3	+0	+0	Dark blessing, deadly touch	-	-	-	-
3	+3	+3	+1	+1	Aura of despair, divine health	-	-	-	-
4	+4	+4	+1	+1	Rebuke undead	0	-	-	-
5	+5	+4	+1	+1	Divine bond +1 weapon enhancement 1/day, smite good 2/day	0	-	-	-
6	+6/+1	+5	+2	+2	Cause disease 1/week	1	-	-	-
7	+7/+2	+5	+2	+2	Strike of the deity	1	-	-	-
8	+8/+3	+6	+2	+2	Divine bond +2 weapon enhancement	1	0	-	-
9	+9/+4	+6	+3	+3	Cause disease 2/week, divine bond 2/day	1	0	-	-
10	+10/+5	+7	+3	+3	Smite good 3/day	1	1	-	-
11	+11/+6/+1	+7	+3	+3	Divine bond +3 weapon enhancement	1	1	0	-
12	+12/+7/+2	+8	+4	+4	Cause disease 3/week	1	1	1	-

13	+13/+8/+3	+8	+4	+4	Divine bond 3/day	1	1	1	-
14	+14/+9/+4	+9	+4	+4	Divine bond +4 weapon enhancement	2	1	1	0
15	+15/+10/+5	+9	+5	+5	Cause disease 4/week, smite good 4/day	2	1	1	1
16	+16/+11/+6/+1	+10	+5	+5		2	2	1	1
17	+17/+12/+7/+2	+10	+5	+5	Divine bond +5 weapon enhancement 4/day	2	2	2	1
18	+18/+13/+8/+3	+11	+6	+6	Cause disease 5/week	3	2	2	1
19	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20	+20/+15/+10/+5	+12	+6	+6	Divine bond +6 weapon enhancement, smite good 5/day	3	3	3	3



## COURTESAN NPC CLASS



The courtesan is a heady mixture of grace, education, sex and politics, filling a social niche in noble courts and elite circles. She picks up where the socialite and the prostitute leave off, combining magical and mundane methods to provide the most complete entertainment possible. Those who can maintain a courtesan of their own prove that they have means and refined tastes, and gain powerful social allies. The institution of the courtesan is upheld by the patronage of the rich and the regulation of lawful and neutral societies. Each culture decides the boundaries of courtesan tradition: whether they can be slaves or citizens, male or female, whether they should be trained from birth, and so on. Courtesans usually act as entertainers, diplomats, hostesses, matchmakers, healers, spies, court gossips, and messengers. Their services might be used to pay off debts or as a matter of trade.

Humans, drow, moon elves, sun elves, rock gnomes, half-elves and lightfoot halflings make up the common races of courtesans. These

races also tend to support courtesan systems more often than others. Aasimar and other exotic races may be employed as courtesans due to their unearthly beauty. Dwarves, on the other hand, have nothing to do with the courtesan business, as they use stone and architecture to indicate their wealth. Half-orcs and other races with low Charisma can find no patronage in the market, and no Courtesan Mistress worth her corset would waste her time training them.

**Prerequisite:** Charisma greater than 10

**Alignment:** Any

**Hit Die:** d6

**Class Skills:** Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (Arcana), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nobility), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int).

**Skill Ranks Per Level:** 4 + Int modifier.

## CLASS FEATURES

### WEAPON AND ARMOR PROFICIENCY

Courtesans are proficient with daggers, light crossbows, darts, shortbows, knives, long and short swords, rapiers, scimitars, chakrams, whips, garrotes, lassos, nets, and spiked chains. They are familiar with light armor and with bucklers.

### SPELLS

A courtesan casts arcane spells drawn from the courtesan spell list. She can cast any spell she knows without preparing it ahead of time.

To learn or cast a spell, a courtesan must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a courtesan's spell is 10 + the spell level + the courtesan's Charisma modifier.

Like other spellcasters, a courtesan can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Courtesan. In addition, she receives bonus spells per day if she has a high Charisma score.

