

Way of the Wu Jen

The Way of the Wu Jen is a source book containing various spells, feats, and other things to enhance a Wu Jen character.

Part 1: Spellbook

Revisions to the Original Spells

I have always felt that the wu jen spell list was greatly underpowered and/or contains mistakes. Therefore I made the following alterations to it (often naming a similar spell which inspired the change):

Animate Wood/Water/Fire

Transmutation

Level: Wu Jen 1/2/3

Components: V, S, M

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./lv)

Target: object to animate

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The above statistics are more on par with *summon monster*. I assume that water and fire will conjure an elemental of small size (which makes *water* a bit better than *summon monster II* and *fire* on par with *III*). To give *animate fire* a bit more kick, the elemental can be up to medium size.

Cobra's Breath

Transmutation

Level: Wu Jen 1

Components: S, M

Casting Time: 1 action

Range: Cone (10 ft.)

Duration: instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

You can breathe a poisonous cone at your enemies. It does 1d3 damage to an attribute of your choice but it must be the same for all creatures within the cone. This makes it a more versatile version of *ray of enfeeblement*.

Entangling Scarf

Transmutation

Level: Wu Jen 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./lv)

Target: One creature

Duration: 10 minutes/level

Saving Throw: Reflex negates

Spell Resistance: No

You magically extend your scarf, needing a ranged *touch* attack. The target gets a reflex save to avoid being entangled.

Entangled creatures suffer -2 on attack rolls and -4 on effective dexterity. It cannot move and must pass a concentration check (DC: 15) to cast a spell. The creature can free itself with an escape artist check (DC: 26) or a strength check (DC: 24). The scarf has a hardness of 10 and 30 hit points. As a free action the wu jen can drag the victim towards him or stop anywhere along the way. This remains valid for the whole duration of the spell. These changes make it a version of *web* with less range and effect but very true to Hong Kong cinema.

Fiery Eyes

Transmutation

Level: Wu Jen 1 (Fire)

Components: V, S

Casting Time: 1 action

Target: You

Duration: 20 minutes/level

Saving Throw: see below

Spell Resistance: No

Your eyes glow with unnatural fire, illuminating a 20 foot cone in front of you. By fixing your sight on one spot



within 5 feet for 3 rounds you can cause combustible inanimate objects to burst into flames. If these items are worn by creatures they will take 1d6 damage (no save) and possibly further damage (see catching on fire). The light cone may be hidden by closing your eyes. This is a slightly more powerful version of light and a possible deterrent to melee attackers.

Fire Shuriken

Evocation [Fire]

Level: Wu Jen 2 (Fire)

Components: V, S, M

Casting Time: 1 action

Range: 50 ft.

Target: Up to 9 shuriken

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

You can create three shuriken, six if above level 7 and nine if level 13 or higher. Up to three shuriken can be thrown at the same target as a standard action and the shuriken must be thrown withing consecutive rounds (i.e. they cannot be saved for later). To hit a target the wu jen must succeed in a ranged touch touch attack. Each shuriken that hits does 2d4 points fire damage. Sneak attacks may only be performed with the first shuriken thrown. These changes bring the spell more up to the level of *Melf's Acid Arrow*. Note that the wu jen can start throwing the shuriken in the round where she created them.

Fire Wings

Transmutation

Level: Wu Jen 3 (Fire)

Components: V, S, M, F

Casting Time: 1 action

Target: You

Duration: 20 minutes/level

Saving Throw: none

Spell Resistance: No



This is a slightly weaker version of the *fly* spell but with added twists and longer duration. Your arms turn into wings of fire and you can fly 90 ft. per round at good manoeuvrability. You cannot carry more than light weight and hold nothing in your hands (i.e. you might have to drop things before casting the spell). Your unarmed damage is increased by 2d6, but due to the improvised nature of the attack you get a -2 circumstance penalty. No spells with a somatic component can be cast while this spell is active.

Once the spell ends you fall normally and your wings can be extinguished by the *quench* spell, strong winds, or water upon which they transform back into aimlessly flailing hands.

