

Immortal Lion

Special forces of Aht Urhgan, these units obey and fight for only the queen almost zealously. Usually, adventurers who are deemed worthy to possibly become an immortal lion are created and tested on, then thrown out as an empty vessel for them learn and fight on their own, crawling back as a beast to serve the queen. These formidable fighter-mages employ elegantly curved blades for close combat, while decimating their enemies from afar with fell magic mastered from their opponents.

The immortal lion is an archetype of the blue mage class.

Empty Vessel (Su): An immortal lion begins his career with nothing and is empty inside. He must learn the ways of monsters from scratch. Due to this, he has an inherent ability to learn the abilities of monsters quicker. An immortal lion begins play with 1 1st-level blue mage spell. He does not gain spells as he levels and must learn them from seeing monsters perform them. However, as long as he can see the ability used, an immortal lion learns blue mage spells immediately as they are used and does not need to make a Knowledge skill check to learn them. Creature magic otherwise functions as normal.

This ability modifies and replaces creature magic.

Blue Magery (Ex): An immortal lion can choose this blue magery, replacing natural prowess.

- *Blade Prowess:* This ability increases the immortal lion's ability to hit with a scimitar, gaining a bonus +2 to attack and damage rolls with a scimitar.

This ability replaces blue magery (natural prowess).

Azure Blade Training (Ex): At 4th level, an immortal lion is trained with the use of scimitars, learning where to properly strike instead of relying on force. When wielding a scimitar in one hand and keeping his off hand empty, he can apply his Intelligence bonus to attack rolls in place of Strength. Any effect that would make him lose his Strength modifier to attack rolls makes him also lose this bonus. Every four blue mage levels thereafter, he gains additional training when wielding a scimitar this way.

- At 8th level, he uses his Intelligence modifier instead of Strength for damage rolls. Any effect that would make him lose his Strength modifier to damage rolls makes him also lose this bonus. Additionally, he gains a dodge bonus to AC equal to half his Intelligence modifier.
- At 12th level, he gains access to the red mage spell combat class feature but only with blue mage spells.
- At 16th level, he gains access to the red mage spellstrike class feature but only with blue mage spells.
- At 20th level, all critical hits with a scimitar are automatically confirmed.

This ability replaces azure physical training.