Where Table: Courtesan indicates that the courtesan gets 0 spells per day of a given spell level,

she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.

### COURTESAN TALENTS

With time and practice, courtesans can learn or earn a few extra perks related to their position. Unless otherwise stated, a courtesan talent can only be chosen once.

#### ALLURING

A courtesan learns to enhance her natural beauty, gaining one permanent point of Charisma.

#### COURTESAN'S BARGAIN

With a successful Diplomacy check, a courtesan can regularly haggle for a discount on any good or service, so long as it does not involve magical enchantment and the transaction relies on currency. For each point that her roll exceeds the DC, she gets a cumulative 1% off the final price. The courtesan can also bargain to sell gear or services (including her affections) for 1% more for every point that her roll exceeds the DC. She may only roll for a bargain using this talent once per day. This talent can be chosen more

than once, increasing by 1% each time.

### **POISONOUS PASSION (EVIL ALIGNMENT ONLY)**

Some courtesans are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. This talent is rarely taught in good societies, though it is the status quo in evil lands.

### **COURTESAN SPELL LIST**

**0 level:** *Create Water, Daze, Depilatory, Detect Magic, Detect Poison, Enhanced Diplomacy, Ghost Sound, Mending, Message, Open/Close, Prestidigitation, Purify Food and Drink, Read Magic*

**1st level:** *Charm Person, Color Spray, Command, Comprehend Languages, Cure Light Wounds, Detect Charm, Disguise Self, Hypnotism, Sanctuary, Shield, Touch of Gracelessness,*

*Unnatural Lust, Unseen Servant, Youthful Appearance*

**2nd level:** *Aid, Alter Self, Calm Emotions, Cat's Grace, Cure Moderate Wounds, Daze Monster, Delay Poison, Detect Desires, Eagle's Splendor, Enthrall, Hold Person, Perceive Cues, Suggestion, Tongues, Zone of Truth*

**3rd level:** *Adjustable Disguise, Charm Monster, Clairaudience/Clairvoyance, Create Food and Water, Cure Serious Wounds, Glibness, Lover's Vengeance, Pain Strike, Poison, Remove Disease, Slow, Tiny Hut*

**4th level:** *Bountiful Banquet, Contagion, Cure Critical Wounds, Dominate Person, Hold Monster, Neutralize Poison, Nixie's Lure, Rainbow Pattern, Secure Shelter, Sending*

**5th level:** *Command (Greater), Cure Light Wounds (Mass), Dream, Mind Fog, Nightmare, Pain Strike (Mass), Seeming, Suggestion (Mass), Telepathic Bond*

**TABLE: THE COURTESAN**

LVL	BAB	FORT	REF	WILL	SPECIAL	SPELLS PER DAY					
						0	1 <sup>ST</sup>	2 <sup>N</sup> D	3 <sup>RD</sup>	4 <sup>T</sup> H	5 <sup>TH</sup>
1st	+0	+0	+2	+0	Courtesan talent	3	1	—	—	—	—
2nd	+1	+0	+3	+0		3	1	—	—	—	—
3rd	+2	+1	+3	+1		3	2	—	—	—	—
4th	+3	+1	+3	+1		3	2	0	—	—	—
5th	+3	+1	+4	+1	Courtesan talent	3	2	1	—	—	—
6th	+4	+2	+5	+2		3	2	1	—	—	—
7th	+5	+2	+5	+2		3	3	2	—	—	—
8th	+6/+1	+2	+6	+2		3	3	2	0	—	—
9th	+6/+1	+3	+6	+3		3	3	2	1	—	—
10th	+7/+2	+3	+7	+3	Courtesan talent	3	3	2	1	—	—
11th	+8/+3	+3	+7	+3		3	3	3	2	—	—
12th	+9/+4	+4	+8	+4		3	3	3	2	0	—
13th	+9/+4	+4	+8	+4		3	3	3	2	1	—
14th	+10/+5	+4	+9	+4		3	3	3	2	1	—
15th	+11/+6/+1	+5	+9	+5	Courtesan talent	3	3	3	3	2	—
16th	+12/+7/+2	+5	+10	+5		3	3	3	3	2	0
17th	+12/+7/+2	+5	+10	+5		3	3	3	3	2	1
18th	+13/+8/+3	+6	+11	+6		3	3	3	3	2	1
19th	+14/+9/+4	+6	+11	+6		3	3	3	3	3	2
20th	+15/+10/+5	+6	+12	+6	Courtesan talent	3	3	3	3	3	2

