

The Adventuring Sage

A d20 core class by Patric L. Rogers.

“I have cross-referenced historical treatises from three races, a goblin legend, and interview with a dwarfish survivor I conducted myself, transcripts from interrogations with goblin prisoners, and the written biographical journals of the adventurer who cast the final spell.” He gasped to catch his breath.

“And you think that buried in this meadow that used to be a swamp is a *staff of power* that once belonged to a goblin king?” He sighed. “Are you sure this is not some dwarfish greed or your own obsession with goblins?”

“I’m certain it is more. You’re just disappointed there won’t be any ancient traps to circumvent or robbery to commit. Fie on your short-sighted human skepticism. No sense of perspective.”

“Goblins!” shouted the youth as he ran up.

“How many?” asked the man, hefting a shovel as a makeshift club.

“I don’t know!” the boy panted, “A couple. But they’re really scary looking!”

“Oh, just a couple.” the man said disappointed. He had been hoping for a bit of excitement after three weeks digging holes in the ground looking at pottery and bones. “The guards will handle them.”

“Yes,” said a charming voice. The smooth sound emerged from a well-dressed goblin even as the short creature appeared from behind the hill. He had noble bearing and was escorted by the camp guards, who had taken up positions as an honor guard. “We have already met and quickly become fast friends. I am sure we will all be good friends soon. Then you can tell me everything about what you have found.”

Introduction

The Expert NPC class is an excellent choice of class for those who want a greater degree of flexibility in skill choice than that offered by the Rogue class. However, as an NPC class, it is significantly weaker than the other PC classes. This new core class expands and extends the Expert class to its logical conclusion making it viable as a PC class.

This document also adds many new feats which are well-suited to the adventuring sage class, but which can also

be used by many others. A short adventure rounds out this book.

Enjoy!

Chapter 1 – The Adventuring Sage Core Class

A sage is someone who studies a particular field and becomes very proficient in it. The typical sage that studies in libraries, works on potions, or otherwise forms the backdrop of the world takes levels in the Expert NPC class. The adventuring sage is a very active breed of expert that ventures into the field for personal hands-on experience to observe collect and interact with the subjects he studies. Some start as academics and become drawn into adventure, others are born with the adventure bug and get a slow start.

Adventures: Most adventuring sages are passionately driven to learn about specific areas of study. Some are simply driven to learn about everything. They revel in knowledge and the use of their skills. Most have an insatiable wanderlust, but also have a place they call home where they can rest and store their collected treasures. Often, this is a museum or school where they can tell their stories and share their knowledge.

Characteristics: Adventuring sages are skill monsters. No other class has the potential to generate such high skill ratings as an adventuring sage. Their combat abilities are average and most avoid direct confrontation. A determined sage can compete with martial classes with the right feat selection.

Alignment: The studious mindset appeals most to a Lawful alignment. Those of Chaotic alignment rarely have the focus to excel as adventuring sages, although even chaotic mindsets can have a love of learning. Those of good alignment often use their knowledge for the benefit of a community, while those of evil alignment have more selfish motives.

The Adventuring Sage is a PC core class for those that want the open flexibility for skill mastery of the Expert class while still having it balanced against other PC classes.

Religion: Sages tend to worship gods of knowledge, secrets and magic. Some sages have a broader outlook and often find meaning in the churches of adventuring gods, or gods closely related to their own focus, such as the god of thieves for an sage who takes particular enjoyment in archeology for knowledge and plunder.

Background: Most adventuring sages come by the mindset either from a parent, relative or mentor, or grow into it naturally from educational opportunities. Some are entirely self-taught, although these are rare.

Some sages take apprentices. The education procedure tends to be informal and the knowledge passed along is usually ad hoc or extremely specialized, or both.

Schools and universities exist in many areas, particularly large cities, and these often have programs for adventuring sages. These institutions view the sage as an adjunct to other scholarly pursuits such as wizardry.

Races: Just as all intelligent species can produce experts to specialize in certain forms of knowledge or research, so can they produce adventuring sages who apply those teachings to very practical matters.

Classes: Adventuring sages get along well with the traditional academic types such as clerics and wizards. They have less in common with the martial

classes, but appreciate that a good sword can sometimes be tremendously useful when conducting field research.

Game Rule Information

Abilities: The core ability for the sage is Intelligence to generate more skill points which also boosts the core class skills of Craft and Knowledge. Otherwise, the character's best ability score is determined on an individual basis depending on the focus of the character.

Dungeon delvers will benefit from high Strength and Dexterity scores for skills like Climb, Balance and Jump. Observers and educators benefit from high Wisdom and Charisma for skills like Spot, Listen, and Perform. Trackers or investigative types benefit from Wisdom and Charisma for Survival, Diplomacy and Gather Information checks.

Alignment: An adventuring sage can be of any alignment.

Hit Die: d6.

Class Skills

Craft (Int), Knowledge (Int) (all), and Profession (Wis) are class skills for the adventuring sage. The character also chooses any thirteen additional skills to be class skills. These skills are generally linked thematically to represent the areas of interest of the sage, but there is no

Table: the Adventuring Sage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Notes
1st	+0	+0	+0	+2	Bonus feat
2nd	+1	+0	+0	+3	Emphasis on skill
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	Bonus feat, synergistic knowledge +1
5th	+3	+1	+1	+4	Jack of trades (untrained skill usage)
6th	+4	+2	+2	+5	Emphasis on skill
7th	+5	+2	+2	+5	
8th	+6/+1	+2	+2	+6	Bonus feat, synergistic knowledge +2
9th	+6/+1	+3	+3	+6	Jack of trades (Knowledge skills)
10th	+7/+2	+3	+3	+7	Emphasis on skill
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Bonus feat, synergistic knowledge +3
13th	+9/+4	+4	+4	+8	Jack of trades (skill mastery)
14th	+10/+5	+4	+4	+9	Emphasis on skill
15th	+11/+6/+1	+5	+5	+9	
16th	+12/+7/+2	+5	+5	+10	Bonus feat, synergistic knowledge +4
17th	+12/+7/+2	+5	+5	+10	Jack of trades (class skills)
18th	+13/+8/+3	+6	+6	+11	Emphasis on skill
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	Bonus feat, synergistic knowledge +5

need for them to have anything in common, especially for those with little or no formal training.