Hail of Stone

Conjuration (Creation)

Level: Wu Jen 1 (Earth)

Components: V, S, M

Casting Time: 1 action

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

Area: Cylinder (5 ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: No

Spell Resistance: Yes

You create a rain of stones that allows you to make a ranged attack roll on every being and object in the area. You deal 1d4 damage per level (max. 5d4). Instead of attacking a creature, you may aim for *one* of its attended items, such as a weapon. Use the rules as for *striking a weapon* in the PHB.

Material Component: a jade piece worth 5 gp.

Iron Scarf

Transmutation

Level: Wu Jen 1 (Metal)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Your scarf becomes sharp as metal, allowing you to injure enemies within range. You need a ranged touch attack to hit and deal 1d6 point of damage, plus one per level (max. 5). This makes the spell about as powerful as *inflict light wounds*.

Rain of Needles

Transmutation

Level: Wu Jen 2 (Metal)

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to one creature per level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a swarm of needles that can be directed at one or more creatures and deal 1d4/level. However, the damage has to be divided between the targets. You must succeed in a ranged touch attack to hit with the needles.

Summon Monster I

The spell remains unchanged save for the creatures available for conjuration.

- Spirit Centipede, Least
- Fiendish Tasloi
- Fiendish Skeleton, Medium

Summon Monster II

The spell remains unchanged save for the creatures available for conjuration.

- Spirit Centipede, Lesser
- Fiendish Toad, Giant
- Fiendish Monstrous Spider, Medium

Summon Monster III

The spell remains unchanged save for the creatures available for conjuration.

- Spirit Centipede, Greater
- Gaki, Jiki-Niku

- Elemental, small
- Salamander, small
- Azer (optionally this one looks like a korobokuru on fire, and no, not a *fire korobokuru*)



New Spells – Level 1

Bolt of Sweeping Fire

Evocation [Fire]

Level: Wu Jen 1 (Fire)

Components: V, S, M

Casting Time: 1 action

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

Target: See below

Duration: concentration (s. below)

Saving Throw: None

Spell Resistance: Yes



The spell is casted by whirling around a torch in a circular pattern muttering arcane incantations. A single bolt of flames emerges that can be directed by the caster. He can let it fly through the air as long as he maintains concentration and try to hit targets with a *ranged touch attack* causing 1d6 points of fire damage +1 per caster level (max. 5).

As soon as the bolt hits the spell ends but missed attacks only cause the bolt to sweep by, allowing another try as long as concentration is maintained.

The bolt illuminates an area of a 10 ft. radius.

Arcane Material Component: A lit torch

Bolt of the Tsunami

Evocation

Level: Wu Jen 1 (Water)

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell is cast by throwing the bowl of water into the air and then magically focusing the liquid into a bolt of twirling water that moves out towards the intended target.

The bolt automatically hits and can perform either a bull rush or a trip attack with the base attack bonus of the mage and a strength of 15 + the level of the caster (max. 22).

Arcane Material Component: A bowlful of water (the bowl can be reused after picking it up)

Bolt of Raw Earth

Transmutation

Level: Wu Jen 1 (Earth)

Components: V, S, M

Casting Time: 1 action

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

Target: One creature

Duration: 2 rounds per level

Saving Throw: None

Spell Resistance: Yes

The caster throws a handful of earth at the intended target. In flight the earth forms into a bolt that, upon hitting with a *ranged touch attack*, enters the body of the target and gives it a grayish hue. Also, the target becomes more clumsy in its movement, losing 1d6 points of dexterity, +1 per two levels with a maximum of 3 (this is an enhancement penalty). Dexterity can be reduced to zero with this spell.

Arcane Material Component: A handful of earth.

Bolt of Metal Spikes

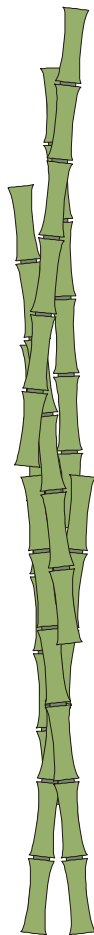
Conjuration

Level: Wu Jen 1 (Metal)

Components: V, S

Casting Time: 1 action

Range: Self



Target: Self

Duration: concentration (max. 1 round/level)

Saving Throw: None

Spell Resistance: No

The caster conjures a single spiked masterwork metal bolt out of thin air each round that can be thrown as a free action by the caster only (with the range of a crossbow and a damage of 1d8). However, since concentration must be maintained it is impossible to cast spells or take any complex action.