## PALADIN VARIANT



My paladin class is the same as that found in the Pathfinder Core Rulebook except as follows:

### CLASS FEATURES

#### DIVINE WEAPON ACCESS

Paladins are considered proficient with their deity's favored weapon, regardless of its category.

#### DOMAIN ACCESS

Instead of taking Mercy at 6th level (and every 3 levels thereafter), the paladin can choose to gain access to one of her deity's domains. If she already has access to domains through another class, this domain is new and additional to her prior repertoire. The paladin benefits from the domain's powers and obtains one domain spell slot for each level of paladin spell she can cast, from 1st on up. If a domain spell is not on the paladin spell list, a paladin can only prepare it in her domain spell slot.

#### STRIKE OF THE DEITY

At 7th level, the paladin gains the Weapon Focus feat for her deity's favored weapon. In addition, her

deity's favored weapon is always considered magical when in the paladin's hands, even if it has not received magical enchantment. If the weapon is already enchanted, then those enchantments apply; if it is not, the weapon is considered a +1 magical weapon so long as the paladin wields it.

#### CELESTIAL COMPANION (SP)

Instead of developing a divine bond at 5th level, a paladin can choose to gain the service and friendship of an outsider who is sympathetic to her cause (usually drawn from the ranks of angels, archons, kami, elementals, or mephits; see the chart below. Companions may never have an alignment that is diametrically opposed to the paladin's). At 7th level and every other level thereafter, the paladin can release her current companion and pray for a new one of a different type, so long as her deity

is willing to intervene and she is powerful enough to draw that kind of help. She can never have more than one celestial companion at a time.