Skill Points at 1st Level: (8 + Int modifier) x4.

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

The following is a class feature of the adventuring sage class.

Weapon and Armor Proficiency: The adventuring sage is proficient in the use of all simple weapons, one martial weapon of choice, light armor and shields (except tower shields).

Bonus Feats: Every four levels and at 1st level, the adventuring sage gains a bonus feat. The character chooses any General feat for which the sage meets the prerequisites.

Emphasis on Skill: The sage gains a bonus feat chosen from the following list. This feat represents the sage's continuing dedication to skill enhancement.

Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Break Skill Limit*, Deceitful, Deft Hands, Diligent, Endurance, Expanded Education*, Greater Skill Focus*, Improved Skill Focus*, Investigator, Magical Aptitude, Natural Performer*, Negotiator, Nimble Fingers, Open Minded*, Persuasive, Self-sufficient, Skill Focus, Stealthy, Suspend Feat Prerequisite*, Suspend Prestige Class Prerequisite*, Track, Trap Detection*, Urban Tracking*, Virtuoso*.

* See Chapter 2.

The GM is encouraged to include other feats from other sources that generally improve skill checks, make the character a better, more versatile explorer, and otherwise have little direct impact on combat.

Skill Mastery: Instead of a bonus feat, an adventuring sage of 10th level or higher can choose Skill Mastery. She becomes so certain in the use of choice skills that she can use them reliably even under adverse conditions.

Upon gaining this ability, she selects a number of skills equal to 3 + her Intelligence modifier. When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so. An adventuring sage may gain this special ability multiple times, selecting additional skills for it to apply to each time. The sage cannot choose skills that do not allow a character to take 10, such as Use Magic Device.

Synergistic Knowledge: By definition, an adventuring sage has an inquisitive mind that sees the world differently than others. The mind hungers for knowledge and constantly plays with new ideas and perspectives, a natural trait that is enhanced by the special training of an adventuring sage. The 4th-level

adventuring sage gains a synergy bonus to all skills in which he has 5 or more ranks as the pool of knowledge begins to compliment itself in new and creative ways. The benefits of synergistic knowledge overlap and do not stack.

At 4th level, the sage gains a +1 bonus to all skills with 5 or more ranks.

At 8th level, the sage gains a +2 bonus to all skills with 8 or more ranks.

At 12th level, the sage gains a +3 bonus to all skills with 11 or more ranks.

At 16th level, the sage gains a +4 bonus to all skills with 14 or more ranks.

At 20th level, the sage gains a +5 bonus to all skills with 17 or more ranks.

Jack of Trades: Even more than the bard or rogue, the adventuring sage is the dabbler in all skills and master of few.

At 5th level the sage can use all skills except Knowledge skills untrained even if he has no skill ranks.

At 9th level the sage can use Knowledge skills untrained even if he has no skill ranks.

At 13th level the sage gains Skill Mastery as if he had taken it using one of his bonus feats.

At 17th level the sage can Take 10 on any of his sage class skills as if he had Skill Mastery with them. If he has previously taken Skill Mastery with any of these skills, he may choose new skills to apply the skill mastery to, not losing any benefit from that ability.

Epic Adventuring Sage

Hit Die: d6

Skill Points at Each Additional Level: 8 + Int modifier

Epic Skill Emphasis: The epic adventuring sage gains a bonus feat every four levels after level 18, chosen from the list presented in class description. The following feats are added to this list: Epic Endurance, Epic Reputation, Epic Skill Focus, Improved Low-light Vision, Legendary Climber, Legendary Leaper, Legendary Rider, Legendary Tracker, Perfect Health, Polyglot. The GM is encouraged to include other feats from other sources that generally improve skill checks, make the character a better, more versatile explorer, and otherwise have little direct impact on combat.

Bonus Feats: The epic adventuring sage gains a bonus feat every four levels after 20th. The choice of feats is any Epic or General feat for which the character qualifies.

Synergistic Knowledge: The skill synergy class feature continues to progress. Each four levels beyond level 20, the maximum Synergy bonus increases +1, and the ranks to gain full benefit increases +3.

Table: The Epic Adventuring Sage

Adventuring Sage Level	Special
21st	—
22nd	Epic Skill Emphasis
23rd	—
24th	Bonus Feat, Synergistic Knowledge +6 (20 ranks)
25th	—
26th	Epic Skill Emphasis
27th	—
28th	Bonus Feat, Synergistic Knowledge +7 (23 ranks)
29th	—
30th	Epic Skill Emphasis

Playing an Adventuring Sage

The adventuring sage is driven by a passion for learning and development of his skills. He is curious about the world and believes the best way to spend life is by experiencing it. Most are wanderers and explorers

The focus of the adventuring sage is in the very high skill values that can be attained with the large number of skill points, the skill-boosting bonus feats and the synergistic knowledge class feature. An adventuring sage should choose a few skills to build a theme around and push those to very high levels. There can be a lot of overlap with the rogue, bard and ranger classes if one chooses the themes of “trapfinder”, “performer” or “tracker.” Even so, a focused adventuring sage can excel at these themes better.

A few levels of the adventuring sage class, like a few levels of fighter, can add substantially to another class with bonus feats, plenty of skill points and good Will saves. Four levels of adventuring sage, in addition to adding three bonus feats and skill points, grants a synergy bonus to all skills with as little as five ranks.

Adventuring sages, who generally appreciate the mastery of a skill or craft, can get along with members of any other class. They tend to have more in common with bards, clerics, rangers, rogues and wizards, all of whom usually have something they frequently focus their mental energy on, are generally studious types, or both. While they have less in common with the martial classes, not being powerful warriors (although an adventuring sage can make an effective warrior with the right feat selections), they can appreciate the intense focus and study required to become effective warriors.

Combat: The adventuring sage has average fighting skills and combat abilities. These can easily be

expanded with good feat selection, and a combat focused adventuring sage can compete with many martial classes with choices such as Armor Proficiency, Weapon Focus, Dodge, Mobility, Point Blank Shot, etc. Generally, however, a player is better off choosing a few levels of one of the martial classes to gain these benefits.

