

PRESTIGE CLASSES

THE STANDARD CLASSES DESCRIBED IN THE *PLAYER'S HANDBOOK* are very comprehensive and offer both fundamentals and customization options that effectively encompass all but the most uniquely talented adventurers. Additionally, multiclassing options allow for individual characters to combine features from several classes together.

This variant is for players who—with the DM's permission—want to multiclass into any of several focused specialties called prestige classes.

Prestige classes follow all the standard rules for multiclassing, except where otherwise noted in the class entry.

This chapter includes two example prestige classes.

PREREQUISITES

In addition to ability score prerequisites, most prestige classes have additional requirements, such as training in specific skills or access to certain class features. Consult the individual class entries for the

Prestige Class Example

Gary is playing a 11th-level wizard. When his character earns enough experience points to reach 12th level, Gary decides that his character will multiclass instead of continuing to progress as a wizard. Gary's wizard has spent a lot of time studying with the wizards who comprise the city's spell guard, and even fought beside them during the attack of the dragon. Gary decides that his character will multiclass into the guild mage prestige class, and thus his character becomes an 11th-level wizard and 1st-level guild mage.

When Gary's character earns enough experience to reach 13th level, he can decide whether to add another wizard level (becoming a wizard 12/guild mage 1), another guild mage level (becoming a wizard 11/guild mage 2), or a level in a third class.

specific requirements that must be met to advance in that prestige class.



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GUILD MAGE

Adjusting the white robes that signify his aspiration to join the prestigious academy, a young human starts the final stages of the ritual he devised to demonstrate his aptitude to the assembled masters. Power pours out of him into the staff placed in the centre of a large, intricate chalk circle. It rises, lifted by the magical energy as its form is transmuted into that of a black rod: his rod of office.

Standing atop the battlements of the castle wall, the royal battlemage closes her eyes to shut out distractions and begins working a spell. The army below is protected from most

arcane attacks, but the archives of the royal mages hold secret tomes that contain an arsenal of weapons for any situation. Through the magic of the spell, the woman can discern the weaknesses of the army's protection, and with a push of her will she strips away their magical shield, converting its energy into a directed conflagration against their surprised mages.

Ducking behind a pillar, a half-elf struggles to muster the power to weave another spell. With exhaustion setting in, he decides that it is time to borrow power from the other members of his guild. Tapping the pool of their combined arcane might, the half-elf shapes the latent power into his spell and turns to unleash it on his overconfident enemies.

Guild mages are part of an arcane society that practices patent and proprietary arts. Some of these societies are exclusive, even secret, while others are inclusive and practice openly. Cults and guilds are the most conspicuous forms of such societies, but covens and circles could also fulfil the paradigm. While not all of these associations will produce guild mages, the abilities wielded by guild mages are impossible to produce outside of a group.

SPELL SYNDICATES

Guild mages gain special abilities through the collaboration of an arcane association. These associations can be as small as maybe a dozen or include scores—even hundreds—of mages.

Even the lowest-ranking initiates derive immediate benefits from their membership, gaining additional spells whenever they add a level in this prestige class. As a character advances further, however, they gain the ability to draw power from their fellows, which they can use to bolster their own spellcasting abilities.

ESOTERIC LORE

Guild mages have access to arcane secrets

discerned by the collective effort of their association. As they advance within the organization, they can learn these secrets from other members or guild literature.

The penalty for sharing guild secrets can range from fines to the suspension of your membership.

Violating Guild Rules

There are many reasons why a character might be expelled from an arcane society. Stealing from a guild or its members is probably the most likely transgression that players will encounter, but killing other members is almost certainly grounds for expulsion, as well.

A guild member who violates guild rules may be placed on probation for a period of time, the duration of which may be conditional on the completion of a task that demonstrates their continued loyalty.

A character who wilfully violates guild rules and is unrepentant may simply be expelled from their guild. At the DM's discretion, an impenitent guild mage may be forced to abandon the class and lose access to certain class features. Alternatively, if the violation of guild rules was necessitated by circumstance, perhaps to deal with corruption in the guild's upper ranks, it is possible that the guild may form a splinter faction under the character's leadership.