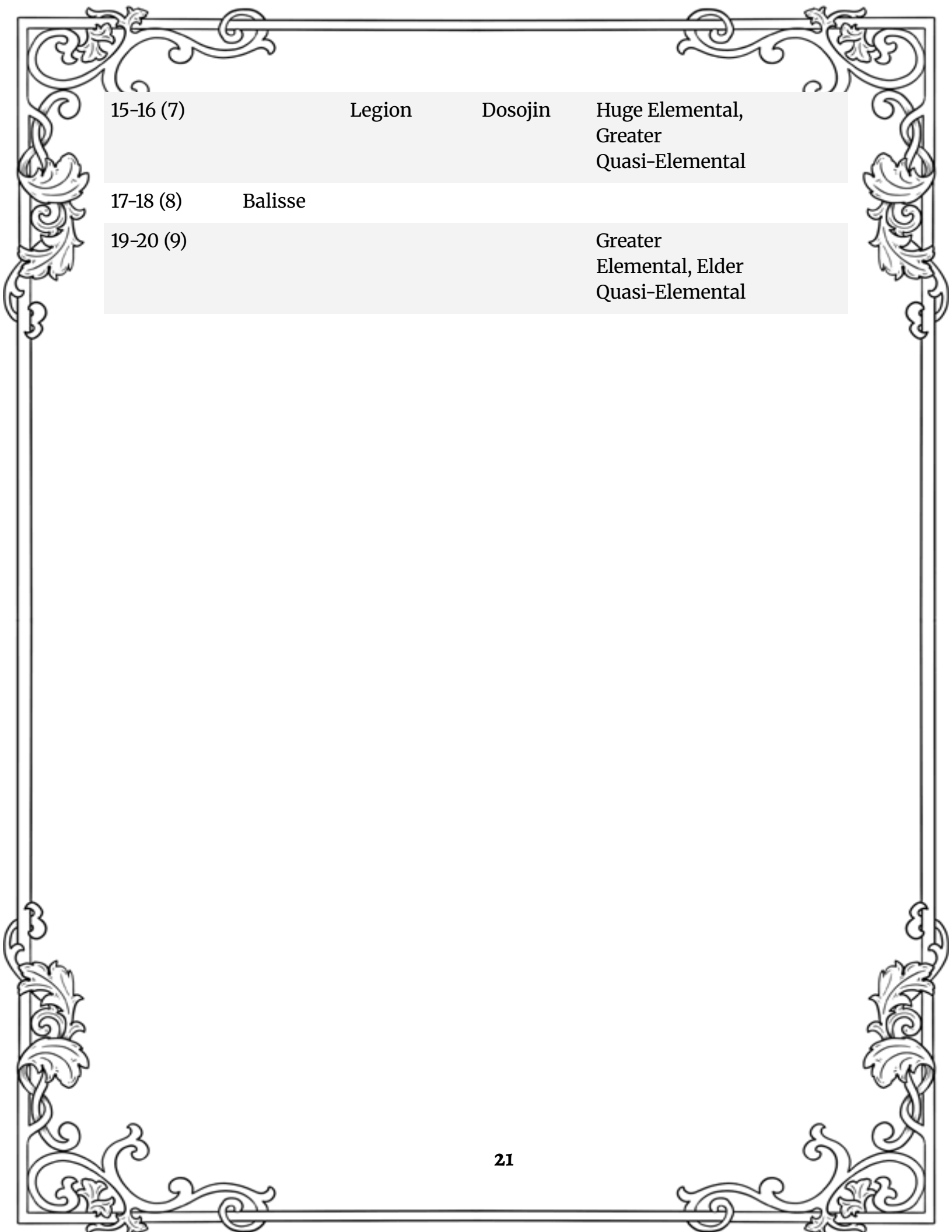
Once per day, as a full-round action, a paladin may magically call her companion to her side as a spell of a level equal to one-third the paladin's level. The companion immediately appears adjacent to the paladin and remains for half an hour per paladin level or until dismissed. A companion will act on the paladin's turn and will generally do as it is asked but has its own will and abilities and can act independently. A paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

Should the paladin's companion die, the paladin may not summon another companion for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a -1 penalty on attack and weapon damage rolls. A paladin who seems like she is about to breach her code of conduct in front of her companion will receive a gentle warning, but a companion will never override the paladin's wishes. If the paladin should fall from grace while her companion is present, it will immediately consider their bargain null and void and will attack the paladin.

**TABLE: CELESTIAL COMPANION TYPE**

PALADIN LVL; (COMPANION CR)	ANGEL	ARCHON	KAMI	ELEMENTAL	MEPHIT
5-6 (2)	Cassian	Harbinger, Lantern	Shikigami		Any
7-8 (3)		Spyglass	Fukujin	Medium Elemental, Large Quasi-Elemental	
9-10 (4)	Dapsara, Iophanite	Hound, Stag			
11-12 (5)		Codex	Kodama	Large Elemental, Huge Quasi-Elemental	
13-14 (6)	Choral				





15-16 (7)	Legion	Dosojin	Huge Elemental, Greater Quasi-Elemental
17-18 (8)	Balisse		
19-20 (9)			Greater Elemental, Elder Quasi-Elemental

## RED WIZARD PRESTIGE CLASS



The Red Wizards are masters of magic and manipulation – and, not coincidentally, they are the masters of Thay. It is not easy to control a slave state, nor is it easy to hold together one of the few evil countries on the face of Faerun, but the Red Wizards do those things and

more with frightening efficiency. Despite such enemies as the Witches of Rashemen and the Simbul, the Red Wizards continue to induct new members into their exclusive ranks and to enrich their country (and themselves) beyond measure.