More typically an adventuring sage will have skills that allow a party to avoid combat such as stealth skills, diplomacy skills, or very high Spot and Listen checks. Alternately, an adventuring sage with the right skills and plenty of wands and scrolls can substitute extremely effectively for a cleric, druid or wizard. A wand of *positive energy burst** and a *wand of cure moderate wounds* got a long way to helping a party live without a proper cleric.

Advancement: As noted, the sage works best with a focus and maxing out skill values in that focus. The high number of skill points and synergistic knowledge class feature encourage spreading out the rest of the skill points, so mid- and high-level sages will often have a much wider set of skills than most classes, and actually still have good skill values due to the bonus feats and synergistic knowledge.

Daily Life: Daily life for an adventuring sage usually involves being on an expedition, planning an expedition, seeking funding for an expedition, or enjoying the fruits of a successful expedition.

Planning the expedition involves gathering information, generally a combination of rumors, gossip and recorded accounts found in dusty tomes or on old maps. Successful sages can attract patrons who will fund expeditions and sometimes hire the sage providing goals and information.

The fruits of a successful expedition might be enjoyed quietly by the sage and a few friends, or might go on public exhibit or display. Sometimes the expedition is for a patron who takes the glory and the sage gets little beyond the satisfaction of a goal accomplished.

Organization: Adventuring sages tend to be individualistic, and can come from any background and have such diverse skill sets the class as a whole does not have any common organizations. Martial sages join martial guilds. Trapbreaker and larcenous sages join thieves' guilds. Academic sages join churches, universities or wizard colleges.

Adventuring Sages in the World

Scholars and vagabonds, merchants and archaeologists. Adventuring sages, while uncommon, are everywhere, collecting information and learning new things.

Experts hang around in towns, or hire out as assistants to adventuring parties on a very specific and

limited basis. Adventuring sages prefer to risk their lives in the field, exploring, expanding the frontiers of knowledge, or just pushing their own minds and bodies to test their limits.

In most towns or cities, an expert NPC will suffice.

Chapter 2 – Rules You Can Use

Skills

Autohypnosis (WIS; Trained Only)

You have trained your mind to gain mastery over your body and the mind's own deepest capabilities.

Check: The DC and the effect of a successful check depend on the task you attempt.

Task	DC
Ignore caltrop wound	18
Memorize	15
Resist dying	20
Resist fear	Fear effect's DC
Tolerate poison	Poison's DC
Willpower	20

Ignore Caltrop Wound: If you are wounded by stepping on a caltrop, your speed is reduced to one-half normal. A successful Autohypnosis check removes this movement penalty. The wound doesn't go away—it is just ignored through self-persuasion.

Memorize: You can attempt to memorize a long string of numbers, a long passage of verse, or some other particularly difficult piece of information (but you can't memorize magical writing or similarly exotic scripts). Each successful check allows you to memorize a single page of text (up to 800 words), numbers, diagrams, or sigils (even if you don't recognize their meaning). If a document is longer than one page, you can make additional checks for each additional page. You always retain this information; however, you can recall it only with another successful Autohypnosis check.

Resist Dying: You can attempt to subconsciously prevent yourself from dying. If you have negative hit points and are losing hit points (at 1 per round, 1 per hour), you can substitute a DC 15 Autohypnosis check for your d% roll to see if you become stable. If the check is successful, you stop losing hit points (you do not gain any hit points,

however, as a result of the check). You can substitute this check for the d% roll in later rounds if you are initially unsuccessful.

Resist Fear: In response to any fear effect, you make a saving throw normally. If you fail the saving throw, you can make an Autohypnosis check on your next round even while overcome by fear. If your autohypnosis check meets or beats the DC for the fear effect, you shrug off the fear. On a failed check, the fear affects you normally, and you gain no further attempts to shrug off that particular fear effect.

Tolerate Poison: You can choose to substitute an Autohypnosis check for a saving throw against any standard poison's secondary damage or effect. This skill has no effect on the initial saving throw against poison.

Willpower: If reduced to 0 hit points (disabled), you can make an Autohypnosis check. If successful, you can take a normal action while at 0 hit points without taking 1 point of damage. You must make a check for each strenuous action you want to take. A failed Autohypnosis check in this circumstance carries no direct penalty—you can choose not to take the strenuous action and thus avoid the hit point loss. If you do so anyway, you drop to -1 hit points, as normal when disabled.

Action: None. Making an Autohypnosis check doesn't require an action; it is either a free action (when attempted reactively) or part of another action (when attempted actively).

Try Again: Yes, for memorize and willpower uses, though a success doesn't cancel the effects of a previous failure. No for the other uses.

Synergy: If you have 5 or more ranks in Concentration, you get a +2 bonus on Autohypnosis checks.

Feats

Additional Favored Class [General]

The character is more adept at combining different talents than most members of his race.

Benefits: Choose a character class, such as ranger. The chosen class is treated as a favored class for the purpose of determining whether the character takes an experience point penalty for multiclassing.

Normal: Without this feat, if any class other than the character's racial favored class is two or more levels lower than his highest-level class, he takes a -20% penalty to XP earned for each class that is not within one level of his highest-level class.

Special: A character may take this feat multiple times. Each time he takes the feat, it applies to a new class.

Armor Focus [General]

You move around in a certain type of armor without effort.

Prerequisite: Proficient with armor, base attack bonus +1 or higher

Benefit: Choose one kind of armor such as chain mail or splint mail. When wearing the specified type of armor it inflicts 1 less skill penalty and the maximum Dex bonus is raised by one. This cannot reduce the penalties to below zero.

Special: A character can gain this feat multiple times. The effects does not stack. Each time the feat is taken, it applies to a new kind of armor.

Armored Evasion (Heavy) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 15+, Wis 15+, evasion class ability, Armored Evasion (Medium).

Benefits: The character can use her evasion class feature while wearing no armor, light armor, medium armor, or heavy armor.

Special: A fighter may take Armored Evasion (Heavy) as one of her fighter bonus feats.

Armored Evasion (Medium) [General]

The character has learned advanced evasion techniques.

Prerequisites: Dex 13+, Wis 13+, evasion class ability.