CREATING A GUILD MAGE

Part of the process of becoming a guild mage involves joining an arcane society. Consult with your DM about the nature of such associations in your campaign. Consider carefully what obligations you might have to the organization. Do you have to pay guild dues? Are you obliged to aid the defence of a city or nation?

Joining such an association is rarely an overnight decision. In all likelihood, your character would have some experience with the organization he or she joins. Perhaps you rescued a member of a mage collective who has offered to induct you into its ranks. Or, maybe, you grew up in the city that sponsors a magical academy that has just granted you

THE GUILD MAGE

Level	Features	Spell Pool Points	Spell Slots per Spell Level
1st	Advanced Spellcasting	-	+1 to existing class
2nd	Spell Pool	2	+1 to existing class
3rd	Arcane Secret	3	+1 to existing class
4th	Ability Score Improvement	4	+1 to existing class
5th		5	+1 to existing class
6th	Arcane Secret	6	+1 to existing class
7th		7	+1 to existing class
8th	Ability Score Improvement	8	+1 to existing class
9th	Arcane Secret	9	+1 to existing class
10th	Guildmaster	10	+1 to existing class

the rank of master. Perhaps this represents the next phase of your adventuring career, or maybe it's a means to an end; a resource you intend to tap in pursuit of your own dreams.

PREREQUISITES

In order to advance as a guild mage, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your current class).

- **Proficiency Bonus +3.** While the actual talent levels required for entry to an arcane society vary based on the particular association, the abilities of a guild mage require a certain degree of capability to master.
- **Spellcasting Class Feature.** Guild mages come from the ranks of wizards, sorcerers, and bards. A character must be an arcane spellcaster in order to advance in this prestige class.

CLASS FEATURES

As a guild mage, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per guild mage level

Hit Points per Level: 1d6 (or 4) + your Constitution modifier

ADVANCED SPELLCASTING

Spells are a guild mage's most valuable currency. However they acquired their abilities—through rigorous training or auspicious ancestry—it sets them apart from everyone else.

When you gain a new level of guild mage, you treat that level as though you had advanced in whatever arcane spellcasting class you had before adding that level in a prestige class for the purposes of determining spell slots and maximum spell level known. You do not, however, gain any other benefit a character of that class would have gained (arcane tradition features or sorcery points, for example).

If you had more than one arcane spellcasting class before you became a guild mage, you must decide to which class you add each level of guild mage whenever you advance in this class.

For example, a 5th-level wizard who advances in the guild mage prestige class and chooses to add that level of guild mage to his existing wizard levels would gain an additional 3rd-level spell slot, just as he would have if he had advanced in the wizard class. He would not, however, gain a 6th-level wizard's arcane tradition feature. Similarly, a 7th-level sorcerer who advances in the guild mage prestige class and chooses to add that level of guild mage to her existing sorcerer levels would gain an additional 4th-

level spell slot, but would not gain any of the other features of an 8th-level sorcerer (an extra sorcery point and an ability score increase).

LEARNING SPELLS AT EACH LEVEL

Each time you gain a level of guild mage, you learn one additional spell than you would normally learn by gaining a level in the arcane spellcasting class to which you chose to add the level of guild mage. For example, an 11th-level sorcerer would learn a new spell if she added a level of guild mage to this class, even though sorcerers do not learn additional spells when advancing from 11th level to 12th level. Meanwhile, a wizard who added a level of guild mage to his wizard class would learn three spells instead of the standard two.

SPELL POOL

At 2nd level, you gain the ability to tap the collective power of your fellows. This concentration of power can have many sources. It could be a magical confluence to which your organization has learned to attune, or it could be a result of guild members learning to channel surplus magical energy from their spells into an exclusive reserve of power.

Whatever the source, you gain a number of spell pool points equal to your guild mage level. These spell pool points can be used to create spell slots as a bonus action on your turn. The Creating Spell Slots table shows the cost of creating a spell slot of a given level. You can create spell slots no higher in level than 5th. You regain all spent spell pool points when you finish a long rest.

