

Daemonic Flayer

Some auri magi can tap the dark energy of their daemonic blood to enhance their arcane and combat talents. By physically carving away their tainted flesh, they can use its dark energies to enhance their powers, call forth weapons from thin air, and bypass enemies' strongest defenses.

The daemonic flayer is an archetype of the red mage class, available only to au ra red mages.

Infernal Mortification (Su): At 2nd level, a daemonic flayer can sacrifice some of his own infernal blood to add to his arcane pool. Sacrificing blood in this way is a standard action. For every 2 points of Constitution damage the daemonic flayer takes in this way, his arcane pool increases by 1 point. Any arcane pool points gained in this way and not spent disappear the next time he prepares his spells. Unlike normal ability score damage, this damage cannot be healed by way of restora. Only time can heal the Constitution damage taken by way of infernal mortification. This ability cannot be used if the daemonic flayer's Constitution damage is equal to or greater than half his Constitution score.

This ability replaces quick learner (minor).

Ruby Arcana: A daemonic flayer gains access to the following ruby arcana. He cannot select any arcana more than once.

Bypassing Strike (Su): The daemonic flayer can expend 1 point from his arcane pool as a swift action to allow one melee or spellstrike attack he makes before the end of his turn to ignore an evil outsider target's damage reduction.

Daemonic Blade (Su): As a swift action, as long as the daemonic flayer used infernal mortification that day to increase his arcane pool, he can conjure forth a weapon using this arcana. Doing so costs 2 points from his arcane pool. The weapon can take the form of any single one-handed melee weapon the daemonic flayer is proficient with. This weapon starts as a weapon with a +1 enhancement bonus, but for every four levels beyond 3rd the daemonic flayer possesses, the weapon gains another +1 enhancement bonus, to a maximum of +5 at 19th level. This summoned weapon lasts for 1 minute. At 5th level, these bonuses can be used to add any of the following weapon properties to the daemonic blade: anarchic, axiomatic, dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed, or unholy. These bonuses and properties are decided when the arcane pool points are spent and cannot be changed until the next time the daemonic flayer uses this arcana. Another creature cannot wield the daemonic blade; if it leaves the hand of the daemonic flayer, it dissipates in a wisp of red smoke that smells of burning blood. A daemonic flayer can only have one daemonic blade in existence at a time. If he uses this ability again, the first daemonic blade disappears.