Benefits: The character can use his evasion class feature while wearing no armor, light armor or medium armor.

Special: A fighter may take Armored Evasion (medium) as one of his fighter bonus feats.

Augmented Dispelling [General]

The character has spent a great deal of time studying the structure of magic and has learned special techniques for breaking spells.

Prerequisites: Spellcraft 6 ranks.

Benefits: The character gains a bonus to dispel magic checks. With this bonus, the caster may exceed normal level based restrictions. The bonus for *dispel magic* is +2 (max +12), and *greater dispel magic* is +4 (max +24).

Beautiful Voice [General]

The character has a voice that charms and soothes those around her.

Prerequisites: Cha 13+

Benefits: If the character has at least one minute of time to spend using her voice, she gains a +2 circumstance bonus to Charisma based skill checks that use her voice such as Perform (sing), Diplomacy, Gather Information, etc. This is a sonic effect that is usually language-dependent (GM's discretion if it is not language-dependent, e.g. some forms of singing).

Break Skill Limit [General]

The character has exceptional natural talent with a particular skill.

Prerequisites: Wis 13+

Benefits: Choose one skill. The character's maximum skill ranks for that skill are increased by +3. For class skills, the new limit is (HD+6), for cross-class skills the new limit is ((HD+3)/2+3). This feat does not grant additional skill points, it only increases the limit of points that may be spent on a single skill.

Special: This feat may be selected more than once. Each time it is selected it applies to a different skill.

A GM needs to be careful about allowing Break Skill Limit into a game because it can change access to prestige classes, feats or other features. For example, a human Fighter 2, Ranger 2 with Break Skill Limit (Hide, Move Silently) can meet all the prerequisites for the Shadowdancer prestige class – and thus enter the class – starting at character level 5, three levels earlier than the designers of that prestige class might have intended.

Epic Skill Focus [Epic]

Choose a skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: The character gains a +10 bonus on all skill checks with that skill.

Special: A character can gain this feat multiple times. This stacks with other feats in the Skill Focus tree except itself. The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Expanded Education [General]

The character has additional schooling beyond the normal training associated with her class and profession.

Benefits: The character gains additional skills as class skills. After acquiring this feat, these skills are always treated as class skills, beginning with the level when the character takes this feat.

Choose one of the following to be the benefit granted by this feat:

- Craft (all skills taken individually)
- Knowledge (all skills taken individually)
- Perform (all skills taken individually)
- Profession (all skills taken individually)
- Any two skills not listed above

Special: A character can always take this feat at 1st-level representing an extraordinary education in his youth. If a PC wants to gain this feat after 1st-level, the GM may require that the character seek special training from a school or master (including another PC), or

The skills gained from the Expanded Education feat are class skills. This has strong implications for high level adventuring sages.

otherwise have unusual and extraordinary life experiences to explain the additional education.

This feat may be taken more than once, and applies to different skills each time it is taken.

Extra Smite [General]

Prerequisites: Base Will save +3, supernatural ability to smite.

Benefits: With this feat, a paladin able to *smite evil*, cleric with the Destruction domain, celestial or fiendish creature, or some other creature with the smite power may make 2 extra smite attacks per day.

Greater Skill Focus [General]

Choose a skill.

Prerequisites: 15 ranks in the chosen skill.

Benefit: The character gains a +5 bonus with the chosen skill. This stacks with other feats in the Skill Focus tree except itself. The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Hit Die Boost [General]

The character is tougher than normal.

Prerequisites: Base Fortitude +1 or better.

Benefit: The character's racial and class hit dice are all increased one die size; d4 becomes d6, d6 to d8, d8 to d10, and d10 to d12. A character who would roll 1d12 for hit points (when taking a level in barbarian, for instance) rolls 1d12+2.

If taken at 1st level, the character gains maximum hit points using the new die type. If taken after 1st level, all the character's hit dice are enlarged retroactively, but the character does not get to reroll those dice. Instead, add +1 hit point per hit die the character had before taking this feat (representing the average difference between the original die size and the new die size).

Improved Skill Focus [General]

Choose a skill.

Prerequisites: 8 ranks in the selected skill.

Benefit: The character gains a +4 bonus to skill checks with the chosen skill. This stacks with other feats in the Skill Focus tree except itself. The character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a new skill.

Improved Trap Sense [General]

The character's study or intuitive understanding of structure and design enhances her preternatural sense of danger from traps.

Prerequisites: Knowledge (architecture and engineering) 5 ranks, Trap Sense feat or Trap Sense class ability.

Benefit: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps for each 5 full ranks of Knowledge (engineering and architecture).

Trap sense bonuses stack.

Natural Performer [General]

The character has a natural ability to read an audience and flair for delivering a memorable performance.

Benefit: The character gains a +1 bonus to all Perform skill checks.

Open Minded [General]

The character is naturally able to reroute his memory, mind, and skill expertise.

Benefit: The character immediately gains an extra 5 skill points. He spends these skill points as normal. If he spends them on cross-class skills, they count as 1/2 ranks. He cannot exceed the normal maximum ranks for his level in any skill.

Special: A character can gain this feat multiple times. Each time, he immediately gains another 5 skill points.

Skill Focus [General]

Choose a skill.

Benefit: The character gets a +3 bonus on all checks involving that skill.

Special: The character can gain this feat multiple times. This stacks with other feats in the Skill Focus tree except itself. Each time the character takes the feat, it applies to a new skill. The Skill Focus tree is Epic Skill Focus, Greater Skill Focus, Improved Skill Focus, and Skill Focus.

Spontaneous Domain Casting [General]

The cleric has the ability to spontaneously cast domain spells.

Prerequisite: Ability to select and cast spells from a spell domain, Spellcraft 7 ranks.

Benefit: Choose one domain. The caster can spontaneously cast spells from that domain by sacrificing a non-domain spell slot one or more levels higher. If the chosen domain has a granted power usable a limited number of times per day, the character can use it one additional time by spontaneously losing a spell slot of 3rd level or higher. Use of this feat is part of the spell casting action.

Suspend Prestige Class Prerequisite [General]

Prerequisite: Character level 7+.