The bolts vanish after a single round so they must be thrown immediately.

Bolt of Living Wood

Conjuration

Level: Wu Jen 1 (Wood)

Components: V, S, M

Casting Time: 1 action

Range: Self

Target: Self

Duration: 1 round per level

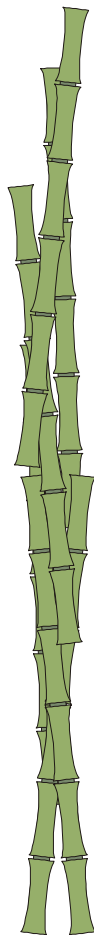
Saving Throw: Ref

Spell Resistance: Yes

The caster puts a piece of green wood on his palms and concentrates to let it dart at the intended target. Upon hitting (with a *ranged touch attack*) the dart inflicts 1 point of damage per two caster levels (max. 5) and the wood expands into a tangling mass of roots that engulf the victim unless she makes a successful reflex save to pull out the dart.

The entangled character gets -4 on dexterity, -2 to attack rolls, and must make a concentration check (DC 15) to not lose spells when trying to cast them. In all other aspects the victim is considered grappled. Breaking free requires a grapple check against the tentacles (which have a strength of 18 (+4)).

Arcane Material Component: a piece of green wood.



Bone Shield of Naga-Noth

Abjuration

Level: Wu Jen 1

Components: V, S, M

Casting Time: 1 standard action

Range: personal

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: None

You throw a thigh bone into the air while screaming arcane curses at one of your enemies. The bone will now always hover between you and this opponent at a distance of max. 10 ft. from you and parry her attacks, giving you a +7 cover bonus (and a +3 reflex bonus) from any ranged or melee actions taken against you. It does not affect any other enemies or their spells even if they come from the same direction.

This spell does not stack with a shield spell, even if applied to different directions.

Arcane Material Component: a humanoid thigh bone.

Death Head of Naga-Noth

Necromancy [Fire]

Level: Wu Jen 1 (fire)

Components: V, S, M

Casting Time: 1 minute

Range: see below

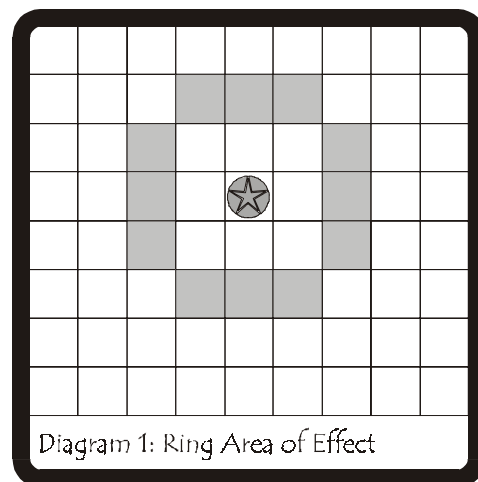


Diagram 1: Ring Area of Effect

Duration: 1 hour / level

Saving Throw: none

Spell Resistance: Yes

In a ritual that takes 1 minute, the caster imbues a skull with the eldritch energy of the ancient necromancers of Naga-Noth. When touching a creature other than the caster who created it, the skull bursts into flames and does 1d6 fire damage to anything touching it. It is not triggered when hitting non-living things such as items, constructs, or undead. Usually it is thrown (use the touch attack AC) to avoid damaging its wielder. (The range increment is 10 ft.) The skull keeps its special properties for 1 hour per level or until it is triggered, which means that it can be picked up after a missed attack and used again (it will miss the same way as any grenade-like attack).

The ancient Naga-Nothans used this spell to create cheap fire missiles which they gave to their undead minions (who did not trigger the skulls).

Arcane Material Component: a skull human or otherwise, which *is not* part of a standard component pouch.

Dispels Bolt

Abjuration

Level: Wu Jen 1

Components: V, S

Casting Time: 1 action

Range: line of sight

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell dispels magic missile, Melf's Acid Arrow, and any of the magic bolt spells described in this section either as a counter spell or to end the ongoing effects. In fact it is similar to dispel magic in every way but is restricted to the bolt spells.