**Hit Die:** d4

### REQUIREMENTS

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

**Spellcasting:** Ability to cast 3<sup>rd</sup> level arcane spells.

**Race:** Human from Thay.

**Skills:** Knowledge (arcana, history, or planes) 7 ranks, Spellcraft 7 ranks.

**Alignment:** Any non-good.

**Feats:** Must have a total of 3 metamagic or item creation feats.

**Class Skills:** The Red Wizard's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Intelligence modifier.

## CLASS FEATURES

### WEAPON AND ARMOR

#### PROFICIENCY

Red Wizards gain no proficiency in any weapon or armor.

#### SPELLS PER DAY

Red Wizards continue their magical studies at all costs. When a new Red Wizard level is acquired, it stacks with the character's original arcane class for the purpose of determining spells per day and caster level. The Red Wizard does not, however, gain any other benefit a character of that class would have gained.

If a Red Wizard had more than one arcane spellcasting class before they took the prestige class, they must decide to which class they add each level of Red Wizard for the purpose of determining spells per day.

#### ALAKIR'S ARROGANCE

Red Wizards learn to throw their weight around quickly once they survive their initiation, even if they only serve as lackeys to their superiors. Thus, Red Wizards may choose to use Intelligence as the base ability for Bluff, Intimidate, and/or Sense Motive (instead of Charisma

and Wisdom, respectively). Choices are permanent and must be recorded. Additionally, they gain a +2 bonus to Intimidate rolls vs. Thayan nobles, +3 vs. commoners, and +4 vs. slaves. This bonus increases by +1 per level in the Red Wizard prestige class.

#### BARAKIR'S BOON

Scholarly Red Wizards push the sect to study the history of magic and raid sites for arcane spoils. Therefore, at 2nd, 6th, and 8th level, a Red Wizard gains three new spells instead of two.

#### DRAKKIR'S DISCOUNT

The Red Wizards coordinate with guilds, noble houses, and other groups to get the materials they need, and rely on underhanded tactics (like slavery) to get more for less. To this end, Red Wizards of 3rd level and above enjoy an additional 10% off the base price to create magic items, so long as they meet the prerequisites and are able to use the group's resources. This discount increases by 2% per Red Wizard level, plus an extra 1% at 10th, which results in a 25% discount by 10th level.

## NISHKIR'S CONTINGENCY

The monster hunters of the sect know that a wizard should always have an ace up their sleeve, so all members are taught the Inscribe Magical Tattoo feat at 4th level. They also have members who know tattoo magic that is common in the Realms, so learning about different types of enchanted tattoos is easier for them. For further tattoo-related magic, see [Inkantations](#).

## THRASKIR'S DECREE

A Red Wizard of 5<sup>th</sup> level has earned the privilege of leading a

circle of magic, with as many as five participants. Each participant must bear at least one magical tattoo and be a Red Wizard; it is a great taboo to include those outside the sect in a circle. See the Forgotten Realms Campaign Setting (pg. 59) for complete details on circle magic.

## VOSKIR'S VOICE

A Red Wizard of 10<sup>th</sup> level may be the leader of a circle of magic containing up to nine participants.

**TABLE: THE RED WIZARD**

LEVEL	BAB	FORT	REF	WILL	SPECIAL	SPELLS PER DAY
1	0	0	0	2	Alakir's Arrogance	+1 level of wizard
2	1	0	0	3	Barakir's Boon	+1 level of wizard
3	1	1	1	3	Draxkir's Discount	+1 level of wizard
4	2	1	1	4	Nishkir's Contingency	+1 level of wizard
5	2	1	1	4	Thraskir's Decree	+1 level of wizard
6	3	2	2	5	Barakir's Boon	+1 level of wizard
7	3	2	2	5		+1 level of wizard
8	4	2	2	6	Barakir's Boon	+1 level of wizard
9	4	3	3	6		+1 level of wizard
10	5	3	3	7	Voskir's Voice	+1 level of wizard

**Please Note:** Each of the special entries above is named after one of the [ranks of the Red Wizards](#) below zulkir, but does not indicate that any rank is granted at a particular level.