Benefit: Choose one prestige class, and one requirement of that class, excluding Special requirements. The character is considered to fulfill this requirement for entry into that class. This feat does not grant special use of any class features that also depend on that requirement.

Suspend Feat Prerequisite [General]

Benefit: Choose one feat, and one prerequisite of that feat except BAB, class or level. The character is considered to fulfill this prerequisite for that feat and any feats in that feat tree. This feat does not grant special use of any features that also depend on that prerequisite.

Example: Onyx Warhammer chooses Suspend Feat Prerequisite (Two-Weapon Fighting, Dex 15+) so she can take and use the Two-Weapon Fighting feat even though her Dexterity is only 11.

Trap Sense [General]

The character gains an intuitive sense that alerts her to danger from traps.

Prerequisite: Knowledge (architecture and engineering) 2 ranks, Search 3 ranks

Benefits: The character gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

She also gains a +1 unnamed bonus to all Search checks.

Trap sense bonuses stack.

Trap Detection [General]

The character has trained to find and disable traps of all kinds.

Prerequisite: Search 3 ranks, Disable Device 3 ranks.

Benefits: A character with this feat can use the Search skill to locate traps when the task has a Difficulty Class higher than 20 just like a rogue.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

A character with this feat can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

The character who beats a trap’s DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

This feat is of no benefit to characters that already have the trapfinding ability and is for those characters that want to find and remove traps without taking a level of rogue.

Urban Tracking [General]

The character can track down the location of missing persons or wanted individuals within communities.

Benefit: To find the trail of an individual or to follow it for 1 hour requires a Gather Information check. You must make another Gather Information check every hour of the search, as well as each time the trail becomes difficult to follow, such as when it moves to a different area of town.

The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the conditions.

If you fail a Gather Information check, you can retry after 1 hour of questioning. The GM should roll the number of checks required secretly, so that the player does not know exactly how long the task will require.

Normal: A character without this feat can use Gather Information to find out information about a particular individual, but each check takes 1d4+1 hours and does not allow effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on Gather Information checks to use this feat.

Community Size	DC	Checks Required
Thorp, hamlet, or village	5	1d3
Small or large town	10	1d4+1
Small or large city	15	2d4
Metropolis	20	2d4+2

Conditions	DC Modifier
Every three creatures in the group being sought	-1
Every 24 hours party has been missing/sought	+1
Tracked party “lies low”	+5
Tracker party matches community's primary racial demographic	+2
Tracked party does not match community's primary or secondary racial demographic	-2

You can cut the time between Gather Information checks in half (to 30 minutes per check rather than 1 hour), but you take a -5 penalty on the check.

Virtuoso [General]

The character has rare artistic insight.

Prerequisite: Wis 13+

Benefit: The character gains a +1 bonus to all Perform (keyboard instruments), Perform (percussion instruments), Perform (string instruments), Perform

(wind instruments), Perform (sing), Craft (calligraphy), Craft (painting), and Craft (tattoo) checks.

Magic Spells

Positive Energy Burst

Conjuration/Summoning

Level: Cleric 2, Sorcerer/Wizard 2

Components: V, S, M, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Several vulnerable creatures within a 10-ft.-radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Developed by the undead-hating necromancer Vandala Skye as a consequence of her research into methods for destroying undead. Skye has used this effectively when blasting apart the minions of powerful undead, as such minions are typically a mixture of living and undead. Skye has shared this spell with only a few other wizards.

Game Effects

This spell draws forth an instantaneous burst of positive energy causing 2d6 + 1/level (maximum +10) damage to all creatures in the burst. Creatures especially vulnerable to positive energy (like undead) take double damage.

Material Component: A gold coin or disk that has had positive energy channeled into it by a cleric or paladin (“turned”).

Magic Items

Auto-loading Weapon Enhancement

This weapon enhancement for crossbows, slings, and similar weapons makes the weapon self-loading; it automatically generates new ammunition and prepares itself to be used again. The ammunition has no special properties. The user can unload the ammunition to load special ammunition as a move action; the weapon readies itself normally after the ammunition is used. The user can unload the weapon for storage; it loads and prepares itself the next time it is readied.

Moderate conjuration; CL 7th; Craft Magic Arms and Armor, *haste*, *minor creation*; Price +1 bonus.

Chapter 3: Sample Characters

Valles Singari

Human Adventuring Sage 10: CR 10, ECL 10; Medium Humanoid (human); HD 10d6 +3; hp 41; Init +4 (feat); Spd 30 ft.; AC 20, touch 10, flat-footed 20 (+6 armor, +4 shield); BAB/Grapple +7/+6; Atk +7 melee (1d8 S, 19-20/x2, longsword), or +7 ranged (1d8 P, 19-20/x2, 80 ft., crossbow); Full Atk +7 melee (1d8 S, 19-20/x2, longsword), or +7 ranged (1d8 P, 19-20/x2, 80 ft., crossbow); SQ synergistic knowledge +2; AL LE; SV Fort +3, Ref +3, Will +8; Str 9, Dex 10, Con 11, Int 14, Wis 9, Cha 12.

Skills and Feats:

Appraise +5, Concentration +12 [10], Decipher Script +14 [10], Knowledge (arcana) +14 [10], Knowledge (geography) +8 [5], Knowledge (nature) +8 [5], Knowledge (religion) +8 [5], Knowledge (local) +8 [5], Knowledge (history) +8 [5], Spot +11 [8], Listen +11 [8], Craft (woodcarving) +8 [5], Profession (shipbuilding) +6 [6], Climb +11 [8], Swim +14 [11], Autohypnosis +6 [6], Gather Information +3, Diplomacy +3, Sense Motive +1, Speak Language (Auran, Celestial, Draconic, Elf, Dwarf, Goblin, Infernal, Orc), Spellcraft +21 [13], Use Magic Device +28 (+32 with scrolls) [16]; Skill Focus (use magic device), Improved Skill Focus* (use magic device), Break Skill Limit* (use magic device), Magical Aptitude, Skill Focus (appraise), Toughness, Alertness, Negotiator, Athletic, Improved Initiative, Iron Will

SA-Synergistic Knowledge: The 8th level adventuring sage gains a +1 synergy bonus to all skills with 5 or more ranks, and +2 to all skills with 8 or more ranks.