Shadow Ray

Necromancy

Level: Wu Jen 1

Components: V, S

Casting Time: 1 action

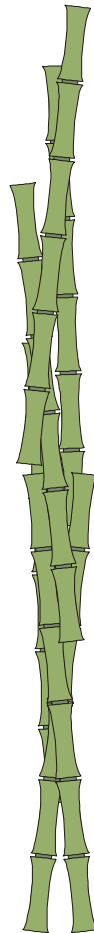
Range: short (25 ft. + 5 ft. / 2 levels)

Duration: instantaneous

Saving Throw: Fort (see below)

Spell Resistance: Yes

The spellcaster sends forth a beam of dark energy that hits one enemy with a ranged touch attack. If the attack succeeds, the enemy takes 1d4 damage to an attribute of the caster's choice. However, the caster has to make a will saving throw against his own spell or be caught in the backlash of the foul powers used here. If the save fails, the caster takes the same amount of damage to his intelligence or charisma, whichever be his spellcaster attribute.



Wooden Club

Conjuration

Level: Wu Jen 1 (wood)

Components: V, S

Casting Time: 1 action

Range: personal

Duration: 1 hr. / level (D)

Saving Throw: None

Spell Resistance: No

A wooden club of masterwork quality appears out of nowhere, right in the hand of the caster. The club can be passed on to other people and behaves like a normal weapon in any respect. The caster can end the spell at any time, even if she does not hold the club any more.

New Spells - Level 2

Bronze Club

Conjuration

Level: Wu Jen 1 (metal)

Components: V, S

Casting Time: 1 action

Range: personal

Duration: 1 hour / level

Saving Throw: None

Spell Resistance: No

The caster conjures a +1 metal club out of nowhere right into his hand. This club behaves like a +1 club in any way but does 1d8 damage instead of 1d6. Otherwise this spell is similar to *wooden club* (the level 1 spell).

Ring of Hellfire

Conjuration [Fire]

Level: Wu Jen 2 (Fire)

Components: V, S

Casting Time: 1 action

Range: Self

Area: see diagram 1

Duration: 1 round per every 2 levels

Saving Throw: Ref

Spell Resistance: Yes

The ring of hellfire consists of flaming balls that circle around the caster in a distance of 5 feet. Anybody within this area or crossing it takes 1d4 fire damage per every two caster levels (max. 5d4). A reflex save halves this damage.

Note: When the caster moves the ring stays in the place where it originally was conjured. it cannot be ended prematurely.

Ring of Fog

Conjuration

Level: Wu Jen 2 (Water)

Components: V, S

Casting Time: 1 action

Range: Self

Area: see diagram 1

Duration: 1 round per level

Saving Throw: Ref

Spell Resistance: Yes

A ring of greenish glowing fog rises around the caster in a ring that is 30 ft.

high (see diagram 1). Everybody inside the ring gets full concealment from anybody outside and half concealment from anybody inside the fog. Those inside the ring or inside the fog can attack those outside with only a half concealment penalty.

When the caster moves the ring stays in place and it cannot be ended prematurely.

Ring of Earth

Conjuration

Level: Wu Jen 2 (Earth)

Components: V, S

Casting Time: 1 action

Range: Self

Area: see diagram 1

Duration: 1 round per level

Saving Throw: None

Spell Resistance: Yes

The caster calls up a ring shaped earth wall (hardness 5, hit points 50) that is 30 ft. high. This wall provides total cover until broken or having lost 10 hit points after which it provides cover according to position. It takes 20 hit points of damage to create a hole large enough for a small or medium being to pass through.

Ring of Metal Chains

Conjuration

Level: Wu Jen 2 (Metal)

Components: V, S

Casting Time: 1 action

Range: Self

Area: see diagram 1

Duration: 1 round per level

Saving Throw: None

Spell Resistance: Yes

An iron chain appears out of nothingness and starts whirling around the caster. Anyone passing through the area of effect or standing there is subject to a trip attack with the casters base attack bonus and a strength of 20 (+5 bonus). Note that if the spell is still in effect the



victim will be attacked again immediately after standing up (i.e. the victim gets 2 tries per round).

After the spell has been cast it cannot be ended prematurely nor does it move with the caster.