CREATING SPELL SLOTS

Spell Slot Level	Spell Pool Point Cost
1st	2
2nd	3
3rd	5
4th	6
5th	7

ARCANE SECRET

When you reach 3rd level, you master new magical techniques studied and protected by your fellows. You gain one of the following Arcane Secret options of your choice. You gain another one at 6th and 9th level.

If an arcane secret has prerequisites, you must meet them to learn it. You can learn the arcane secret at the same time that you meet its prerequisites.

ARCANE DEFENCE

You can cast *mage armour* on yourself at will, without expending a spell slot or material components.

ARCANE SAVANT

You immediately learn a number of spells from your arcane spellcasting class equal to your guild mage level. If you have more than one arcane spellcasting class, you can learn spells from both lists. You cannot learn a spell of a higher level than you can cast.

ARCANE SIGHT

You can cast *detect magic* at will, without expending a spell slot.

ARCANE WEAPON

You add *shillelagh* to the spell list of an arcane spellcasting class of your choice. You can cast this spell without material components. You still need to have a club or quarterstaff.

ELEMENTAL SUBSTITUTION

If a spell you cast would deal cold, fire, force, or lightning damage, you may choose to have that spell deal another one of those damage types instead.

IMPROVED COUNTERSPELL

Prerequisite: 6th level

When you counter an creature's spell using the spell *counterspell*, if that spell would deal damage to a creature you may choose to have it deal half that damage to the caster.

The creature is entitled to make any appropriate saving throws to further reduce this damage.

The spell is still considered to have failed.

IMPROVED FOCUS

Choose a spell school. While you are concentrating on a spell of that school, your concentration can't be broken as a result of taking damage.

MASTER SHAPECHANGER

Prerequisite: 9th level

You can cast *alter self* at will, without expending a spell slot.

POLYGLOT

Your studies have crossed cultural boundaries, granting you facility with other languages. You gain the following benefits:

- You learn one language of your choice.
- You can ably create written ciphers. Others can't decipher a code you create unless you teach them, they succeed on an Intelligence check (DC equal to your Intelligence score + your proficiency bonus), or they use magic to decipher it.

VERSATILE ARCANA

You have learned to duplicate the effects of various spells with the techniques of your own tradition. Choose a number of spells equal to your Intelligence modifier (minimum 1). These spells are now added to your arcane spellcasting class list.

If you have more than one arcane spellcasting class, you choose which class list these spells are added to.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20

using this feature.

GUILDMASTER

At 10th level, you regain 4 expended spell pool points whenever you finish a short rest.

LYCANTHROPE

Alone in the woods, a young human looks up through the treetops at the rising moon. He can feel the changes already taking place in his body. Three years ago he would have been doubled over in pain as bones cracked and his organs shifted, but now he had mastered the transformation. Thick, coarse fur begins to spread over his naked body and his vision begins to shift into the keen sight of the wolf. He howls at the moon, not in rage, but in triumph.

Behind the robust bars of a large cage, a dwarf clenches her teeth as her blood begins to boil. The curse had changed the trajectory of her life, and she had resolved to take back that control. This was the third night of the full moon, and this time she would retain her senses. Tusks split her lips as the boar fought to get out, and the dwarf accepts its fear and rage.

Flitting between shadows in the quiet town, a wererat navigates labyrinthine streets with the stealth of a creature in its native element. Double-checking his surrounds, he lifts a cellar door and slips inside. The stench of stale alcohol and wet fur eases his mind. The wererat descends into the den where his plague has established its urban operations, happy to be home.

Lycanthropes are humanoids afflicted by a curse that transforms them into a monstrous beast on the three nights of a full moon. There are five variations to the curse, each producing a different type of were-creature: werebears, wereboars, wererats, weretigers, and werewolves.

Most people afflicted by lycanthropy have no control over their transformation, and

may even go about unaware of their affliction for years, having no recollection of their transformation and believing that they wake up outside their homes every so often because they sleepwalk. Few learn to retain some control while transformed, and fewer still can learn to transform without the influence of the moon.

This prestige class gives a player's character increasing control, and eventually mastery, over their curse.