Possessions: *chain shirt* +2; *heavy wood shield* +2; *longsword* +1 (*frost*); *handy haversack*; light crossbow; 10 bolts; 50' rope; 20,000 gp worth of scrolls and wands; *wand of cure moderate wounds* [20ch]; *wand of magic missiles* (CL5) [20ch]; *scroll of bull's strength* (x3); *scroll of eagle's splendor* (x3)

Background: Singari grew up in a port city helping build ships on the docks and hearing the stories of sailors and adventurers. He fell in love with the idea of magic and the beautiful magic devices that so many of the adventurers owned and wore proudly. A rogue took him under her wing and he discovered his amazing talent for languages, scrolls and magic items.

Singari is focused on the Use Magic Device skill. By selecting the appropriate feats and skills, the combined bonuses push his Use Magic Device skill so high that the only time he really risks blowing a roll is if he tries using a scroll with a caster level of 14 or higher (when a “2” fails).

Gehenna Yurlthron

Gehenna is a warrior.

Half-Elf Adventuring Sage 12: CR 12, ECL 12; Medium Humanoid (elf); HD 12d8 +24; hp 80; Init +2 (Dex); Spd 20 ft. (armor); AC 21, touch 12, flat-footed 19 (+2 Dex, +7 armor, +2 shield); BAB/Grapple +9/+12; Atk +13 melee (1d6+4 S, 20/x2, 10 ft, throwing axe), or +12 ranged (1d10 P, 19-20/x2, 120 ft., crossbow); Full Atk +13/+8 melee (1d6+4 S, 20/x2, 10 ft., throwing axe), or +12 ranged (1d10 P, 19-20/x2, 120 ft., crossbow); SQ synergistic knowledge +3, low-light vision; AL CG; SV Fort +6 (+7), Ref +6 (+7), Will +7 (+8); Str 16, Dex 14, Con 14, Int 13, Wis 8, Cha 10.

Yurlthron demonstrates that a tightly focused adventuring sage can make an effective warrior.

Skills and Feats: Climb +10 [6], Craft (armorsmith) +11 [8], Craft (weaponsmith) +11 [8], Diplomacy +9 [6], Gather Information +4 [0], Handle Animal +6 [5], Heal +1 [0], Hide +20 [15], Knowledge (local) +11 [8], Knowledge (nature) +10 [6], Knowledge (religion) +5 [4], Knowledge (the planes) +7 [5], Listen +12 [10], Move Silently +17 [12], Ride +16 [10], Spot +12 [10], Survival +19 [15], Swim +10 [7]; Armor Proficiency (medium), Cleave, Combat Expertise, Diehard, Dodge, Endurance, Hit Die Boost, Martial Weapon Proficiency (throwing axe), Mobility, Power Attack, Self-Sufficient, Spring Attack, Track.

SA-Synergistic Knowledge: The 12th level adventuring sage gains a +1 synergy bonus to all skills with 5 or more ranks, +2 to all skills with 8 or more ranks, +3 to all skills with 11 or more ranks.

Gehenna Yurlthron's Adventuring Sage class

skills are: Climb, Concentration, Craft, Diplomacy, Handle Animal, Heal, Hide, Intimidate, Knowledge, Listen, Move Silently, Profession, Ride, Spot, Survival, Swim

wisdom; cloak of resistance +1; masterwork heavy crossbow; 10 bolts +1; heavy warhorse; masterwork heavy steel shield; masterwork morninstar; handy haversack

Gallen Silvernail

Gallen is a craftsman who adventures for the thrill of discovering antiquities and bits of history.

Dwarf Adventuring Sage 5: CR 5, ECL 5; Medium Humanoid (dwarf); HD 5d6 +5; hp 21; Init -1 (Dex); Spd 20 ft.; AC 12, touch 9, flat-footed 12 (-1 Dex, +3 armor); BAB/Grapple +3/+3; Atk +3 melee

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(1d8 P, 20/x3, spear), or +2 ranged (1d8 P, 20/x3, 20 ft., spear); Full Atk +3 melee (1d8 P, 20/x3, spear), or +2 ranged (1d8 P, 20/x3, 20 ft., spear); SQ synergistic knowledge +1; AL LG; SV Fort +2, Ref +0, Will +3; Str 10, Dex 8, Con 13, Int 12, Wis 9, Cha 12.

Skills and Feats: Appraise +11 [8], Craft (armor smithing) +5 [2], Craft (gem cutting) +9 [5], Craft (painting) +3 [2], Craft (stone carving) +9 [5], Craft (weapon smithing) +5 [2], Decipher Script +9 [5], Diplomacy +13 [7], Disable Device +4 (+6) [3], Knowledge (arcana) +3 [2], Knowledge (architecture and engineering) +3 [2], Knowledge (geography) +3 [2], Knowledge (local) +3 [2], Knowledge (religion) +3 [2], Open Lock +7 (+9) [5], Search +8 [6], Sense Motive +10 [8], Speak Language (Common, Draconic, Dwarven, Goblin, Undercommon) [2], Spellcraft +5 [2], Use Magic Device +9 [5]; Diligent, Magical Aptitude, Open-minded, Negotiator, Nimble Fingers

Gallen Silvernail's Adventuring Sage class skills are:

Appraise, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Forgery, Knowledge, Open Lock, Profession, Sense Motive, Speak Language, Search, Sleight of Hand, Spellcraft, Use Magic Device

SA-Synergistic Knowledge: The 4th level adventuring sage gains a +1 bonus to all skills with 5 or more ranks.

Possessions: studded leather armor; masterwork thieves' tools; healers' kit; backpack; donkey; pack saddle; digging and excavation tools; 30-day supply trail rations; spear; dagger; camp axe; utility hammer; 20-day supply raw foodstuffs; 10 gallon barrel of beer

Lora Craft-Trapsmith, Grave Robber

Human Female Adventuring Sage 26, Rogue

3: CR 29, ECL 29; Medium Humanoid (human); HD 29d6 +57; hp 130; Init +8 (+4 Dex, +4 feat); Spd 40 ft.; AC 27, touch 17, flat-footed 23 (+7 armor, +4 Dex, +3 shield, +3 deflection); BAB/EAB/Grapple +15/+5/+24; Atk +26 melee (1d8+6 B/P, 20/x2, morningstar), or +27 ranged (1d4+3+1d6 cold, 17-20/x2, keen hand crossbow); Full Atk +26/+21/+16 melee (Morningstar), or +27/+22/+17 ranged (any combination of one or both hand crossbows); SA Sneak attack +2d6; SQ Synergistic knowledge +5, evasion; AL NG; SV Fort +20, Ref +21, Will +26; Str 18, Dex 18, Con 16, Int 18, Wis 16, Cha 16.