Ring of Metal Chains

Conjuration

Level: Wu Jen 2 (Wood)

Components: V, S, F

Casting Time: 1 action

Range: Self

Area: see diagram 1

Duration: 1 round per level

Saving Throw: None

Spell Resistance: Yes

A ring of outward pointing wooden spears sprouts from the ground. Anybody passing this area *from the outside* is attacked by a spear with the attack bonus and strength of the caster for 1d6 points of damage. Anyone charging will take double damage as if the spears were readied against a charge.

Moving out from the ring does not provoke an attack, not does standing in the area of effect. The ring does not move with the caster and cannot be ended prematurely.

Arcane Spell Focus: A wooden spear engraved with protective icons.

Water Shield

Abjuration

Level: Wu Jen 2 (Water)

Components: V, S

Casting Time: 1 action

Range: personal

Duration: 1 minute / level

Saving Throw: None

Spell Resistance: No

A transparent watery shield appears on the casters arm that can be used like a normal large shield with the addition of *endure elements* effective against fire

only. It does not cause arcane spell failure, however, when a spell is cast the shield does not protect its wielder.

New Spells – Level 3

Bone Limb

Necromancy

Level: Wu Jen 3

Components: V, S, F

Casting Time: 10 minutes

Range: touch

Duration: 1 day / level

Saving Throw: Will (harmless)

Spell Resistance: No



The Wu Jen takes a fleshless limb and attaches it to the body of a person who has previously lost the corresponding arm or leg. The bones are imbued with necromantic energy and work just like a normal limb of that type with the following limitations:

- -1 to all skills checks or attacks performed with that arm
- -2 to charisma if the limb is visible
- each day there is a 3% chance that an evil spirit will notice the limb as a vessel and take control over it, possibly attacking the bearer. A will save against 14 can attempted each hour to get rid of the spirit. The arm has a hardness of 3 and 8 hp if attacked.

Arcane Focus: a skeletal limb, not necessarily of the same race, which can be reused *after the spell ends*.

Iron Club

Conjuration

Level: Wu Jen 1 (metal)

Components: V, S

Casting Time: 1 action

Range: personal

Duration: 1 hour / level (D)

Saving Throw: None

Spell Resistance: No

This spell is the same as *wooden club* (level 1 spell), but conjures a +2 greatclub instead. The greatclub is of such a nature that it can even be used by people normally not proficient with such a weapon.



Part 2: Feats

General Feats

These feats are not magical in nature but are still useful to spell casters.

Peaceful Mind

Prerequisites: Wisdom 13+

Benefit: The Wu Jen has trained his mind to be exceptionally tranquil. She can fall into an intensive trance that is far more refreshing than natural sleep. Therefore, a Wu Jen does not need 8 hours but only 6 of rest, before she can memorise spells.

Ancestor Feats

These ancestor feats are particularly interesting for wu jen as they enhance spell casting. Divine spell casters might also take these feats, probably with a different ancestor, though

Blood of Righteousness [Ancestor]

Benefit: The character is a descendant of Tian Guan, a favourite of the Celestial Emperor. His spells automatically acquire the *good* and *law* modifiers and have their save DCs increased by 1 for opponents that are either chaotic or evil. Chaotic evil creatures have the DC increased by 2.

Soul of Stone [Ancestor]

The character claims to have the blood of elemental earth spirits and the save DCs for his spells of the *earth* school are increased by 1. This increase is cumulative with *spell focus*. Additionally, the character gets a +1 luck bonus on fortitude saves.

Arcane Feats

Arcane feats are feats that involve supernatural phenomena but do not

belong to the category of metamagical feats.

Cool Like Water

Prerequisites: Ability to cast the *protection from elements* spell.

Benefit: The Wu Jen's skin becomes cooler than that of a normal person of his race. He gains a +2 bonus on all saves vs. spells with the fire descriptor and has a damage resistance of 4 vs. non-magical fires.

Swift as the Wind

Prerequisites: Lightning Reflexes

Benefit: By making a pact with a wind spirit, a Wu Jen can borrow its agility. A Wu Jen who has the Swift as the Wind feat gains an additional +1 bonus to reflex saves in addition to the +2 provided by Lightning Reflexes. Additionally, the character gets a +2 circumstance bonus to tumble checks made to avoid attacks of opportunity.