CURSED

However an afflicted individual comes to regard their condition, lycanthropy is undoubtedly a curse. The curse is transmitted by the bite of an afflicted creature, whether transformed or not, though some instances can also spread through familial lines across generations. In the former case, a *remove curse* spell can rid an afflicted lycanthrope of the curse. In the latter case, however, a lycanthrope can only be freed by means of a *wish* spell.

A lycanthrope usually succumbs to its curse three times a month during the nights of the full moon, but strong-willed individuals can learn to retain their senses when transformed, curbing the beast's violent instincts. Less wilful individuals find their minds buried underneath the savage bloodlust of the beast, and recall the events of their transformation as disturbing dreams.

CRIMINALS AND OUTCASTS

The fear of lycanthropy leads to ostracism and hostility towards those discovered to be afflicted. Even good lycanthropes are not spared the wrath of a mob, leading them to lead secretive and reclusive lives.

Even in its humanoid form, a lycanthrope undergoes numerous physiological changes. All types of lycanthropes gain heightened senses, and individual varieties can be identified by specific qualities. For example, werewolves develop a fiery temper and a

taste for rare meat, and werebears become hirsute and brawny.

CREATING A LYCANTHROPE

The most important aspect of creating a lycanthrope is the nature of the curse your character is afflicted by. Is it a werewolf curse that has passed down in your family for generations? Is it a wererat curse you caught during a savage encounter in the sewers? Maybe it's a burden on your soul, something you would have had lifted if only a capable spellcaster could have been found in time, or maybe you sought out your sire and asked for these strange, new powers.

When creating a lycanthrope, remember to consider the detriments of your curse. A wereboar develops vulgar habits that make him ill-suited to delicate tasks like diplomacy and negotiation, while a weretiger is fastidious in her habits and, maybe, too haughty for tasks that involve getting her hands dirty.



THE LYCANTHROPE

Level	Features	Bonus	
		Damage	Regeneration
1st	Lycanthropy	1d6	1d4 + Con
2nd	Beast Shape	1d8	1d4 + Con
3rd	Beast Shape improvement	2d6	2d4 + Con
4th	Ability Score improvement	2d8	2d4 + Con
5th	Beast Shape improvement	3d6	2d4 + Con

PREREQUISITES

In order to advance as a lycanthepe, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your current class).

- **Proficiency Bonus +3.** While a character of any level may be afflicted by lycanthropy, only those of sufficient experience and power have the strength to control the curse.
- **Special: Cursed with Lycanthropy.** Obviously, one cannot advance in this prestige class without being afflicted by the curse that powers its abilities.

CLASS FEATURES

As a lycanthepe, you gain the following class features.

HIT POINTS

Hit Dice: 1d12 per lycanthepe level

Hit Points per Level: 1d12 (or 7) + your Constitution modifier

PROFICIENCIES

Skills: Choose one from Survival and Perception

LYCANTHROPY

Your curse has become a part of you, and you have learned to draw strength from it. In addition to the changes to your Strength or Dexterity scores and traits determined by your specific curse (see page 207 of the MONSTER MANUAL), you also gain the following abilities and features:

HYBRID SHAPE

As an action on your turn you can transform into a beast-humanoid hybrid shape, or back to your humanoid form. When attacking with your natural weapons in this form, you deal bonus damage and gain regeneration as shown in the Bonus Damage and Regeneration columns of the Lycanthepe table.

Even a character who did not embrace the curse of lycanthropy can use this feature. Their alignment remains unchanged.

BEAST SHAPE

At 2nd level you can use your curse to also transform into the namesake of your lycanthropy as described in the MONSTER MANUAL. This ability functions the same way as a druid's Wild Shape ability, except that a lycanthepe has no limitation on the amount of time they can spend in their beast shape. While in beast shape you gain the bonus damage and regeneration noted on the Lycanthepe table for your level.

At 3rd level, your natural armour in beast shape increases to your Constitution modifier (minimum 1).

At 5th level, you gain the ability to use spells in beast shape. This feature functions the same way as a druid's Beast Spells ability. Additionally, the beast form you assume is the giant or dire version of the namesake of your lycanthropy, if it was not already. For example, a wereboar would transform into a giant boar and a werewolf would transform into a dire wolf.