Lora Craft-Trapsmith's Adventuring Sage class skills

are: Appraise, Climb, Craft, Profession, Knowledge, Decipher Script, Diplomacy, Disable Device, Jump, Knowledge, Ride, Speak Language, Search, Spot, Survival, Use Magic Device

Skills and Feats: Appraise +23 [15], Autohypnosis +5 [2], Balance +21 [12], Bluff +13 [8], Climb +32 [20], Concentration +5 [2], Craft (painting) +10 [5], Craft (trapmaking) +14 [8], Decipher Script +28 [15], Diplomacy +17 [8], Disable Device +31 (+33) [18], Escape Artist +6 [2], Forgery +6 [2], Gather Information +5 [0], Heal +13 (+15) [8], Intimidate +5 [0], Jump +37 (+46) [24], Knowledge (arcana) +15 [9], Knowledge (architecture and engineering) +15 [9], Knowledge (dungeoneering) +15 [9], Knowledge (geography) +15 [9], Knowledge (history) +15 [9], Knowledge (local) +15 [9], Knowledge (nature) +17 [9], Knowledge (nobility and royalty) +15 [9], Knowledge (psionics) +15 [9], Knowledge (religion) +15 [9], Knowledge (the planes) +15 [9], Listen +15 [8], Open Lock +18 (+20) [11], Perform (oratory) +9 [5], Perform (string) +9 [5], Psicraft +7 [1], Ride +14 [8], Search +40 (+45) [20], Sense Motive +6 [3], Sleight of Hand +7 [1], Speak Language (Abyssal, Celestial, Common, Draconic, Dwarf, Elf, Giant, Infernal, Sylvan, Terran) [5], Spellcraft +8 [2], Spot +25 [16], Survival +22 [15], Swim +18 [10], Tumble +21 [12], Use Magic Device +29 (+33 with scrolls) [15], Use Psionic Device +6 [3]; Alertness, Athletic, Combat Expertise, Combat Reflexes, Deflect Arrows, Endurance, Epic Fortitude, Epic Reflexes, Epic Skill Focus (search), Epic Will, Expanded Education (bluff, heal, listen, swim), Dodge, Greater Skill Focus (decipher script, use magic device), Great Fortitude, Improved Initiative, Improved Skill Focus (disable device), Improved Unarmed Strike, Iron Will, Legendary Leaper, Lightning Reflexes, Magical Aptitude, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Run, Track.

Possessions: +5 light fortification fire resistance leather armor; +3 auto-loading keen frost hand crossbow; +3 auto-loading shocking burst hand crossbow; +3 ring of protection; boots of striding and springing; ring of spell storing; handy haversack; masterwork thieves' tools; +2 adamantite morningstar; +2 light steel shield

You recognize the character and get the joke, or you don't :-)

This famous femme is the iconic adventuring sage, with huge skill bonuses that enable her to find her way anywhere, defeat any trap, steal (*ahem* "claim") the treasure, and get out alive.

Emeril Shrillwhistle

Emeril wants to be the ultimate trapbreaker.

Human Adventuring Sage 4: CR 4, ECL 4; Medium Humanoid (human); HD 4d6 +4; hp 22; Init +1 (Dex); Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +4 armor, +2 shield); BAB/Grapple +3/+5; Atk +6 melee (1d8+2 B, 20/x2 flail), or +5 ranged (1d8 P, 19-20/x2, 80 ft.,

crossbow); Full Atk +6 melee (1d8+2 B, 20/x2 flail), or +5 ranged (1d8 P, 19-20/x2, 80 ft., crossbow); SQ synergistic knowledge +1; AL N; SV Fort +2, Ref +2, Will +4; Str 14, Dex 12, Con 13, Int 16, Wis 10, Cha 8.

Skills and Feats: Bluff +7 [7], Craft (armorsmith) +11 [7], Disable Device +20 (+22) [10], Gather Information +11 [7], Heal +8 [7], Open Lock +11 (+13) [7], Search +16 (+21) [7], Survival +8 [7], Sense Motive +8 [7], Knowledge (local) +11 [7], Perform (acting) +3 [4], Diplomacy +4 [1]; Trap Detection*, Investigator, Nimble Fingers, Break Skill Limit (disable device)*, Improved Skill Focus (disable device)*, Skill Focus (search), Martial Weapon Proficiency (flail).

SA-Synergistic Knowledge: The 4th level adventuring sage gains a +1 bonus to all skills with 5 or more ranks.

Possessions: masterwork chain shirt; masterwork heavy steel shield; masterwork flail; goggles of minute seeing

Emeril Shrillwhistle's Adventuring Sage class skills are: Appraise, Climb, Craft, Profession, Knowledge, Decipher Script, Diplomacy, Disable Device, Jump, Knowledge, Ride, Speak Language, Search, Spot, Survival, Use Magic Device

Shrillwhistle demonstrates how a tightly focused adventuring sage can beat any other class at its own skill specialty. In this case, his ability to find and remove traps far exceeds that of any possible 4th level rogue.

Chapter 4 – A short adventure (EL8)

Summary: Six decades ago, a goblin chieftain possessed a scepter of great magic power. He used this to lead his tribe well as a hero, defending them against incursion from other humanoids and various monsters that roamed the land. Their territory was secure until a group of adventurers smashed the tribe. The chieftain barely escaped with a small group of his followers. They fled to the swamps and made temporary shelter. A different group of adventurers passed by some time shortly thereafter, and being in a hurry, they used an earthquake to annihilate the temporary goblin camp. All were killed and the scepter lost.

Over time, the changes to the landscape caused by the earthquake drained the swamp leaving a fertile grassland to grow.