Out of Thin Air

Prerequisites: Ability to cast *Prestidigitation*, Charisma 13+

Benefit: After casting the *Prestidigitation* spell, the Wu Jen can draw material components out of thin air. These can have a maximum monetary value of 10 gp per character level, and can only be used as components and not to sell them or use them in any other way. Focus items can also be emulated this way.

Normal: Items created by *Prestidigitation* cannot be used as spell components or foci.

Metamagical Feats

Metamagic feats are enhance various spells. Wu Jen or Shamans have to memorise spells with the metamagic feat already decided upon. Sorcerers can



apply them in the way described in the *Player's Handbook*.

Flame Empowered Spell

Prerequisites: Int 16+, Spellcaster level 4+

Benefits: The damage done by a spell is increased by 1d4 fire damage. This feat cannot be applied to fire or water spells since it is either irrelevant or cancelled out. Memorising a flame empowered spell requires burning incense worth 5 gp per spell. Sorcerers must burn this in advance and can then chose when to apply this bonus.

Hand of Wind

Prerequisites: Dex 10+

Benefit: Spells with a range of touch that are memorised with the Hand of Wind feat have their range extended to 15 feet. If a touch attack is normally required to deliver them, it is now a ranged touch attack. The spells has to be memorised/cast as if 2 levels higher.

Shadow Magic

Prerequisites: evil alignment

Benefit: When memorising an elemental spell (such as *fireball*) as a shadow spell, its damage type changes to *cold* if this is more beneficial for the caster, i.e. protective magic geared against the original element will not work. If a creature has protection against both cold and the original element, use what ever is more beneficial to the caster. When a spell is memorised as a shadow spell, the caster must sacrifice 1hp/level in either his own or some other persons blood.

Strong as Steel

Prerequisites: none

Benefit: When casting spells that grant a natural armour bonus, this bonus is increased by 1. Additionally, spells that grant damage resistance have the damage threshold increase by 2. *For example if a spell grants damage*

resistance 10/+1, this is increased to 12/+1 if the spell is memorised using the Strong as Steel feat. Memorising a spell using this feat requires burning incense worth 5 gp. Sorcerers must burn this in advance and can then chose when to apply this bonus. The spells type changes to Metal.



Prestige Classes

Arcane Witch Hunter

Some witch hunters have little interest in learning martial skills, instead preferring to perfect their arcane skills. While they lack the martial prowess of their fellows, they share their hatred for evil and their total dedication to eradicating it. They try to focus on spells that allow them to fight most effectively against cultists and the evil spirits they worship.

Requirements

Alignment: any non-evil

Skills: Knowledge (arcana) 10 ranks or knowledge (spirits) 10.

Feat: Track

Spells: Ability to cast *magic circle against evil*

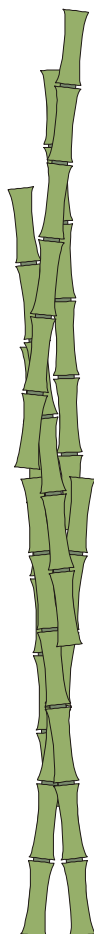
Special: Must have dedicated a spell secret to *magic circle against evil*.

Class Skills

The following skills are class skills for the Arcane Witch Hunter:

Alchemy (int), Concentration (con), Craft (int), Knowledge (any) (int), Listen (wis), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int), Spot (wis), Wilderness Lore (wis).

Skill points per level: 4 + int modifier.



Class Features

Note that many of the special abilities given here are exactly the same as those for the Witch Hunter prestige class. Only those different from the original ones are listed here.

Armour and Weapon Proficiencies: the character gains proficiency in the following weapons: Tonfa (in the Shattered Empire a symbol of authority) and Sodegarami (to capture opponents).

Spells per day: the spells progression of the original class is kept up as indicated on the class progression table.

Taboos: The arcane witch hunter much with the traditional wu jen (even if he was a sorcerer before). Upon learning the secrets of the Witch Hunter order the new member vows to never betray the secrets of his order, to never lie to a non-evil being, and to follow the orders of good-aligned spirits. Former wu jen face the same penalties for violating these rules as for their original taboos, other arcane spell casters are punished with a -2 penalty on all saves for a day.