Now, an adventuring sage scholar has discovered some personal letters from those adventurers and traced their path to find this old goblin camp and he is looking for the scepter.

A goblin enchanter, once adviser to his king, learned of the expedition but took no actions feeling he

would let the sage find the scepter and then take it from him later. However, the enchanter has been displaced in a coup that killed his king, accelerating his agenda.

The sage and one of his guards left the camp to get supplies from the town and to send letters. While they were away from the camp, the enchanter struck and took over the camp by liberal use of *charm person* spells. The sage returned to find the camp no longer his own. His guard planned to disable the enchanter through stealth but fell to the enchanter's own guards. The sage has fled back to town to recruit the PCs to help him drive off the goblinoids before they can find the scepter.

Goblin Enchanter

Goblin Enchanter does not have a familiar. It was killed during the coup that displaced him from his lofty position as advisor to the goblin clan leader. He is cool under pressure, and only shows his emotions when he is angry and ready to blast someone, or sniveling and hoping to escape an obviously superior enemy.

Goblin Wizard (enchanter) 7: CR 7, ECL 7; Small Humanoid (goblinoid); HD 7d4; hp 28; Init +0; Spd 20 ft.; AC 13, touch 11, flat-footed 12 (+1 size, +2 armor); BAB/Grapple +3/-2; Atk +3 melee (1d3-1 P/S, 19-20/x2, dagger), or +4 ranged (1d6 P, 19-20/x2, 80 ft., crossbow); Full Atk +3 melee (1d3-1 P/S, 19-20/x2, dagger), or +4 ranged (1d6 P, 19-20/x2, 80 ft., crossbow); SA Spells; SQ low-light vision; AL NE; SV Fort +2, Ref +2, Will +4; Str 9, Dex 10, Con 10, Int 18, Wis 8, Cha 12.

Skills and Feats: Bluff +9 [8], Concentration +10 [10], Diplomacy +8 [6], Intimidate +15 [10], Knowledge (arcana) +12 [8], Knowledge (history) +12 [8], Spellcraft +14 [10]; Augmented Dispelling*, Spell Focus (abjuration), Spell Focus (conjunction)

SA/SQ: Spells (Enchantment specialist, prohibited schools Conjunction, Evocation); summon familiar; social proficiency; extended enchantment; goblin traits.

Social Proficiency (Ex): Enchanters using this variant are as proficient at manipulating others through mundane means as they are at influencing their minds magically. Add the following skills to the character's list of wizard class skills: Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive. The enchanter also gains a +2 competence bonus on checks involving one of these skills (player's choice) every five levels (5th, 10th, 15th, and 20th). This bonus can only be applied once to each skill.

An enchanter using this variant does not gain Scribe Scroll at 1st level, and does not gain bonus feats for advancing as a wizard.

Goblin Enchanter has taken his 5th-level bonus on Intimidate.

Extended Enchantment (Su): Enchanters using this variant ensnare the minds of others more easily with the magic, and as a result their enchantment spells last longer than those cast by other spellcasters. Once per day, plus one additional time per two class levels gained above 1st, an enchanter using this variant can cast a spell from the enchantment school as if it were enhanced by the Extend Spell metamagic feat. This enhancement does not affect the spell's level. This ability cannot be used to extend a spell with a duration of concentration, instantaneous, or permanent.

An enchanter using this variant does not gain additional spells per day for being a specialist wizard.

Goblin Enchanter has made extensive use of this ability combined with *charm person* and *charm monster* to enslave those around him.

Spells Known: 4th level—*charm monster* (DC 19), *fear* (DC 18); 3rd level—*dispel magic*, *haste*, *hold person* (DC 18); 2nd level—*fox's cunning*, *hideous laughter* (DC 17), *touch of idiocy*, *web* (DC 16); 1st level—*charm person* (DC 16), *enlarge person* (DC 15), *expeditious retreat*, *protection from good*, *ray of enfeeblement* (DC 15)

Typical Spells Prepared (4/5/4/3/2): 4th level—*charm monster*, *fear*; 3rd level—*dispel magic*, *haste*, *hold person*; 2nd level—*fox's cunning*, *hideous laughter*, *touch of idiocy*, *web*; 1st—*charm person*, *enlarge person*, *expeditious retreat*, *protection from good*, *ray of enfeeblement*; cantrips—*daze*, *detect magic*, *ghost sound*, *read languages*.

Possessions: *bracers of armor* +2; *wand of touch of idiocy* [3ch]; *wand of enlarge person* [3ch]; dagger; light crossbow; 10 bolts; spell component pouch

I recommend using *protection from energy* or *scorching ray* for the 3d level Fire domain spell. Using a handicapped 2d level spell (*resist energy* as fire spell only) is an insult to fire clerics.

Goblin Cleric

Goblin Cleric is quite passionate and mostly loyal to Goblin Enchanter.

Goblin Cleric 6: CR 6, ECL 6; Small Humanoid (goblinoid); HD 6d8; hp 32; Init +0; Spd 15 ft. (armor); AC 13, touch 11, flat-footed 12 (+1 size, +3 armor); BAB/Grapple +4/-2; Atk +3 melee (1d6-2 P, 20/x3, spear), or +5 ranged (1d8 P, 19-20/x2, 120 ft., crossbow); Full Atk +3 melee (1d6-2 P, 20/x3, spear), or +5 ranged (1d8 P, 19-20/x2, 120 ft., crossbow); SA Spells; SQ low-light vision; AL NE; SV Fort +2, Ref +2, Will +4; Str 6, Dex 11, Con 10, Int 12, Wis 18, Cha 11.

Skills and Feats: Concentration +9 [9], Knowledge (religion) +10 [9], Spellcraft +10 [9]; Extra Smite*, Spell Focus (enchantment), Spontaneous Domain Casting (fire)*

SA/SQ: Spells (domains Destruction and Fire); goblin traits; rebuke undead (turn check 1d20+2, damage 2d6+8); *smite* 3/day (+0 attack, +6 damage)

Possessions: *Leather armor +1; wand of cure moderate wounds [5ch]; wand of inflict moderate wounds [3ch]; heavy crossbow; 10 bolts; spell component pouch; ceremonial robes*

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