Good-Empowered Spell (su): The DC for spell saves is increased by +2 for evil creatures.

| Arcane Witch Hunter | | | | | | |
|---------------------|-----|------|-----|------|----------------------|------------|
| Level | BAB | Fort | Ref | Will | Special | Caster Lv. |
| 1 | +0 | +0 | +0 | +2 | Detect Evil, Taboos | +1 |
| 2 | +1 | +0 | +0 | +3 | | +1 |
| 3 | +1 | +1 | +1 | +4 | Kami's Grace | +1 |
| 4 | +2 | +1 | +1 | +4 | | +1 |
| 5 | +2 | +2 | +2 | +5 | | +1 |
| 6 | +3 | +2 | +2 | +5 | Good-Empowered Spell | +1 |
| 7 | +3 | +2 | +2 | +6 | | +1 |
| 8 | +4 | +3 | +3 | +6 | | +1 |
| 9 | +4 | +3 | +3 | +7 | Resist Evil Magic | +1 |
| 10 | +5 | +3 | +3 | +7 | | +1 |

Master of Dark Secrets

Some wu jen are not satisfied with their current abilities and are willing to sell their soul to dark entities from the Realms Beyond in order to gain even more power. This power comes at an expense and ultimately most masters of dark secrets become pawns to the powers they thought they controlled. While shamans also qualify for this class, they are less likely take it since they gain less from this sinister pact.

Requirements

Alignment: any evil

Skills: Knowledge (spirits) 8 ranks and knowledge (planes) 6 ranks.

Feat: Shadow Magic

Spells: Ability to cast *commune with lesser spirit*.

Special: Must sacrifice a being of good alignment to reach a messenger spirit of the entities beyond.

Class Skills

The following skills are class skills for the Arcane Witch Hunter:

Alchemy (int), Concentration (con), Craft (int), Knowledge (any) (int), Listen (wis), Profession (wis), Scry (int), Sense Motive (wis), Spellcraft (int), Spot (wis)
Skill points per level: 2 + int modifier.



Class Features

Armour and Weapon Proficiencies: the character gains proficiency in the following weapons: shikomi-zue and war fan, both trick weapons that suit the evil nature of the masters of dark secrets.

Spells per day: the spells progression of the original class is kept up as indicated on the class progression table.

Evil Knowledge (ex): Due to the ritual communication with the evil forces outside of reality the master of dark secrets has access to spells that other people do not have. The list of available spells is expanded by the spells found in the grave and evil domains of clerics and shamans. These are treated as normal arcane or divine spells, depending on spell progression. These spells are automatically added to the spell book upon reaching the correct level. Sorcerers still have to learn them normally. Note that this is a way for an arcane spell caster to learn spells at a lower level than normally.

Heartless (ex): The master of dark secrets rips out his heart in a dark and evil ceremony, putting it into a jar. This ritual renders him immune to critical hits. However, should anybody else ever gain control of the container with the heart, he can kill the evil spellcaster with a standard action, no matter where he is. Also, the holder of the heart is protected

| Master of Dark Secrets | | | | | | |
|------------------------|-----|------|-----|------|---------------------------|------------|
| Level | BAB | Fort | Ref | Will | Special | Caster Lv. |
| 1 | +0 | +0 | +0 | +2 | Evil Knowledge, Heartless | +1 |
| 2 | +1 | +0 | +0 | +3 | | +1 |
| 3 | +1 | +1 | +1 | +4 | Dark Secrets | +1 |
| 4 | +2 | +1 | +1 | +4 | | +1 |
| 5 | +2 | +2 | +2 | +5 | | +1 |
| 6 | +3 | +2 | +2 | +5 | Shadow Form | +1 |
| 7 | +3 | +2 | +2 | +6 | | +1 |
| 8 | +4 | +3 | +3 | +6 | | +1 |
| 9 | +4 | +3 | +3 | +7 | Power of Corruption | +1 |
| 10 | +5 | +3 | +3 | +7 | Shadow Form (2/day) | +1 |

from the master of dark secrets as if under the effect of a *magic circle against evil* of caster level 20.

Dark Secrets (ex): The Master of Dark Secrets has some secret knowledge about shadow creatures that allows him to command or rebuke them as a cleric of the same level would undead.

Shadow Form (su): Once per day the master of dark secrets can take the form of a shadow creature for 1 minute/level, gaining 90% concealment in shadows.

Power of Corruption (su): The type of the master changes to outsider with the subtype spirit and shadow.

